

New Super Mario Bros. Wii U

Version 5.0

*** We use an in-game Brick Block as a standard sizing unit for the purposes of this document, as TV screen sizes may vary. All sizes stated in this document are therefore represented in "Block."*

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GAME MODES

Main Adventure

1. **Single-player:** A single player can use the Wii U Gamepad or a Wii Remote to play.
2. **Multiplayer:** Multiplayer mode consists of two to five players simultaneously experiencing New Super Mario Bros U. Multiplayer mode allows for a maximum of four Wii Remotes. To play with five people, one person

needs to be using the Wii U Gamepad. The person using the Wii U Gamepad in multiplayer is playing in Boost Mode. Instead of controlling a character, players with the Wii U GamePad receive several special abilities to use with the stylus:

- a. **Stop enemies in their tracks by rapidly tapping on them in the GamePad's Screen.**
- b. **Change some enemies' direction of movement and/or altitude by tapping on them.**
- c. **See and enable 3-Up Moon Blocks.** These are only visible on the Wii U GamePad Screen. Other players are able to see it on the TV only if the player using the GamePad taps it with their stylus – and even then, it is shown only for five seconds, and must be tapped again to return to the TV screen. It is up to players using the Wii Remote to hit this block before it disappears.
- d. **Add Boost Platforms to the level for other players to use.** A maximum of four platforms can be placed at once. The first platform placed disappears as soon as a fifth platform is placed.

Boost Platforms are added to the level by tapping the Wii U GamePad Screen with the stylus provided -- a platform is added in the location that was tapped. Boost Platform are red (with a heart engraving), blue (with a spade), magenta (with a diamond), and green (with a club). Boost Platforms spawn as 2 by 4 Blocks in size, but do not stay constant, or indefinitely.

After placement, each platform stays **for one second** before the engraving begins to disappear. It **takes one second** for the engraving to disappear, after which the platform itself begins to shrink. It **takes two seconds** for the platforms to shrink and disappear completely. When a player with the Wii Remote jumps onto these platforms they receive three coins and then the platforms begin to disappear. They disappear two seconds after being jumped on.

1. **Star Meter:** This is a six-segment pie chart that fills up clockwise, with one segment appearing each time a Boost Platform is successfully used by a player with a Wii Remote.

"Successful use" is when a player steps on a platform while it still has a visible engraving. At this time, three Coins will shoot out of the top of the platform, and one segment of the GamePad's Star Meter will fill up. If more than five seconds go by between successful uses, the Star Meter will return to null. If the Star Meter is completely filled, however, the Gamepad will have a chance to enter Boost Star Mode.

2. **Boost Star Mode:** After the Star Meter is filled, a Boost Star will appear at the top of the Gamepad screen. If touched, the Gamepad enters Boost Star Mode. In Boost Star Mode, the player



can place unlimited Boost Platforms. In addition, the player gains the ability to kill on-screen enemies by tapping on them with the stylus.



The **Boost Star**, a 2x2 Block item that appears on the GamePad screen. Once tapped, the GamePad played enters Boost Star Mode.

Even otherwise unbeatable enemies like Thwomps can be killed with this method.

3. **99 Lives:** If any of the players have 99 lives, the size of Boost Platforms will change into tiny squares less than 0.5 by 0.5 Blocks in dimension, even in Boost Star Mode. If a player at 99 dies and return to 98 lives, newly placed platforms will immediately return to their regular size. Similarly, if a player at 98 lives gains one during the level, any new platforms will immediately shrink down to the tiniest size.

Challenge Mode

Challenge mode offers five categories of challenges. Most challenges take place in specific areas from courses of the main game, but Penguin Bowling and Bubble Up have their own courses. Each of the Challenge Modes award players with a star (out of five) based on their performance. Players are usually awarded with either Gold, Silver or Bronze medals. However, some Special challenges award only a single gold medal for completion. Each challenge has a difficulty rating. Challenges with one star are the easiest and challenges with five stars are the most difficult.

1. **Time Attack:** In Time Attack challenges, players need to complete the level within a certain time limit. These levels are the same as in regular gameplay but they have the added challenge of a significantly smaller time limit.
2. **Coin Collection:** There are two types of Coin Challenges. Some have the player collect the least amount of coins possible. Others have the player collect a specified number of coins. Coin Collection has its own courses that are based on levels from the regular gameplay mode.
3. **1-Up Rally:** 1-Up Rally challenges the player to collect a specific number of 1-Ups by jumping on the enemies continuously without hitting the ground. This mode has its own specific courses. The number of enemies that need to be jumped on is dependent upon the course chosen. These challenges have a time limit that also varies with the course.
 - a. **Penguin Bowling:** This is a variation of the 1-Up Rally that uses the Penguin Suit. The player slides on their belly, breaking blocks and killing enemies in order to earn 1-Ups. This mode has its own exclusive course.
4. **Special:** Special challenges vary in their completion. An example of a special challenge is the Cashless Castle Crawl. In this challenge a player needs to reach the goal ring without dashing or collecting coins.
 - b. **Bubble Up:** In this game mode, players use Baby Yoshi's bubbles to rise to the top of the level, and pass through the goal ring waiting above. This mode has its own exclusive course.

Boost Rush Mode

Players go through a course pack that consists of two to three levels that have been grouped together. In Boost Rush Mode, the levels scroll by the player automatically. The player needs to keep advancing to the right hand side of the screen – remaining stationary means the risk of death. When the player reaches the left edge of the screen they are pushed to the right along with the level camera. This can be dangerous because of pits the player can fall in, as well as enemies that get in the way.

In Boost Rush Mode, the level movement speed increases every time the player collects ten coins. Star coins are worth twenty regular coins, and they increase the speed of the level accordingly. A player can collect enough coins to speed the level up seven times. At this point, the level enters its max speed.

While in this mode, it is the player's goal to collect the most coins, lose the least number of lives and beat the level in the shortest amount of time possible. The player has a limit of five lives in Boost Rush mode, although they can collect extra lives while playing through the levels.

Coin Battle

In a Coin Battle, players compete to collect the most coins. Players can separate into teams of two to three people, or play free-for-all. A coin battle can be played on every existing level in the game. There also additional levels only available in this mode, called Coin Courses. Players using the Wii U GamePad have the option of creating their own custom coin placements; these custom coin levels can then be played by other players using the Wii Remote. Players have unlimited lives while in Coin Battle Mode.

Rewards in Coin Battle Mode	
Item	Coins Earned
Coin (Yellow/Blue/Red)	1
1-Up Mushroom	5
Checkpoint Flag	10
Star Coin	10
Touch Goal Pole (Top)	20
Touch Goal Pole (Lower)	2-19

PLAYER

Characters

1. **Mario:** Mario is the main character in the game and the only playable character in the single player mode. His main abilities to navigate through the levels are running, sprinting, jumping, crouching and spinning and ground pounding. Those basic skills have multiple uses around levels.

By jumping and running, Mario can navigate the level, land on opponents and stomp them, hit bricks, do wall jumps, kick certain elements, and land on Yoshis in order to ride them. To navigate the level, he can also; climb on vines, go through pipes, swim, and pick up certain elements like shells or ice cubes and throw them.

The skill that complements Mario's abilities throughout the game is that he is able to acquire a variety of elements around the levels. He can collect Coins, Star Coins, Mushrooms and use Power Ups. Mario also has two special abilities that are only available when played in multiplayer: escaping into a bubble to avoid danger, and grabbing and throwing friendlies.

2. **Luigi:** Luigi is a playable character in the multiplayer mode, and has abilities identical to Mario's.
3. **Yellow Toad:** Yellow Toad is a playable character in the multiplayer mode, and has abilities identical to Mario's.
4. **Blue Toad:** Blue Toad is a playable character in the multiplayer mode, and has abilities identical to Mario's.
5. **Mii:** Miis are digital avatars for the Nintendo Wii, Wii U, and 3DS consoles, and can be used as playable characters for the multiplayer mode. They have the same abilities as Mario.

Lives: At the start of a new game, each playable character receives 5 Lives. A character can have a maximum of 99 lives at any time.

1. **Death:** When a character dies with no remaining extra Lives, +1 gets added to the character's Continue counter, and then the character receives 5 more new Lives. The Continue counter does not serve any in-game purpose aside from counting these restarts. If in multiplayer mode, a player that runs out of Lives mid-level must await until the level is over to get their new Lives (and addition to the Continue counter).

2. **Getting Lives:** Players can acquire lives for their character by collecting 100 Coins, or finding 1-Up Mushrooms.
3. **Damage:** Damage is on a per-hit basis. Characters can have a max Hit Point value of 3: this it will take 3 hits to kill them. Most enemies inflict 1 damage with their attacks, but it's possible to die in one instantaneous hit. For instance, falling in magma or poison water will instantly kill a character regardless of HP. The three states of HP are as follows:
 - a. **Small (1 HP):** When a character is Small, they are 1x1 Blocks in size, and cannot survive a single enemy hit.
 - b. **Super (2 HP):** When a character is Super, they are 1x2 Blocks in size, and can survive a single enemy hit. When hit, the character will revert to Small form.
 - c. **Power Up (3 HP):** When a character has a Power Up, they are generally 1x2 Blocks in size (the Mini Mushroom is the exception to this), have a special skill of some sort, and can survive two enemy hits – the first hit will make them revert to Super form, and the second hit will make them revert to Small form. The third hit will kill them.

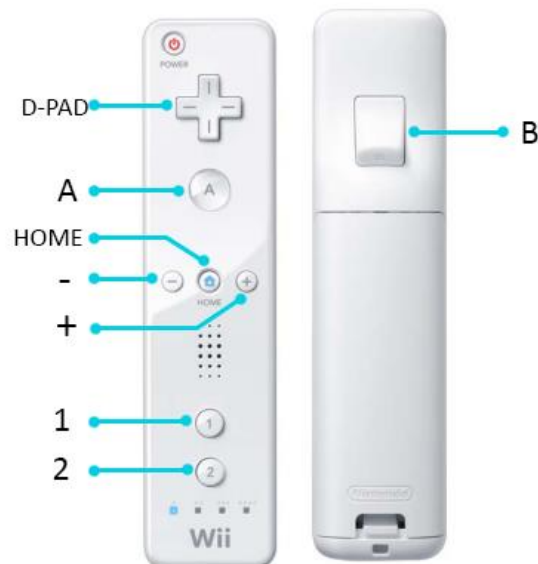
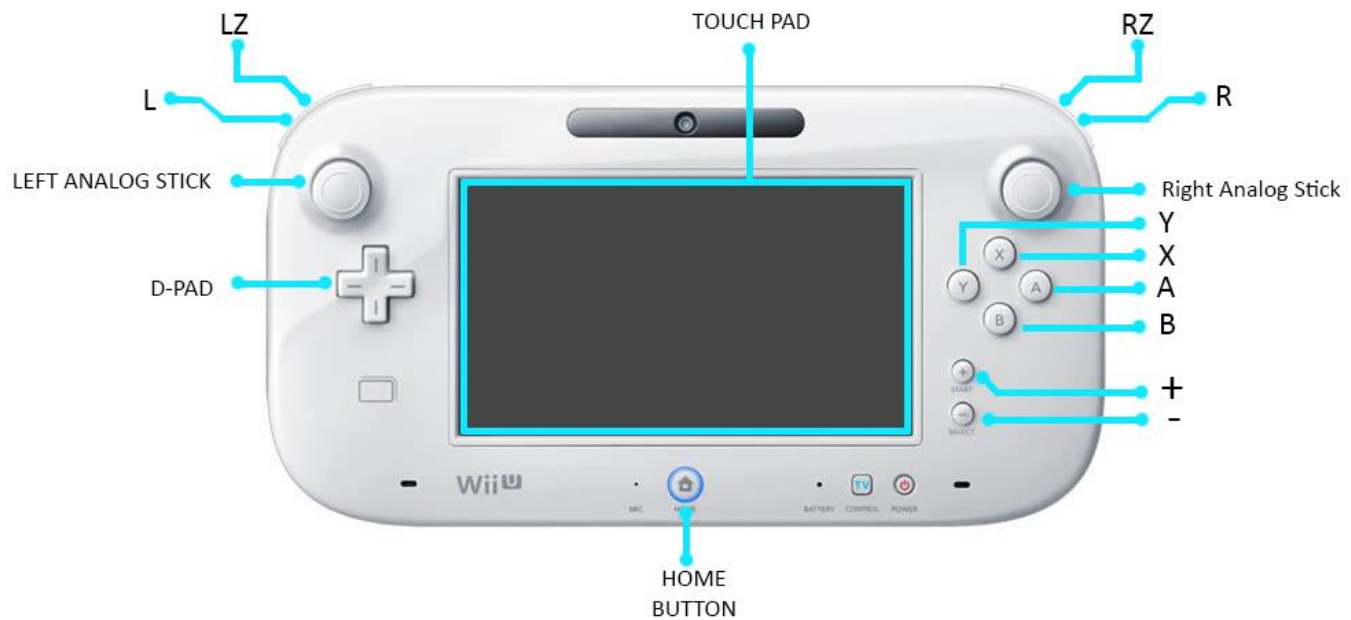
CONTROLS

The player can perform actions by pressing just a single button or a combination of buttons. Some basic functions that characters can do are mapped to a button or shaking motion: jumping, running, spinning and shooting fireballs/iceballs can all be done without combining buttons.

The Wii U gamepad can be used as a controller for the single player mode, or it can be used for the Boost Mode when in multiplayer mode.

The Wii Remote can be used for both the single player mode and multiplayer, with up to four controllers at a time. In the single player mode, the A button has no use, but in the multiplayer it puts the player inside a bubble at any time.

Action	Wii Remote	Wii U GamePad (single-player)
Move Left/Right	D-Pad	D-Pad/LeftAnalogStick
Jump (Regular)	2	A/B
Long Jump	Left/Right D-Pad + 2 + 1	Left/Right D-Pad + X/Y + A/B
Spin Jump/Attack	Shake	Shake/L/LZ/R/RZ
Ground Pound	Down D-Pad + 2 (While on air)	Down D-Pad + A/B (While on air)
Wall Jump	Left/Right D-Pad + 2 (While sliding on wall)	Left/Right D-Pad + A/B (While sliding on wall)
Shoot Fire/Ice Balls	1	X/Y
Glide	2 (While On air)	A/B (While On air)
Crouch	Down D-Pad	Down D-Pad
Slide	Down D-Pad (While Moving on angled ground)	Down D-Pad (While Moving on angled ground)
Bubble	A	N/A
Boost Mode	N/A	Touchpad
Pick Up Object	1 + Shake	X/Y + Shake/L/LZ/R/RZ



MOVEMENT

The player can move left or right by pressing the D-Pad on the Wii Remote. There are 4 speeds: Walk, Velocity 1, Velocity 2, and Velocity 3. Walking is when the player simply pushes left or right without touching the Run button. Velocities 1-3 refers to different speeds of a run: when starting to run after a standstill, or walking, characters progress through three velocities. Velocity 1 is the earliest and lowest speed, while Velocity is the last, and has the highest speed.

The average gravity is -10 Blocks/second, and applies to players, enemies, and items. Due to this gravity constant, all movement in the game experiences deceleration when travelling upward, creating a pausing effect at the peak of jumps. In water, the player sinks by 4 Blocks/second, regardless of size. In quicksand, players, enemies, and items sink at a rate of 4 Blocks/second.

In addition to these, the characters can slide when on Ice terrain, swim when in the water, and ride on a Green Yoshi. All of these are included in the following table of run speeds. Where “Player” is used as Terrain, this refers to a player jumping off or bouncing on another player’s head.

<i>Player Ground Movement</i>				
Player	Terrain	Movement	Speed (Blocks/sec)	Comment
Mini	Ground	Run	14	
Small/Super	Ground	Walk	3	
Small/Super	Ground	Run (Velocity 3)	8	
Small/Super	Ice	Slide	10	
Small/Super	Water	Swim	3	This is a horizontal move, but the player can also
Penguin Suit	Ice	Slide	10	
Penguin Suit	Ice	Run	6	It takes 2 seconds to come to a full stop.
Penguin Suit	Water	Swim	5	
Riding Yoshi	Ground	Walk	4	
Riding Yoshi	Ground	Run/Dash	9	
Riding Yoshi	Ice	Run/Dash	9	Takes longer to take to pick up velocity, but final speed is the same.

Jumps

Mario has several types of jumps: Regular, Long, Running, and Wall Jump. He can also jump when doing a Spin Jump attack. Mario must be on solid ground to initiate a jump, except in the case of a Wall Jump, described below.

1. **Regular:** The Regular Jump is used by pressing 2 on the Wii Remote while Mario is standing still, walking, or running at Velocity 1. It can be used only when Mario is on solid ground and not already jumping or in the air. The height and distance of the jump are affected by these factors:
 - a. **Player Size:** Jump height and distance are affected by the size of the player at the time – Small or Large.
 - b. **Starting State:** This describes what the player was doing at the time that the jump was initiated.
 - i. **Idle:** The player was not being moved by any force, and was not attempting any other move or command.
 - ii. **Walk:** The player was either walking left or right on the ground, or was being gently pushed by another force.
 - iii. **Run (Velocity):** The player was running at one of the three velocities (described in the following section).

- c. **Terrain:** The type of terrain the player is jumping off of. Where “Player” is used as Terrain, this refers to a player jumping off or bouncing on another player’s head.
- d. **Height:** The minimum & maximum heights for the jump at the described combination of variables, measured in Blocks.
- e. **Distance:** The minimum & maximum distances of the jump at the described combination of variables, measured in Blocks.
- f. **Cool Down:** This refers to the distance, measure in Blocks, of horizontal movement after the player has already stopped pressing the button. This can usually be cancelled by the player pressing a directional arrow in the opposite direction, or jumping again.

<i>Regular Jump Heights & Distances (in Blocks)</i>							
Player Size	Starting State	Terrain	Min Height	Max Height	Min Distance	Max Distance	Cool Down
Small	Idle or Walk	Ground/Ice	1.5	4.5	0	4	0.5~2
Large/Mini	Idle or Walk	Ground/Ice	1.5	5	0	4	0.5~2
Penguin	Idle or Walk	Ground/Ice	1.5	5	0	4	0
(P-)Acorn	Idle or Walk	Ground/Ice	1.5	7	0	4	0

2. **Long Jump:** A Long Jump is used by pressing 2 on the Wii Remote at the same time as 1 (to run). It can be used from both a standstill and while running, provided the player is on solid ground when the jump begins. Terrain does not factor into a Long Jump.

<i>Long Jump Height & Distance</i>			
Player Size	Max Height	Max Distance	Cool Down
Small/Super	4.5	5.5	5

3. **Triple Jump:** To perform a triple jump, the player must consecutively jump three times while running at any velocity, with no more than 0.5 seconds between landing and jumping again. The first jump is a Long Jump, the second has an extra 1 Block to both height and distance, and the third (final) jump adds 1 Block more to the maximum height. Therefore, the maximum height of a Triple Jump is 6.5 Blocks, and the maximum distance is 6.5 Blocks.
4. **Wall Jump:** Wall Jump can only be used when the player is around a solid wall on their left or right; these walls must be non-damaging, and the player cannot be underwater. When in the air, the player presses the D-Pad in the direction of the wall. On making contact, they must press 2 while still against the wall. If successful, the character will kick itself in the opposite direction, going up 4 Blocks of height and 5 Blocks of distance. Wall Jump can be used indefinitely provided that there are walls to jump on, and the walls alternate sides.

Attacks

- a. **Spin Attack (Spin Jump):** Shaking the Wii Remote or pressing L/ R on the Gamepad will make the player spin & jump into the air. A Spin Attack damages enemies if the player lands on an enemy’s head. After landing on an enemy, the player is boosted and shoots upward 6 Blocks. If hit by an enemy while spinning, the player still takes damage. Spinning in the air is used to achieve a farther jump and reach hidden areas. Unless the player has a P-Acorn, they can only spin jump one more time while in the air.

Player Size	Starting State	Max Height	Glide Speed	Special Notes
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		(Blocks)	(Blocks/sec)	
Mini	On ground	6	N/A	
Small	On ground	4	N/A	
Small	In air	0	N/A	
Super	On ground	4	N/A	
Super	In air	0	N/A	
Super Acorn	On ground	5	4	Glide until reaching solid ground.
Super Acorn	In air	3	4	Glide until reaching solid ground.
P-Acorn	On ground	5	4	Unlimited jumps, unlimited glide.
P-Acorn	In air	3	4	Unlimited jumps, unlimited glide.
Propeller Hat	On ground	11	6	Spin & fall ("glide") until reaching solid ground.
Propeller Hat	In air	10	6	Spin & fall ("glide") until reaching solid ground.

- b. **Ground Pound:** The player can perform a Ground Pound by pressing down when they are in the air. The player does a front flip, dropping down to the ground at a velocity twice their normal fall speed, and stops in sitting position. A Ground Pound can break blocks if the player is not Small and damages enemies in the same manner as a Jump Attack. If there are multiple blocks under the character, the player can keep holding the Directional Down button to continue the Ground Pound, breaking through blocks until the character hits solid ground or an unbreakable block, or until the player lets go of the Down button.
- c. **Super Ground Pound:** A Super Ground Pound is performed when two or more players successfully hit the ground at the same time, both using Ground Pound. If players land at the same time, a chime sound effect plays, all enemies visible on screen are killed. Players can be on opposite sides of the screen, and still successfully perform a Super Ground Pound.
- d. **Jump Attack:**
 - i. **Above Enemy:** When a player jumps and lands on an enemy, it deals damage, unless the enemy cannot be jumped on (due to spikes, fire, electricity, etc.). Holding down the jump button allows the player to perform a normal jump off of the enemy and reach new areas or proceed farther in the level. If the player does not hold the jump button, they bounce one Block into the air off the enemy's back.
 - ii. **Under Enemy:** If a player is under an enemy and jumps up, they can still deal damage to the enemy. If there is nothing in between the player and enemy, then the player will take damage. If there are active (not Used) blocks separating the enemy and player, and the enemy is standing on them, the player can jump into the blocks to deal damage to the enemy equal to a normal Jump Attack. The player can be any size, including Small or Tiny, to perform this action.
- e. **Throwing Objects:** Objects such as Koopa Shells or Ice Blocks (made of frozen enemies) can be picked up and thrown by the player. After picking up the item using 1 + Controller Shake, they must keep pressing 1 to continue holding the item. When the button is released, they throw the item. Items like Shells and Ice Blocks have a set time before they must be thrown, or the enemy will reappear and damage the player. Items like POW Blocks and Springboards can be held indefinitely. The player can still jump on enemies while holding an item, and moves at normal speed. However, the player cannot Wall Jump while holding an item.

Bubbling

- f. Entering a Bubble Manually
- g. Popping Bubbles

POWER UPS

All Power Ups give 1000 points when collected by a player.

Item	Placement	Effect	Duration
Super Mushroom 	Question Blocks, Item Bubbles	If a player is Small, touching a Super Mushroom will make them Super-sized. If a player is already Super or has another Power Up, it has no effect.	Until damaged.
Mini Mushroom 	Question Blocks	Touching a Mini Mushroom will instantly make a player Mini-sized. In Mini form, a player is only 0.5 Blocks wide and 0.8 Blocks tall, and gains these powers: • Jump is 1 Block higher. • Can run up walls. • Can run on water. • Can fit into Tiny Pipes. • Can fit through small areas that are otherwise inaccessible.	Until damaged.
Fire Flower 	Question Blocks	This Power Up gives the player the ability to throw fireballs from their hands.	Until damaged.
Ice Flower 	Question Blocks	This Power Up enables a player to shoot ice balls from their hands. The ice balls freeze enemies on impact, encasing them in a block of ice identical to the enemy's rectangular size. Ice blocks can be picked up and carried, or picked up and thrown against other objects. When thrown, the block will be smashed and destroyed once it collides with another solid object. The block can also be destroyed by Ground Pound. Enemies encased in an ice block are destroyed when the block shatters. Ice blocks can also be used as solid ground, and jumped off of in order to access higher areas. The blocks also float when they are in water.	Until damaged.
Star 	Question Blocks	• Defeat most enemies simply by touching them. • Run faster than usual. • Players can still die by falling out of the game world, by falling into lava, or by running out of time.	15 sec.
Super Acorn 	Waddlewing s, Question Blocks	• Glide for a limited amount of time. • Cross large gaps that are otherwise uncrossable. • Cling onto walls for 2 seconds before falling. • When gliding, can perform an extra jump. This greatly increases the distance that the player can cover. It can also be used to access hidden areas.	Until damaged.

P-Acorn 	Exiting a level by catching Nabbit	- The P-Acorn works similarly to the Super Acorn, with some key differences. - Can glide for an infinite amount of time. - Do an infinite amount of extra jumps while gliding. Players that complete a level with a P-Acorn revert to Super Acorn powers after completing the level, unless they exit the level by catching Nabbit. Players who catch Nabbit in the level can keep their powers, and receive another P-Acorn after returning the captured Nabbit to a Toad House.	Until damaged, or after completing a non-Nabbit level.
Penguin Suit 	Power-Up Toad House in Superstar Road	- Throw ice balls which freeze enemies, similar to the powers given by Ice Flowers. - Swim faster in the water. - Walk on ice without slipping. - Slide on belly after going into a run; can defeat enemies by crashing into them while sliding. This slide only works for a limited distance.	Until damaged.
Propeller Mushrooms 	Question Blocks	Fly into the air by shaking the Wii Remote. Players using the Propeller Mushroom float down to the ground at a slower pace than they normally do.	Until damaged.

ENEMIES

There are over 80 total enemies. Each enemy has several key attributes: movement, attacks, death condition(s), and native terrain.

Movement Pattern

Some enemies are static and un-moving, while others move. For the enemies that move, this describes the pattern of movement (if any), general speed, and any special traits.

Attacks

Enemies can have several types of attack.

- Touch:** An enemy with a touch attack will hurt Mario if he touches it. If the touch attack only works from a certain direction, this is mentioned. Otherwise, the enemy has touch attacks from all directions of approach.
- Shoot:** Shoots a type of projectile at Mario.
- Special:** Any attacks that are not Touch or Shoot are also described. This includes things like electric currents and explosions.

Death Condition(s)

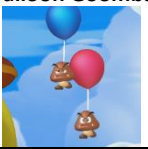
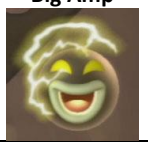
These are the various ways in which an enemy can be killed, if they can be killed at all. Some enemies cannot be destroyed, even with a Star.

- Jump Attack:** Jump on top of the enemy, or hit a Brick Block from underneath when the enemy is standing on it.
- Star:** Touch the enemy while he has a Star Power Up.
- Fireball Attack:** Hit the enemy with a fireball released when he has the Fire Flower Power Up.

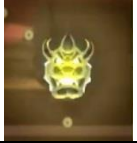
7. **Ice Attack & Smash:** Hit the enemy with an ice ball released when he has the Ice Flower Power Up, freezing them. He must then pick up the frozen block of enemy and throw it in order to break them.
8. **Item:** Hit the enemy with a thrown Shell.
9. **Yoshi:** Jump, walk, or run into the enemy while riding a Green Yoshi to have the Yoshi eat it, or do the same while holding a Baby Yoshi, who will also eat the enemy.
10. **Ground Pound:** Use a Ground Pound on top of the enemy.
11. **Super Ground Pound:** Use a Super Ground Pound while the enemy is onscreen.

Regular Enemies

Appear through levels, and are not bosses or mini-bosses.

<i>Regular Enemies</i>					
Enemy Name	Movement	Attacks	Death Condition(s)	Terrain	Size (WxH)
Amp 	Static.	Touch, Special: An electric current that turns off and on, spinning around the black sphere when active.	Star	Air	1x1
Baby Dragoneels 	Slower overall speed, with sharp turns. Follows the player.	Touch		Underwater	15x1
Ball' n' Chain 	Swings back and forth, using the peg at the end of its chain as a pivot point.	Touch		Air	5x1
Balloon Goomba 	Flies up to the top of the screen (and past it) until its balloon is popped. After the balloon is popped, become regular Goombas (see Goomba).	Touch	(Turn into regular Goomba.)	Air	1x4
Banzai Bill 	Moves horizontally in one direction across the screen, ignoring all platforms, blocks, terrain, and enemies. Keeps going even when off-screen.	Touch: Only when hit from the front (face).	Star, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Air	1x1
Big Amp 	Static.	Touch, Special: An electric current that turns off and on, spinning around the black sphere when active.		Air	3x3
Big Boo 	Moves towards the player when they have their back turned. When the player is facing Big Boo, it covers its eyes and cannot move. Can move through anything on the stage,	Touch		Air	3x3

	including terrain and platforms.				
Big Buzzy Beetle 	Moves back and forth horizontally	Touch	Jump Attack, Star, Ice Attack & Smash, Item, Ground Pound, Super Ground Pound	Land	2x3
Big Piranha Plant 	Static. Head swings wildly back and forth, targeting the player.	Touch, Shoot	Star, Fireball Attack x3, Ice Attack & Smash, Item, Yoshi, Super Ground Pound	Land, Pipes	2x3
Blooper 	Waits in Pipes for player come to within a 5 Block radius of it before beginning to move. Will move down in water at least 2 Blocks in distance (but can move all the way to the bottom of the screen), at a rate of 2 Blocks/sec, positioning itself so as to hit the player on a 45 degree angle. When in position, it rockets towards the player at this angle at a speed of 7 Blocks/sec.	Touch	Star, Fireball Attack, Item	Underwater	1x1.5
Blooper Nanny 	Moves down 3 animations before moving in an upward animation towards the player. When the Big Blooper is killed, its children act as regular Bloopers.	Touch	Star, Fireball Attack, Item	Underwater	1x1.5
Bob-omb 	Walks towards the player at a speed of 1.5 Blocks/sec when on a solid surface. If it encounters a wall, it will turn around. If there is no obstacle and the surface ends, it walks off and falls. If a player jumps on it, hits it with a fire ball, or throws something at it, the Bob-omb will go into Countdown Mode. This last for 3 seconds. If it's hit again during this time, the timer will reset, while still counting down.	Touch, Special: If hit with a Jump Attack or Fireball Attack, it will stop moving. After 3 seconds, it explodes, damaging a 2 Block radius around it.	Star, Fireball Attack, Ice Attack & Smash, Ground Pound, Item, Yoshi, Super Ground Pound	Land	1x1
Bony Beetle 	Walks back and forth horizontally. At walls and edges, turns around. Every 2 seconds, it stops and pushes spikes out of shells for 1 second.	Touch: Only from the sides and below if not spiked, Special: When spikes are out, jumping on top of it will damage the player.	Star, Ice Attack & Smash, Jump Attack, Item, Yoshi	Land	1x1
Boo 	Moves towards the player at a speed of 1.5 Blocks/sec when they have their back turned. When the player is facing Boo, it covers its eyes and cannot move. There is a .1 second animation delay when Boo opens or closes his eyes. Can move through anything on the stage, including terrain and platforms, and will keep following the player even when off-screen.	Touch	Star	Air	1x1
Boomerang Bro.	They throw their boomerang as soon as they	Touch: Only from the sides	Star, Fireball	Land	2x3.5

	appear on screen. They move forward two spaces and backward to spaces. They jump on space high before throwing the boomerang. They move at 1.5 Blocks per second.	and below, Special: Throws boomerang horizontally at the player. If it is killed while the boomerang is out, the boomerang will keep going.	Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound		
Bowser Amp 	Static.	Touch, Special: Connects chains with other amps and sends electrical currents between them.		Air	2x2
Bramball 	They take a step of five spaces in length every second. They stay within a predetermined area of 20 Blocks and walk from one end of it to the other, moving at a speed of 5 blocks per second.	Touch: Includes the bottom of its sucker feet.	Star, Fireball Attacks x3, Ice Attack & Smash, Item, Ground Pound, Super Ground Pound	Land	4x5
Broozer 	Moves back and forth horizontally in the direction of the player, gathering velocity the longer it moves in the same direction unhindered. If it encounter an edge, it will walk off.	Touch, Special: Punches in the direction it's facing.	Star, Fireball Attacks x3, Ice Attack & Smash, Item, Ground Pound, Super Ground Pound	Land	1.5x2
Bulber 	Moves towards player horizontally, but cannot reverse direction.	Touch	Star, Fireball Attack, Item	Underwater	2x2.5
Bullet Bill 	Moves horizontally in a straight line in the player's direction once fired. Ignores any terrain, platforms, and enemies, and cannot change direction.	Touch: Only from the front (face).	Star, Jump Attack, Item, Ground Pound, Super Ground Pound	Air	1.5x1
Buzzy Beetle 	Moves back and forth horizontally. Will walk off the edge if the surface it's walking on ends. Will turn around if it encounters an obstacle.	Touch: Only from the sides and below.	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x1
Cannon 	Static.	Touch, Shoot		Land	2x1
Chain Chomp 	They are tied to a stake in the ground. They wait for a second before lunging at the player. They have an attack range of six Blocks. After lunging at the player they remain in a stretched out position for four seconds. After this, they go back to the stake. They can attack to either the left or right of their stake.	Touch	Star, Jump Attack on Peg holding Chain Chomp in the ground	Land	4x2
Cheep-Cheep	Move across screen on X and Y axis drifting through water. Cheep-Cheeps are flying fish that can jump out of the water to harm a	Touch	Star, Fireball Attack, Ice Attack & Smash,	Underwater	1x1

	player. They can jump as high as eight spaces above the waterline. They then float downward and back into the water for two seconds before coming up and out again. They float down from the sky at a rate of four blocks per second. They jump out of and into the water in a wave pattern. They travel in groups.		Item		
Cheep-Chomp 	Follows the player and makes a big bite attack when within a range of two spaces. They constantly make small bites as they chase the player. The Cheep Chomp can kill other enemies that it bites while chasing the player. Moves at a rate of two blocks per second.	Touch	Star, Fireball Attack, Ice Attack & Smash, Item	Underwater	5x4
Cooligan 	Slides on X axis and bounces off walls to reverse direction. Moves at a rate of 3 Blocks per second, sliding on the ground, if it hits a wall or object it will turn around, in an animation of .25 seconds. It will slide off edges.	Touch	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x2
Clampy 	Static.	Touch Traps player inside Shell		Underwater	3x2
Dragoneel 	Follows player through level chasing them.	Touch	Star	Underwater	1.5x50
Dry Bones 	Walks at a rate of 1.5 Blocks/sec. Walks back and forth on a horizontal axis, but will not walk off edges – turns around instead. If jumped on, he falls apart for 5 seconds, after which he puts himself back together in a .25 second animation. They move in one direction until a barrier is met. At this point they turn around and walk in the direction they originally came from. They move 2.5 spaces per second.	Touch	Star, Ice Attack & Smash, Item, Ground Pound, Super Ground Pound	Land	1x2
Eep-Cheep 	Swim away from the player at 2 Blocks per second, trying to avoid getting hit.	Touch	Star, Fireball Attack, Ice Attack & Smash, Item	Underwater	1x1
Firebar 	Spin around block in circle, completing a full rotation in 5 seconds.	Touch		Land	4x1
Fire Bro. 	Moves at a speed of 1.5 Blocks/sec. Moves within a 5 Block area on a platform, and never leaves this. Will not walk off edges, or into walls, but will turn around to face the player's direction. Throws two fireballs, then pauses for 2 seconds. Fireballs move at 5	Touch Shoot	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound,	Land	1x2

	Blocks/sec, bouncing off the ground every 3 Blocks of horizontal distance, and up to a height of 2 Blocks. Fire Bros throw a fireball at the player every two seconds. They move two steps and take a jump before throwing a fireball. They cycle between moving forward and moving backward.		Super Ground Pound		
Fire Chomp 	Moves toward the player at 2 Blocks per second. Reverses direction to always face player.	Touch Shoot	Star, Jump Attack, Item	Land/Air	4x1
Fire Snake 	Jumps 2 Blocks high and 3 blocks wide, in a set path or 10 Blocks, reverses direction at edges. Moves at 3 blocks per second.	Touch	Star, Item, Yoshi	Land	4x1
Fishbone 	Swim back and forth until player is in their sights. The Fishbone pauses and then swims at the player	Touch	Star, Fireball Attack, Ice Attack & Smash, Item, Yoshi	Underwater	1.5x1
Fliprus 	Static.	Throws snowballs at players	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x2
Foo 	Static. Turns towards the player to always face them.	Touch	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Ground Pound, Super Ground Pound, Item, Yoshi	Land/Air	1x2
Fuzzies 	These move along a track. Bumping into a boost block causes them to reverse their direction. Some of their tracks are circular which causes them to retrace their path. At other times the track is left open on one side so that they fall off at the end of it. They fall off of the track and out of the level below the camera's view. They can also fall from one track onto another if it is positioned properly.	Touch	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Air	1x1
Gargantua Koopa Troopa 	Walk speed is 1.5 Blocks/second. Will walk of ledges, and turn around only if they walk into an object or wall. Turnaround animation is .25 seconds. Every 5 seconds, it will stop and dance for .5 seconds.	Touch	Star, Fireball Attacks x3, Ice Attack & Smash, Jump Attack, Item, Ground Pound, Super Ground Pound	Land	2x3
? Block	Stationary until player enters vision, then propels towards player and smashes if it hits the ground	Touch	<i>Breaks when it hits the player or the ground</i>	Air	1x1

					
Giant Cannonball 	Moves at a rate of 3 Blocks per second, in a straight line.	Touch	Star, Jump Attack, Item, Ground Pound, Super Ground Pound	Air	1x1
Goomba 	Walk 1.5 Blocks/second, left/right. Will walk off edges, and only turn around if they hit a wall or solid object. Turn-around animation is .25 seconds.	Touch	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x1
Goombrat 	Walk 1.5 Blocks/second, left/right. Will walk off edges, and only turn around if they hit a wall or solid object. Turn-around animation is .25 seconds.	Touch	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x1
Grand Goomba 	These move toward the player at a rate of half a block per second. They break up into two medium Goombas when a player jumps on them. These Goombas can be jumped on and broken up into two smaller Goombas. SAME AS GOOMBA	Touch	Star, Fireball Attacks x3, Ice Attack & Smash, Jump Attack, Item, Ground Pound, Super Ground Pound	Land	1x2
Grrrol 	Move 2 Blocks per second in a straight path, bouncing off walls and edges and falling off ledges.	Touch		Land	1x2
Gurindai 	Moves at 5 blocks per second, and throws enemies down into the level. Moves across the top of the screen and stays within the middle third of the screen.	Touch, Shoot	Star, Fireball Attack, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Air	1x2
Hammer Bro. 	Moves at a speed of 1.5 Blocks/sec. Moves within a 5 Block area on a platform, and never leaves this. Will not walk off edges, or into walls, but will turn around to face the player's direction. Throws two hammers, then pauses for 2 seconds. Hammers move at 5 Blocks/sec, bouncing off the ground every 3 Blocks of horizontal distance, and up to a height of 2 Blocks.	Touch, Shoot	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x2
Heavy Para-Beetle	Moves in a straight horizontal line to the left, unless the player stands on top. When the player is standing on it, it moves down at a			Air	3x5

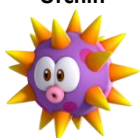
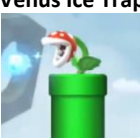
	constant rate until the player jumps off.				
Huckit Crab 	Static.	Touch	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x1
Ice Bro. 	Moves at a speed of 1.5 Blocks/sec. Moves within a 5 Block area on a platform, and never leaves this. Will not walk off edges, or into walls, but will turn around to face the player's direction. Throws two ice balls, then pauses for 2 seconds. Ice balls move at 5 Blocks/sec, bouncing off the ground every 3 Blocks of horizontal distance, and up to a height of 2 Blocks.	Touch, Shoot	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x2
JellyBeam 	Moves up at a rate of 2 Blocks per second, when the player is within 5 Blocks.	Touch	Star, Fireball Attack, Yoshi	Underwater	2x2
King Bill 	They move at a speed of two blocks per second. They move horizontally across the level taking up most of the screen's real estate.	Touch		Air	13x13
Koopa Paratroopa 	These fly at a rate of three blocks per second. They patrol a set area and fly up and down to prevent the player from reaching platforms. They go up until reaching the apex of their set area and then go down. They repeat this indefinitely.	Touch	Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land, Air	1x2
Koopa 	Walk speed is 1.5 Blocks/second. Will walk off ledges, and turn around only if they walk into an object or wall. Turnaround animation is .25 seconds. Every 5 seconds, it will stop and dance for .5 seconds.	Touch	Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x2
Koopa Troopa 	Walk speed is 1.5 Blocks/second. Will walk off ledges, and turn around only if they walk into an object or wall. Turnaround animation is .25 seconds. Every 5 seconds, it will stop and dance for .5 seconds.	Touch	Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x2
Lakitu 	Moves at 5 blocks per second, and throws enemies down into the level. Moves across the top of the screen and stays within the middle third of the screen.	Touch, Shoot	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x2
Lava Bubble	Moves up at a rate of 5 Blocks per second, before moving downward at 5 Blocks per	Touch	Star, Ice Attack, Yoshi	Land	1x1

	second.				
Magmaargh 	Come up from under Player at 15 Blocks per second, before moving at 2 Blocks per second towards the player. After 3 seconds goes back into the lava at 15 Blocks per second.	Touch		Land	3x15
Magmaw 	Come up from lava 10 blocks per second, moves right to left for 3 seconds, at 3 Blocks per second, before going back into the lava at 10 Blocks per second.	Touch		Land	3x10
Mecha-Koopa 	These move at a rate of two blocks per second. They walk in the direction of the nearest player. Jumping on these disables them for eight seconds.	Touch	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Ground Pound, Super Ground Pound	Land	1x1
Mecha Cheep 	These move at a rate of two blocks per second. They swim in a straight line regardless of the player's position. They swim from the right hand side of the screen to the left and out of the camera's view.	Touch	Star, Ice Attack, Item	Underwater	1x1
Mega Cheep-Cheep 	They can jump as high as eight spaces above the waterline. They then float downward and back into the water for two seconds before coming up and out again. They float down from the sky at a rate of four blocks per second. They jump out of and into the water in a wave pattern.	Touch	Star, Fireball Attacks x3, Item	Underwater	1x1
Mega Goomba 	Walk 1.5 Blocks/second, left/right. Will walk off edges, and only turn around if they hit a wall or solid object. Turn-around animation is .25 seconds.	Touch	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Ground Pound, Super Ground Pound	Land	2x3
Mega Fuzzy 	These move along a track. Bumping into a boost block causes them to reverse their direction. Some of their tracks are circular which causes them to retrace their path. At other times the track is left open on one side so that they fall off at the end of it. They fall off of the track and out of the level below the camera's view. They can also fall from one track onto another if it is positioned properly.	Touch	Star, Fireball Attack, Ice Attack & Smash, Item, Yoshi, Ground Pound, Super Ground Pound	Air	3x3
Mega Urchin 	When the player is within 5 Blocks, Urchin raises to the surface to try and hit the player at 1.5 Blocks per second. Moves back down when reaching the top at 1.5 Blocks per second.	Touch	Star	Underwater	3x3

Mega Wiggler 	Walk back and forth on the ground, turning around at edges, walls, objects and when colliding with each other. Wiggler moves at 3 Blocks per second and the turnaround animation is .5 seconds. When jumped on it turns red and moves at 5 Blocks per second.	Touch		Land	4x1
Micro Goomba 	Walk 1.5 Blocks/second, left/right. Will walk off edges, and only turn around if they hit a wall or solid object. Turn-around animation is .25 seconds.	No damage, just slow the player down.	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi	Land	0.5x0.5
Missile Bill 	Moves horizontally in a straight line in the player's direction once fired. Ignores any terrain, platforms, and enemies, and cannot change direction.	Touch	Star, Jump Attack, Item	Air	3x1
Monty Mole 	These chase the player and appropriately change their direction when necessary. They enter a slide when changing directions and this slows them down for a second.	Touch	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x1
Muncher 	Static.	Touch		Land	1x1
Nabbit 	Nabbit only appears at levels the player has completed, but never a castle or ghost house. When the level starts Nabbit is already moving at a rate of 2 Blocks/sec, and runs off screen for the player to chase him. A small circle with Nabbit's face is displayed showing the player that Nabbit is off screen. He jumps over any obstacles, and will never fall of an edge or get hit by an enemy.		<i>Touching Nabbit ends the level immediately</i>	Land	2x2
Para-Beetle 	These fly across the screen at a rate of one block per second. They fly in a straight line from the right hand side of the screen to the left. The player can use these as moving platforms. They usually come paired with a Heavy Para-Beetle.			Air	1x1
Para-Goomba 	Walk 1.5 Blocks/second, left/right. Will walk off edges, and only turn around if they hit a wall or solid object. Turn-around animation is .25 seconds.	Touch	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Air, Land	1x1
Piranha Plant 	Move in and out of the pipe at a rate of 2 Blocks/sec. Come out of the pipe only when player is not standing on the pipe, or within a 1 Block distance of it to the left & right. Loops on a cycle of: 1 second animation as it comes up, 3 seconds outside, 1 second animation going down, 2 seconds waiting inside pipe.	Touch	Star, Fireball Attack, Ice Attack & Smash, Item, Yoshi, Super Ground Pound	Land	1.5 x 2+

Piranhacus Giganticus 	Static. Turn at .1 seconds to always face player, have an animation moving back and forth 1 Block.	Touch	Star, Fireball Attack, Ice Attack & Smash, Item, Yoshi	Land	2x3
Pokey 	Move one Block per second. Walk towards player and will always turn to face them, will not walk off edges.	Touch, Shoot	Star, Fireball Attack, Ice Attack & Smash, Item, Yoshi, Super Ground Pound	Land	1x4, 1x6
Porcupuffer 	Moves towards player at 1.5 Blocks per second. When inflated moves at 1 Block per second upward.	Touch	Star, Fireball Attack, Item	Underwater	1x1 (deflated), 3x3 (inflated)
Spikey Goomba 	Static.	Touch	Star, Fireball Attack x2 (<i>one fireball must burn the shell around Goomba for it to take damage</i>), Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x1
River Piranha Plant 	Static. Shoots ball into air at 2 blocks per second, the ball goes 4 Blocks in the air, for 2 seconds then moves down at 2 Blocks per second and stays on the River Piranha Plant's mouth for 2 Seconds before repeating the process.	Touch, Shoot	Star, Fireball Attack, Ice Attack & Smash, Item, Yoshi, Super Ground Pound	Land	1x8
Rocky Wrench 	If the player is not within 3 Blocks, Rocky Wrench will pop out at 1 Block per second and throw a Wrench moving at 2 Blocks per second toward the player. If the player is within 3 Blocks it will hide.	Touch, Shoot	Star, Fireball Attack, Ice Attack & Smash, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x1
Scaredy Rat 	These move at a rate of one block per second. They walk in a group as a line that moves toward the player. If the player kills one of them the others become scared and run away. When they have a distance of seven spaces from the player they turn around again to attack. The Scaredy Rats become faster after they have been initially retreated. After this they move at a rate of seven blocks per second.	Touch	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x1.5
Sledge Bro.	Moves at a speed of 1.5 Blocks/sec. Moves within a 5 Block area on a platform, and	Touch, Shoot	Star, Fireball Attack, Ice	Land	2x3

	never leaves this. Will not walk off edges, or into walls, but will turn around to face the player's direction. Throws two sledgehammers, then pauses for 2 seconds. Sledgehammers move at 5 Blocks/sec, bouncing off the ground every 3 Blocks of horizontal distance, and up to a height of 2 Blocks.		Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound		
	Static. Throws spiked ball every 3 seconds at the player, the animation is 2 seconds long, making the time in between throws 5 seconds. The spike balls move at a rate of 3 Blocks per second.	Touch, Shoot	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1x2.5
	Move 1.5 blocks per second and walk up and down walls. Will not walk of edge or turn around at wall because it climbs.	Touch	Star, Ice Attack & Smash, Item, Yoshi, Super Ground Pound	Land	1x1
	Moves at 1.5 Blocks per second and walk in once direction, the direction of the screen the player is on. Will walk of edges and turn around at walls and objects. The turnaround animation is .25 seconds.	Touch	Star, Fireball Attack, Ice Attack & Smash, Item, Yoshi, Super Ground Pound	Land	1x1
	Moves at 1.5 Blocks per second and walk in once direction, the direction of the screen the player is on. Will walk of edges and turn around at walls and objects. The turnaround animation is .25 seconds.	Touch	Star, Fireball Attack, Item	Underwater	1x1
	Move back and forth in between 5 Blocks. Every 3 seconds it stops and shoots it's head 4 Blocks into the air, at 4 Blocks per second. It holds its head there for 3 seconds.	Touch	Star, Fireball Attack, Ice Attack & Smash, Item, Yoshi	Land	1x1
	Stand in one place and throw stones down at the player. They throw a stone every three seconds. They have an infinite amount of stones to throw. The stones come out of Stone Spike's stomach. He pulls them out of his mouth.	Touch, Shoot	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	1.5x3
	Charges at player at 4 Blocks per second, when the player is within 5 Blocks. Turns around if player jumps over them, will not walk of edges. The turnaround animation is .5 seconds.	Touch, Special: electric wave that shoots out along ground.	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land	2x2.5

Super Dry Bones 	Moves towards player on X axis does not walk of ledges. Jumping on the top causes Super Dry bones to fall apart for 5 seconds. Only big Mario can dismantle	Touch	Star, Ice Attack & Smash, Item, Ground Pound, Super Ground Pound	Land	2x4
Super Thwomp 	When player stands within three Blocks on their left/right (ignoring the vertical distance), or runs underneath them, they immediately fall to the ground at a speed of 20 Blocks/sec. Once grounded, they hold their position for 0.5 seconds, and then begin to ascend at a speed of 6 Blocks/sec. Once back in their starting position, they can be triggered once more.	Touch		Land/Air	4 x 4.5
Swooper 	When player is within 10 Blocks it drops down to be level with the players head and flies toward the player at 1.5 Blocks per second.	Touch	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Air	1x1
Thwimps 	Jump back and forth between two nodes. They stay in place for 2 seconds, before taking 1 second to make a jump that is 7 Blocks in vertical height, and 5 Blocks in width.	Touch		Land/Air	1x1
Thwomps 	When player stands within one Block on their left/right (ignoring the vertical distance), or runs underneath them, they immediately fall to the ground at a speed of 20 Blocks/sec. Once grounded, they hold their position for 0.5 seconds, and then begin to ascend at a speed of 6 Blocks/sec. Once back in their starting position, they can be triggered once more.	Touch		Land/Air	2.5x2.5
Urchin 	When the player is within 5 Blocks, Urchin raises to the surface to try and hit the player at 1.5 Blocks per second. Moves back down when reaching the top at 1.5 Blocks per second.	Touch	Star, Fireball Attack, Ice Attack & Smash, Item, Yoshi, Super Ground Pound	Land/Underwater	1x1
Venus Fire Trap 	Move in and out of the pipe at a rate of 2 Blocks/sec. Come out of the pipe only when player is not standing on the pipe, or within a 1 Block distance of it to the left & right. Loops on a cycle of: 1 second animation as it comes up, 3 seconds outside, 1 second animation going down, 2 seconds waiting inside pipe.	Touch, Shoot	Star, Fireball Attacks x3, Ice Attack & Smash, Item, Super Ground Pound	Land	1x2.5
Venus Ice Trap 	Move in and out of the pipe at a rate of 2 Blocks/sec. Come out of the pipe only when player is not standing on the pipe, or within a 1 Block distance of it to the left & right. Loops on a cycle of: 1 second animation as it comes up, 3 seconds outside, 1 second animation going down, 2 seconds waiting	Touch, Shoot	Star, Fireball Attacks x3, Ice Attack & Smash, Item, Super Ground Pound	Land	1x2.5

	inside pipe.				
 Waddlewing	Walks 5 Blocks at 1.5 Blocks per second, before jumping into the air 1 Block and flying at a rate of 2 Blocks per second for 10 blocks, before land and repeating process.	Touch	Star, Fireball Attack, Ice Attack & Smash, Jump Attack, Item, Yoshi, Ground Pound, Super Ground Pound	Land/Air	2x2
 Wiggler	Walk back and forth on the ground, turning around at edges, walls, objects and when colliding with each other. Wiggler moves at 3 Blocks per second and the turnaround animation is .5 seconds. When jumped on it turns red and moves at 5 Blocks per second.	Touch	Star Item Super Ground Pound	Land	2x10

Mini-Bosses

There are one to three Mini-Bosses per world, with the exception of Worlds 9, which have no bosses. Worlds 1 – 4 and 8 have one Mini-Boss each, Worlds 5 & 6 have two, and World 7 has three Mini-Bosses.

 Boom Boom	APPEARS IN: - World 2: Boom Boom has the ability to spin jump. - Worlds 3 & 4: Boom Boom has the ability to spin jump. - World 5: Boom Boom becomes a gaint. - World 6: Boom Boom's arms become wings, allowing him to fly around the level TACTICS: His primary attack is running towards the player, at $\frac{3}{4}$ of the player's speed. After the player jumps on Boom Boom's head, he goes into his shell and moves back and forth on the stage trying to hit the player. Boom Boom can hurt the player by touching them or hitting them when inside the shell. Boom Boom can be defeated by a player jumping on his head 3 times, Ground Pounding his head 3 times, or hitting him with 15 fire or ice balls. After the first world, Boom Boom receives a special power from Kamek before every fight.
 Boss Sumo Bro.	APPEARS IN: World 7: Stuns by pounding the ground. TACTICS: Boss Sumo Bro. is a normal Sumo Bro. until Kamek turns him into a giant. During the fight Sumo Bro. jumps into the air and moves to a new platform. When Boss Sumo Bro. hits the ground, a wave of electricity is shot out and stuns the player for 2 seconds if they are touching the ground when Boss Sumo Bro. lands. After the initial wave, an electric current is released on both sides of Boss Sumo Bro and does damage to any player it touches. When a player jumps on Boss Sumo Bro.'s head he retreats into his shell and moves back and forth trying to hit the players. Boss Sumo Bro. can be defeated by the player jumping on his head 3 times, Ground Pounding on his head 3 times, or hitting him with 15 fireballs or ice balls.

 Kamek	APPEARS IN: World 8: Flies and teleport, casts spells. TACTICS: He flies around the room, then teleports to one of ten set points in the room. Upon teleporting, Kamek casts a spell that shoots a magical book at the player. If it makes contact with a player, the player takes damage. During the fight, there are blocks for the player to jump on, but the platforms rearrange each time a player damages Kamek. Kamek can be defeated by a player jumping on his head 3 times, Ground Pounding on his head 3 times or 15 fire or ice balls.
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Bosses

There is one Boss per World.

 Lemmy Koopa	Lemmy Koopa is the boss of World 1: Acorn Plains. Lemmy Koopa stands on his ball and throws bombs at the player. The bombs bounce as a bouncing ball would. The bombs bounce 3 units high. If a bomb hits the player they take damage. After throwing bombs Lemmy Koopa rolls around the level on his ball. Lemmy Koopa can be defeated by jumping on his head 3 times, ground pounding on his head 3 times or hitting him with 15 fireballs or ice balls.
 Morton Koopa Jr.	Morton Koopa Jr. is the boss of World 2: Layer Cake Desert. Morton Koopa Jr. summons a Pokey and hits the Pokey with his hammer sending a portion of the Pokey hurling at the player. The pieces of Pokey can be on the ground or lobbed at the player; upon contact the player takes damage. When damaged Morton Koopa Junior retreats into his shell and moves back and forth along the stage attempting to damage the player. Morton Koopa Junior can be defeated by jumping on his head 3 times, ground pounding on his head 3 times or hitting him with 15 fireballs or ice balls.
 Larry Koopa	Larry Koopa is the boss of World 3: Sparkling Waters. He uses his magic scepter to shoot fireball spells at the player. If a player is hit with the spell they take damage. After Larry takes 2 hits he will shoot 2 fireballs instead of one. When hit Larry retreats into his shell and tries to hit the player. The fight takes place on top of streams of water that rise and lower. If Larry is in his shell and goes over a stream of water rising it will propel him into the air. Larry Koopa can be defeated by jumping on his head 3 times, ground pounding on his head 3 times or hitting him with 15 fireballs or ice balls.
	Wendy O. Koopa is the boss of World 4: Frosted Glacier. Wendy O. Koopa figure skates on the ground and can jump off walls. She uses her magic scepter to shoot 2 gold rings that bounce off walls and damage the player. If a gold ring hits the top of the screen an icicle falls that can damage the player. When Wendy O. Koopa takes two hits of damage she starts shooting 3 gold rings. When taking damage she retreats into her shell and tries to hit the player.

Wendy O. Koopa	Wendy O. Koopa can be defeated by jumping on his head 3 times, ground pounding on his head 3 times or hitting him with 15 fireballs or ice balls.
 Iggy Koopa	Iggy Koopa is the boss of World 5: Soda Jungle. Iggy Koopa is fought above lava with warp pipes on both sides and above the player. Iggy Koopa can run along the ceiling by entering a warp pipe. When entering a warp pipe he comes out of one of the other 3, with no pattern. While running Iggy Koopa shoots 3 fireballs from his magic scepter that damage the player. Iggy Koopa also shoots a red orb that hits the ground and causes a Magmaargh to rise out of the lava for 2 seconds. When hit by an attack Iggy Koopa retreats into his shell and uses the warp pipes. Iggy Koopa is the only boss that can change direction while in his shell, before hitting the edge of the ground. Iggy Koopa defeated by jumping on his head 3 times, ground pounding on his head 3 times or hitting him with 15 fireballs or ice balls.
 Roy Koopa	Roy Koopa is the boss of World 6: Rock Candy Mines. Roy Koopa is fought with moving platforms above the ground. The first row going left and the second right. Roy Koopa jumps between platforms firing Bullet Bills at the player. Roy Koopa can ground pound firing Bullet Bills from both sides of his Bill Blaster. Roy Koopa can also shoot a Missile Bill that follows the player on screen. When hit Roy Koopa retreats into his shell and moves back and forth on the ground trying to hit the players. The platforms disappear and reappear after Roy Koopa ground pounds. Roy Koopa defeated by jumping on his head 3 times, ground pounding on his head 3 times or hitting him with 15 fireballs or ice balls.
 Ludwig Von Koopa	Ludwig Von Koopa is the boss of World 7: Meringue Clouds. Ludwig Von Koopa creates two duplicates of himself during the fight. The 3 Ludwig Von Koopa's fly to the top of the screen and shoot fireballs at the player. The real Ludwig Von Koopa shoots 3, while the clones shoot 2. The Ludwig Von Koopa's fly to the ground after shooting fireballs. The real Ludwig Von Koopa laughs when descending to the ground. The clones disappear when hitting the ground. After Ludwig Von Koopa takes 1 hit of damage the clones do not disappear when hitting the ground, but the real Ludwig Von Koopa will hit the ground last. After taking 2 hits of damage the clones shoot 3 fireballs as well. The Ludwig Von Koopa's will also change positions in the air to confuse the player. When hit Ludwig Von Koopa retreats into his shell and tries to hit the player. Ludwig Von Koopa defeated by jumping on his head 3 times, ground pounding on his head 3 times or hitting him with 15 fireballs or ice balls.
 Bowser Jr.	Bowser Jr. is a boss in World: 5 Soda Jungle, World 7: Meringue Clouds and World 8: Princess Peach's Castle. In World 5: Soda Jungle Bowser Jr. is fought underwater and he is in a submarine. He moves around the level shooting Missile Bills at the player. The player must guide the Missile Bill's toward Bowser Junior to hit his submarine. After he is hit he releases 3 Missile Bill's instead of one. Bowser Jr. is defeated when 3 Missile Bill's have hit him. In World 7: Meringue Clouds Bowser Jr. is fought when he is in his floating Clown Car. The

	Clown Car has boxing gloves and destroys the blocks the player is standing on. When in the air Bowser Jr. throws Bob-ombs at the player that can be thrown back at Bowser Jr. to damage him. When hit the ground that was destroyed comes back. Bowser Jr. is defeated when hit with 3 Bob-ombs, or jumped on 3 times. In World 8: Princess Peach's Castle Bowser Jr. is fought during the second phase of the final fight against Bowser. During the second phase Bowser Jr. rides around in his Clown Car throwing Bob-ombs at the player. The Bob-ombs can be thrown back at Bowser Jr. to damage him. After throwing 3 Bob-ombs Bowser Jr. will move above the player and slam into the ground. If the player dodges Bowser Jr. will be stuck for 3 seconds. At this point the player can jump on his head, or throw a bob-omb at him to knock him out of his Clown Car. If he is knocked out the player can get in it and use it to damage Bowser. Bowser Jr. take an unlimited amount of damage in this fight. The fight is not over until the player hits Bowser 3 times.
 Bowser	Bowser is the final boss in the game, at World 8: Princess Peach's Castle. The fight against Bowser has two phases. During the first phase of the fight Bowser shoots fire along the ground, at the players head height and 2 units above the player. Bowser also jumps and tries to land on the player. Bowser can be defeated by hitting him with 40 20 fireballs or getting behind him to touch the axe on the opposite side of the bridge. After Bowser is defeated Bowser Jr. makes Kamek turn him into a giant. The second phase has Bowser as a giant. Bowser shoots fire into the air and it rains down on both sides of him. The player has to dodge the fire and use the Clown Car that Bowser Jr. is in to get above Bowser. When the player is in the Clown Car and above Bowser. A message will pop up on screen telling the player to shake the controller. This makes the player smash into Boswer. Bowser can also take damage from 40 fireballs. When damaged Bowser retreats in his shell and chases the player, jumping when close to the edge of the screen to allow the player to move away from the edge. This process is repeated 3 times, meaning 3 smashes from the Clown Car or 120 fireballs defeat Bowser.

LEVELS

Overview

There are 82 levels in the game, spread over nine Worlds. Of these, 16 are considered special levels. All levels have a time limit, in seconds. In most levels, this limit is 300 seconds. To complete a level, a player must touch the Goal Pole. All but 8 levels also have a Checkpoint Flag located around the middle of the level.

1. **Checkpoint Flag:** Touching the Checkpoint Flag activates it. If the player is Small at the time of activation, they will immediately become Super size. The flag acts as a save point if the player dies afterward or leaves the level for any other reason – upon re-entering the level, the player will start from the Checkpoint Flag. If the player plays a different level, the Checkpoint Flag will deactivate and they must start from the beginning again.
2. **Goal Pole:** Upon touching the pole, the player stops moving and the remaining players (if any) have a time limit of 4 seconds to touch the pole. Each player, including the first to touch, receives points based on the height at which they touched the flag.

Types

- 3. Ghost Houses:** Ghost houses are a special kind of level, structured around multiple rooms connected by doors. Some doors lead the player in circles through the level, while others lead into secret areas of the house. Some doors in ghost houses are fake, and disappear when the player interacts with them, leaving behind a coin. Ghost Houses have a time limit of 400 seconds.
- 4. Moving Levels:** Moving levels have the player constantly moving through the level without a chance to stop. The camera can move to the right or up, without allowing the player to go left or down respectively. If the screen is moving right and the player stands still, an invisible wall is created and pushes the player to the right. If the player is caught in-between the wall and an object, it causes the player to die. If the level is moving up and the player stops, the level continues to move, leaving the player behind unless they make a movement upward. If the player falls off-screen, they die.
- 5. Castles:** There are two castles each in Worlds 1 - 5 & 8. Worlds 6 & 7 have three castles each, and World 9 has no castles. Castle levels are divided into two parts, with a door separating them. A Checkpoint Flag still appears in each castle, usually shortly before the player encounters the midpoint door. At the end of the second section, there is a bigger door that takes the players to fight the Mini-boss.
- 6. Special:** This includes the unusual levels in World 9, as well as the levels accessible only by finishing another level through the special (red flag) exit.

Level Completion

A player completes a level by touching a Goal Pole in the level. The moment a player touches this, any remaining players (if in multiplayer mode) have 4 seconds to touch the pole as well. Players who don't touch the pole in time do not earn any extra points.

- 1. Touch Height:** Depending on the height at which the player touches the Goal Pole, they earn more points, or can earn a 1-Up Mushroom.
 - a. Touch the Top:** Player gets one Life.
- 2. Red Flag:** A black flag pole is a standard level exit, while a Goal Pole with a red flag is an alternate, special exit. It generally takes extra maneuvering and skill to make it to the special exit, but the player is often rewarded with unlocking a new path, or an entirely new level that would otherwise be inaccessible. There are 12 special levels.
- 3. Bonus Power Ups:** Completing the level with certain final digits on the Timer will result in the player receiving a bonus Power Up. This Power Up depends on the exact digits. In addition to a Power Up, fireworks will be shown around the castle behind the Goal Pole – the higher the digits, the more fireworks.

Final Digits	Power Up
11	Super Mushroom
22	Super Mushroom
33	Super Mushroom
44	Fire Flower
55	Ice Flower
66	Mini Mushroom
77	Super Acorn
88	Star
99	Star

Failure

There are two ways to have a Game Over during a level. All of these will result in the player(s) being forced out of the level, back onto the World Map. If they managed to touch the Checkpoint Flag, restarting the level will take them there immediately. Otherwise, they must restart the level from the beginning.

1. **Player Death:** When all players are dead. If in single-player mode, the player's death means Game Over. If multiplayer, this occurs if all there are no living, active players on the screen – either because players have run out of lives, or because they died and are still in a bubble.
 - a. **Bubble Safety:** Players who are in a bubble when Game Over occurs do not lose any lives.
2. **Time Out!:** If the timer of the level runs out and hits 0, all players will immediately die.

Worlds

1. **World 1 (Acorn Plains):** Acorn Plains is an introductory world. The levels are simpler and shorter. The enemies are basic types, such Koopas, Goombas and Piranha Plants. The first level is used to introduce the new Power Up, the Super Acorn, and introduces the new Baby Yoshis. The world has 8 levels.
 - a. 1-1: Acorn Plains Way
 - b. 1-2: Tilted Tunnel
 - c. 1-3: Crushing-Cogs Tower
 - d. 1-4: Yoshi Hill
 - e. 1-5: Mushroom Heights
 - f. 1-6: Lemmy's Swingback Castle
 - g. 1-7: Blooper's Secret Lair
2. **World 2 (Layer-Cake Desert):** This world introduces the player to different terrain in Mario, like quicksand. The levels in Layer Cake Desert prepare the player for the different types of levels they will face in the upcoming worlds. The player has different paths they can take through the world. The level of difficulty increases to train the player. There are 9 levels in the world.
 - a. 2-1: Stone-Eye Zone
 - b. 2-2: Perilous Pokey Cave
 - c. 2-3: Fire Snake Cavern
 - d. 2-Castle (1): Stoneslide Tower
 - e. 2-4: Spike's Spouting Sands
 - f. 2-5: Dry Desert Mushrooms
 - g. 2-6: Blooming Lakitus
 - h. 2-Castle (2): Morton's Compactor Castle
 - i. 2-Ice Block: Piranha Plants on Ice
3. **World 3 (Sparkling Waters):** Sparkling Waters is the underwater world in the game. Not all of levels are strictly underwater, but they do all feature water and aquatic enemies not found elsewhere. Sparkling Waters introduces the player to new mechanics, like swimming, and different enemies that will chase the players, like Cheep-Chomp and the Baby Dragoneel. Sparkling Waters has 9 levels.
 - a. 3-1: Waterspout Beach
 - b. 3-2: Tropical Refresher
 - c. 3-Castle (1): Giant Skewer Tower
 - d. 3-Ghost House: Haunted Shipwreck
 - e. 3-3: Above the Cheep Cheep Seas
 - f. 3-4: Urchin Shoals
 - g. 3-5: Dragoneel's Undersea Grotto
 - h. 3-Castle (2): Larry's Torpedo Castle

- i. 3-Leaf: Skyward Stalk
- 4. **World 4 (Frosted Glacier):** Frosted Glacier introduces the player to new terrain, ice. New enemies like Cooligan that can slide along the ground and bounce off walls to make traversing the level more difficult than previous ones. The new Blue Baby Yoshi is also introduced here. Sparkling Waters has 9 levels.
 - a. 4-1: Spinning-Star Sky
 - b. 4-2: Cooligan Fields
 - c. 4-Castle (1): Freezing-Rain Tower
 - d. 4-3: Prickly Goombas!
 - e. 4-4: Scaling the Mountainside!
 - f. 4-5: Icicle Caverns!
 - g. 4-Ghost House: Swaying Ghost House
 - h. 4-Castle (2): Wendy's Shifting Castle
 - i. 4-Fliprus: Fliprus Lake
- 5. **World 5 (Soda Jungle):** Soda Jungle is the largest in the game. The player fights four bosses, and uses their experience from the previous four worlds in order to complete Soda Jungle. Soda Jungle introduces new giant enemies that are much bigger than the player. The different terrain from the previous three worlds also helps the player navigate Soda Jungle, because they have limited space with the new enemies. Soda Jungle has 12 levels.
 - a. 5-Cannonship: The Mighty Cannonship
 - b. 5-1: Jungle of the Giants
 - c. 5-2: Bridge Over Poisoned Waters
 - d. 5-3: Bramball Woods
 - e. 5-Castle(1): Snake Block Tower
 - f. 5-Ghost House: Which-Way Labyrinth
 - g. 5-4: Painted Swampland
 - h. 5-5: Deepsea Ruins
 - i. 5-6: Seesaw Bridge
 - j. 5-7: Wiggler Stampede
 - k. 5-Castle(2): Iggy's Volcanic Castle
 - l. 5-Para-Beetle: Flight of the Para-Beetles
- 6. **World 6 (Rock-Candy Mines):** Rock Candy Mines is focused around challenging the player with darkness and moving platforms. In the level *Light Blocks, Dark Tower*, players use a Glow Block to navigate a level cloaked in darkness. In the level *Thrilling Spine Coaster*, players navigate a dark level on a moving roller coaster-like platform. Rock Candy Mines has 7 levels.
 - a. 6-1: Fuzzy Clifftop
 - b. 6-2: Porcupuffer Falls
 - c. 6-Castle(1): Grinding-Stone Tower
 - d. 6-3: Waddlewing's Nest
 - e. 6-4: Light Blocks, Dark Tower
 - f. 6-5: Walking Piranha Plants!
 - g. 6-6: Thrilling Spine Coaster

- h. 6 Castle(2): Screwtop Tower
 - i. 6-7: Shifting-Floor Cave
 - j. 6-Castle(3): Roy's Conveyor Castle
- 7. **World 7 (Meringue Clouds):** Meringue Clouds is the last world before the player encounters Bowser. Meringue Clouds focuses on difficult levels with the player encountering more enemies than before. It uses platforms that move when the player stands on them, and forces the player to reach new areas by jumping off enemies. Meringue Clouds has 10 levels.
 - a. 7-1: Land of Flying Blocks
 - b. 7-2: Seesaw Shrooms
 - c. 7-3: Switchback Hill
 - d. 7-Castle(1): Slide Lift Tower
 - e. 7-Ghost House: Spinning Spirit House
 - f. 7-4: Bouncy Cloud Boomerangs
 - g. 7-5: A Quick Dip in the Sky
 - h. 7-6: Snaking Above Mist Valley
 - i. 7-Castle(2): Ludwig's Clockwork Castle
 - j. 7-Airship: Boarding the Airship
- 8. **World 8 (Peach's Castle):** Peach's Castle is the final world in the game. It is the smallest world in the game and uses everything the player has learned to test them against difficult courses. In one level, lava rises up from the ground at a constant rate, while rocks fall from the sky, making the player dodge while trying to stay out of the lava. Peach's Castle has 6 levels.
 - a. 8-1: Meteor Moat
 - b. 8-2: Magma-River Cruise
 - c. 8-3: Rising Tides of Lava
 - d. 8-4: Firefall Cliffs
 - e. 8-Castle(1): Red-Hot Elevator Ride
 - f. 8-Castle(2): The Final Battle
- 9. **World 9 (Superstar Road):** Superstar Road contains 9 levels. This World is unlocked only after beating Bowser. The first eight levels in World 9 are based off one of the eight Worlds, and are designed to be more challenging than any of the previous 76 levels. Each individual level becomes available when a player has collected all the Star Coins for that particular world.
 - a. 9-1: Spine-Tingling Spine Coaster
 - b. 9-2: Run For It
 - c. 9-3: Swim For Your Life!
 - d. 9-4: Hammerswing Caverns
 - e. 9-5: Spinning Platforms of Doom
 - f. 9-6: Fire Bar Cliffs
 - g. 9-7: Lakitu! Lakitu! Lakitu!
 - h. 9-8: Pendulum Castle
 - i. 9-9: Follow That Shell!

ITEMS

Collectibles

Collectible items are each 1 Block in size, and immediately disappear from the level when Mario moves into them from any direction; this is called “collection” of the item. Power Ups are in a special category of their own. Collectibles have several main attributes.

1. **Placement:** Where in the level’s environment it is placed, and how.
2. **Effect:** What happens when Mario collects one.
3. **Points:** How many points are added to the Point Total when one is collected.

<i>Collectible Items</i>				
Item Name	Description	Placement	Effect	Points
Coin	A small gold coin, 1x1 Blocks in size. Sometimes attached to a parachute, making them 1x2 Blocks, with the parachute on top.	Usually in groups of 3 or more, in any area of the environment, including the ground, sky, water, sand, hidden areas, in Coin Blocks, and behind objects. Most coins are non-moving, but others may move up and down, side to side, or rotate in a circle. In the case of parachuting Coins, they come floating from the top of the screen, with the coin swinging side to side like a pendulum. There are generally more than 100 Coins per level.	Adds 1 to the Coin Counter.	100
Star Coin	A large coin with a star on it, 2x2 Blocks in size. Collecting all the Star Coins in each World unlocks a new level in Superstar Road (World 9).	Exactly 3 per level, spread out evenly so that the first third, middle third, and last third of the level has 1 Star Coin each. There are 246 Star Coins total in the game.	Fills one of the Star Coin Slots.	4000
Red Coin	A small red coin, 1x1 Blocks in size. Sometimes attached to a parachute, making them 1x2 Blocks, with the parachute on top.	Red Coins always appear in groups of 8, but the player must first reveal them by triggering a Red Ring. Once triggered, the Red Coins appear, and a timer sound will begin to play. The player has 8 seconds to collect all the coins.	If the player collects all 8 Red Coins within the time limit, a Power Up or Green Mushroom will be dropped from the top of the screen to the player’s location. If the timer runs out with Red Coins still remaining, the un-collected Red Coins will disappear.	100
Blue Coin	A small blue coin, 1x1 Blocks in size. Appear only when a P-Switch is hit.	Blue Coins always appear in groups, though the number of that group changes from level to level. These groups are usually arranged into some kind of pattern near the P-Switch that triggers their appearance, sometimes leading a	If the player collects all of the Blue Coins within the time limit, the audience in the game will cheer. Otherwise, any uncollected coins will vanish.	100

		trail to a hidden "?" Block . They are invisible until the corresponding P-Switch is hit, at which time the player has 9 seconds to collect all of the coins.		
Green Coin	A small green coin, 1x1 Blocks in size. They always appear in clusters of 3, arranged in a clover shape, and rotating in place.	Green Coin clusters are placed in groups of 5, but must be revealed by the player triggering a Green Ring. Once triggered, the player has 8 seconds to collect all of the clusters. Clusters are revealed one a time, and each preceding cluster must be collected to reveal the next.	If the player collects all 5 Green Coin Clusters within the time limit, a Power Up or Green Mushroom will be dropped from the top of the screen to the player's location. If the timer runs out with clusters still remaining, the un-collected Green Coins will disappear.	0
1-Up Mushroom	A green mushroom with white spots, 1x1 Blocks in size.	1-Up Mushrooms are usually placed in tricky locations that require advanced maneuvering from the player and carry the risk of death if the player fails. They are never found on their own, but only inside Power Up Blocks.	On collection, the player gains one extra life.	
3-Up Moons	A crescent moon with a smiley face, 1x1 Blocks in size.	3-Up Moons can only be found in 3-Up Moon Blocks.	On collection, the player gains three lives.	

Interactable

Items that Mario can potentially pick up and carry in the level.

- Shells:** Jumping on a Koopa causes it to retreat into its shell. The player can then jump on the shell causing it to gain velocity in the direction the player jumped from. A Koopa shell moves at twice the speed of the player walking. The shell damages other enemies, killing them, and damages the players. The shell will reverse direction if it hits a wall or object blocking its path, and will go off an edge. If the player chooses they can pick up the shell and hold it. The Koopa stays in its shell for 10 seconds before coming back out. If the player is still holding the shell they will take damage. The Koopa is killed with a star power up, jumping on its head and then hitting or throwing the shell of an edge, causing two shells to hit each other, hitting it with a fireball, hitting it with an iceball and then ground pounding or throwing the ice block into the wall or off an edge, a double ground pound attack, Yoshi eating it or hitting it with an item such as a turtle shell or pow block.

ENVIRONMENT

Interactable

- Pipes:** Can appear in a variety of colours, with green as the most common, followed by yellow, red, and blue. They are always 1.5 Blocks across, and come in a variety of heights.

- a. **Warp:** Warp Pipes lead between areas in a level, often to a secret or hidden part that contains a large number of Coins, a special Power Up, a secret exit, or a Star Coin.
 - b. **Air:** These blow air out in a steady straight stream. They can appear both underwater and above. Players in Mini form can be easily carried by the air from an Air Pipe above water.
 - c. **Cannon:** A green pipe that the player may enter. Instead of transporting the player to a different location in the level, Cannon Pipes shoot the player out in a direction. They can be perfectly vertical, or slanted to the side at various angles. These pipes are used within levels to help the player reach otherwise impossible areas: tall ledges or platforms, for example.
2. **Blocks:** Blocks are used in this document as the standard measurement, and so each Block is also 1x1 Blocks in size. Though most Brick Blocks are readily visible, some are placed alone in hidden locations, invisible until the player manages to hit it.
 - a. **Brick:** The most common of all Blocks. There are two types of Brick Blocks:
 - i. **Destructible:** When hit by a player in Super form, these are destroyed, adding 50 points to the score. If hit by a player in Small form, they are not destroyed, but are instead temporarily bumped up 1 Block, killing any enemies that were standing on it, before returning to its previous position.
 - ii. **Disguised:** When hit by a player in any form, these act like other blocks: Coin, Question, Switch, Beanstalk. They can also release a 1-Up Mushroom or a Star, or give the player a Coin. After activation, these turn into Used Blocks.
 - b. **Coin:** These Blocks produce Coins when hit, and come in two types.
 - i. **One Coin:** When hit from below, or Ground Pounded from above, this block produces one Coin that is automatically added to the total count. After being hit once, it turns into a Used Block.
 - ii. **Multiple Coin:** A Multiple Coin Block can be hit multiple times before turning into a Used Block, producing 1 Coin each time it is hit. Once hit for the first time, players have approximately two seconds to hit it as many more times as they can. After the time limit, it takes one hit to turn it into a Used Block, meaning that the player is guaranteed at least 2 Coins, no matter how long they take.
 - c. **Question ("?"):** Sometimes called Power Up Blocks, these produce one to four Power Ups when hit, immediately turning into a Used Block afterward. The Power Ups produced are usually level-specific, tailored to the challenges of the level; for instance, in a level with lots of air platforming and tall, unreachable areas, players may be given Propeller Hats.
 - i. **Super Mushrooms:** Power Ups are generally given out in the same quantity as the number of players. However, the Power Ups to appear differ based on the form of the players at the time. For each player that is already in Super Form, a Power Up (for instance, an Ice Flower) will appear. However, if one or more players are still in Small form, a number of Super Mushrooms will appear; the quantity that appears is equal to the number of Small form players.
 - d. **Flying:** These blocks fly left and right and up and down. They often dip up and down one Block in a sine wave as they move from side to side. Their contents are similar to those of regular Question Blocks.
 - e. **Switch**
 - f. **Beanstalk:** Also called Vines, these initially appear as Question Blocks. When the player hits a Beanstalk block from the left, right, or below, a vine begins grows upward. If the player Ground Pounds the block

from above, the vine will grow downward instead. The vine is always 1 Block in width, but its height varies. Once the vine is done growing and has reached its full height, it remains stationary, and the player can climb it by pressing up on the Directional Pad. Vines usually lead to hidden or secret areas with extra Coins, a Star Coin, or a Pipe to a special part of the level.

- g. **POW Block:** The POW (Power) Block is 1x1 and always appears alone. Few levels have them. They have no effect unless picked up and thrown by a player, at which time they cause a huge tremor and cause damage to all enemies on screen, in addition to making any floating Coins come falling from the top of the screen. It will also make Star Coins come falling down, and are crucial to completing certain levels.
 - h. **Note/Jump Block:** A white block with a black music note drawn on it. Hitting one of these from below will briefly move it (and anything on top of it) up 1 Block – it will return to its previous position immediately afterward. Jumping on one moves it down 1 Block, but moves Mario up a maximum height of 9 Blocks.
 - i. **3-Up Moon Blocks:** These special blocks are visible only in multiplayer mode, and even then they can only be seen on the GamePad. The GamePad player must tap on them with the stylus to make them temporarily visible (5 seconds) to the other players on the TV screen. When visible, the other players can hit it like any other Block. Doing so will reveal one to four 3-Up Moons. The 3-Up Moon Block turns into a Used Block after activation. When the timer ends, the Moon Blocks becomes invisible again. If players did not manage to hit it, it can be made visible again by the GamePad player as many times as needed until collected. These blocks are placed in difficult-to-reach locations that often require the assistance of the GamePad player (using the Boost Platforms) to traverse.
 - j. **Glow Block:** A 1x1 Block that emits light for a 6 Block radius, found only in dark levels like caves. They cannot be picked up, but help the player explore and platform in otherwise-dark areas. Some must be activated via a ? Switch, while other are 3x3 Blocks in size and move through the level on their own – much like moving platforms.
 - k. **Ice Blocks:** 1x1 Blocks that act as Ice Terrain platforms. When on these blocks, the player will slide unless wearing a Penguin Suit.
 - l. **Used Blocks:** These are plain brown blocks that cannot be hit, do not move, and cannot be destroyed by the player. They generally are a result of the player hitting another type of block.
3. **Shells:** Jumping on a Koopa causes it to retreat into its shell. The player can then jump on the shell, or pick it up and throw it.
- a. **Jumping:** Jumping on the shell will send it flying in the direction the player is facing. A Koopa shell moves at 8 Blocks/second. The shell damages other enemies, but can also damage players. If it hits a wall or other solid object, it will reverse direction. However, if that object is a player or enemy, the shell will keep moving in the same direction. Shells will fall off edges.
 - b. **Throwing:** Players can also pick up the shell, hold it, and throw it. The Koopa stays in its shell for 5 seconds before coming back out, and if the player is still holding the shell they will take damage. Throwing the shell will give it the same speed as jumping on it, but the player has more control over where it goes. If a shell hits a block, it will destroy it (if destructible), or activate it (if it's a Question or Vine Block, for example).
4. **Rings:** 2 Blocks wide and 3 Blocks high, these are activated and disappear when a player touches or passes through them. On activation, they will reveal their particular group of special Coins, and begin a timer

countdown. After the countdown ends, they are gone (along with their coins, if ungathered) until the level is restarted.

- a. **Red:** A Red Ring will reveal 8 Red Coins, and simultaneously begin an 8 second timer.
 - b. **Green:** A Green Ring will reveal five groups of 3 Green Coins, and simultaneously begin an 8 second timer.
5. **Dash Coins:** An outline of a Coin, 1x1 Blocks in size. When the player touches it in any way, it's replaced by a regular Coin.
6. **Switches**
 - a. **Question Switch:** Orange switches with a question mark on them. When pressed, the Question Switch alters or adds to the level. This can take the form of new moving platforms, for example. These changes are either temporary and permanent, depending on the level.
 - b. **Exclamation Mark Switch:** Red or blue switches with an exclamation mark on them. When pressed, they move the Stretch Blocks. There is one additional Exclamation Mark Switch, found in the battle against Bowser. The player must press it to destroy the bridge and cause Bowser to fall into magma.
 - c. **P-Switch:** When pressed, these switches change some object(s) in a level for a 9 second period. After 9 seconds, the effect is reversed, and the switch can be pressed again. Some switches are not reusable, and disappear after one press. Some of the most common changes are:
 - i. **Coin/Block Switch:** All Brick Blocks in the level turn into Coins, and Coins turn into Blocks.
 - ii. **Blue Coins:** Blue coins are revealed. These coins are the same as Yellow/Gold Coins in all but colour. The Blue Coins disappear once 9 seconds are up. A P-Switch of this nature is always a one-time switch.
 - iii. **Hidden Question Blocks:** Sometimes, a hidden Question Block will be revealed somewhere nearby. These Question Blocks generally contain high-value items like Stars or other rare Power Ups.
7. **Donut Lift:** A 1x1 Block-sized platform that bounces down slightly (less than 0.5 Blocks) when a player steps on it. If a player stands on one for more than one second, it will turn red and rapidly drop at a rate of 10 Blocks/sec, leaving a hole. Jumping up and down to avoid standing still on the block in between will prevent this.
8. **Doors:** Doors (**SIZE**) act as connections to other parts of the same level. They appear most prominently in Ghost Houses, where they lead from room to room. There are also doors in Castle levels, where they lead from the first half of the castle to the next, and also separate the level from its final boss or mini-boss fight.
 - a. **Trick/Fake Doors:** These look identical to working doors, but when the player attempts to enter, they disappear and turn into a Boo, or three Coins.
9. **Checkpoint Flag:** Touching this will add 2000 to the point total. Each Checkpoint Flag can only be activated (touched) once per attempt of the level.
10. **Goal Pole:** A tall pole with a flag (black or red) that denotes the end of a level. The moment a player touches this, any remaining players (if in multiplayer mode) have 4 seconds to touch the pole as well. Players who don't touch the pole in time do not earn any extra points.
 - a. **Touch Height:** Depending on the height at which the player touches the Goal Pole, they earn more points, or can earn a 1-Up Mushroom.
 - i. **Touch the Top:** Player gets one Life.

- b. Red Flag:** A black flag pole is a standard level exit, while a Goal Pole with a red flag is an alternate, special exit. It generally takes extra maneuvering and skill to make it to the special exit, but the player is often rewarded with unlocking a new path, or an entirely new level that would otherwise be inaccessible.
 - c. Carry an Item Past:** If a player is carrying an item when they touch the Goal Pole (this includes projectiles like shells, as well as Baby Yoshis), they will receive a 1-Up Mushroom.
- 11. Screws:** A Screw is 3 Blocks wide and 1 Block tall, and always placed on some sort of solid, unmoving terrain. When Mario stands on top of it and uses a Spin Attack, he turns the Screw instead of jumping up in a spin. This in turn moves some element(s) of the level (usually a Chunk) near the Screw to the opposite end of a visible track, so long as Mario keeps Spin Attacking. When Mario stops using Spin Attack, the Screw and moving element hold in place for one second. As the Screw begins to unwind, the moving element gradually moves back to its starting position on the track.
- 12. Sparkles (World 2):** Very bright, light sparks that appear in the sky on some levels, above the player's normal reachable jump distance. If Mario manages to jump and touch a sparkle, it will disappear and produce 3 Coins instead.
- 13. Giant Bubbles (World 7):** DO THEY MOVE/SHIFT/EXPAND?? These act as floating spheres of water. When touching a Giant Bubble, the player's character behaves as though in a body of water – swimming instead of walking. When exiting, the player can jump out. Bullet Bills will travel at half speed when going through these bubbles.
- 14. Barrels:** Barrels appear in levels with Broozers. The player can pick one up and throw it, but the player's speed will be halved during the time they are carrying the barrel. Once thrown, a barrel will roll at a speed of 4 Blocks/second, and break on impact with a solid object or enemy.
- 15. Spiked Rams:** Large, pointed battering rams with spikes on them, usually placed horizontally so that they move left to right or right to left. When horizontal, their height is 4 Blocks, and length is variable. They spend 2 seconds hidden, then rapidly extend at an average speed of 22 Blocks/sec, gathering velocity with time. After hitting the other side, they stay in places for 2 seconds before taking 1.5 seconds to retreat.

Moving

- 1. Chunks:** Terrain-like solid surfaces of at least 3x3 Blocks in size that move in a pattern. Occasionally follow a track; more often, they move only on one axis, sliding left and right, or up and down. Some do not repeat their movement, and stop permanently after moving in front of the player.
- 2. Platforms:** Any kind of impassable, solid surface that appears in a long rectangular form, usually 1 Block high, and a minimum of 3 Blocks wide. Most can be accessed from below, as they do not track collision from that angle. Can be static, or have one of several types of movement: up and down, side to side, follow a visible Track, rotate around the center, or pivot on one end.
 - a. Regular:** Fit the properties described above. Can be textured in a variety of ways to fit with the theme of the level, including rock, dungeon stones, and wood.
 - b. Pulleys:** Similar to Regular Platforms in terms of appearance, except that these come in pairs – one at each end of a rope, which is then supported by two pegs. If a player stands on one, it will begin to move down, pulling the other platform up; players can keep these platforms from moving by distributing weight equally: i.e., one player on the left, and one on the right.

- c. **Mushroom Platforms:** Mushroom platforms sometimes tilt at about a 35 degree angle as they also move up and down. Larger Mushroom Platforms can be 2 Blocks high.
 - i. **Spotted Green:** Do not move in any way.
 - ii. **Solid Pink:** Do not move directionally, but instead expand and contract (maximum size of 10 Blocks, minimum size of 2 Blocks).
 - d. **Swinging Metal Platforms:** -- in World 1 castle – swing side to side at a slower rate. About 4 seconds to swing from one side to another
 - e. **Tilting Lantern Platforms:** These platforms gently tilt from side to side, using their center as a pivot point. Their ends are lanterns that cast a circle of light with a radius of 1 Block. They cannot be passed through when jumping from below. Some have Destructible and Coin Blocks placed at intervals along their center. When these Blocks are broken, Mario can jump through the gap created.
 - f. **Snake Blocks:** These are moving, connected platforms made of individual 1x1 Blocks. As their name suggests, they snake through a pre-determined course in a level, moving one block at a time. One block is placed on the next spot of the course track, and one is simultaneously removed from the end. They do not begin moving until a player stands on them. After beginning to move, they will not stop until reaching their final destination.
3. **Stone Gears**
4. **Rotating Ground-- circles of solid ground that rotate in one direction in a constant speed. speed, direction, and size all differ from circle to circle.**
5. **Stone Eyes --** Layer Cake Desert; some are static, some pivot from side to side while moving up and down in the sand. full collision on all sides. Some keep moving at a constant rate and repeating pattern, while others fall down on their side or sink halfway into the sand when Mario Ground Pounds them.
6. **Sand Spouts:** Sand pillars that rise out of pits in the level. They spend 1 second in an idle state close to the ground, before bursting up at a speed of 12 Blocks/second and reaching their maximum height. They spend one second oscillating within 1 Block of their maximum height, then drop down at the same speed. When bursting up, they will move any items or characters on top of them upward as well. If Mario jumps into the side of a Sand Spout that is bursting or already at maximum height, he will be carried up to the top as well.
- a. **Water Spouts:** These are a variant of Sand Spouts, and appear in the water-heavy World 4. They function identically to Sand Spouts, except that they appear as water instead of sand.
7. **Shining Stars (World 3):** Large pastel and white stars that stand perfectly still until the player touches them, at which point they begin to rotate in place in the same direction as the force that pushed them – either clockwise or counter-clockwise. Their angular velocity depends on the force of the push, but gradually slows to a halt if left alone. They have varying radii, from 4 to 5 Blocks.
8. **Icicles:** Icicles hang from the underside of terrain, chunks, or other stationary ground objects. They are triangular objects that come in two sizes: Regular and Giant. If the player comes within a certain horizontal range of them, they will drop down from the ceiling, even if they are too high above to be seen on the screen. If a player is caught underneath an icicle or it falls into them, the player will be damaged.
- a. **Regrowing:** These are 2 Blocks tall, and 1 Block at their widest point (the top). They are fully formed when the level starts, and will begin to vibrate and fall down the moment Mario is within 3 Blocks of their center, at a speed of 8 Blocks/sec, and shatter on impact with any solid surface below them.

After falling, a new icicle immediately begins to grow. It takes 4 seconds for it to grow to full size, at which point it will hang there waiting for the player to approach. Its fall can also be triggered by a Giant Icicle falling down and striking the ground beneath it.

- b. **Giant:** These are 6 Blocks tall, and 4.5 Blocks at their widest point (the top). They begin to vibrate and fall when the player is within 6 Blocks of their center, also at a speed of 8 Blocks/sec. On impact with a solid surface below them, Giant Icicles will become motionless. The player can then safely near them, or use their flat tops as solid platforms.
- 9. **Stretch Blocks:** Expand and contract in a set time pattern. This pattern differs depending on the difficulty of the level.
- 10. **Slide Poles:** These striped poles appear most often in Ghost Houses. Players can slide up on them by pressing up on the D-Pad.

Static

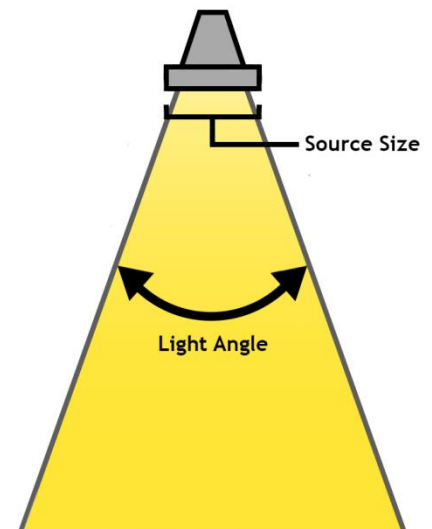
1. Terrain:

- a. **Ground:** This refers to solid pieces of land that generally extend to the bottom of the screen – though some do not – and have collision on all sides, except when there is a “hidden” area.
- b. **Magma/Lava:** Touching this instantly kills players, most enemies, and immediately destroys any items.
- c. **Water:** Has a slower rate of sinking/gravity, but players can swim in it. Does not inflict damage.
- d. **Quicksand:** This terrain gradually tugs all players, items, and enemies down to the bottom of the screen. It does not inflict any damage on its own, but when a player, item, or enemy is dragged down back the bottom of the screen, they die as per standard game rules. When in sand, the jumping and directional movements of Mario will be affected by the downward pull of the sand.
- e. **Poison Lake:** Like magma, this instantly kills players, enemies, and items.
- f. **Ice:** This terrain does not inflict damage, but does greatly affect player movement.

2. Solid Surfaces

- a. **Wooden Deck:** These are 0.5 Blocks high, and only act as solid surfaces from the top. They can be jumped through if the player comes from beneath.
- b. **Giant Brick Blocks (Soda Jungle):** About 2 by 2 Blocks in size, these act as solid platforms. They can only be destroyed by a player in Super size, or by a thrown Koopa Shell.
- c. **Flowers:** In levels with dancing flowers, standing in front of one and doing a Spin Jump will produce one Coin for each flower.
- d. **Tracks:** Act as guides for moving platforms and Fuzzies. They can have zero, one, or two endpoints. With zero endpoints, objects on the track will move in a loop. With one endpoint, objects on the track will fall off once they reach the end. With two endpoints, objects will move back and forth between the two at a constant rate. The exact speed varies depending on the object and level.

- e. **Signs:** Wooden signs that are 2 Blocks high and 3 Blocks wide. They have arrows painted on them to help direct the player. If the blocks beneath them are destroyed, they will come falling down, but they cannot be interacted with in any other way.
- f. **Lights:** Cast light when a level is dark. Size and shape of the light cast vary from type to type.
 - i. **Floodlight** (see diagram on the right): Releases a cone of light in one direction. Their Source Size is 3.5 Blocks wide, and they have a Light Angle of 47 degrees. Their light's strength stays constant from top to bottom, illuminating the entirety of the screen within their Light Angle.
 - ii. **Lantern Window:** A shining window of light placed into the ground elements. It releases a circle of light with a 2.5 Block radius.
- g. **Berry Bush:** A green bush, usually 2-3 Blocks in height (width varies) that has 1 to 4 Berries (1 Block in size) hanging on it at heights of 1-3 Blocks. If the player is on a Green Yoshi, the Yoshi will automatically eat the Berries when its mouth is within 0.5 Blocks of the Berry.
- h. **Bill Blaster:** Shoots Bills one at a time in the direction of the player at a timed interval of 2 to 3 seconds. Most Bill Blasters shoot directly left or right, but some can rotate to target the player more accurately. Always located on a solid surface, usually terrain, and can only be destroyed with a Star.
 - iii. The **Banzai Bill Blaster** is similar to this, except that it is much larger in size, and shoots Banzai Bills instead of regular ones. The Banzai Bill Blaster cannot be destroyed.
- g. **Clouds:** These are foreground elements that cover up whatever items or terrain is behind them. Usually, clouds are a 3x3 Block sized area, and hide Coins from the player's sight.



YOSHI

Green Yoshi

In some levels, players can find Yoshi Eggs in Question Blocks and ride them through the level. Yoshi are 1.5 Blocks wide and 2 Blocks tall. To ride a Yoshi, the player must jump onto its back. Yoshis gives the players several benefits: eating enemies, higher jump, and increased air time.

1. **Eating:** Yoshis will automatically eat objects in front of them when passing over or next to the object, provided that the object is edible. Edible objects include not only Berries, but also enemies, fireballs, and other projectiles. While Yoshi will naturally consume objects within reach the moment it touches them with its head, the player can give manual eating commands as well.
 - a. **Tongue Attack:** This is the “manual eating” mentioned previously.
 - b. **Berry Meter:** This meter is a pie chart with 6 segments, all of which are initially empty. Each time a Yoshi ridden by a player eats a Berry, its meter gains one segment. When six segments are collected (six Berries are eaten), a 1-UP Mushroom drops from the top of the screen, directly above the player.
2. **Yoshi Jump:** After jumping on the Yoshi, the player can keep holding the jump button in order to have the Yoshi propel itself upward using rapid foot movement. For the initial first second, the Yoshi struggles to gain speed, and holds its vertical height while moving only 1 Block forward. In the second and third seconds, it begins to gain

velocity and travels at a 40 degree angle upward, to a maximum additional height of 4 Blocks, before it begins to experience the effects of gravity.

3. **Dismount:** The player can choose to dismount by Spin Jumping while riding the Yoshi, jumping 2 Blocks up into the air and off its back. If done this way, the rider-less Yoshi will remain in the same position until the player returns or it is knocked off by an enemy movement. However, the player could also be forced to dismount if they crash into an enemy or projectile. At this time, the Yoshi will begin to run away from the danger at a speed of 5 Blocks/second. If there are edges, a Yoshi will run off of them, but if there are walls of other solid objects, the Yoshi will simply reverse its direction. It is possible to re-mount the Yoshi even when it is running around, so long as the player can jump onto the Yoshi's back.

Baby Yoshi

1. **Balloon Baby Yoshi:** This pink Yoshi can be used as a parachute/hot air balloon to slow the player's fall. It blows up to 3 Blocks wide and 4 Blocks tall. Once inflated, the Yoshi glides down at a falling speed of 3 Blocks/second. The Yoshi is inflated by the player Spin Jumping. Each jump (and inflation) moves the player up 5 Blocks in height. It can only be inflated seven consecutive times. After the seventh time, the Yoshi visibly deflates and moves upward as the player automatically lets go. After rising 5 Blocks above its starting position, the deflated Yoshi falls down at the speed of gravity, and the player can use it again.
2. **Bubble Baby Yoshi:** This blue Yoshi baby will blow bubbles at the player's command. The first four bubbles are shot straight forward at a rate of 8 bubbles per second. They have an initial speed of 16 Blocks/sec, but quickly hit their maximum forward distance of 4 Blocks and begin to float upward. Afterward, the angle changes by 15 degrees towards the ground, and the following bubbles bounce off the surface and begin to float upward at a rate of 2.5 Block/second. The bubbles are 1 Block in size, and there can be seven active bubbles at any given moment. When a bubbles hits an enemy, the enemy instantly turns into 3 Coins.
3. **Glowing Baby Yoshi:** When being carried by a player, increases the circle of light around the player to a radius of 5. If a player spins while carrying it, the radius of light will be increased to 8 Blocks. The increase in light radius will stay for 8 seconds before shrinking back down 5 Blocks. When not being carried by a player, the Glowing Baby Yoshi will not move.

CAMERA

Single Player

The camera is a 2D camera that follows the character along the level both vertically and horizontally, but both directions move with some flexibility and within the level's limits.

Horizontally, the camera follows the character and the position of the character on screen can vary depending on the direction the character is moving. If the player moves to the right, the character's position on screen is two Blocks to the left of the center of the screen, but if the player moves left, the character's position on the screen is two Blocks to the right from the center of the screen. If the player changes directions, the camera will gradually adjust the character's position on the screen after 20 Blocks. If the player stops, the camera doesn't move.

When the camera touches the limits of the world horizontally, it will stop following the character. It will start to follow it again when it reaches the default position, 2 Blocks away from the center of the screen.

Vertically, the camera follows the character but only when it moves away from the center portion of the screen vertically, meaning less than 4 Blocks away from the top or bottom of the screen. When the camera touches the limits of the world vertically, it will stop following the character.

There are two positions for the camera in the Z axis or depth, the Close position for when the level begins, which allows the player to see 25 Blocks horizontally and 14 vertically. The Normal position, which gets set up after 2 seconds or when an enemy steps into the camera's range, lets the players see 30.5 Blocks horizontally, and 17 vertically.

Multiplayer

The camera in multiplayer behaves similar to the single player mode, but with the main difference in the Z axis or depth. The two depth positions in the single player mode are also present for multiplayer, but there is Wide Position that gets triggered when two or more characters are more than 15 Blocks away from each other horizontally or more than 9 vertically. The Wide position zooms out and shows up to 40.5 Blocks horizontally and 24 vertically.

If the camera is on its wide position and a player stands touching the edges of the screen and another player is moving by less than 4 Blocks away from the opposite side of the screen, the player that is standing will get dragged by the screen. If an object doesn't allow the screen to keep dragging the character, it will die. If a player wants to move to the left, the camera can only move towards the character if both characters are moving. If the two characters get back within 15 Blocks from themselves, the camera goes into the normal position again.

Horizontally, the camera moves when a player moves more than 3 Blocks away to the right of the screen. If the two players are moving, it follows them at any moment, unless the camera is touching the edges of the level.

Vertically, the camera follows the characters when they get closer than 4 Blocks from the edges of the screen and all characters are within 9 Blocks away from each other vertically. If they are more than 9, the camera zooms out into Wide position. In wide position, the camera follows the characters when they get closer than 6 blocks away from the edges of the screen. Depending of the level if the goal or down or up, the player who is moving towards it has the preference over the camera's movement, and the other characters are left behind if they are not moving, or not going fast enough. Vertically, the Wide position of the camera doesn't drag characters like it does horizontally.



Normal Position 1



Close Position



Wide Position

USER INTERFACE

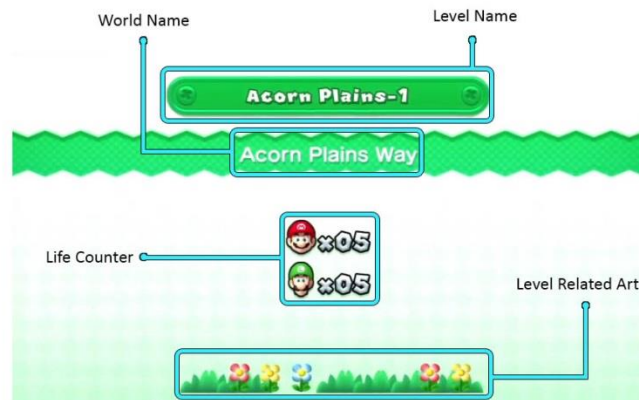
World Map

The world map is a series of worlds that are all connected. Players can move freely between points on the map, provided they have unlocked them. Each point on the map represents a level or other map feature, and is connected to at least one other point. At certain points, players may choose between two or more routes to take. The order in which they play the levels will change, but they can go back and play missed levels at any time.



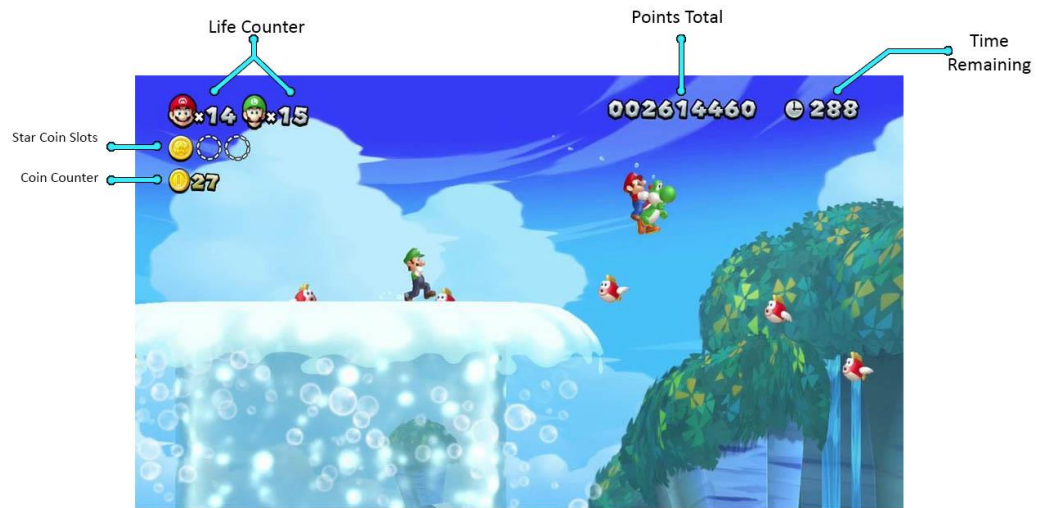
Loading Game

There are two types of loading screens. One is for when the game first starts: a splash screen of the game is shown for 8 seconds. The other is a loading screen for each level, announcing the name of the level. It also includes some art related to the level on the bottom of the screen.



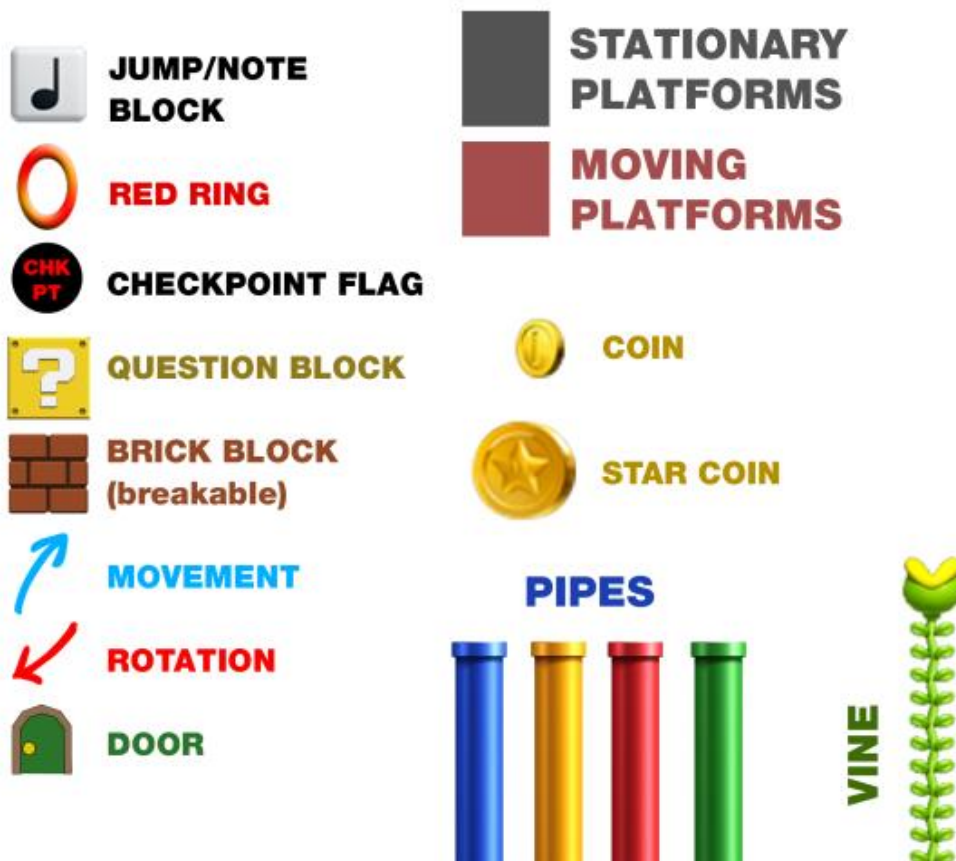
HUD

1. **Coin Counter:** The coin counter represents the amount of coins a player has. When the count gets to a hundred, all players get an extra life.
2. **Star Coin Slots:** They represent the three Star Coins in the level, each slot is empty and when players get a Star Coin, depending on the location of it, a slot will get filled with an image of a Star Coin.
3. **Life Counters:** This represents the number of lives available for each player.
4. **Points Total:** This represents the number of points the players have throughout the game
5. **Time Remaining:** This represents the number of seconds that players have left to finish the level they are playing.



KEY FOR LEVEL BREAKDOWN DIAGRAMS

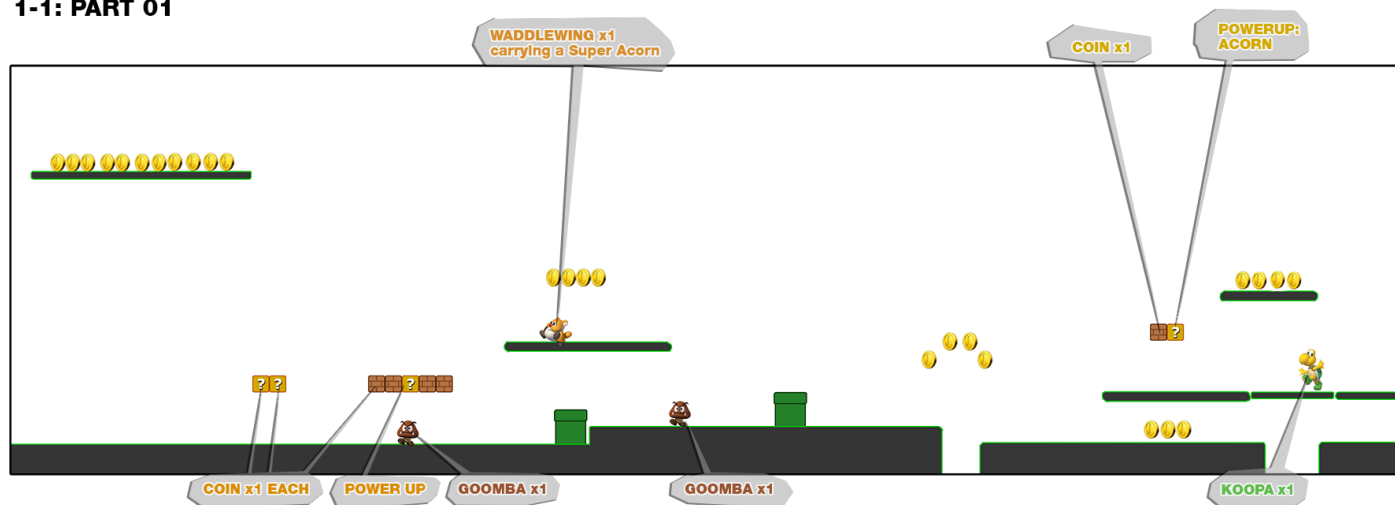
LEGEND



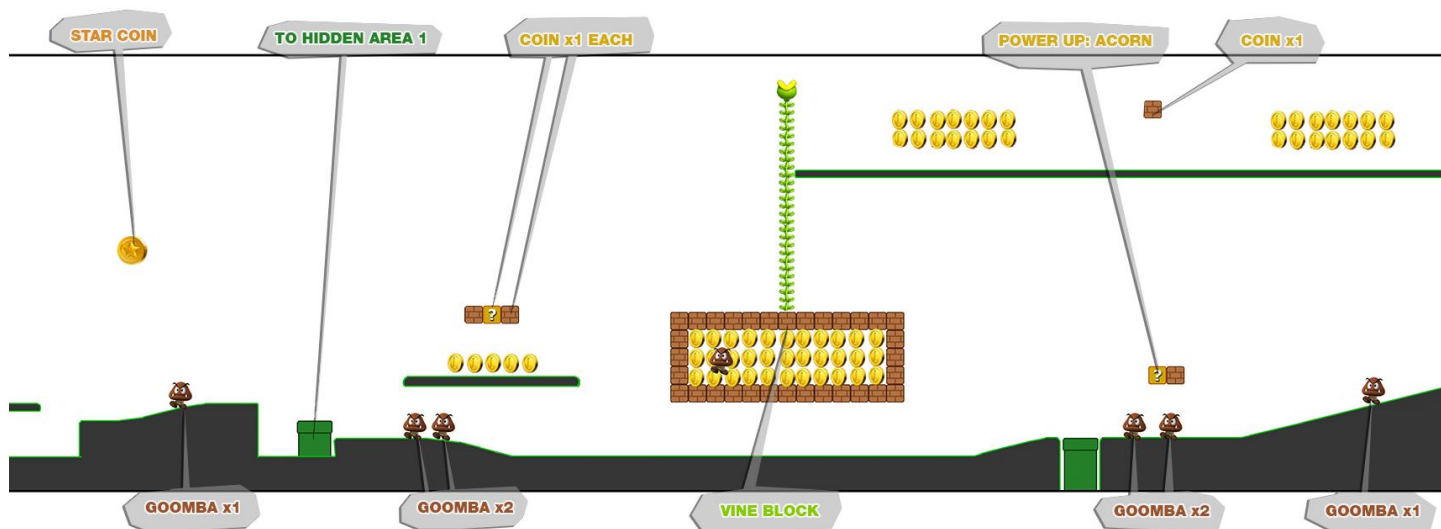
Level Breakdown: World 1-1: Acorn Plains Way

Power Ups: Super Mushroom if Small, Super Acorn if Super.

1-1: PART 01

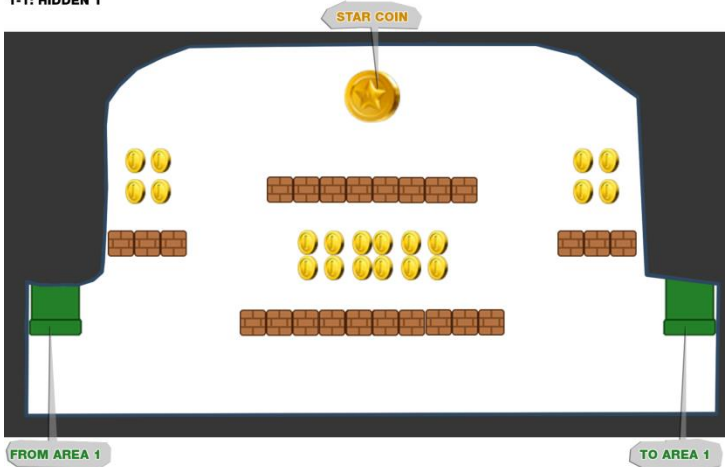


The player starts by hitting the Coin Blocks, and performing a Jump Attack on the Goomba. Hitting the third yellow Question Block reveals a Power Up. Jumping onto the blocks and killing the Waddlewing gives the player a Super Acorn. The player collects the Coins and moves forward, jumping over the gap. Hitting the two blocks in front of the Koopa gives the player a Coin and another Power Up. Jumping onto the Koopa and holding the 2 Button to bounce into air and land on the Shell sends the Shell to the right.

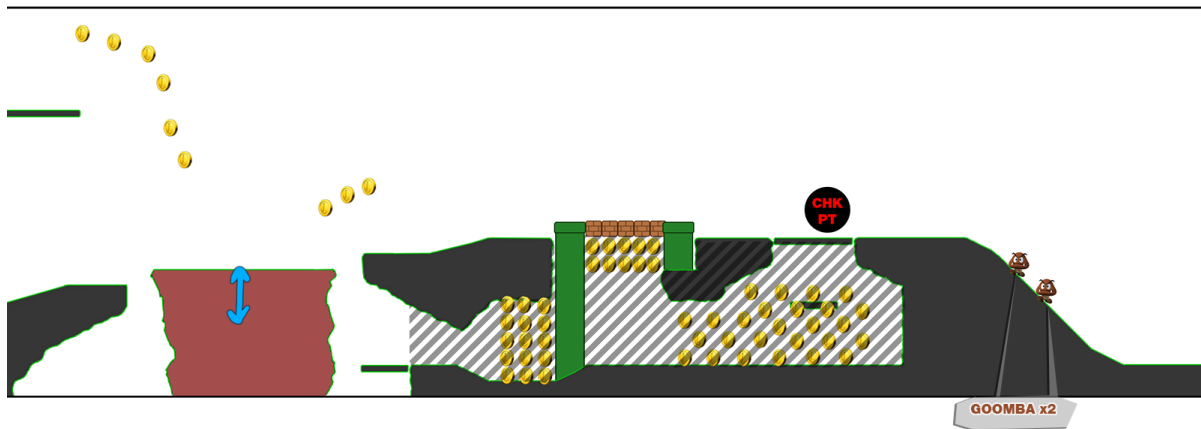


Jumping into the air, the player can grab the first Star Coin. If they sent the Shell flying earlier, it will kill 6 Goombas, and the player will receive a 1-Up. Going down the Warp Pipe after the first Goomba takes the player to the first Hidden Area.

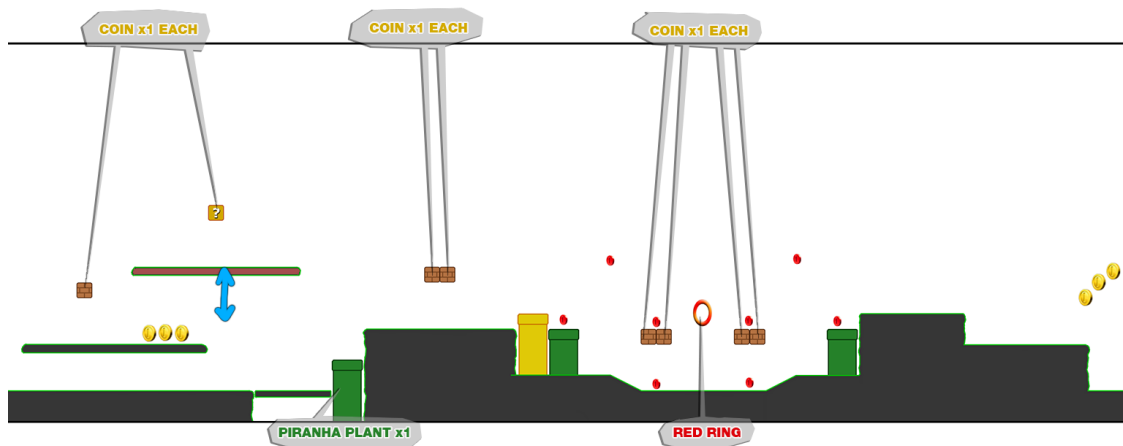
1-1: HIDDEN 1



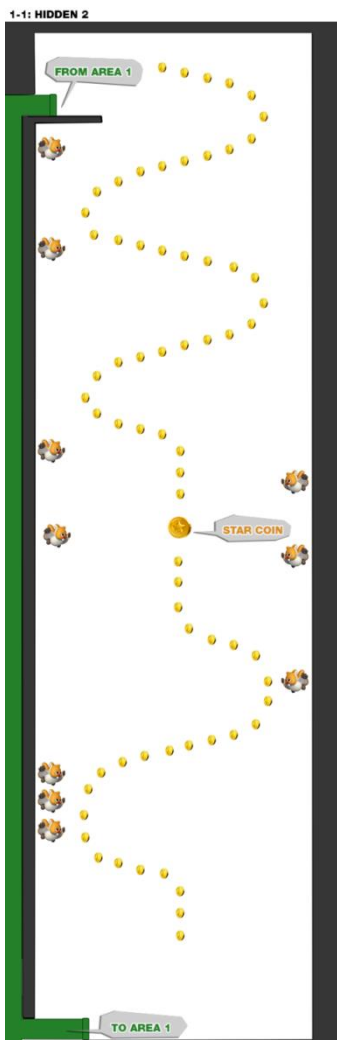
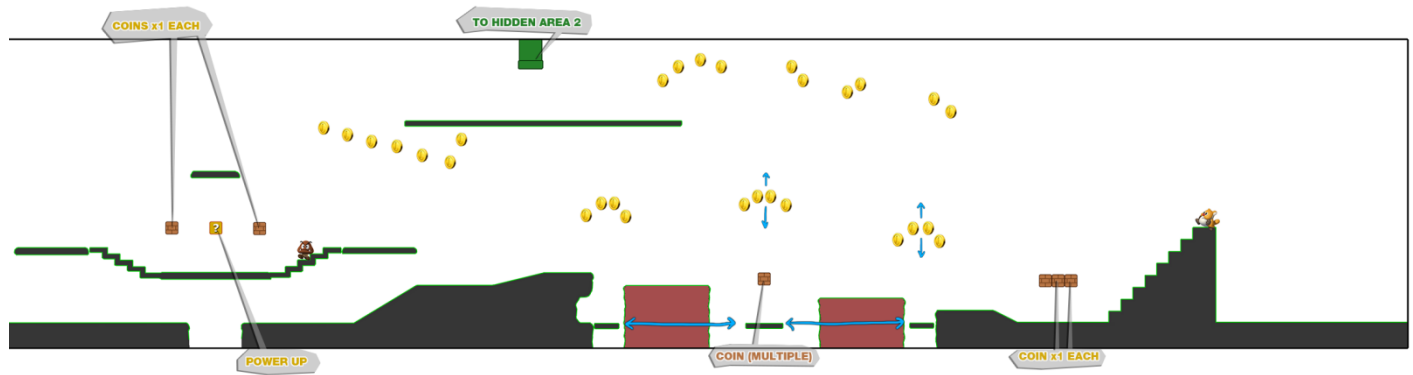
The player comes out of the Warp Pipe on the left. The player jumps onto the blocks, collects the Coins, and jumps onto either set of three blocks on the side. From here, the player jumps to the highest blocks and grabs the second Star Coin. The player leaves via the Warp Pipe on the right.



The player comes out of the small Green Pipe next to the Check Point. After touching the Check Point, running down the hill and pressing down on the D-Pad will cause the player to slide, killing the Goombas in their path.



The player runs and jumps onto the platforms to jump over the Piranha Plant. Jumping over the Pipes and into the Red Ring in the center of the blocks reveals 8 Red Coins. Collecting all 8 Red Coins gives the player a Super Acorn, or 1-UP if they already have a Power Up.



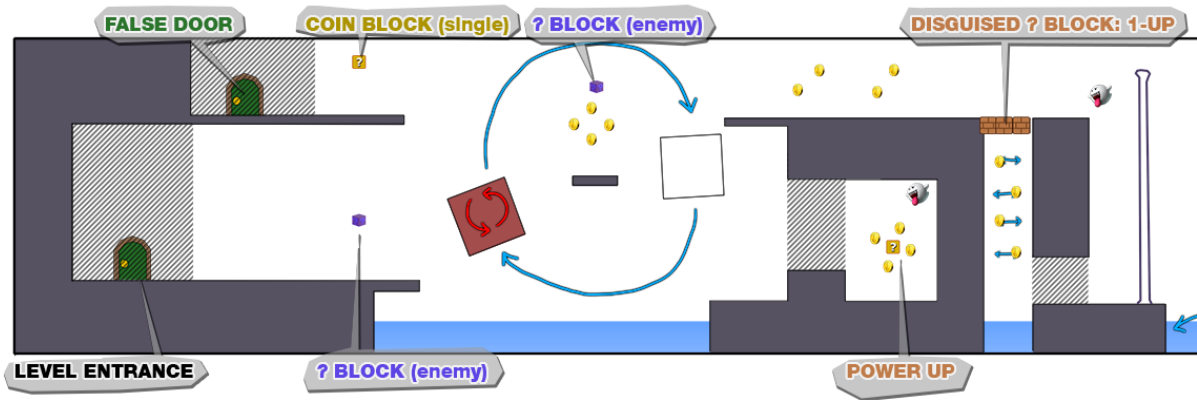
After collecting the Red Coins, the player jumps onto the platform and kills the Goomba with a Jump attack. Jumping onto one of the three blocks and then jumping to the right, gliding and using the Spin Jump with the Super Acorn Power Up brings the player to the Warp Pipe that takes them to Hidden Area 2. When the player comes out of Hidden Area 2, they use the same Green Pipe.

In the Hidden Area, the player uses the Super Acorn to glide down in a wave pattern, collecting Coins and the Star Coins in the center, while avoiding the Waddlewings. After leaving through the Warp Pipe at the bottom, the player waits for another Waddlewing to walk down the steps, then jumps to the Flag Pole.

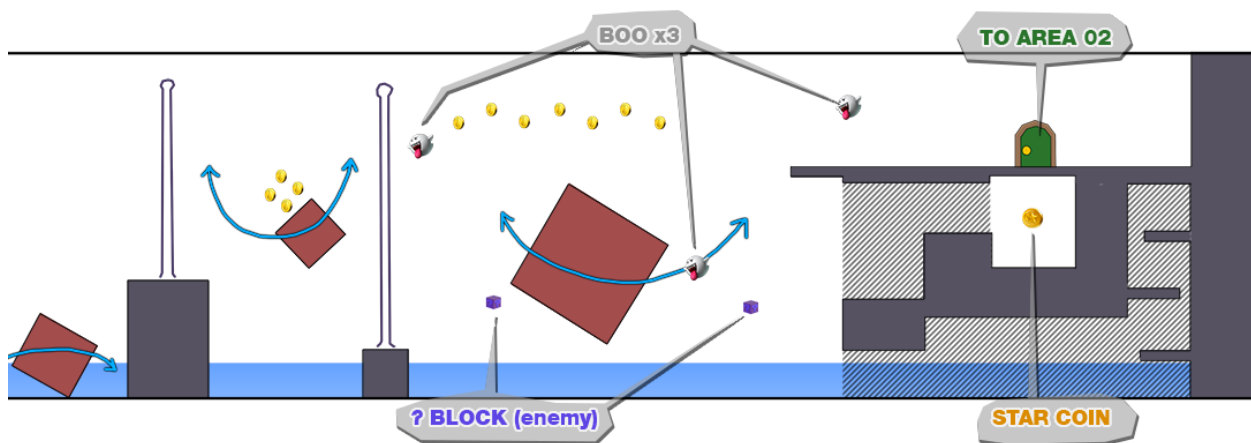
Level Breakdown: World 3-Ghost: Haunted Shipwreck

Power Ups: Mushroom if Small, Fire Flower if Super.

3-GHOST: AREA 01



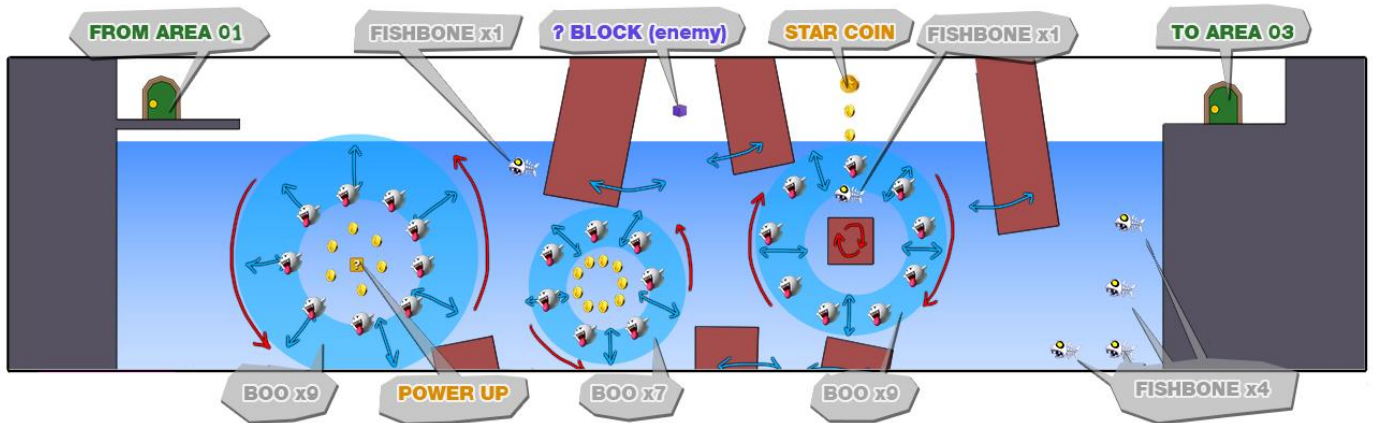
The player starts only able to see the area immediately around them. Walking forward, the player steps into the level and is out of the hidden area. The enemy ? Block will attack the unsuspecting player, but the player can wait and jump on top of it. When the giant moving chunk is on the right side, the player jumps off, over the two Boos, to the pole. Walking left from the pole and wall jumping 3 times makes a 1-Up appear and move right. The player falls down into the water, making their way back to the pole in time to grab the 1-Up.



The player jumps onto the first moving chunk and quickly jumps to the second pole. The Boos will come close to the player at this point. Jumping into the water and swimming to the third pole avoids the Boos. The third block will be closer to the player, and they can jump on and face left to stop the first two Boos from moving. The third Boo will get close, but the player can jump over them and face left to stop it from moving. When the Block gets to the right side, the

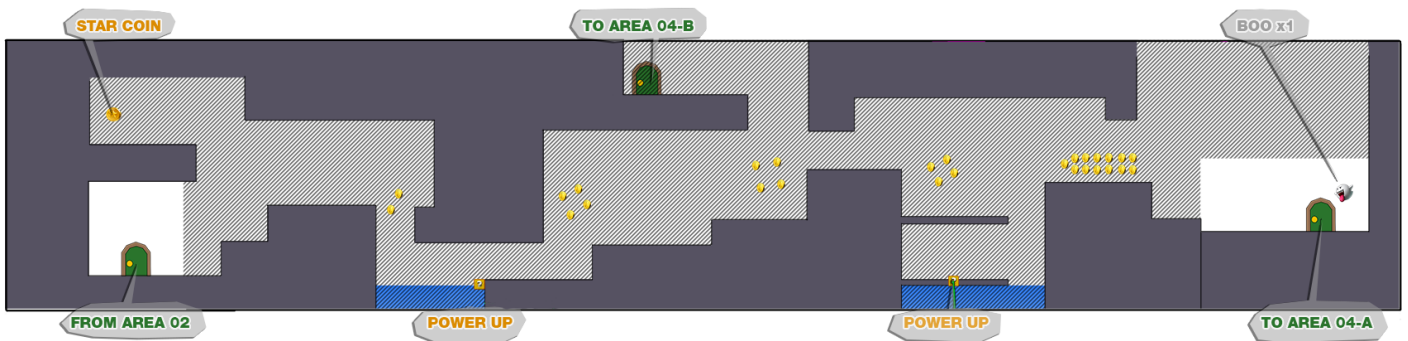
player waits until it starts moving down, then jumps into the wall, revealing a secret area with the first Star Coin. The player then jumps back into the water and goes through the wall again, revealing another hidden area with platforms to reach the door.

3-GHOST: AREA 02



The player runs and jumps, Spin Jumping in the air to bypass the circle of Boos. The FishBone will see the player and begin its attack. Allowing themselves to fall into the water will help the player avoid the FishBone. The second circle of Boos will open at this point, allowing the player to move inside. The Boos will close and open as the player moves to the other side. The third circle of Boos will close just as the player approaches then open. The player moves up when they close the second time and jumps to get the second Star Coin. Continuing right, the 4 Fishbone will see the player, but they are slow to react and the player can easily swim to the top and jump to the door.

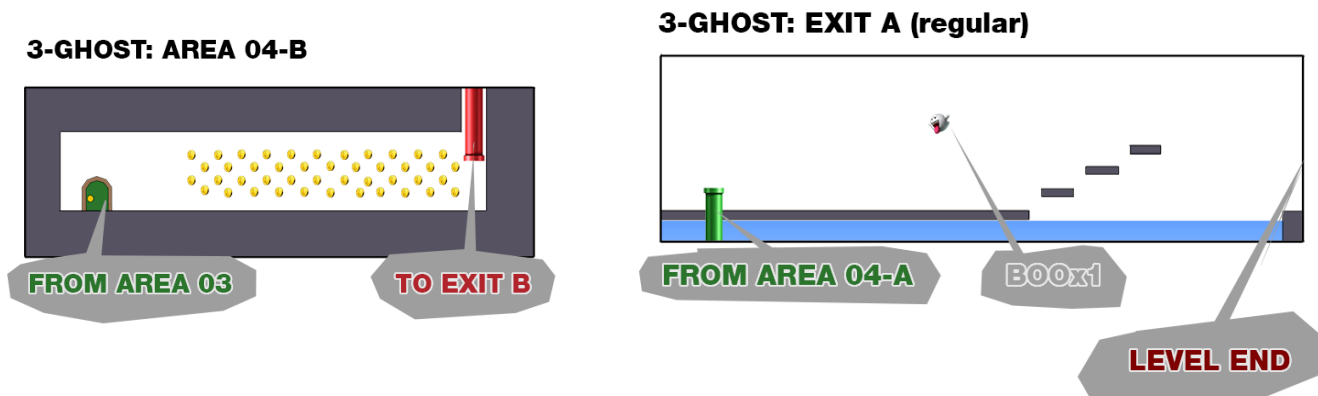
3-GHOST: AREA 03



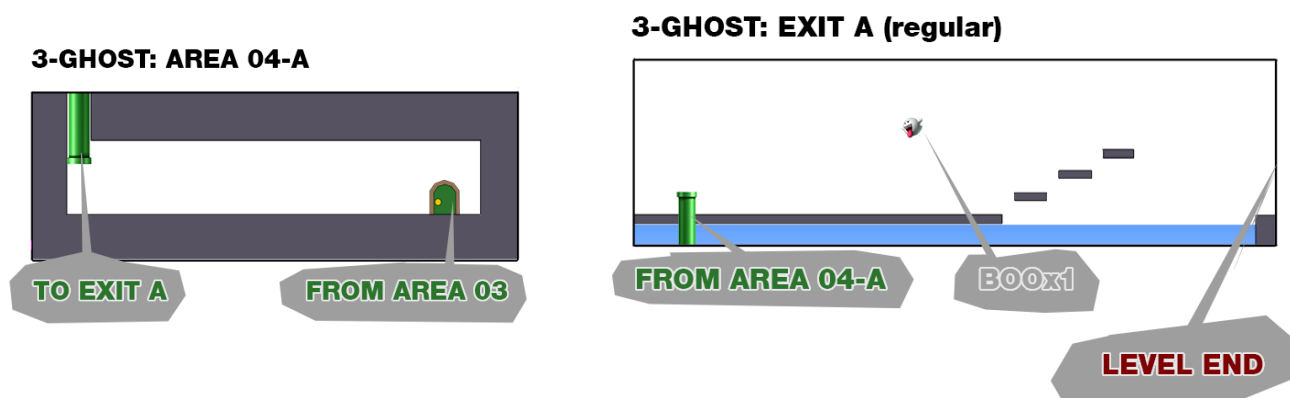
The player jumps up the steps and enters a hidden area. The player can only see the area around them. Walking to the end of the platform and turning around, the player can run from the right-most edge of the platform's plateau and perform two jumps. The second jump gets the player high enough to Wall Jump off the ledge in front of them, then do the same off of the higher ledge, which allows them to reach the third Star Coin. The player jumps down and goes into the water, getting the Power up.

Path 1:

If the player jumps up the steps and continues to the right, they jump the gap and are greeted with a Boo. The player can jump over them and enter the door. They will find themselves in 04-B, where they grab all the Coins and leave through the Red Warp Pipe. The player comes out of the Green Warp Pipe and runs past the Boo. The player jumps on all three platforms to perform a Triple Jump, landing on the top of the Flag Pole and getting a 1-Up.



Path 2: If the player jumps up the steps and walks to the end of the platform above the water, they can reach 04-A. The player turns around facing the left and starts running and jumping, to perform a Double Jump. The player the Wall Jumps off the edge onto the wall, then Wall Jumps to the door and enters.

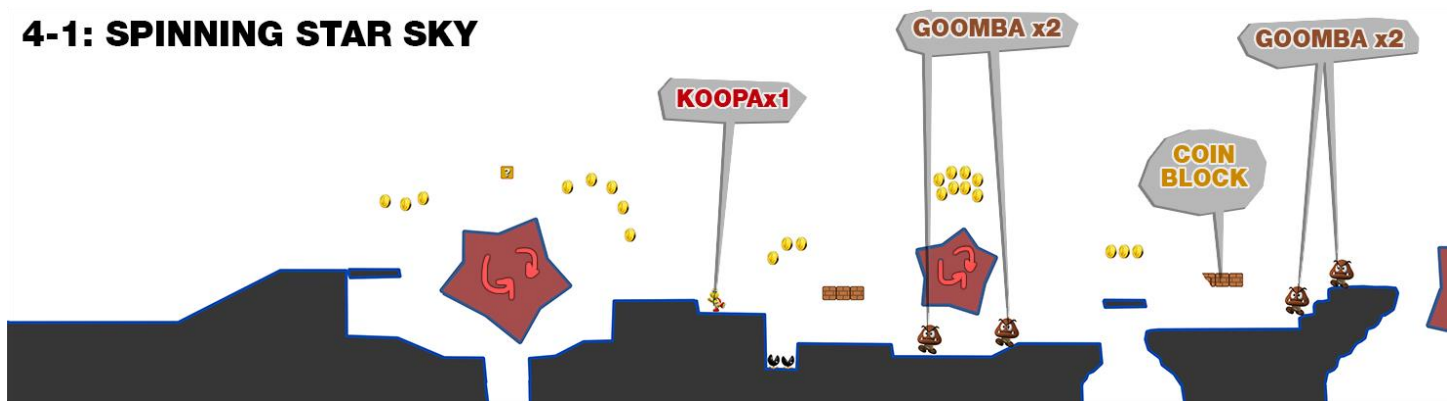


The player runs to the left and enters the Green Pipe. The player comes up a Green Pipe, runs past a Boo and Triple Jumps to reach the top of the Flag Pole and get a 1-Up.

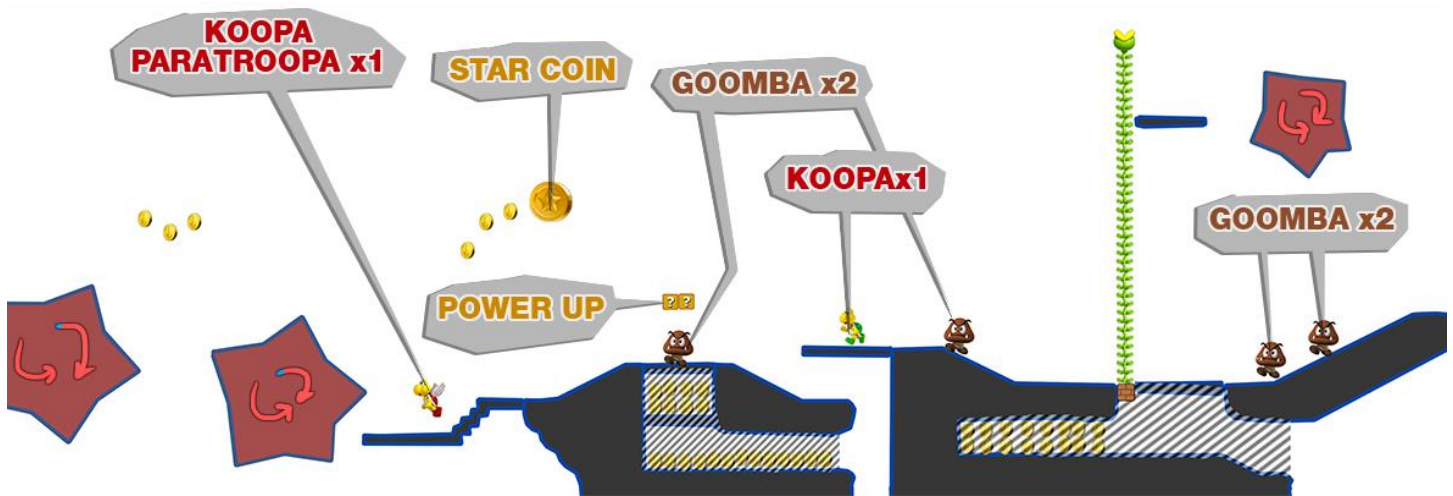
Level Breakdown: World 4-1: Spinning-Star Sky

Power Ups: Super Mushroom if Small, Super Acorn if Super.

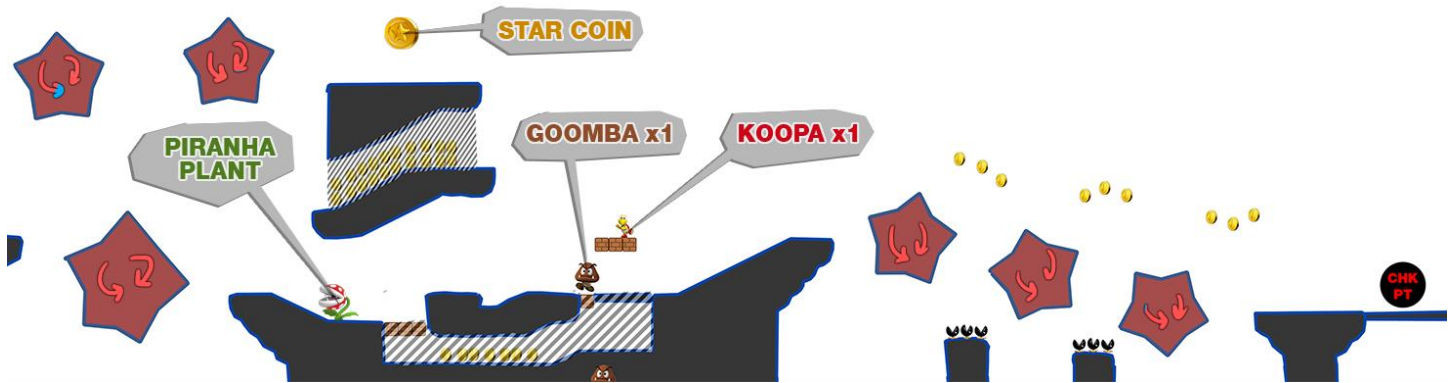
4-1: SPINNING STAR SKY



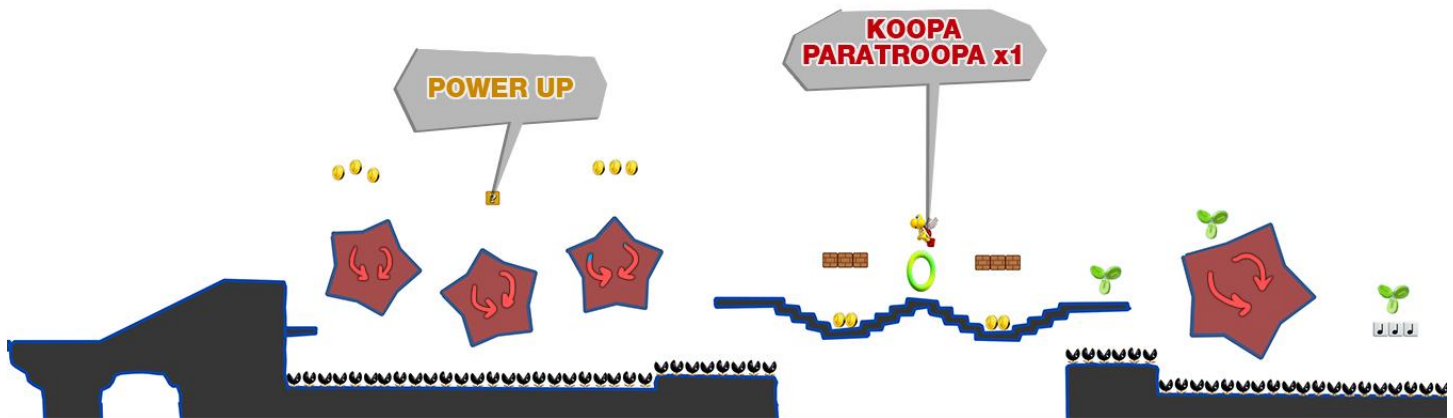
The player starts by running and jumping onto the spinning star. Hitting the Question Block gives the player a Power Up. The player jumps off the star collecting the 5 Coins in the air, and jumps onto the Koopa Troopa. The player picks up the shell and throws it. The player follows the shell as it will kill two Grand Goombas. The player jumps on the blocks and onto the second star, collecting the 8 Coins. Jumping off the player lands on a platform above a gap. Waiting for the Goombas to get closer, the player then jumps onto them.



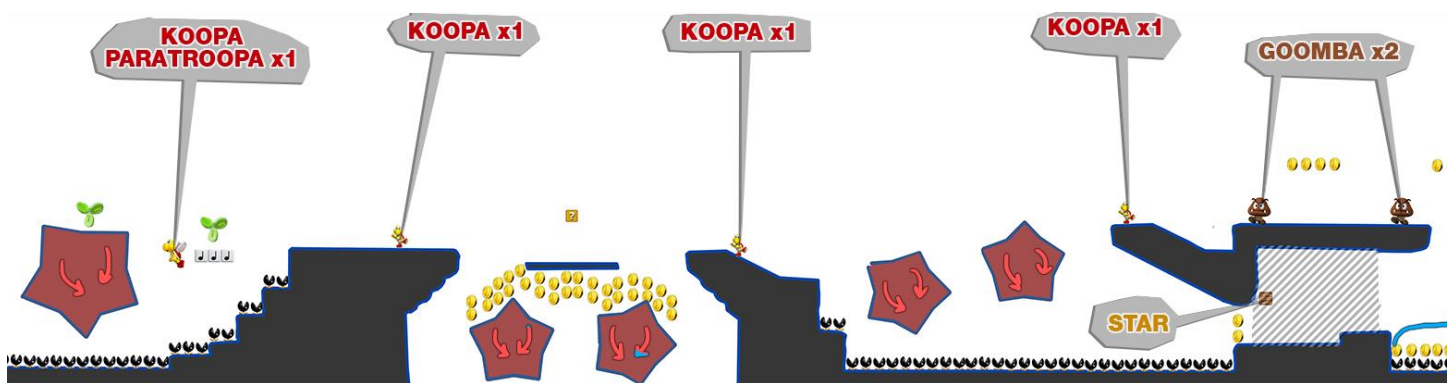
The player jumps onto the left star and waits for it to spin to the right for 1 second, before jumping to the right one. On the right star the player jumps straight up into the air to maintain position as they wait for the Parakoopa Troopa to move up into the air. When the Parakoopa Troopa is equal with Mario, the player jumps onto its head and holds the jump button. The player is then propelled forward getting the first Star Coin. The player jumps onto the Goomba's head and hits the Question Block. The player jumps on the Koopa and the Goomba, then passes the two Goombas and jumps down, gliding left into the hidden cavern. There, the player hits the Vine Block. They jump up through the platform, and climb the vine up to the platform.



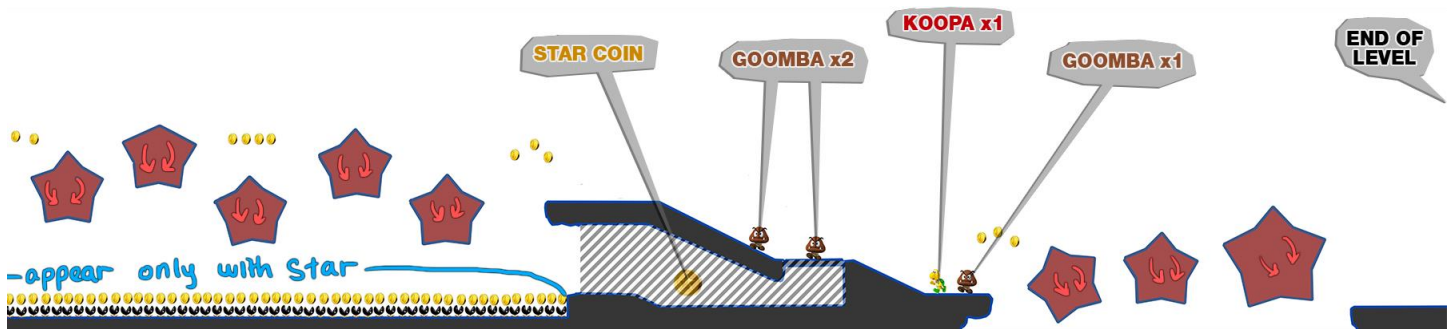
The player jumps to the second and third star platform, then on top of the platform to get the second Star Coin. Falling off the edge & diving left the player can get the 20 Coins, hidden inside the terrain. The player jumps over the Koopa Troopa and two Goombas, running to the floating stars. The player quickly jumps between them to avoid falling because of the opposite rotation on the stars. After reaching the other side the player runs up the hill to the next set of stars.



The player must quickly jump again to avoid falling due to opposite rotation on the middle star. The player runs past the Koopa Paratroopa and jumps onto the next set of stars. The first star moves left to right, and then back, while rotating clockwise. The player must jump to not be on an angle they will slide down and die. When the first star is near the second the player jumps to the second star which is rotating counter-clockwise. The player then jumps onto the head of the Koopa Paratroopa and onto the ground.



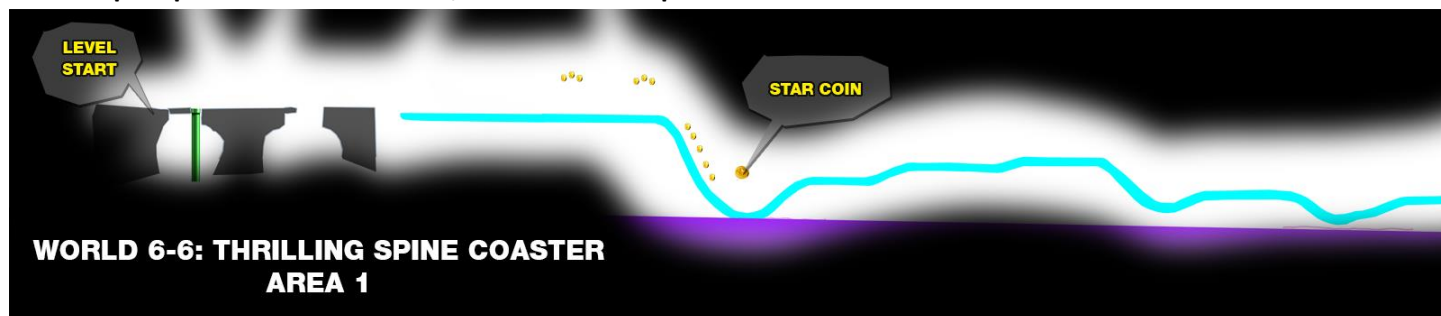
The player jumps over the Koopa Troopa and onto the next set of rotating stars. After jumping to the second star the player jumps and bounces off the Koopa Troopa and onto the Goomba, bouncing forward, collecting 4 Coins, and onto the second Goomba's head. The player can bounce to the first star, then quickly jump to the second and land on the fourth star, and double jump past the fifth star and land under the platform in the secret area to get the third Star Coin.



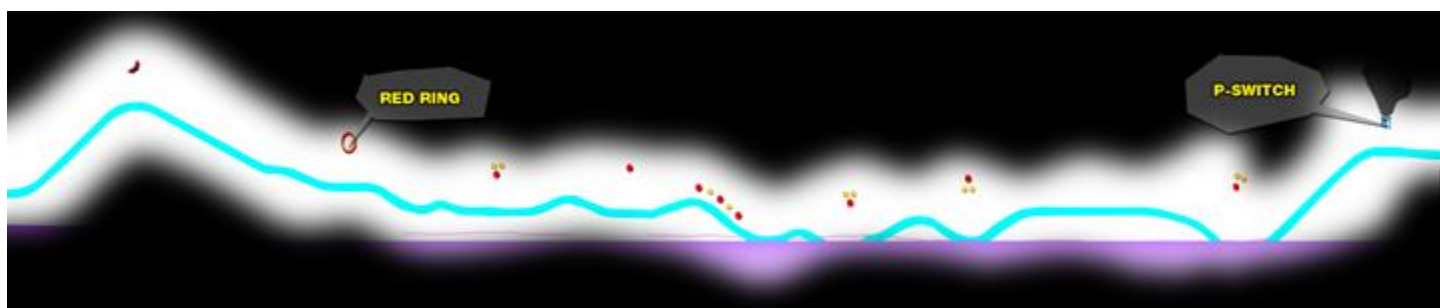
The player waits for the Goombas to walk by, then jumps up to the level. The player jumps over the Koopa and Goomba before the first star. The player lands on the first star and jumps to the second and third performing a Triple Jump. The player lands on top of the Goal Pole and receives a 1-Up.

Level Breakdown: World 6-6: Thrilling Spine Coaster

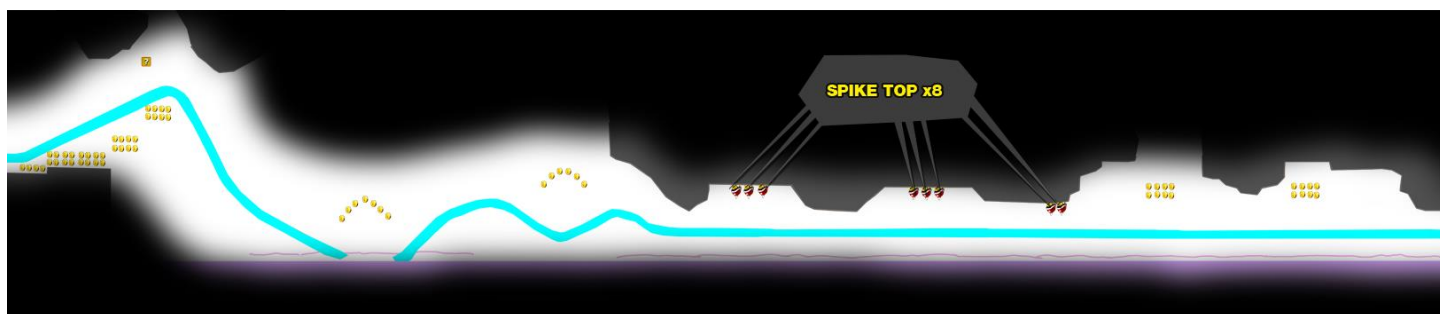
Power Up: Super Mushroom if Small, Fire Flower if Super.



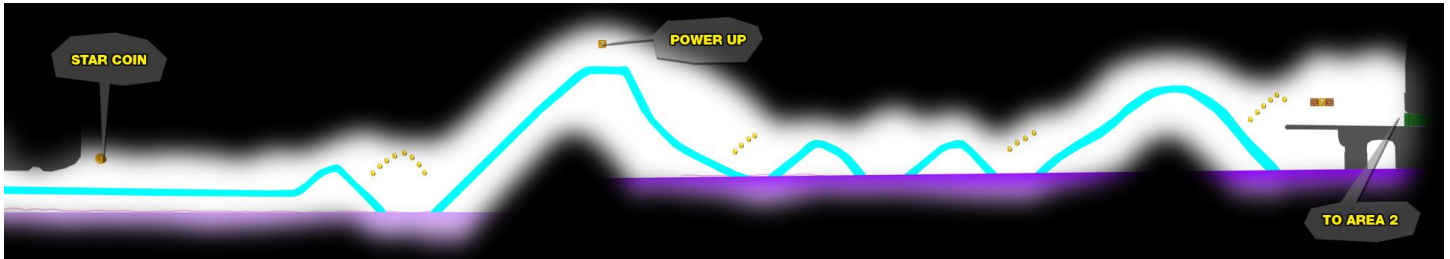
The game starts with the player running, jumping over a small gap and jumping onto the moving platform. The platform begins to move. The player jumps twice, getting 3 Coins each time. The platform then moves downward at an angle and the player stays toward the front. After getting the 5 Coins, the player immediately jumps while pushing right on the D-Pad in order to move forward and collect the first Star Coin. The coaster then moves over a few bumps while the player tries to stay on.



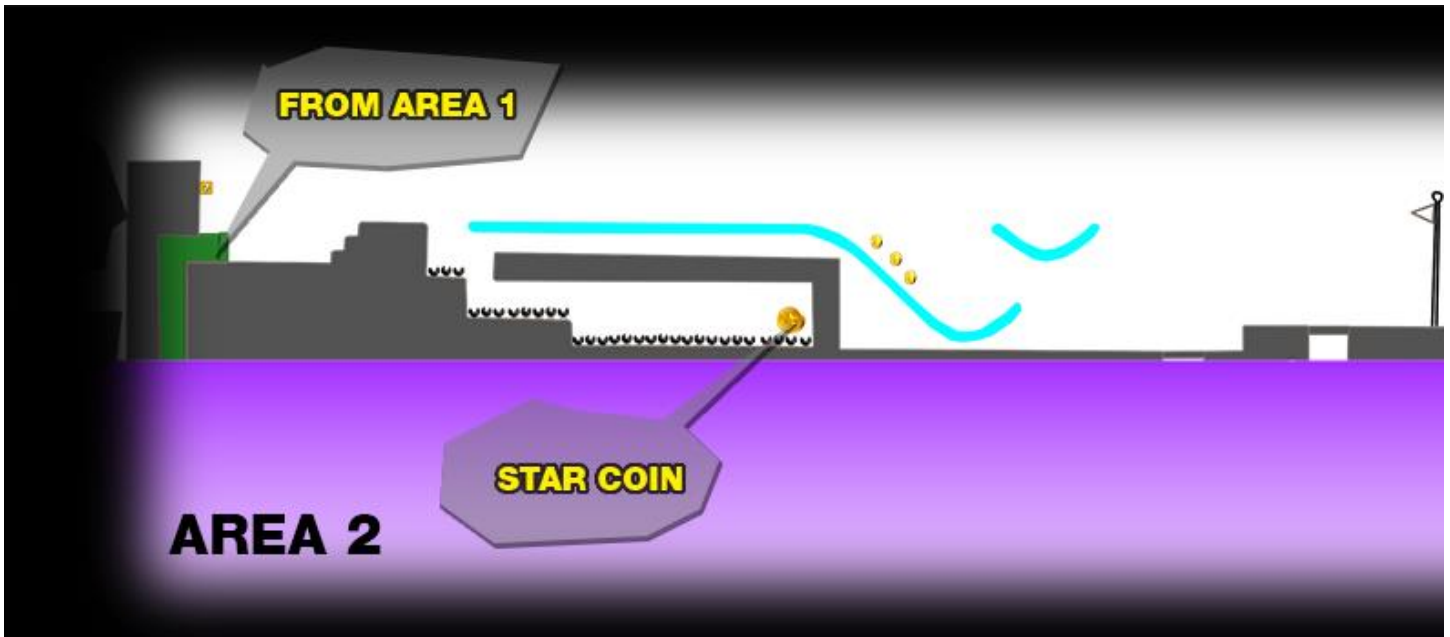
The platform goes up a hill, and the player hits a Question Block at the top, revealing a Star. Once the player has the Star, the platform moves down at a faster rate, and the player jumps through the Red Ring to reveal 8 Red Coins. For the first Coin, the player needs to jump to reach when the 2 Coins come into view. For the second Red Coin, the player jumps again. The third, fourth and fifth Coins require the player to stay on the platform in order to grab. They then jump to grab to the sixth, while dodging the poison water below. The player jumps over the next gap to get the seventh Red Coin. Where the coaster dives below the poisonous water, the player must jump up again to grab the final Red Coin. The player is rewarded with a Fire Flower, or 1-Up, depending on whether they are Small or Super size. The player hits the P-Switch to light up the level and make a Star appear in the next Question Block.



At the top of the slope, the player hits the Question Block to reveal a Star (if they hit the P-Switch earlier). The player takes the Star, and the platform speeds up. The player must jump over the first gap and grab 7 Coins, then stay on the platform and jump to kill the 8 Spike Tops and get a 1-Up Mushroom. The player continues riding the platform.



When the player comes out from the smaller area, the second Star Coin is barely visible and they must jump immediately to grab the coin. The player then jumps over the gap, collecting the 7 Coins. The player rides the platform to the top of the slope and hits the Question Block. If they hit the P-Switch, got the second Star Power Up, and still have the Star Power Up when they hit the Question Block, another Star Power Up will appear. If not, a Coin will appear. The player gets the third Star Power Up and rides the platform down, jumping at the 4 Coins to avoid dying. The player jumps over the next gap, and then again at the 4 Coins. The player rides the platform and jumps at the 7 Coins to land on the ground. If the player still has a Star Power Up, the Question Block will contain yet another Star Power Up. If not, it will be a coin. The player gets the Star Power Up and walks into the Pipe.

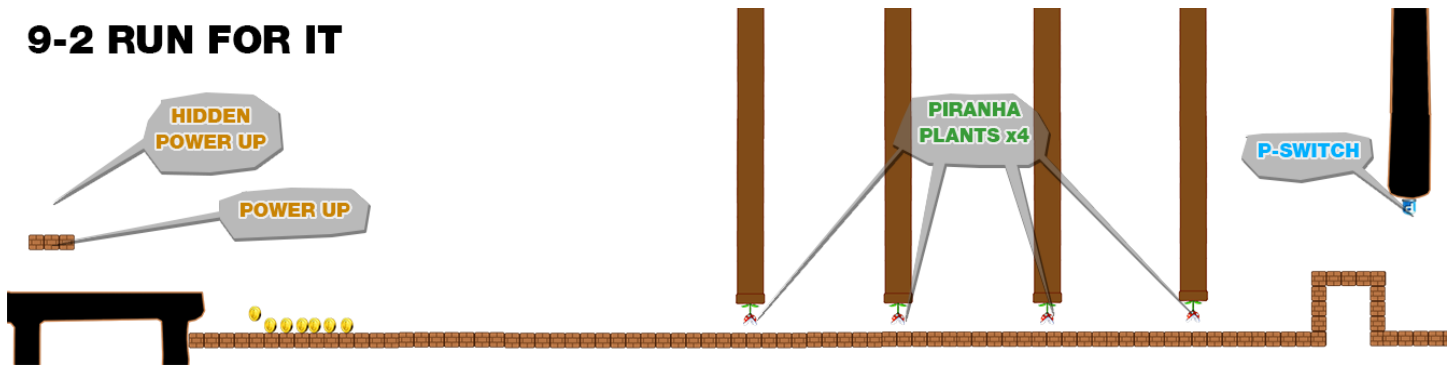


After the player exits the Pipe, they are under another Question Block. If they have the Star Power Up, the Question Block will contain another Star Power Up, if not it will be a coin. The player gets the Star Power Up and runs along the Munchers, invincible. The player grabs the last Star Coin and runs back along the Munchers to the safe solid ground. The Star Power Up ends, but a new moving platform comes down. After jumping on, the player grabs the three Coins. They jump on yet another platform that comes falling down. This platform moves up and stops. The player jumps off and Spin Jumps in the air to land on the top of the Goal Pole and get a 1-Up.

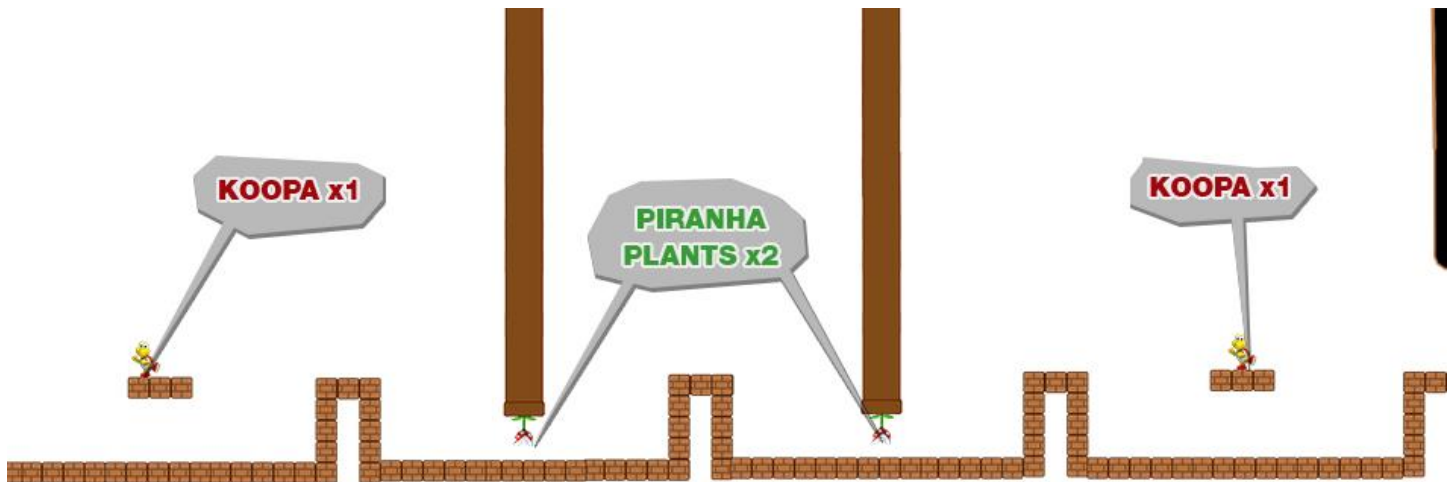
Level Breakdown: World 9-8: Pendulum Castle

Power Up: Super Mushroom if Small, Fire Flower is Super.

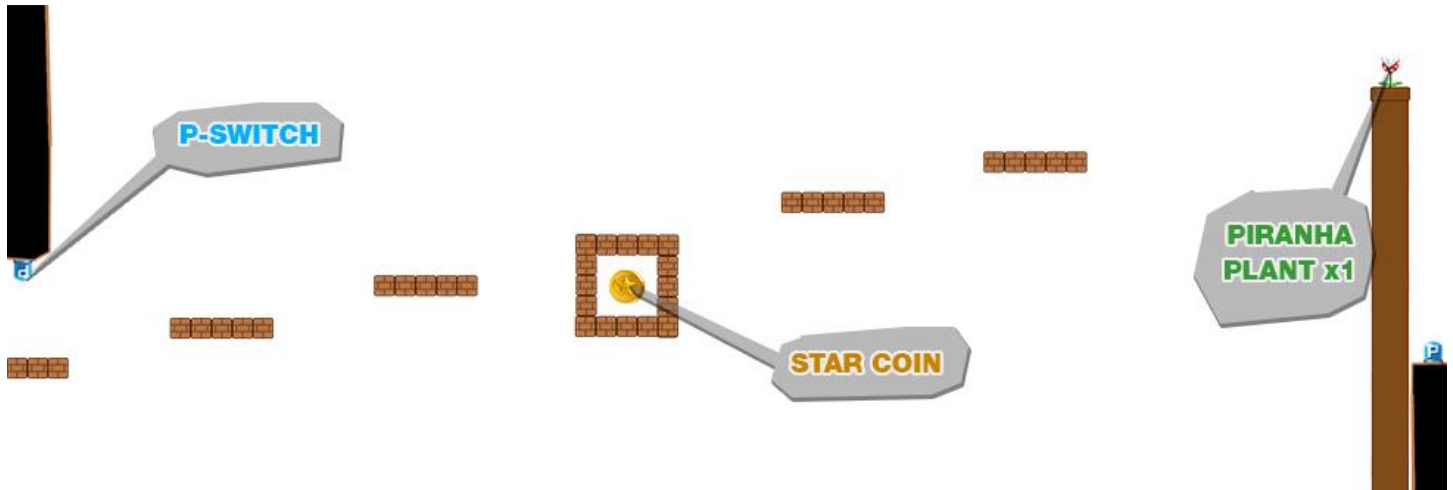
9-2 RUN FOR IT



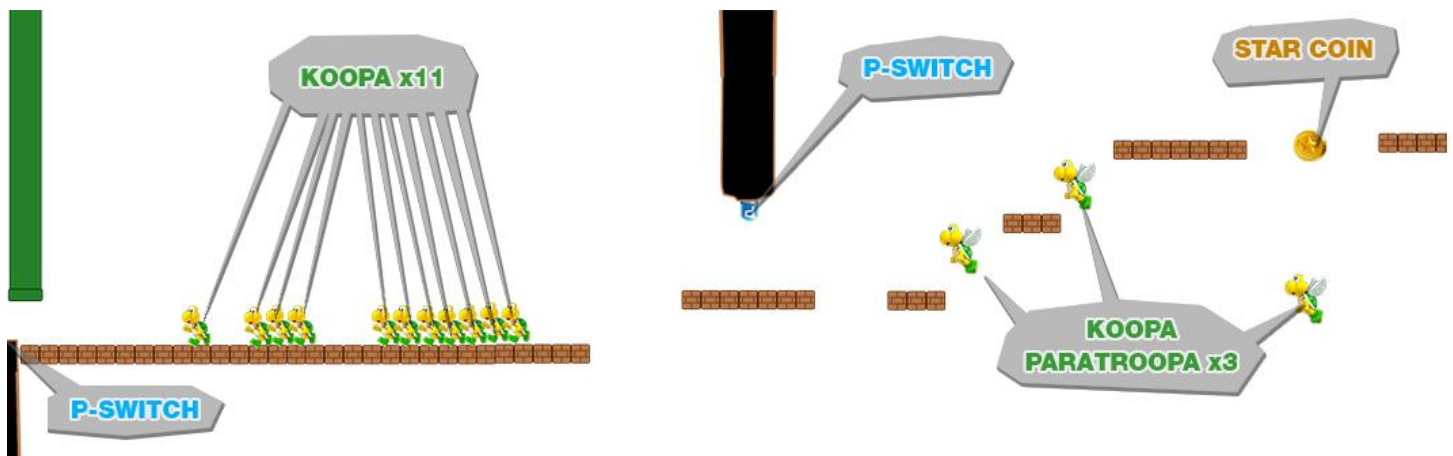
The player starts by hitting the middle block for a Power Up and then jumping on top and hitting the hidden block for a second Power Up. The player then hits the first P-Switch and begins running. The player must hit every P-Switch before time runs out or they will fall and die. After hitting the P-Switch the player starts running and collects the 7 Coins. The Piranha Plants will come out of the tube and if the player never stops running, they will retreat into the tube at the moment the player runs under them allowing the player to move without stopping. The player jumps onto the blocks and hits the second P-Switch.



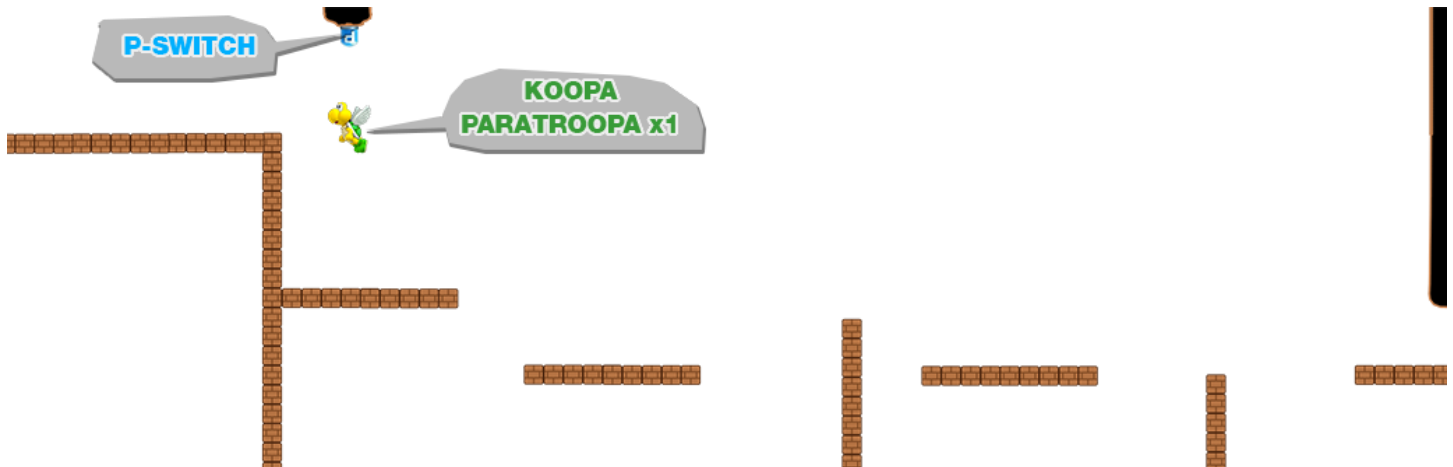
The player jumps down and runs under the blocks with the Koopa Troopa, jumping over the first set obstacle. The player again can keep moving because the Piranha Plants will move into the tubes as the player runs under them, if the player has not stopped moving. The player jumps over the second obstacle and by the second Piranha Plant, then over the third obstacle. The player runs under the blocks with the Koopa Troopa and jumps onto the blocks.



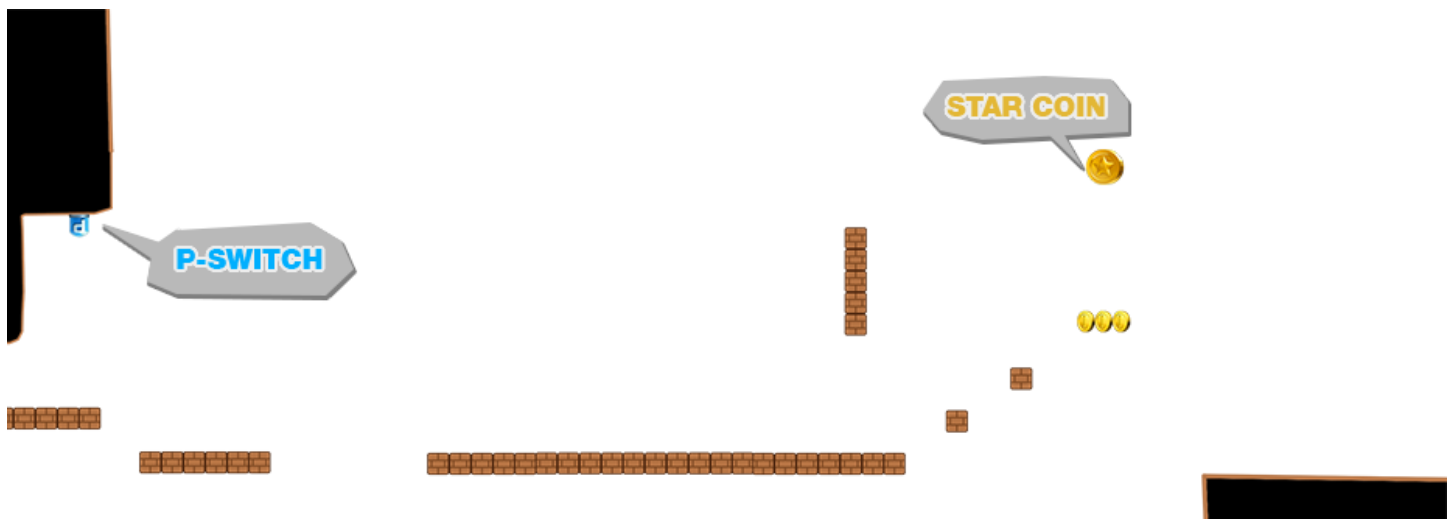
The player hits the third P-Switch and jumps onto the first two platforms. When the player jumps to the third platform, they ground pound and break one of the middle three blocks, falling to collect the first Star Coin. The player jumps out and onto the next two platforms and perform a **(TRIPLE JUMP?)**, over the Piranha Plant, and collect the Coins, falling down onto the fourth P-Switch.



The player jumps on the first Koopa and bounces off to land on the shell. The shell will go forward and kill the remaining the 10 Koopas, giving the player 4 1-Ups. The player runs to the edge and jumps to the platform, and hits the fifth P-Switch. The player then jumps to the platforms, jumping over the first Koopa Paratroopas. The player waits for the third Koopa Paratroopa to fly up at least 5 blocks under the Star Coin, and then bounces off the Koopa Paratroopa and collects the second Star Coin, and into the platform behind the Koopa Paratroopa.



The player runs to the end of the platform and jumps onto the head of the Koopa Paratroopa and into the sixth P-Switch. The player then jumps to the platforms moving left and right. The player must time first jump so the platform is moving to the left. The player then jumps over the first vertical platform and will land on the second block of the second platform, as it moves to the right. The player runs and jumps over the second vertical platform and onto the third horizontal platform as it moves to the right. The player runs to the edge and stops.



As the player stops, the platform will move right, and position the player to Wall Jump into the seventh and final P-Switch. The player then jumps to the last moving platform and onto the straight away of blocks. The player jumps onto the first singular block, then carefully jumps onto the second and waits. When the music beats really fast the player jumps into the air, and the Coins will change into blocks. The player lands on the Coins, and jumps into the air, grabbing the third and final Star Coin. The player then jumps to the land and onto the Flag Pole.