

So much for a leisurely vacation...  
The time to rescue Princess Toadstool and Yoshi's pals is at hand!

# Welcome to Dinosaur Land!

## Ghost Houses

The interiors of these old buildings are as dark as all get-out, and swarms of ghosts and monsters lurk inside, waiting to entrap any foolish trespassers. The exits are hidden from all but the most imaginative and intrepid adventurers. It'll take all of your wits to escape these spooky spots.

## Fortresses

Four of these mighty strongholds can be found in Dinosaur Land. Waiting for you on the inside are Reznors, belching beasts of great girth.

# SUPER MARIO WORLD<sup>®</sup> SUPER MARIO ADVANCE 2



## Yoshi's House

The entire adventure begins here. Ironically, Yoshi isn't home, and the house is as empty as can be.

## Mysterious Sunken Ship

This wreckage of an immense schooner has a suspicious air about it—it seems a likely hideout for Bowser.

## Castles

One of Yoshi's pals is trapped inside each of the seven castles, with a Koopaling as a guard. To save the pals, you'll have to survive myriad traps and furious attacks.

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DINOSAUR LAND

# Denizens of Dinosaur Land

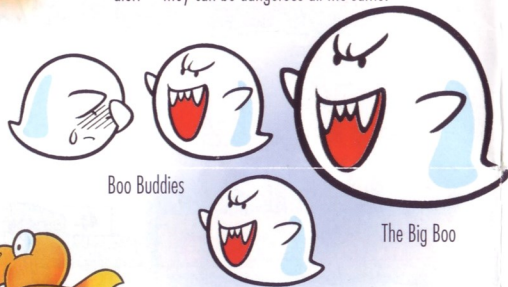
## Eeries

These ghostly dinosaur spooks roam about in the Haunted House. They're ghostly pale, and they chase after all interlopers. Creepy!



## Boo Buddies and the Big Boo

The infamous Boos travel in packs, and there's a giant Boo called the Big Boo, too. They look fierce, but they're actually quite shy and easily embarrassed. They're cute, but stay alert—they can be dangerous all the same.



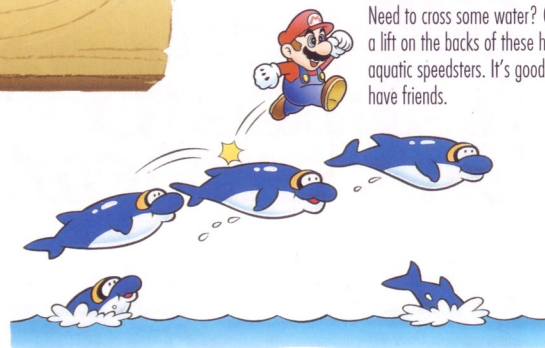
## Urchins

These giant sea urchins drift along in set patterns. They're not very fast, so you should be able to avoid the business ends of their spines.



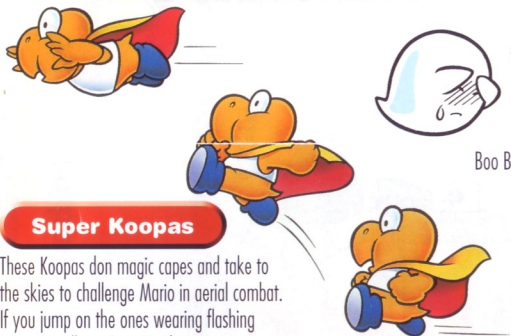
## Dolphins

Need to cross some water? Catch a lift on the backs of these helpful aquatic speedsters. It's good to have friends.



## Super Koopas

These Koopas don magic capes and take to the skies to challenge Mario in aerial combat. If you jump on the ones wearing flashing capes, you'll get Cape Feathers.



## Rip Van Fish

Even though these little guys are always napping, they wake up whenever Mario or Luigi comes near and set off in hot pursuit. Whatever you do, don't let them catch you!



## Magikoopas

These sorcerous turtles wield powerful wands, which emit fantastic bursts of light that transform blocks into enemies. On top of that, Magikoopas disappear and reappear at will. They're tough customers!



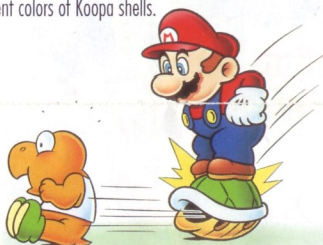
## Bob-ombs

Exploding after a set period of time and scattering damage-dealing stars all around them, these lively bombs are a blast. Keep your eyes open—sometimes the dangerous little troopers use parachutes to drop in uninvited.



## Koopa Troopas

The Koopas are back in force! When you jump on top of them, they shoot right out of their shell. If you leave them alone for a bit, they'll climb back in and come after you again. Koopas that climb into yellow shells become invincible, so watch out. There are four different colors of Koopa shells.



## Monty Moles

These pesky varmints burst unexpectedly out of the ground to terrorize the Mario brothers. Rumor has it that there are giant ones living in the moles' underground city.



## Bowser

The mighty king of the Koopas. He is behind all of the schemes that trouble Mario and his friends.

## Goombas

Stomp Goombas once to flip them over, then pick them up and toss them.



## Wigglers

You'll find these cute caterpillars in the Forest of Illusion. While they are normally docile creatures, they become quite angry and turn bright red if they are jumped on. If possible, you should try to stay on their good side.



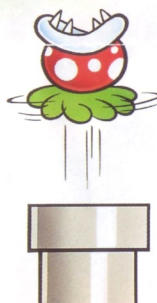
## Sumo Brothers

Whenever these guys stomp their feet, lightning strikes and turns whatever it hits into a sea of flames. They are also skilled at karate and attack with mighty blows when provoked.



## Rexes

To defeat Rexes, you need to bounce on their noggins twice. Although they have wings, it doesn't appear that they can fly.



## Jumpin' Piranha Plants

Beware of these carnivorous plants when you're near pipes. They come whirling up, teeth gnashing, to stop you. They sometimes spit seeds, too!

## Thwomps

Bowser has placed these stone guardians around his castles and fortresses to trap and crush Mario and his friends. They'll drop down if you get too close, so approach them cautiously.



## The Koopalings

Bowser's ordered these wicked youngsters to guard over the trapped Yoshis. They each have their own special attacks, and devising ways to defeat them in their castles is a tall order.



## Dino Rhino

## Mini-Rhinos/Dino Rhinos

Chocolate Island is home to these dinosaurs. Dino Rhinos change into Mini-Rhinos when stomped on, but the little ones breathe fire, so be careful.