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Super mario flash 3 world 2 ghost house

Name screen Super Mario Flash 3. Unlike other games, there is a title screen music that will play on the title screen. Super Mario Flash 3 (known as SMF3) is the successor (or hack, really) of Super Mario Flash 2 developed by Hiro, and is the second sequel to Super Mario Flash. The game is mainly based on Super Mario Bros. The content of [show] Features Game movement SMF3 is the same as SMF2. Also, the player can change the conditions of the game by clicking Variant, then clicking Customize again. They can be especially changed: Foreground (none, rain, snow, water, dark, forests); Switch music (enable or disable) DEF lives (1, 5, 15, 30, 50, 70 or 99); DEF nomenclature (no, mushrooms, flower or leaf); BG using A2 (locking or scrolling). First level Super Mario Flash 3 story mode. Although the levels are made by Hiro, the World Map is only recolored. Story Mode Players can choose Story Mode to play the recolored card and 11 levels made by Hiro himself. List of levels: World First, Lawn level. There is a secret way out to the Green Switch Palace; The first castle, the exit to the first Boom Boom Battle; Cavern. There is a secret way out to the Yellow Switch Palace; Underwater level; Ghost House; Second world level. There is a secret way out to the Red Switch Palace; The second castle. Start and exit in a green forest. Navy with lava pool, exits for second Boom Boom battle. Airship, exit on the third Boom Boom Battle. King Koopa (Bowser) Castle Also, the player can use the letters C and H to enter the secret level where they can grab items, reach the orb or climb up to play one of the four SMB3 levels: 1-1; 1-4; 2-1; 6-5; 7-4; SMF3 v45.1 Level Editor Level Editor Players can also choose Level Editor to build your own level. Super Mario Flash 3 has the most different themes than any other SMF game (grass, cave, castle, lava, etc.), also, it has unique features such as invisible block, lock vertical/horizontal scroll, levelmode changing scrolls, pre-coins, etc. Super Mario Flash 3 has more than 2000 tiles, more than 100 sprites, 21 sounds (Bowser defeat sound and title sound is not a number that, so it is not possible to play everywhere. 19 is custom music), about 40 backgrounds and some other settings. The 22nd sound effect is Game Over. Samples are very useful for newcomers who do not know how to use many things like big shrubs, outdoor castles, l-switches, etc. Trivia Super Mario Flash 3 is the third game of the Super Mario Flash Series since 2016. Super Mario Flash 2 is basically Super Mario Flash 3 because of many things like ramps, Mario abilities, etc. Flash 3 is the most updated game/hack level in the castle. Hiro almost always adds new features to SMF3, so the latest version lasts a few weeks or a month only. Super Mario Flash 3 lacks some features in Super Mario Flash 2 – Unlike its predecessor, Super Mario Flash 3 does not include the possibility of disabling the background level editor. Also, you can not block items in stockage SMF3 (unlike Super Mario Flash 2) Select a division or view the game index. If you want to leave the Ice Queen Zero tip for writing this Super Mario Bros. 3 guide you can do it here. 2-1: Meet Piledriver Microgoomba/Block Mamekuribo. They hide under a few blocks and jump on Mario while under a brick. Jumping on bricks or bopping underneath will kill it. Get the Star out of the block to the right and go on a rampage. Also around this area is a secret area where you can fly up. It is close to the purple structure of the area. Hit this P-switch and get several hidden coins. Meet Firesnake. The name is the same for all versions. It will try to hop on Mario. It can be killed by no jumping means. 2-2: Stop from quicksand. All levels except 8-2, sinking too low will be instantly deadly. Here's the Super Leaf if you need it. Bump the block from the side. Collect the first set of coins for the first trip around. Also meet Cheep Cheep / Chikkoi Pukupupuku and I do not introduce you to Aro Paratroopas / Patapatas in the previous world, but here is one. Cheep Cheeps has a variety of features. Green ones place themselves in uncomfortable places under water. Red them hand along the surfaces and leap out of the water. Green paratroopas bounce forward in one direction and hover horizontally over the water. Red ones hover vertically up and down mostly over the pits. Bop this block to the right of the bottom, then continue to get the first coin to swim back to the start and watch those Cheep Cheeps. Hit the switch and collect coins. Get a boost from Paratroopa to get the final coins. You need 22 coins to get a toad in the White House. 2-Castle: It's best to jump dry bones than stomp on them because there are more important enemies to worry about. Meet Thwomp Trap/Dossun. When Mario gets too close, these guys will fall off and try to squash him flat. Some will knee horizontally and bowl him over. Get close and wait for them to fall, then run or jump through when safe. Meet Boo Diddley/Teresa. These are the shy ghosts that remain still when Mario faces, but when Mario turns his back they give chase. At the th end of the first section, get a driving start and all thwomp traps will miss your mark. Keep Boo Diddleys at bay and wait for the spikes to rise before continuing. I skipped him in the previous world because I chose to get the Whistle, but here, meet Boom-Boom/Bunbun. Their first stage is to move around the earth back and first. The second stage is the same except Will hop in about a few seconds while others will fly around and grab out on Mario. The third stage will make boom-boom move faster. After stomping him a third time, he is dead. 2-3: You go through three pyramids. Take the fight after the third. You end up here. There is a P-switch in one brick. I never use a P-switch, but if you do, jump your way to the far right and collect coins from these bricks either with your tail or kicking the Koopa Shell on them. 2-Quicksand: Angry Sun chills in the background now. When you get past this hurricane, keep an eye on it. Angry Sun is under attack. Kill it with Koopa Shell or make it to the end of the level and get bonus points from it. 2-4: Kill this Paragoomba first then get the driving start on the left. Take the flight left to smash these bricks on your way up. Hit the P-switch while underwater to collect some coins. Collect as many coins as you can. Use note blocks to safely bounce your way to the exit. 2-5: Meet Chain Chomp/Warwan. It happened instead of a chain and trying to chomp at Mario. Don't make it too long. After 150-200 seconds the chain will break and chain Chomp is free to attack. Kick the Koopa shell to loosen this vine. Climb up and jump through the clouds to reach this tube. It contains coins and a P-switch for the lower brick. You come out high in the sky with four? Blocks. A way out is coming soon. Battle with one of Boomerang Bros. The prize is a music box. Use this to put Hammer Bros. or plants on the map to sleep. Here is another fight with one of Boomerang Bros. Your prize is a hammer. Use the Hammer on this rock here on the map. You will discover the hidden part of the map in the toad house containing Frog Suit and Fire Bros. Defeat these duo Fire Bros. Your prize will be the third and final whistle of the game. Pyramid 2: Enter the door here. Get past buzzy beetles and you can also use their shells in the same way as Koopa Shells to smash bricks and kill other enemies. Fly here to get into this pipe. Without Racoon Suit you can hit hidden coins nearby to hit this. Get a P-switch to get any of the coins. Whenever a Buzzy Beetle walks to the ceiling, it will fall and spin upside down on Mario. You can let it smash the brick, then you can run and slide under this wall. You come out of the level with Boomerang Bro waiting for you. 2-Airship: This stage takes place at night. Use Bullet Bill messages to attract higher seats. Cannons are placed at difficult points, especially when the screen starts scrolling down. When it scrolls down, watch out for this set of Bullet Bills. Meet Rocky Wrench/Puu. They throw the wrenches off Mario's direction. Morton Koopa Jr. is struggling like Larry Koopa in just more uneven terrain. Three stomps will end this fight. Desert Hill finished. This article is about the World 2-Ghost House from New Super Mario Bros. For Ghost House second world Super Mario World, see Donut Ghost House. World 2-Ghost House is Ghost House 2 World New Super Mario Bros. 2. This is the first Ghost House in the game, and also marks the first appearance of a huge Booemoth. Layout[edit] Mario starts in front of Boo and? The block moves left when the player tries to hit it. It 's like this ? Block and brick block, what? There's a Super Leaf in the block. This is followed by a door to the next zone. This area is Booemoth. Much like boo, it will move when the player is facing away from it, and the screen scrolls with its movements. When Mario looks at it, it stops. However, if Mario looks at it for a long time, it will peek and move forward a little. The player can't go through Booemoth because of its huge size, and if Booemoth bothers them at the obstacle, they will die. Also, Mario and Luigi can't defeat Booemoth, even if powered up by Golden Flower. The Unvincidity Leaf or Super Star. Going through the door is boo and brick block that turns into a Gold Block. There is a purple block similar to the world's 7-1 New Super Mario Bros. Wii, moving up and down blocking Mario's path. Just after that, Mario will encounter some Trampoline Blocks hidden under the floor. Few? Blocks follow, one of them containing a Super Leaf. Boo like this. Another purple block can be found moving left and right. Dash Coins follow with more bouncy blocks where you can find another platform that lowers when Mario stands on it. Further along the tilting purple block can be found with a Red Ring. This is followed by more bouncy blocks, another purple-singing platform and doors to the next area. In the next area there are several fake doors. The real door is located at the bottom of the area hidden on the right side of the platform, which lowers when Mario stands on it. The door leads out of the house where several Peepas circle the platform that helps Mario reach the top of the Goal Pole. Power-ups [edit] Super Mushroom Super Leaf 1-Up Mushroom Star Coins[red] All Three Star Coins are in the second field where Booemoth is. Star Coin 1: Star Coin is located on the ledge at the second purple block. The player can wall a kick up the left side of the ledge using a purple block, or simply run and jump from the right side to the Star Coin. Star Coin 2: When Mario reaches the first platform that lowers while standing, the player needs to cut it to fully open the way to the star coin while ensuring that Booemoth stops moving. Star Coin 3: Just after the red ring there are trampoline blocks under the floor. When Mario reaches a small part of the floor, which is higher than He has to bounce high on the Star Coin, which is rotating on the ceiling. Secret Exit [edit] After the player sees or collects the second Star Coin, Mario has to go forward to the lowest floor (not the platform) and cause the hidden block to the left. Jump and? A block containing the vine leading to the flag will appear. This output unlocks red Toad House and World 2-B. Enemies [correct] Boos (8) Booemoth (1) Peepas (6) Level map [edit]