

UNOFFICIAL

PURRFECT GUIDE

TO NES MINI

CLASSIC

COLLECTION

GAMES

by Purrfect Trio

FOREWORD

Purrfect Trio, despite the name, actually consists of four sisters who are knowledgeable in video gaming and strategies. The Trio part is in reference to the group initially consisting of the elder three sisters at the start then the youngest sister joined in later on.

Andrea Castillo (Born October 11, 1995) aka Ice Queen Zero/Azul Fria
Renea Castillo (Born October 27, 1996) aka Captain Caliente/Roja Calor
Chigura Castillo (Born September 19, 1997) aka Tiggy Smalls/Kage Negra
Erica Lamphear (Born November 20, 2001) aka Yushira/Dragon Princess

They are 3rd generation game strategists starting with the matriarch grandmother Sirea Steile aka The Ice Queen, their mother Chiguretha Lamphear aka Ice Queen X[treme]/Ice T. Gressa, and their aunt Pansela Rogers aka Ember Queen X[otic]/Panterror Flames.

This book contains gaming strategies to all 30 games released onto the NES Mini Classic Collection. 17 are developed and published by Nintendo and the Remaining 13 are 3rd party games that went on to become cult classics in their own rights. 8 of these titles were released exclusively for the American version while 8 others were released exclusively for the Japanese counterpart called the Famicom Mini which true to its original self has controllers hardwired into it with a microphone built into the second controller. A separate book may be in the works for the Japanese exclusive games and a few notable changes from the US version for some games.

Some strategies are brand new while others are modified from old ones by Purrfect Trio and their mother, aunt, and grandmother.

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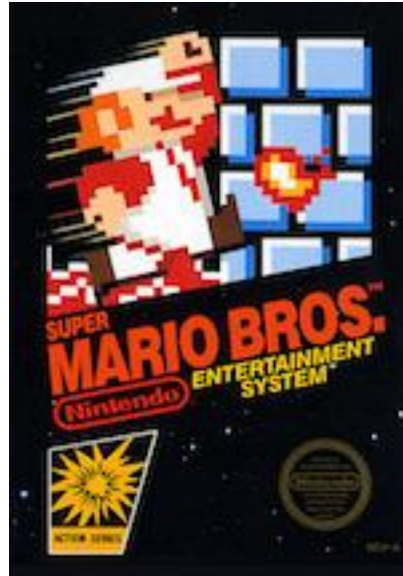
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CHAPTER 1: SUPER MARIO BROS (Nintendo)

Players: 1-2 alternating | Genre: Action/Adventure

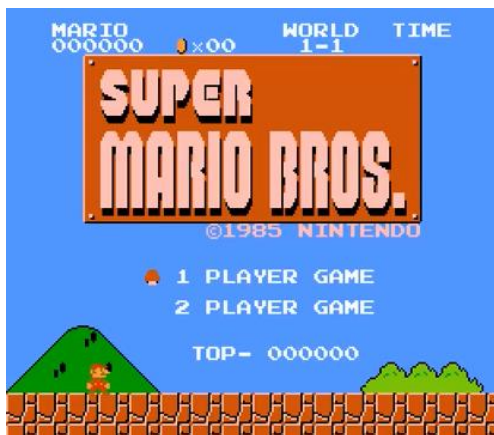
Type: Platformer | Year Released: 1985



The evil King Koopa aka Bowser has kidnapped Princess Toadstool and turned all the other Mushroom Kingdom to blocks. These are the things you use as stepping stones. As Mario or his brother Luigi in a 2-player game, you got to go through 32 levels which are really 8 levels divided into 4 and save the princess whom has the power to undo the spell.

OPTIONS



The only options you got are choosing a 1-player or 2-player game at the title screen.



CONTROLS

 Throw fireballs. Hold the button while walking to run.

 Jump. Stomp enemies. Break bricks and hit “?” blocks from below.

 or  Walk or run in that direction.

 Go down a pipe. Crouch. Climb down a vine.

 Climb up a vine.

 Switch options for number of players.

 Start Game. Pause the Game.

GAMEPLAY

There are eight levels and each are separated into four subsections. Each level has their background settings. There is the Overworld (Day time), Underworld, Underwater, Overworld (Jungle), Overworld (Night), Overworld (Bayside) and the Castle itself.

You start off with three lives. You gain extra lives by finding 1-ups throughout the game or by collecting 100 coins. You can also gain extra lives by repeatedly stomping on the enemies without touching the ground.

ITEMS

You will find these items inside of a “?” blocks and sometimes hidden inside bricks that don’t break. Coins can also be found out in the open.



Super Mushroom – Makes Mario/Luigi bigger and allows them to break bricks.



1-Up Mushroom – Grants an extra life. Up to 10 are found in the game.*

*Note: The first 2 are available where they are but you must get all coins in area 3 of a stage for the 1-Up Mushroom to be where it is supposed to be hidden otherwise it won’t show up. Warping to the level will make it appear regardless.



Fire Flower – Allows Mario/Luigi to throw fireballs at enemies



Starman – Grants temporary invincibility for a few seconds.



Coin – Collect 100 of these for an extra life.

 Axe – Touch this to make Bowser fall into the lava below.

 Springboard – Vault to higher places.

ENEMIES

The enemies go by different name depending on if you are playing the Western or Japanese version of the game but gameplay remains the same regardless

 **Goomba/Kuribo**

These are the 2nd most common enemy in the game. Their main function is to bump into the player. You can kill them by any means necessary.

 **Green Koopa Troopa/Midori Nokonoko**

They are most common enemy in the game. Just like the Goomba, their main function is to walk into the player. However, they have a secondary function. Stomping them will make them retreat into their shell and come out after a few seconds. The player can use the shell as a weapon to knock out other enemies but it can harm the player when it bounces off of a wall.

 **Red Koopa Troopa/Akai Nokonoko**


Unlike the Green ones, they will not walk off the ledge to their deaths. They will turn around and walk the other direction.

 **Hammer Bros.**

They usually hang out where there is a set of bricks around so they can hop up and down a level while tossing Hammers.

 **Buzzy Beetle/Met**

They behave just like the Green Koopa Troopa except fireballs have no effect on them. When the game is beaten the 1st time, they will replace all Goombas 2nd time around.

 **Spiny/Togezo**

Their spiky shells protect them from being stomped on.

 **Spiny Egg/Paipō**

Tossed by Lakitus, the red ones hatch when they hit the ground and turn into a Spiny.

Cheep-Cheep/Chikkoi Pukupuku

Cheep-Cheeps in the water place themselves in bad spots but out of the water, they leap out of the water in overworld stages where they can be stomped on.

Bullet Bill/Killer

They're fired out of cannons. Stand on or next to the cannons and they won't fire.

Blooper/Gesso

The Bloopers will swim towards the player. Just stay grounded on the bottom and they will do no harm.

Green Paratroopa/Midori Patapata

Hops forward in a straight line. Turns into a Koopa Troopa when it is stomped.

Red Paratroopa/Akai Patapata

All it does is fly up n' down and sometimes sideways back n' forth. You can use it for leverage to an otherwise hard-to-reach area.

Lakitu/Jugem

He continually tosses down Spiny Eggs at the player. If the player kills him, he will reappear after a few moments.

Piranha Plant/Pakkun Flower

They come out of some pipes and munch on anyone who touch them. Stand on or next to the pipe, they won't come out.

Podobo/Bubble

In the lava stages, they continually pop out of the lava to catch unfortunate jumpers.

Cannon

Bullet Bills are shot from these. These won't fire if stood on or next to.