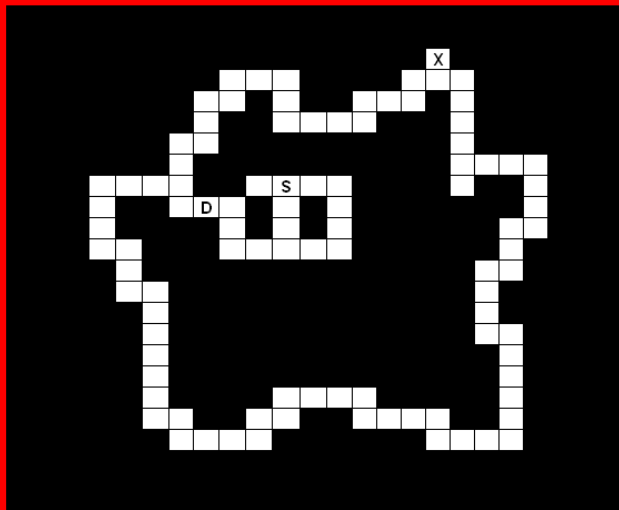


MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

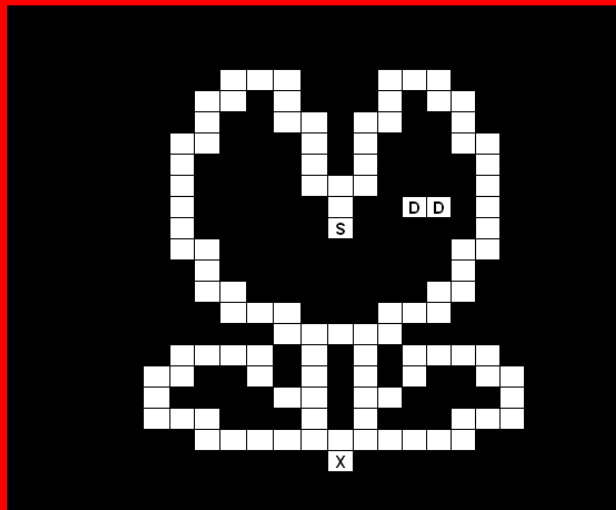
Key: S = Starting Point / D = Door / X = Exit Door

LEVEL 1 “NNJI”



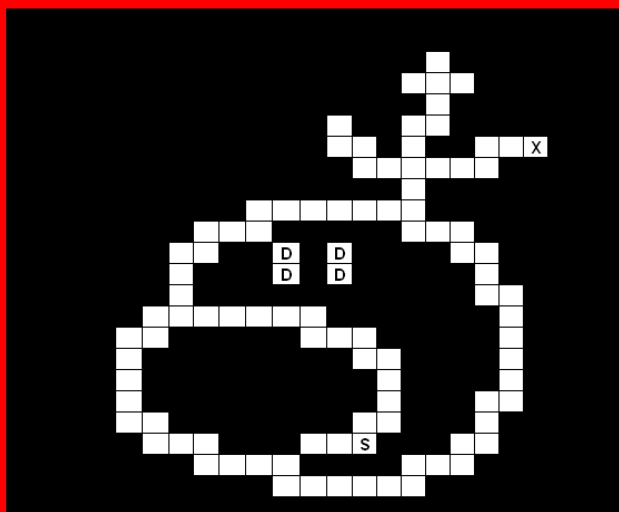
To go to Level 2 “MNCH”: Complete the level

LEVEL 2 “MNCH”



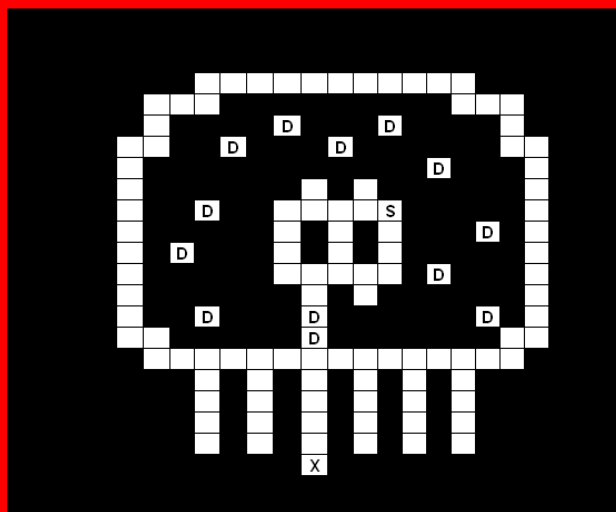
To go to Level 3A “WIGL”: Finish with 0:30 or more
To go to Level 3B “JELE”: Finish with 0:29 or less

LEVEL 3A “WIGL”



To go to Level 4A “BLPR”: Finish with 0:35 or more
To go to Level 4B “PILE”: Finish with 0:34 or less

LEVEL 3B “JELE”

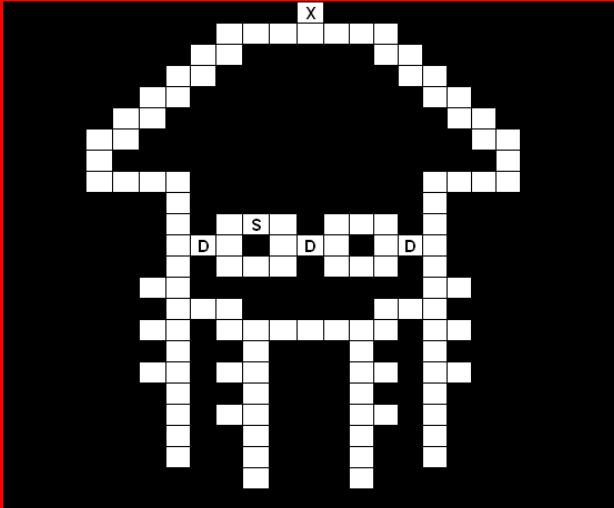


To go to Level 4B “PILE”: Complete the level

MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

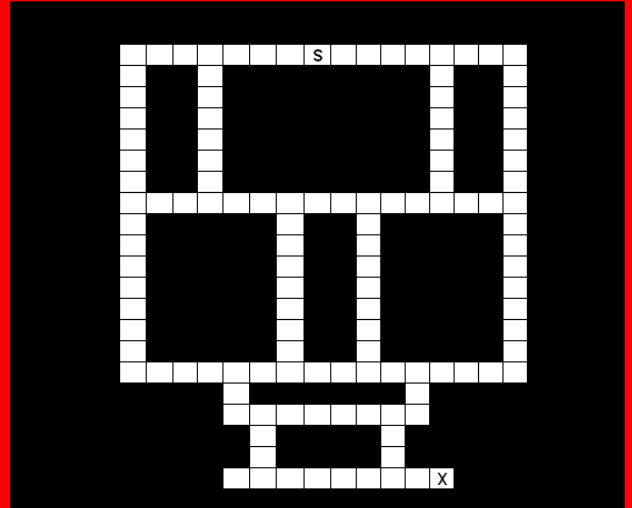
Key: S = Starting Point / D = Door / X = Exit Door

LEVEL 4A “BLPR”



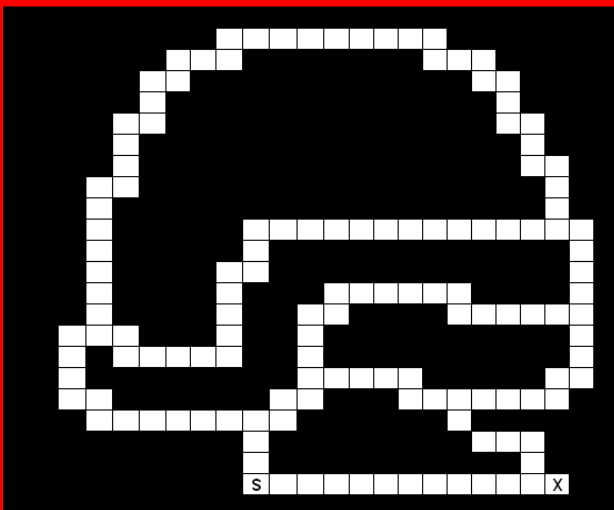
To go to Level 5A “BSTR”: Finish with 0:40 or more
To go to Level 5B “PPCH”: Finish with 0:39 or less

LEVEL 4B “PILE”



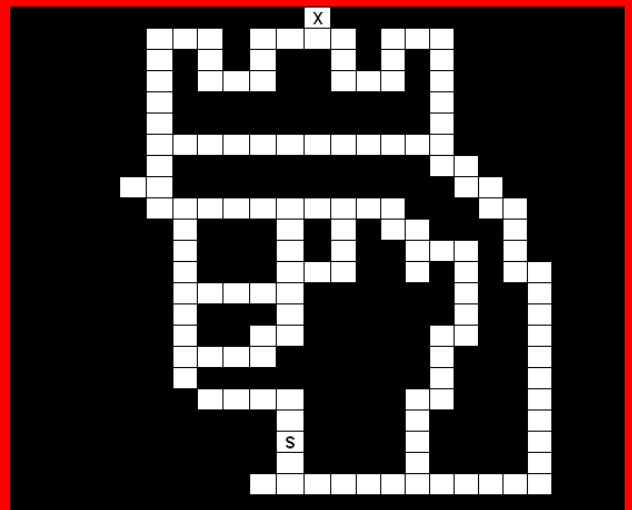
To go to Level 5B “PPCH”: Finish with 0:40 or more
To go to Level 5C “BRDO”: Finish with 0:39 or less

LEVEL 5A “BSTR”



To go to Level 6A “FUZZ”: Finish with 0:45 or more
To go to Level 6B “WIMP”: Finish with 0:44 or less

LEVEL 5B “PPCH”

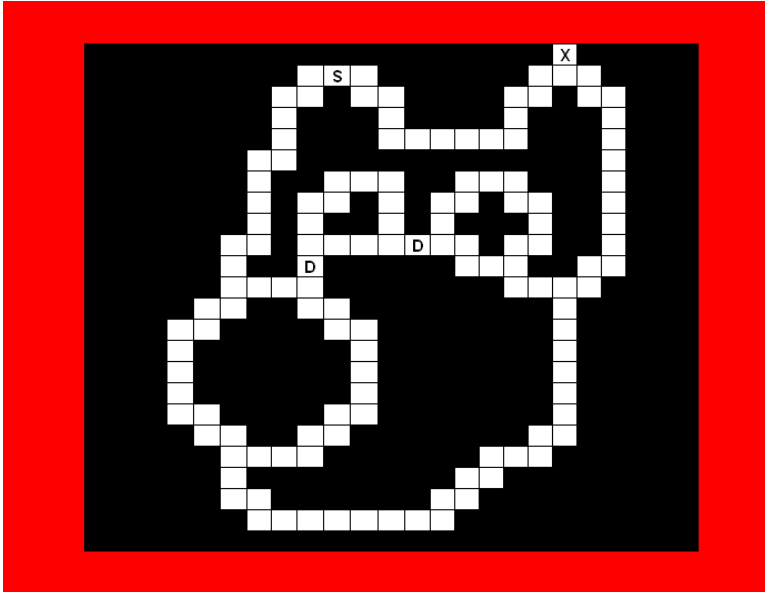


To go to Level 6B “WIMP”: Finish with 0:45 or more
To go to Level 6C “FCHM”: Finish with 0:44 or less

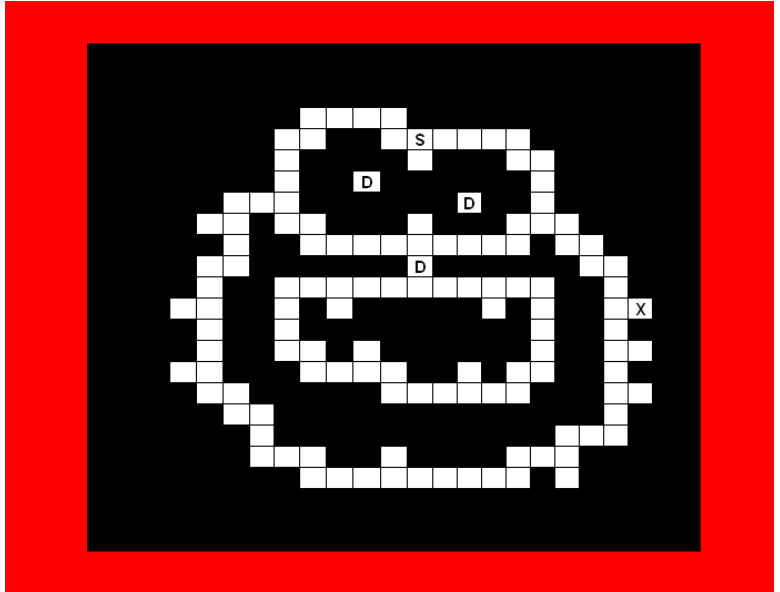
MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

Key: S = Starting Point / D = Door / X = Exit Door

LEVEL 5C “BRDO”



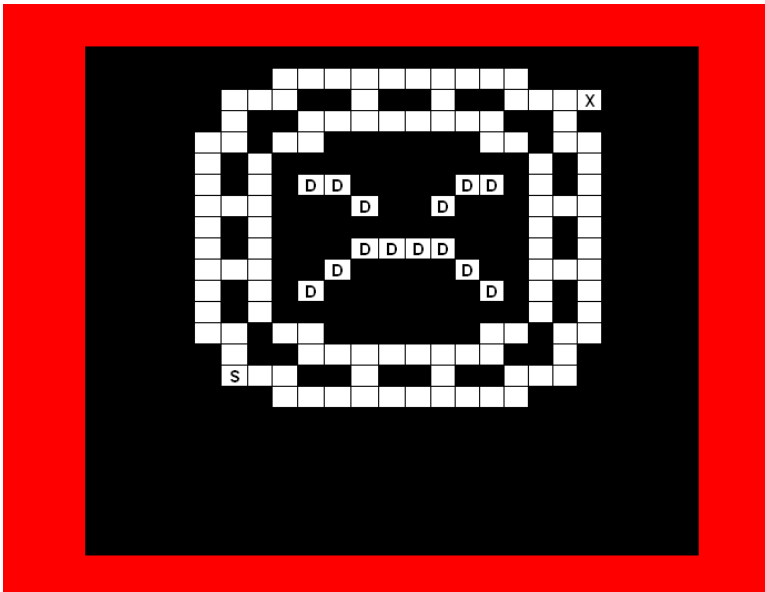
LEVEL 6A “FUZZ”



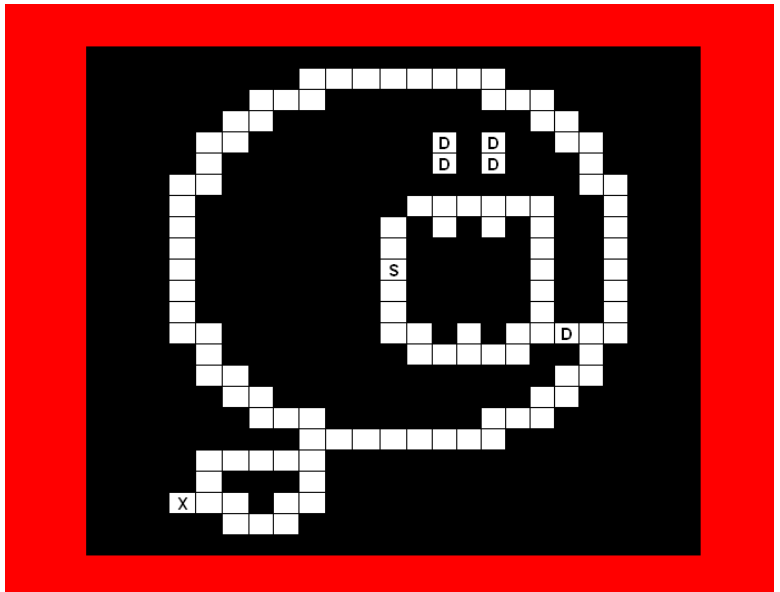
To go to Level 6C “FCHM”: Complete the level

To go to Level 7A “PRNA”: Finish with 0:50 or more
To go to Level 7B “CBRT”: Finish with 0:49 or less

LEVEL 6B “WIMP”



LEVEL 6C “FCHM”



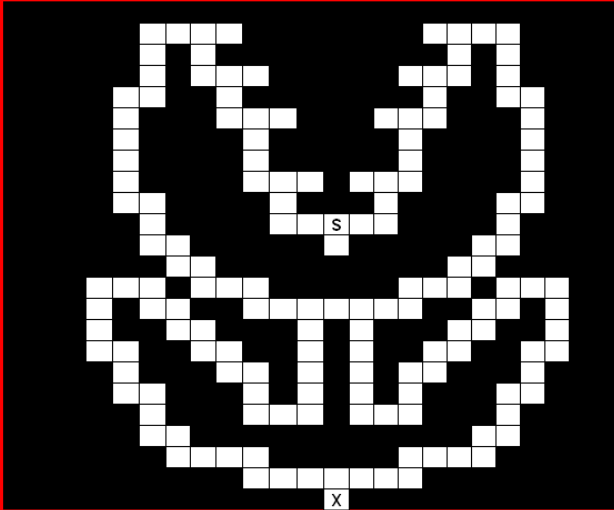
To go to Level 7B “CBRT”: Finish with 0:50 or more
To go to Level 7C “KUPA”: Finish with 0:49 or less

To go to Level 7C “KUPA”: Finish with 0:50 or more
To go to Level 7D “MOLE”: Finish with 0:49 or less

MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

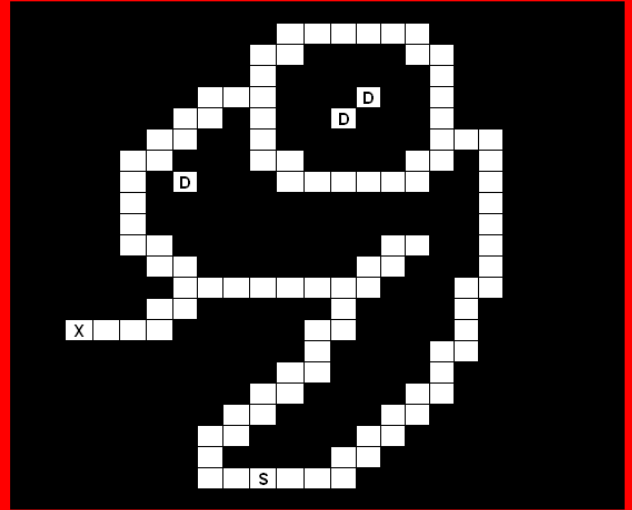
Key: S = Starting Point / D = Door / X = Exit Door

LEVEL 7A “PRNA”



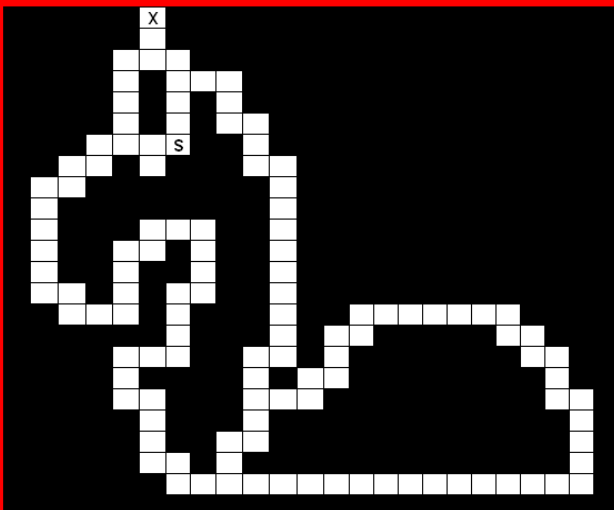
To go to Level 8A “SHOE”: Finish with 0:55 or more
To go to Level 8B “SGUY”: Finish with 0:54 or less

LEVEL 7B “CBRT”



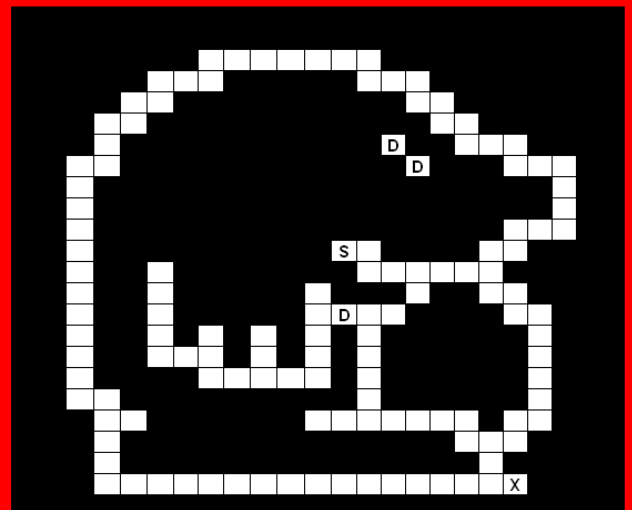
To go to Level 8B “SGUY”: Finish with 0:55 or more
To go to Level 8C “BALL”: Finish with 0:54 or less

LEVEL 7C “KUPA”



To go to Level 8C “BALL”: Finish with 0:55 or more
To go to Level 8D “MAGI”: Finish with 0:54 or less

LEVEL 7D “MOLE”

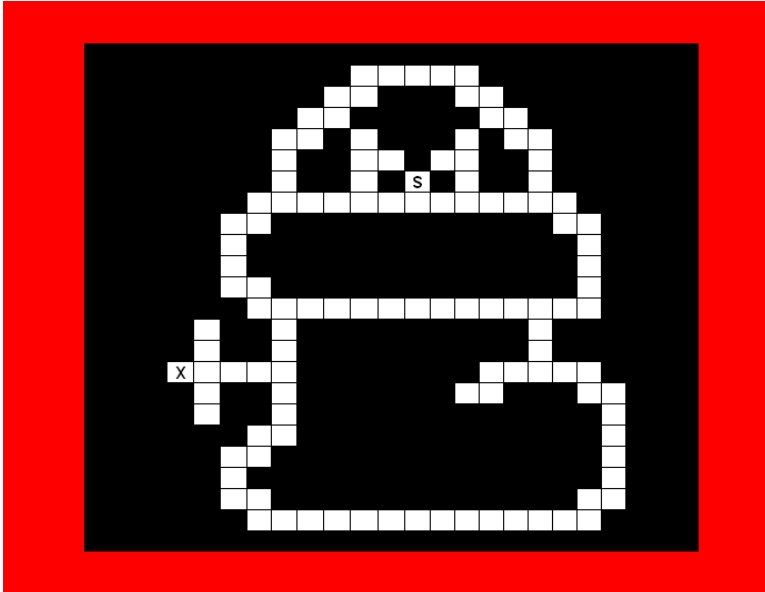


To go to Level 8D “MAGI”: Complete the level

MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

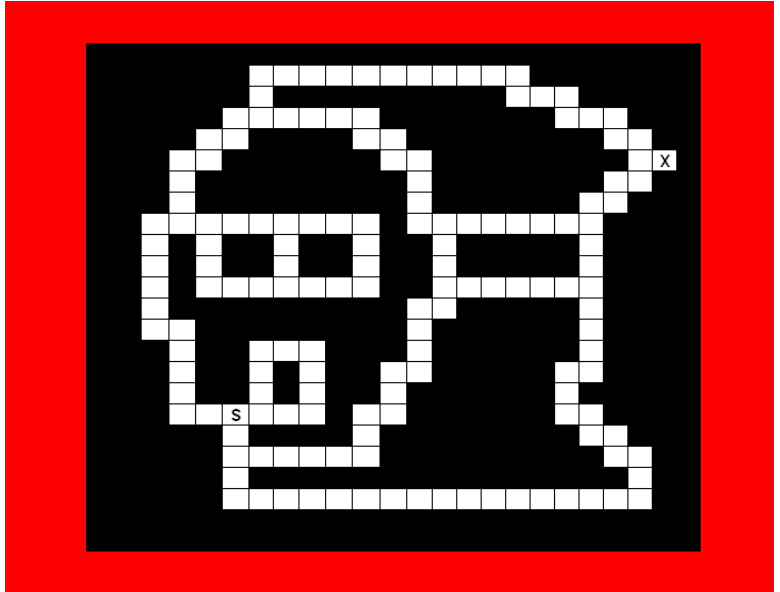
Key: S = Starting Point / D = Door / X = Exit Door

LEVEL 8A "SHOE"



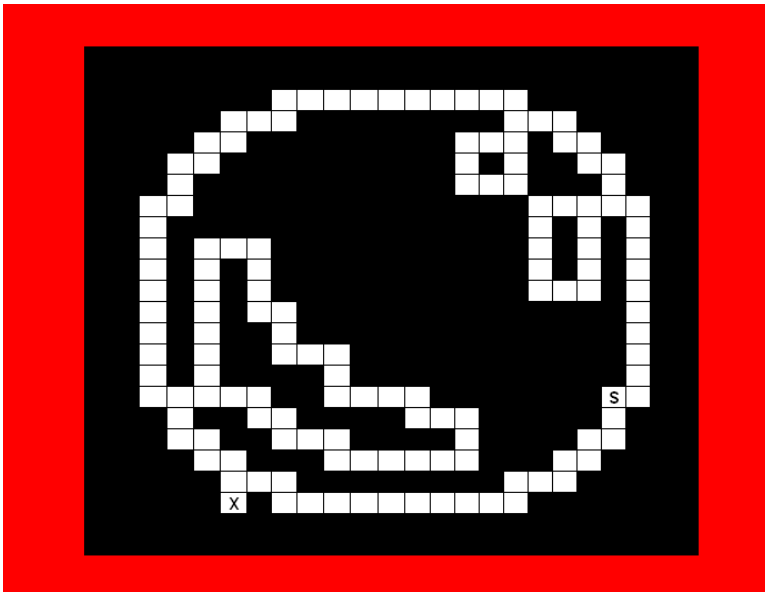
To go to Level 9A "DINO": Finish with 1:00 or more
To go to Level 9B "SPNY": Finish with 0:59 or less

LEVEL 8B "SGUY"



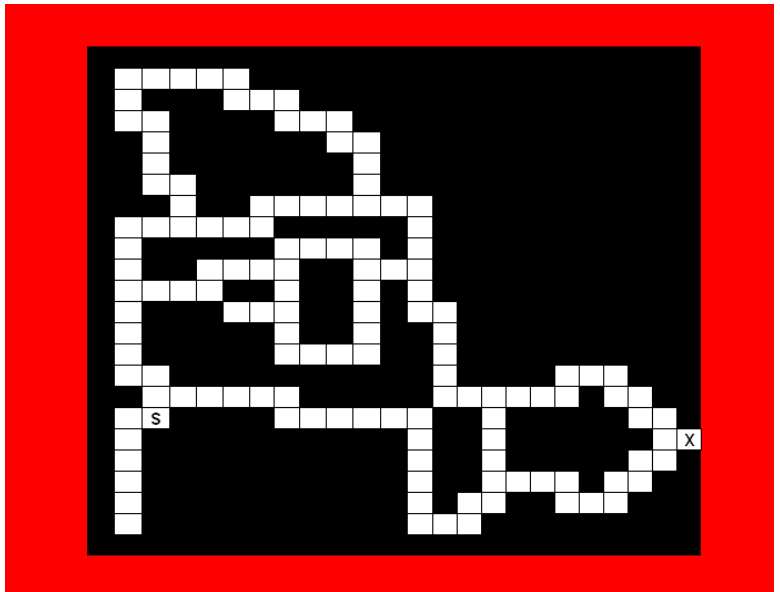
To go to Level 9B "SPNY": Finish with 1:00 or more
To go to Level 9C "POKE": Finish with 0:59 or less

LEVEL 8C "BALL"



To go to Level 9C "POKE": Finish with 1:00 or more
To go to Level 9D "YSHI": Finish with 0:59 or less

LEVEL 8D "MAGI"

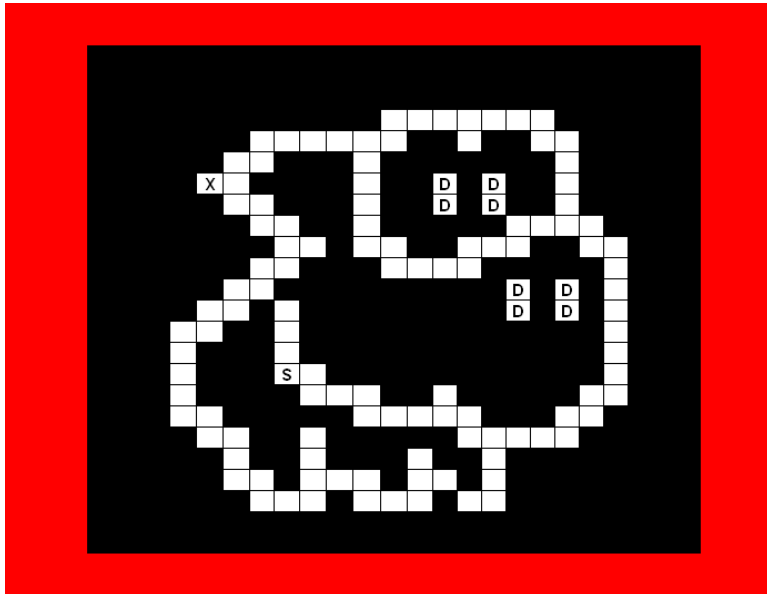


To go to Level 9D "YSHI": Finish with 1:00 or more
To go to Level 9E "BOMB": Finish with 0:59 or less

MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

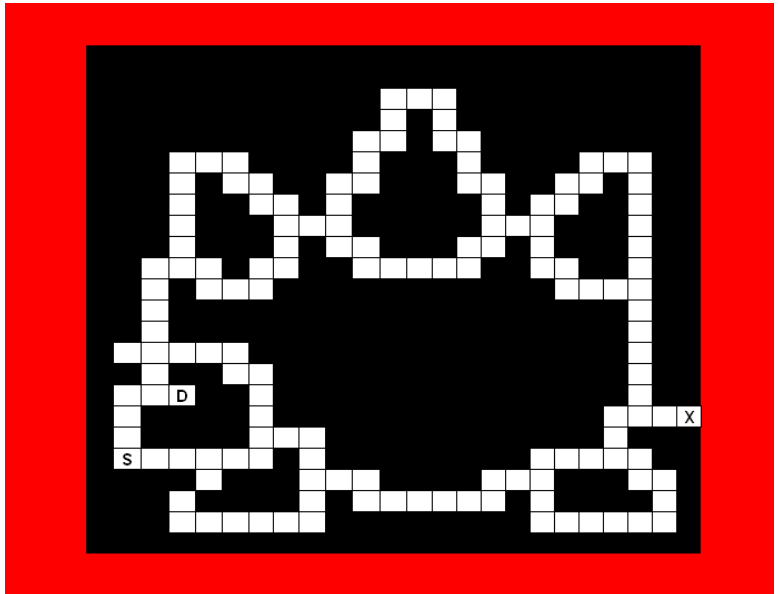
Key: S = Starting Point / D = Door / X = Exit Door

LEVEL 9A “DINO”



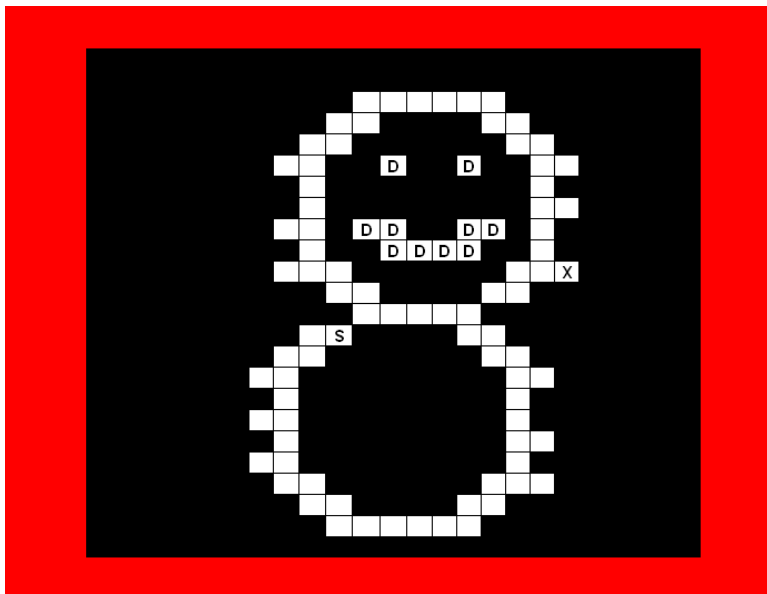
To go to Level 10A “CHEE”: Finish with 1:05 or more
To go to Level 10B “BLRP”: Finish with 1:04 or less

LEVEL 9B “SPNY”



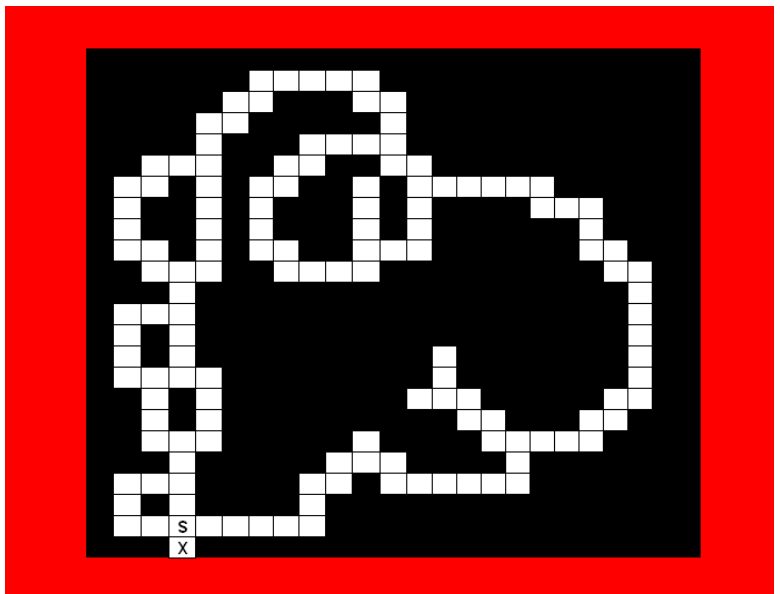
To go to Level 10B “BLRP”: Finish with 1:05 or more
To go to Level 10C “ERIE”: Finish with 1:04 or less

LEVEL 9C “POKE”



To go to Level 10C “ERIE”: Finish with 1:05 or more
To go to Level 10D “NIPR”: Finish with 1:04 or less

LEVEL 9D “YSHI”

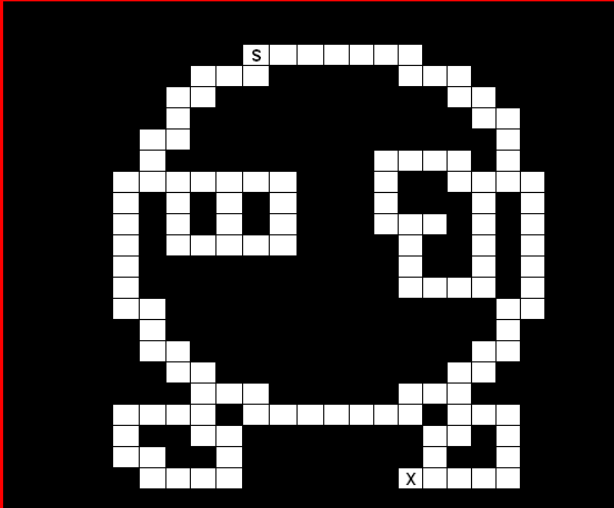


To go to Level 10D “NIPR”: Finish with 1:05 or more
To go to Level 10E “BZYB”: Finish with 1:04 or less

MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

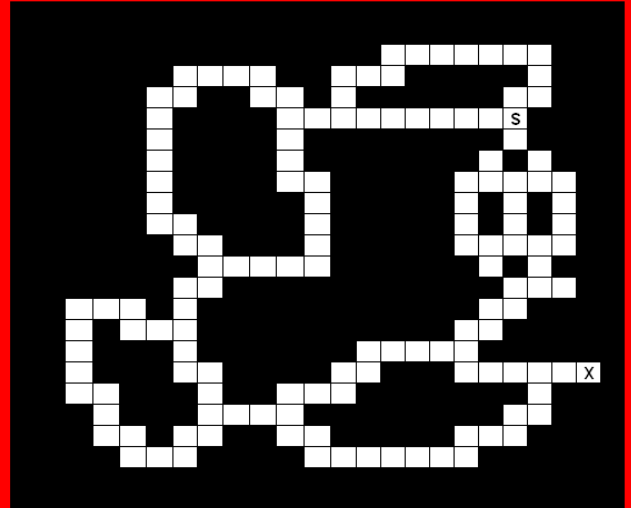
Key: S = Starting Point / D = Door / X = Exit Door

LEVEL 9E “BOMB”



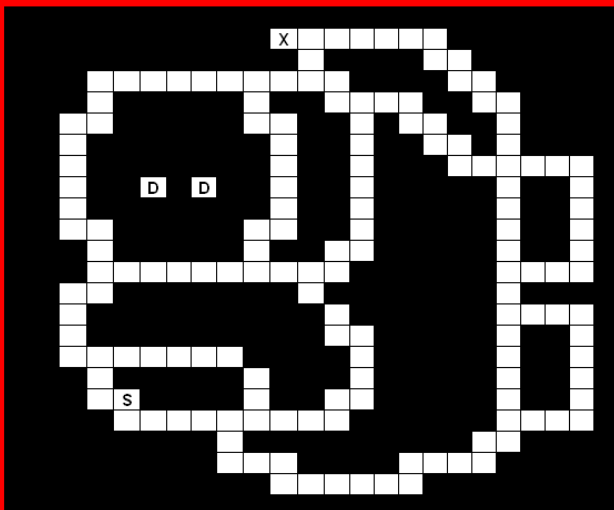
To go to Level 10E “BZYB”: Complete the level

LEVEL 10A “CHEE”



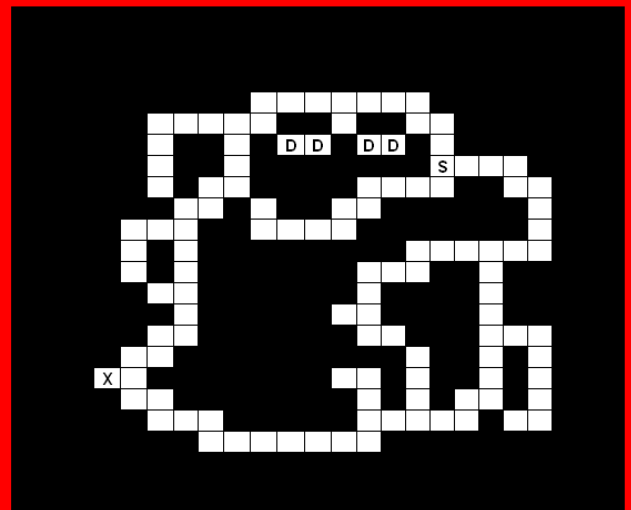
To go to Level 11A “MRIO”: Finish with 1:10 or more
To go to Level 11B “BILL”: Finish with 1:09 or less

LEVEL 10B “BLRP”



To go to Level 11B “BILL”: Finish with 1:10 or more
To go to Level 11C “GMBA”: Finish with 1:09 or less

LEVEL 10C “ERIE”

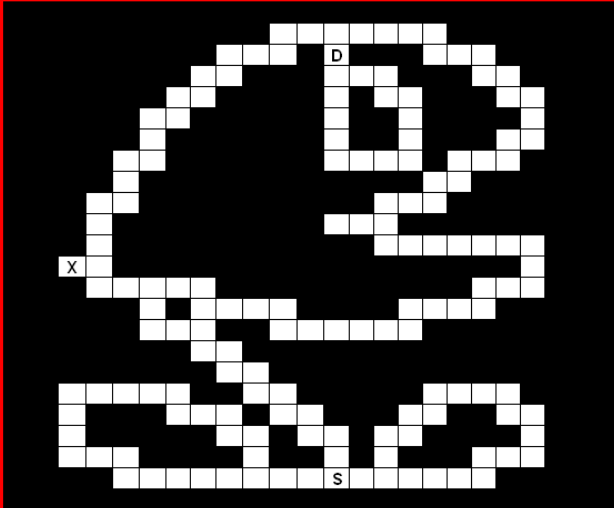


To go to Level 11C “GMBA”: Finish with 1:05 or more
To go to Level 11D “HBRO”: Finish with 1:04 or less

MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

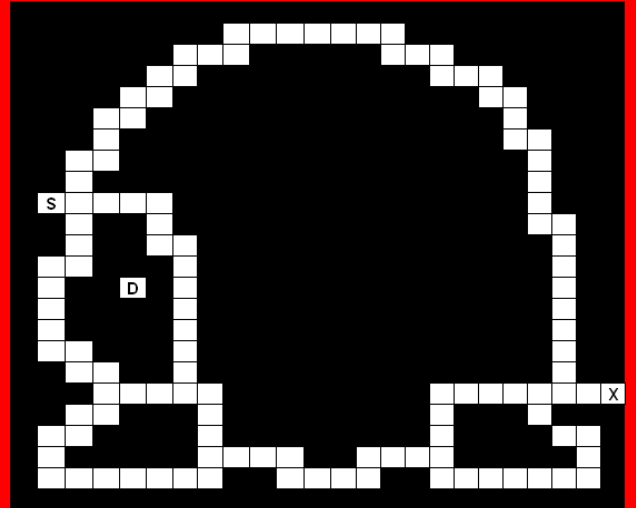
Key: S = Starting Point / D = Door / X = Exit Door

LEVEL 10D “NIPR”



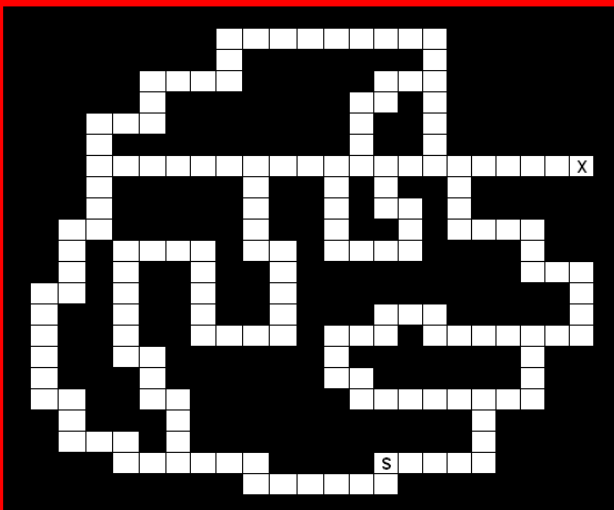
To go to Level 11D “HBRO”: Finish with 1:10 or more
To go to Level 11E “LIGI”: Finish with 1:09 or less

LEVEL 10E “BZYB”



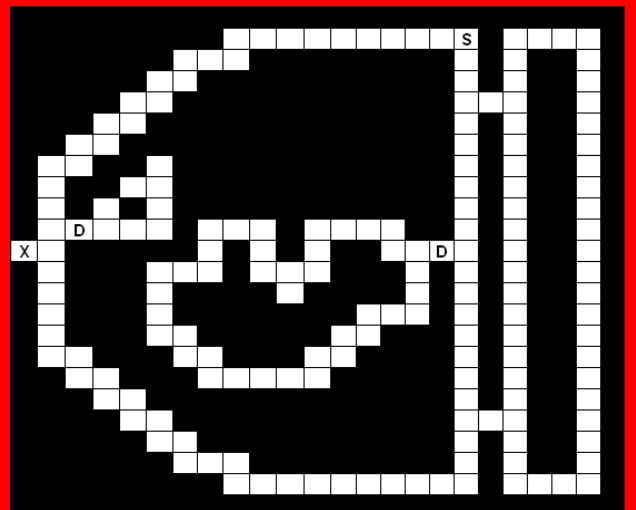
To go to Level 11E “LIGI”: Finish with 1:10 or more
To go to Level 11F “TOAD”: Finish with 1:09 or less

LEVEL 11A “MRIO”



To go to Level 12A “PBOO”: Finish with 1:10 or more
To go to Level 12B “PARA”: Finish with 1:09 or less

LEVEL 11B “BILL”

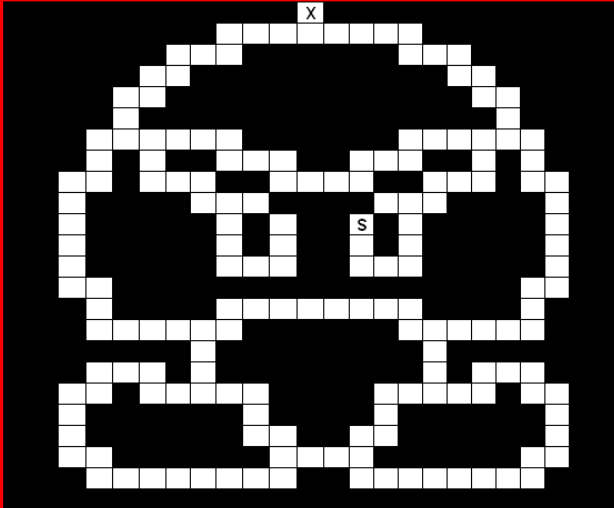


To go to Level 12B “PARA”: Finish with 1:15 or more
To go to Level 12C “CHMP”: Finish with 1:14 or less

MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

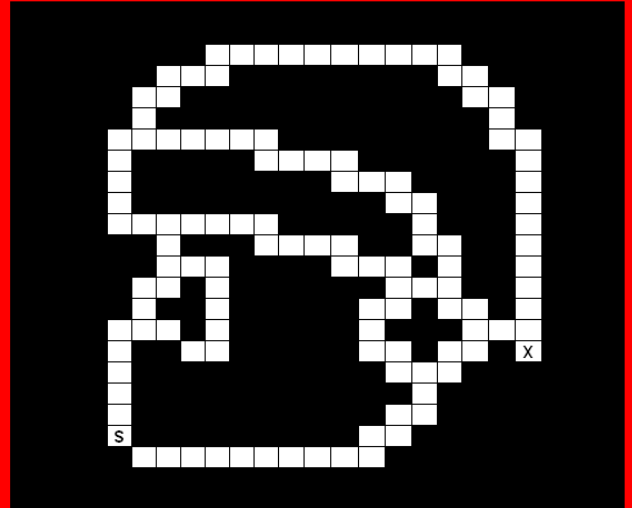
Key: S = Starting Point / D = Door / X = Exit Door

LEVEL 11C “GMBA”



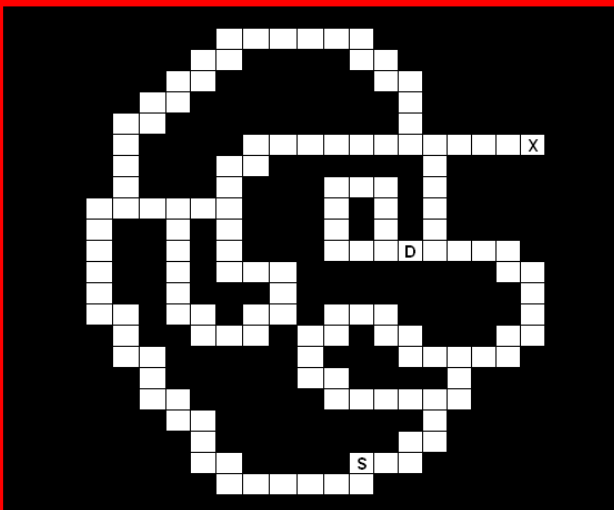
To go to Level 12C “CHMP”: Finish with 1:15 or more
To go to Level 12D “REXX”: Finish with 1:14 or less

LEVEL 11D “HBRO”



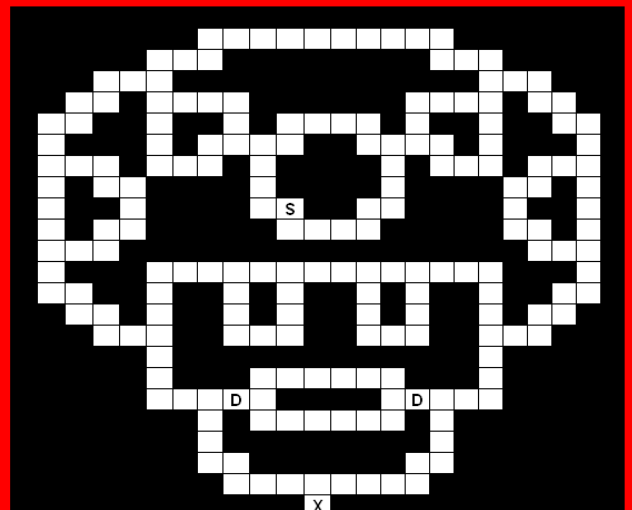
To go to Level 12D “REXX”: Finish with 1:15 or more
To go to Level 12E “SPKE”: Finish with 1:14 or less

LEVEL 11E “LIGI”



To go to Level 12E “SPKE”: Finish with 1:15 or more
To go to Level 12F “ABOO”: Finish with 1:14 or less

LEVEL 11F “TOAD”

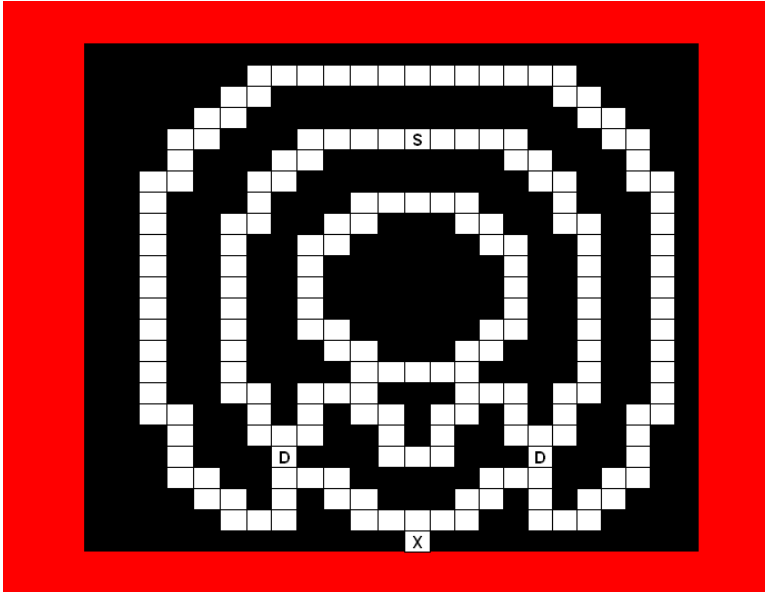


To go to Level 12F “ABOO”: Complete the level

MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

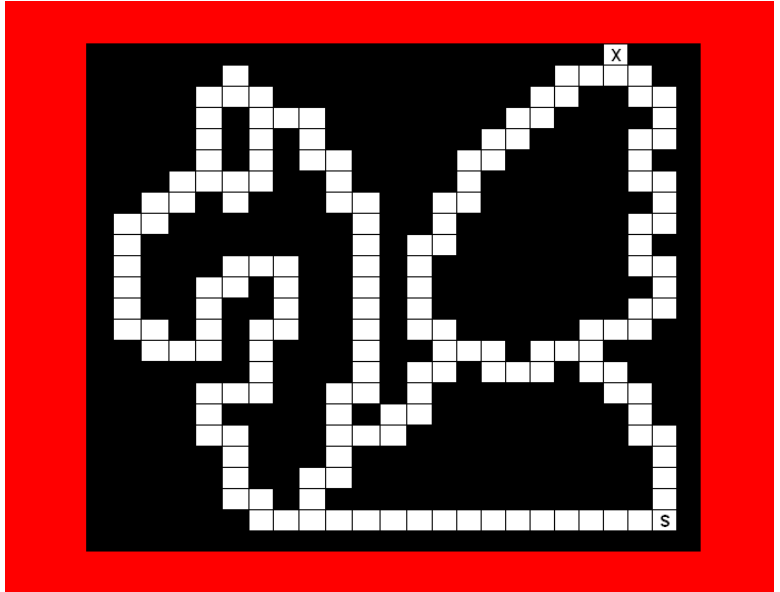
Key: S = Starting Point / D = Door / X = Exit Door

LEVEL 12A “PBOO”



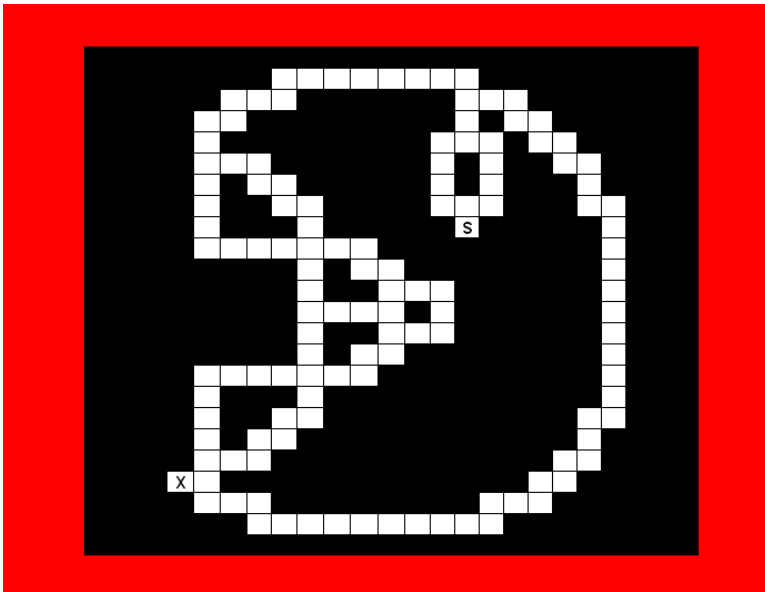
To go to Level 13A “THWP”: Complete the level

LEVEL 12B “PARA”



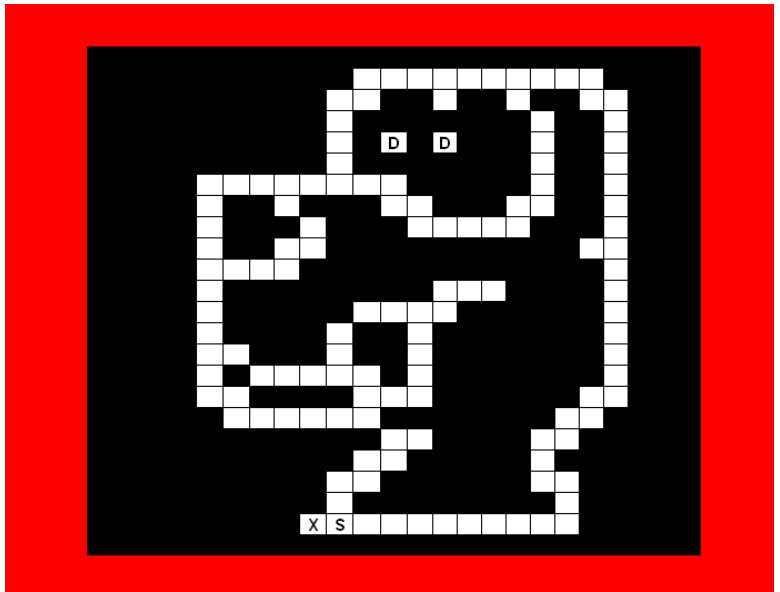
To go to Level 13A “THWP”: Finish with 1:20 or more
To go to Level 13B “ASUN”: Finish with 1:19 or less

LEVEL 12C “CHMP”



To go to Level 13B “ASUN”: Complete the level

LEVEL 12D “REXX”

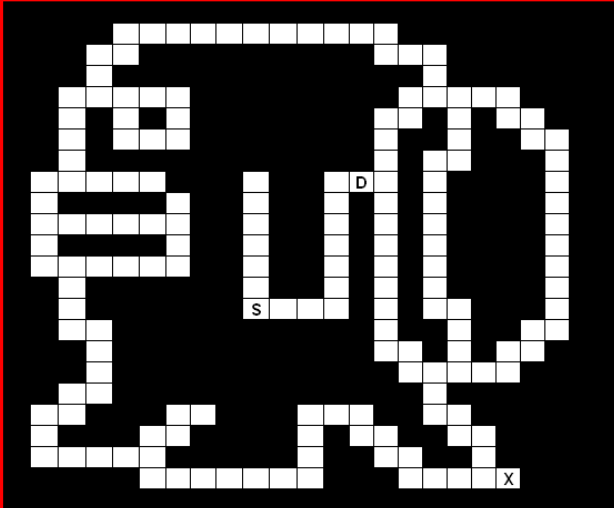


To go to Level 13B “ASUN”: Complete the level

MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

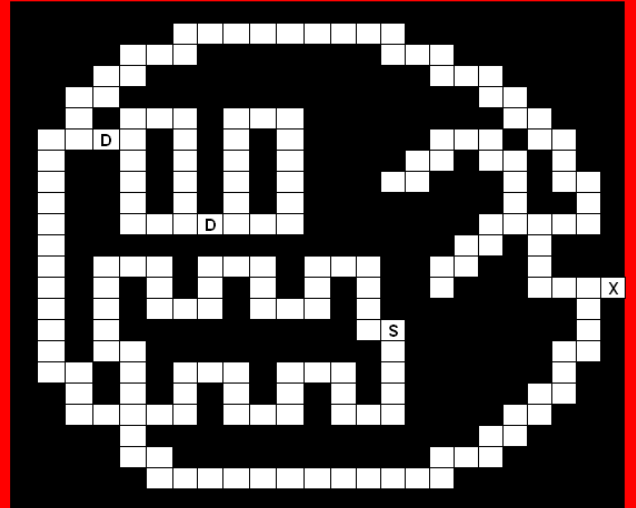
Key: S = Starting Point / D = Door / X = Exit Door

LEVEL 12E “SPKE”



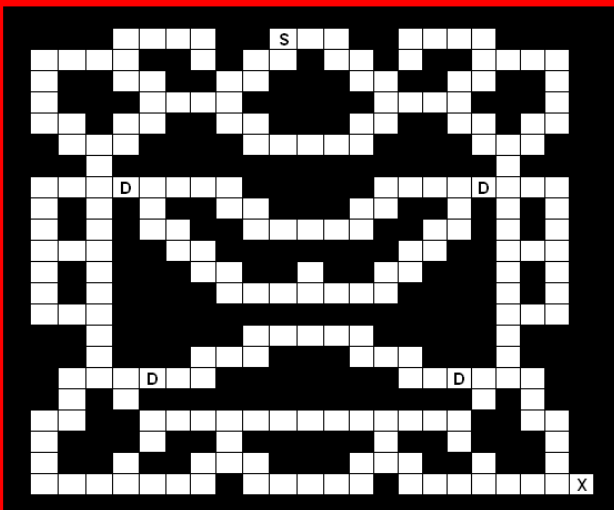
To go to Level 13B “ASUN”: Finish with 1:20 or more
To go to Level 13C “PHNT”: Finish with 1:19 or less

LEVEL 12F “ABOO”



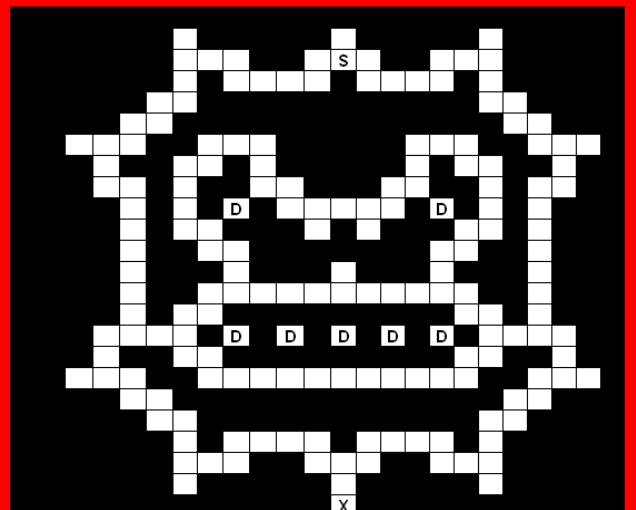
To go to Level 13C “PHNT”: Complete the level

LEVEL 13A “THWP”



To get Ending A: Start at NNJI; beat THWP without dying
To get Ending B: Complete the level

LEVEL 13B “ASUN”

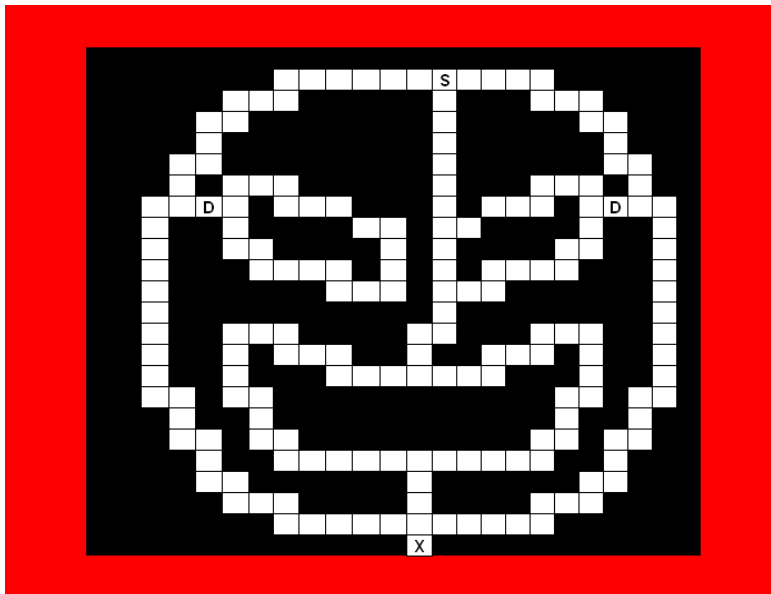


To get Ending B: Finish with 1:25 or more
To get Ending C: Finish with 1:24 or less

MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

Key: S = Starting Point / D = Door / X = Exit Door

LEVEL 13C "PHNT"



To get Ending C: Finish with 1:25 or more
To get Ending D: Finish with 1:24 or less