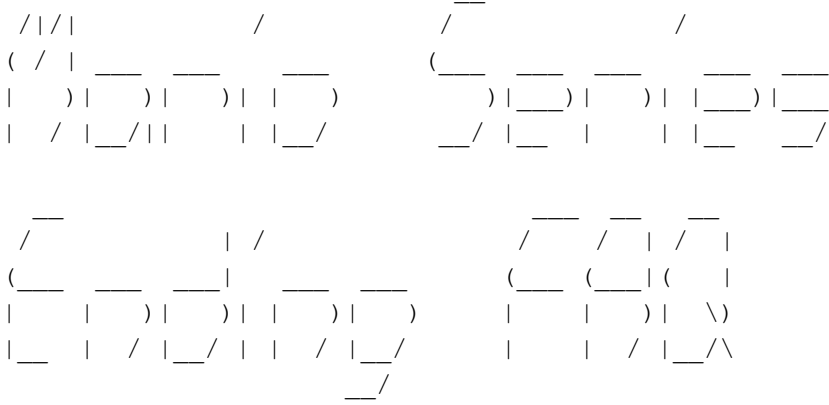


Mario Series Ending FAQ

by Jelly Soup

Updated to v4.4 on Feb 1, 2008

This walkthrough was originally written for Super Mario Bros. on the NES, but the walkthrough is still applicable to the NES version of the game.



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Mario Series Ending FAQ
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This FAQ was first started on 12/1/2003.

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To Find What You Need:

- 1. Open your browsers search function (for most browsers, ctrl + F).
- 2. Type in the name of the game you are looking for (I.E.: Dr. Mario).
- 3. Press enter.

OR

- 1. Open your browsers search function (for most browsers, ctrl + F).
- 2. Type in the section number for the game you are looking for (I.E.: Dr. Mario for Gameboy is in section VII.16.2.).
- 3. Press enter.

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I. - Copyright Info

=====

This FAQ cannot be duplicated, in any way, without the permission of the author. Only the following sites are allowed to host this FAQ:

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- GameSpot - <http://www.gamespot.com> (via linking from GameFAQs)
- Neoseeker - <https://www.neoseeker.com/>

No other sites and/or individuals will be given permission. EVER.

The newest version of this FAQ will always be on GameFAQs first.

All release data was collected from GameFAQs.com.

All ending descriptions are the exclusive property of their respective owners and used with permission.

All games and game stories are the exclusive property of the various people/companies that created/published them (including, but not limited to, Nintendo Inc.).

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II. - Warning

=====

The following WILL contain spoilers. Read at your own risk.

This FAQ contains traces of mercury. If you are pregnant or expecting to become pregnant, caution is advised while viewing or otherwise handling this text file.

=====
III. - Using This FAQ
=====

Reading the Endings of a Hero, Fun n' Games and Friends n' Family sections:

Section Number - Name of Game

STORY: <-- Story for the game (if available).

|Release Data\ (IF AVAILABLE)

Country	Name of Game	Date Released
Name of Country	Name of Game in said Country	Date Released in said Country

Number of endings: <-- Number of endings for game.

How Ending is obtained: <-- How to get the ending(s).

Ending Description: <-- Description of the ending(s).

Boss and Final Images <-- Link to pics of the ending(s) (if available).

Additional Information <-- Any info that pertains to the game (if available).

For the most part, this format will be followed religiously. I certain situations, I might have to do things a bit different.

Reading the Cameos section:

Section Number - Name of Game

Systems: Name of Systems game is on - Name of game on that system

System name:

- Descriptions of cameo(s)

Note that I'm not going to list every game in the series, only the games that have the cameos. IE: Pokemon has a few games out on the N64, but only one has a cameo, so I'll only list that one and add the others as cameos are found (if they are found).

=====
IV. - Version History
=====

Version 4.4 - 2/1/08 - This is a technical update. Since the previous update, I have been working on cleaner version. However, I am updating the old, crappy one in an attempt to curb the e-mails I'm getting over old subjects. Everything that has been sent to me in the last year and four months has been added. No new updates will be submitted until the new version is complete.

Version 4.3 - 8/27/06 - A few more endings added, corrected some system information and added to the list of games this FAQ is posted on (GameFAQs stuff). I'm working on a new format that is much easier on the eyes.

Version 4.1 - 6/11/06 - Minor update. Added a few things, updating the games this FAQ is listed under (GameFAQs stuff).

Version 4.0 - 6/5/06 - This FAQ had well over 105,000 hits in 2005. Amazing, eh? Incase someone was wondering, the update between the last version and this version was just me updating some site information that I had misprinted. Nothing big. A few cameos and endings have been added, as well as some missing games. Most of the release data has been filled in and most of the reformatting is complete. I've also cleaned up a few little bits left over from Version 2 and changed a few section names around. Lastly, the E-mail Policy section has been rewritten a bit. I'll be working on alphabetizing the games and systems for each section + breaking up redundant entries into their own sections. Oh, I also got rid of that 'Beta' in the Version. I think stright numbers work better.

As an aside, I'm sorry it took me so long getting back to everyone who sent me information. Another FAQer once told me this, a few years back, and I think it fits here:

If I forget to thank someone for their help or take too long to respond, please, blame the mind, not the heart.

Version 3.9 - 9/25/05 - Ok, so, it's been a bit longer than a few days. So sue me. At any rate, I've fiddled with the format a bit more, filled in more of the missing released data (not all of it) and added a section listing all the games that I still need endings for. Also, I messed with the Table of Contents a bit. I think it's a biteasier to read this way. As a side note, this FAQ has over 79,000 hits so far this year. I just found that interesting.

Version 3.5 - 8/9/05 - Hay, guyz! Been quite a while, hasn't it? The FAQ still isn't quite done. I still need to add A LOT of information. Don't worry to much about the release data, I've got most of it, I just haven't entered it yet. The reformatting isn't done, either. I just wanted to get the damn thing updated before I run out of sanity. I'll be updating again in a few days with the formatting finished. The next version will come with a list of games that I need information on, so you all won't have to hunt.

Version 3 - 1/4/05 - I've added a few missing games, filled in a lot of holes and came up with a new way to present release data. I don't know, I think it looks pretty good. I've also changed the filing system to make things a bit easier to read. Even more, I've add the Cameos section back. I decided that it worked better the way it was in the old format, so I didn't change it. I know that all the release data isn't here yet, but I wanted to get this damn thing updated. More to come.

Version 2.1 - 10/15/04 - Nothing new, just updating the list of sites that can use this FAQ.

Version 2 - 10/10/04 - Yeah, new format! The old format was so confusing, I could NEVER recreate it if I had to. Anyway, the overhaul isn't quite finished yet, I still have A LOT of information to add and I need to finish fixing the Cameo section. Please, bear with me for a time, I'm still working on getting this FAQ up to par, plus school and redoing the Mega Man Endings FAQ also. Everything will happen in do time.

=====
V. Endings of a Hero. - These games are a part of the main series.
=====

=====
V.1. - *NES*
=====

V.1.1. - Super Mario Brothers

STORY: [One day the kingdom of the peaceful mushroom people was invaded by the Koopa, a tribe of turtles famous for their black magic. The quiet, peace-loving Mushroom People were turned into mere stones, bricks and even field horse-hair plants, and the Mushroom Kingdom fell into ruin.

The only one who can undo the magic spell on the Mushroom People and return them to their normal selves is the Princess Toadstool, the daughter of the Mushroom King. Unfortunately, she is presently in the hands of the great Koopa turtle king.

Mario, the hero of this story (maybe) hears about the Mushroom People's plight and sets out on a quest to free the Mushroom Princess from the evil Koopa and restore the fallen kingdom of the Mushroom People. You are Mario! It's up to you to save the Mushroom People from the black magic of the Koopa!]

|Release Data\

Country	Name of Game	Date Released
North America	Super Mario Bros.	12/31/85
Europe	Super Mario Bros.	5/15/87
Japan	Super Mario Bros.	9/13/85

Number of endings: 1

How Ending is obtained: -Beat Bowser in world 8-4.

Ending description:

After beating Bowser, Mario walks over to the Princess and she says "Thank you Mario! Your quest is now over. We present you a new quest." The words "Push button B to select a world" then appear.

Boss and Final Images: <http://www.vgmuseum.com/end/nes/a/smario.htm>

-The above ending description was by Jelly Soup.-

V.1.2. - Super Mario Brothers 2

STORY: [One evening, Mario had a strange dream. He dreamt of a long, long stairway leading up to a door. As soon as the door opened, he was confronted with a world he had never seen before spreading out as far as his eyes could see. When he strained his ears to listen, he heard a faint voice saying "Welcome to 'Subcon', the land of dreams. We have been cursed by Wart and we are completely under his evil spell. We have been awaiting your arrival. Please defeat Wart and return Subcon to its natural state. The curse Wart has put on you in the real world will not have any effect upon you here. Remember, Wart hates vegetables. Please help us!" At the same time this was heard, a bolt of lightning flashed before Mario's eyes. Stunned, Mario lost his footing and tumbled upside down. He awoke with a start to find himself sitting up in his bed. To clear his head, Mario talked to Luigi, Toad and Princess about the strange dream he had. They decide to go to a nearby mountain for a picnic. After arriving at the picnic area and looking at the scenery, they see a small cave nearby. When they enter this cave, to their great surprise, there's a stairway leading up, up and up. It is exactly like the one Mario saw in his dream. They all walk together up the stairs and at the top, find a door just like the one is Mario's dream. When Mario and his friends, in fear, open the door, to their surprise, the world that he saw in his dream spreads out before them!....]

Release Data\

Country	Name of Game	Date Released
North America	Super Mario Bros. 2	12/31/87
Europe	Super Mario Bros. 2	4/28/89
Japan	Super Mario USA	9/16/92

Number of endings: 1

How ending is obtained: -Beat Wart in level 7-2.

Ending description:

After beating Wart Mario (or whatever character you where playing as) goes into the next room, pulls the cork off the giant urn and set the Subcon free. The game then switches to a scene of the subcon dragging of Warts body and a counter showing how many times you played as each character through the course of the game appears. That scene is then show in a thought balloon above a sleeping Mario. He wakes up, then falls back to sleep (the whole game was a dream!). We then see some nice drawings of the different enemies and bosses scroll by with there names.

Boss and Final Images: <http://www.vgmuseum.com/end/nes/a/mario2.html>

-The above ending description was by Jelly Soup.-

-Thanks to ryudo.ffl@gmail.com for corrections.-

V.1.3. - Super Mario Brothers 3

STORY: [The Mushroom Kingdom has been a peaceful place thanks to the brave deeds of Mario and Luigi. The Mushroom Kingdom forms an entrance to the Mushroom World where all is not well. Bowser has sent his 7 children to make mischief as they please in the normally peaceful Mushroom World. They stole the royal magic wands from each country in the Mushroom World and used them to turn their kings into animals. Mario and Luigi must recover the royal magic wands from Bowser's 7 kids and return the kings to their true forms. "Goodbye and good luck!," said the Princess and Toad as Mario and Luigi set off on their journey deep into the Mushroom World.]

|Release Data\

Country	Name of Game	Date Released
North America	Super Mario Bros. 3	2/1/90
Japan	Super Mario Bros. 3	10/23/88

Number of endings: 1

How Ending is Obtained: -Beat Bowser at the end of world 8.

Ending description:

After beating Bowser, Mario walk in to the next room and finds the Princess, who says "Thank You. But our princess is in another castle!.. .Just kidding! Ha Ha Ha! Bye Bye."(yes, she really says bye bye 0.o who ever wrote the ending for this game needs to be punched in the face). The game then runs through the world maps, names each world and shows a cute little Mario drawing.

KrazyGamerHead of gamefaqs has added: After you beat it you will start off with 28 (the max number of items you can carry) P-Wings.

KrazyGamerHead of gamefaqs has also added: If you beat the game again, you will start off with 28 (the max number of items you can carry) Hammer Bros. suits.

Boss and Final Images: <http://www.vgmuseum.com/end/nes/a/mario3.htm>

-The above ending description was by Jelly Soup.-

-Thanks to KrazyGamerHead (gamefaqs) for what continued play does.-

V.1.4. - Super Mario World

but with updated graphics and 'improved' game play.

V.2.2. - Super Mario Brothers 2

STORY: [One evening, Mario had a strange dream. He dreamt of a long, long stairway leading up to a door. As soon as the door opened, he was confronted with a world he had never seen before, spreading out as far as his eyes could see. Suddenly, he heard a faint voice saying "Welcome to 'Subcon', the land of dreams. We have been cursed by Wart. Please defeat Wart and save us. Remember, Wart hates vegetables. Please help us!"

The next day, on the way to a picnic, Mario talked to Luigi, Toad and the Princess about the strange dream he had. After arriving at the picnic area, they found a small cave. When they opened the door in this cave, to their great surprise, the world that Mario saw in his dream spread out before him!]

|Release Data\

Country	Name of Game	Date Released
North America	Super Mario All-Stars	8/13/93
	Super Mario All-Stars + Super Mario World	12/1/94
Japan	Super Mario Collection	7/14/93

Number of endings: 1

How ending is obtained: -Beat Wart in level 7-2.

Ending description:

After beating Wart Mario (or whatever character you where playing as) goes into the next room, pullsthe cork off the giant urn and set the Subcon free. The game then switches to a scene of the subcon dragging of Warts body and a counter showing how many times you played as each character through the course of the game appears. That scene is then show in a thought balloon above a sleeping Mario. He wakes up, then falls back to sleep (the whole game was a dream!). We then see some nice drawings of the different enemies and bosses scroll by with there names.

Boss and Final Images: http://www.vgmuseum.com/end/snes/a/smas_2.htm

-The above ending description was by Jelly Soup.-

>>>>>>>>>>>>>>>>>>>>>>

Additioln Information:

This version was included in Super Mario All-Stars. Its a grand old port of the original. The only difference from the original to this version,

is this one came with updated graphics, 'improved' game play and a re-mastered sound track.

-Thanks to ryudo.ff1@gmail.com for corrections.-

V.2.3. - Super Mario Brothers 3

STORY: [The Mushroom Kingdom has been a peaceful place thanks to the brave deeds of Mario and Luigi. The Mushroom Kingdom forms an entrance to the Mushroom World where all is not well. Bowser has sent his 7 children to make mischief as they please in the normally peaceful Mushroom World. They stole the royal magic wands from each country in the Mushroom World and used them to turn their kings into animals. Mario and Luigi must recover the royal magic wands from Bowser's 7 kids to return the kings to their true forms. "Good-bye and good luck!", said the Princess and Toad as Mario and Luigi set off on their journey deep into the Mushroom World.]

Release Data\

<u>Country</u>	<u>Name of Game</u>	<u>Date Released</u>
North America	Super Mario All-Stars	8/13/93
	Super Mario All-Stars + Super Mario World	12/1/94
Japan	Super Mario Collection	7/14/93

Number of endings: 1

How Ending is Obtained: -Beat Bowser at the end of world 8.

Ending description:

After beating Bowser, Mario walk in to the next room and finds the Princess, who says "Thank You. But our princess is in another castle!.. .Just kidding! Ha Ha Ha! Bye Bye."(yes, she really says bye bye 0.o who ever wrote the ending for this game needs to be punched in the face). The game then runs through the world maps, names each world and shows a cute little Mario drawing.

Boss and Final Images: http://www.vgmuseum.com/end/snes/a/smas_3.htm

-The above ending description was by Jelly Soup.-

>>>>>>>>>>>>>>>>>>>>

Additional Information:

This version came as part of Super Mario All-Stars. Updated graphics (they took out the little back-flips Mario did when he grabbed a starman!) and improved sound. Strangely enough, they didn't improve the game play any for this version.

But while Mario and Luigi reclined on the beach for a relaxing nap, Princess Toadstool disappeared, apparently seized by evil forces. After searching for hours for their missing friend, Mario and Luigi came upon an enormous egg in the forest.

Suddenly the egg hatched, and out popped a young dinosaur named YOSHI, who proceeded to tell Mario and Luigi a sad tale of how his dinosaur pals who were sealed in similar eggs by a group of monstrous turtles.

"Monstrous turtles!," exclaimed Luigi. "Bowser and his bunch have returned!" Mario slowly nodded his head in agreement and, along with Luigi and Yoshi, set off across Dinosaur Land to find the Princess and to free Yoshi's friends. As they began their journey, Yoshi handed Mario a beautiful cape. "This may help you," Yoshi said. "Some say it has magical powers."

With a little luck (and help from a magic cape), our hearty crew can defeat the seven worlds of Bowser's Krazy Koopa Kritters. Many locations are well-hidden so explore everywhere and try everything. Not all locations have to be explored to rescue the dinosaurs and save Princess Toadstool, but there are many "starry" treasures to be found in far-reaching places. You'll need to search all areas to find out what kinds of treasure are there... in Super Mario World.]

|Release Data\

Country	-	Name of Game	-	Date Released
North America		Super Mario World		8/1/91
Japan		Super Mario World		11/21/90
Europe		Super Mario World		6/4/92

Number of Endings: 1

How ending is obtained: -Beat Bowser.

Ending description:

Bowser's Koopa Clown Car flips over and the Princess falls down. She kisses Mario and fire works begin in the background. The Princess gets on Yoshi and Mario, the Princess, Yoshi and Yoshi's friend's (trapped in eggs) head home. When they get back to the Yoshi's home on Yoshi's Island, the Blue Yoshi, the Red Yoshi and the Yellow Yoshi are there. The 7 eggs hatch and Mario, the Princess, and Luigi wave goodbye. A scene shows up with the names and pics of each enemy in the game. After that, a picture shows up of Mario, Luigi and the princess all saying thank you.

Boss and final images: <http://www.vgmuseum.com/end/snes/a/smw.htm>

-The above ending description was compiled by various users on the Console Gaming form on the G4tv.com message boards.-

-Thanks to Luke Sather at faqs@vaejas.com for telling me the correct name

Number of Endings: 1

How ending is obtained: -Beat Baby Bowser.

Ending description:

Baby Bowser falls onto some of what is left of the ground, un-conscience. Kamek shows up and says they'll be back and Kamek takes Bowser to the moon. Yoshi hops across the castle remains to where Luigi and the stork were detained. The castle is blown up and the stork is on its way. The stork is shown flying past mountains while the credits are shown. When the stork arrives, he leaves the babies on the door step of a house and flies off. Lights come on in the house and the door opens. The parents proudly hold the babies above their heads and at the bottom of the screen it says: Heroes are born! The End.

Boss and Final Images: <http://www.vgmuseum.com/end/snes/a/smw2.htm>

-The above ending description is by C. Robert Meyer (World of Nintendo).-

V.2.7. - Super Mario All-Stars

|Release Data\

Country	Name of Game	Date Released
North America	Super Mario All-Stars	8/13/93
	Super Mario All-Stars + Super Mario World	12/1/94
Japan	Super Mario Collection	7/14/93

Number of Endings: 5

How ending is obtained: -Beat each game to see its ending.

Ending description:

Super Mario Brothers:

Mario finds the Princess in a cage suspended over lava. He then jumps up into the cage (and a mushroom falls on top of him if he is small), and the Princess runs up to him. The text, "Thank you Mario! The kingdom is saved! Now try a more difficult quest...Press Start!" The Princess then kisses Mario. If you press Start, you are taken back to World 1-1, but the Goombas are replaced with Buzzy Beetles and the enemies move faster (just like in the NES version).

Super Mario Brothers 2:

After beating Wart Mario (or whatever character you where playing as) goes into the next room, pulls the cork off the giant urn and set the Subcon free. The game then switches to a scene of the subcon dragging

Number of Endings: 5

How ending is obtained: -Beat each game to see its ending.

Ending description:

Super Mario Brothers:

Mario finds the Princess in a cage suspended over lava. He then jumps up into the cage (and a mushroom falls on top of him if he is small), and the Princess runs up to him. The text, "Thank you Mario! The kingdom is saved! Now try a more difficult quest...Press Start!" The Princess then kisses Mario. If you press Start, you are taken back to World 1-1, but the Goombas are replaced with Buzzy Beetles and the enemies move faster (just like in the NES version).

Super Mario Brothers 2:

After beating Wart Mario (or whatever character you were playing as) goes into the next room, pulls the cork off the giant urn and set the Subcon free. The game then switches to a scene of the subcon dragging of Warts body and a counter showing how many times you played as each character through the course of the game appears. That scene is then show in a thought balloon above a sleeping Mario. He wakes up, then falls back to sleep (the whole game was a dream!). We then see some nice drawings of the different enemies and bosses scroll by with there names.

Super Mario Brothers 3:

After beating Bowser, Mario walk in to the next room and finds the Princess, who says "Thank You. But our princess is in another castle!.. .Just kidding! Ha Ha Ha! Bye Bye."(yes, she really says bye bye 0.0 who ever wrote the ending for this game needs to be punched in the face). The game then runs through the world maps, names each world and shows a cute little Mario drawing.

The Lost Levels:

Mario finds the Princess in a cage suspended over lava. He then jumps up into the cage (and a mushroom falls on top of him if he is small), and the Princess runs up to him. The text, "Thank you Mario! The kingdom is saved! Now try a more difficult quest...Press Start!" The Princess then kisses Mario. If you press Start, you are taken back to World 1-1, but the Goombas are replaced with Buzzy Beetles and the enemies move faster (just like in the NES version).

The ending for The Lost Levels on the All-Stars cartridge is identical to the All-Stars Mario 1 ending, except pushing Start takes you to World A-1 instead of the modified 1-1.

Super Mario World:

Bowser's Wirrly Bird flips over and the Princess falls down. She kisses Mario and fire works begin in the background. The Princess gets on Yoshi and Mario, the Princess, Yoshi and Yoshi's friend's (trapped in eggs) head home. When they get back to the Yoshi's home on

V.3.2. - Super Mario Land 2: 6 Golden Coins

|Release Data\

Country	Name of Game	Date Released
North America	Super Mario Land 2: 6 Golden Coins	1992
Japan	Super Mario Land 2: 6 Golden Coins	10/21/92

Number of Endings: 1

How ending is obtained: -Beat Wario.

Ending description:

Wario shrinks down into a baby and jumps over the castle walls. The castle turns white and the W sign flips over to form a M. A flag appears on top of the castle. The credits will appear at the bottom of the screen along with pictures of the different enemies in the game.

-The above ending description is by Jelly Soup.-

V.3.3. - Super Mario Brothers 3 Special

|Release Data\

Country	Name of Game	Date Released
North America	Super Mario Bros. 3	??/??/??

Number of Endings: ?

How ending is obtained: -Beat Bowser (I assume).

Ending description:

I assume that it's the same or similar to the NES version, but if anyone knows for sure, e-mail me (you will be credited).

Additional information:

For the people who keep telling me that there is no Gameboy version of Mario Brothers 3, SHUT UP! There is! I've played it! They were being sold at a pharmacy near my house when I was 6 years old. I know that it isn't in any of the online databases, but trust me, this game exists.

A quick note: No, I DON'T mean Super Mario LAND 3 (Wario Land 1), I'm talking about Super Mario BROTHERS 3 (a semi-direct port from the NES

version, with racoon tails, frog suits and everything).

INFORMATION GET! This real title is Super Mario Brothers 3 Special. It's a Hong Kong hack, which lacks many features important to the game (such as shells killing enemies).

=====
V.4. - *Gameboy Advance*

V.4.1. - Mario Bros.

Endings:

Um...this game doesn't have any...Mario Bros. was a puzzle game of sorts, in which, you jump around, avoid fireballs, run through pipes, and stomp troopas to gain points. The end is whenever you quit playing/die in the game.

-The above ending description was by Jelly Soup.-
-Thanks to dsmckenna@earthlink.net for informing me that Mario Bros. was also in Mario & Luigi: Superstar Saga.-

The only REAL difference between each version was a slight improvement in the graphics department and the e-reader version requires you to have the Mario bros. e-reader card to play. Other than that, the game was played the same way, every time.

V.4.2. - Classic NES Series: Super Mario Bros.

Release Data\

Country	Name of Game	Date Released
North America	Classic NES Series: Super Mario Bros.	6/2/2004
Japan	Famicom-Mini: Super Mario Bros.	2/14/2004
Europe	Classic NES Series: Super Mario Bros.	7/9/2004

Number of Endings: 1

How ending is obtained: -Beat Bowser in World 8-4.

Ending description:

Bowser falls into the lava pit, and Mario walks into the room where Peach is held captive. She kisses you (bends down if you're small) and she says "Thank you, Mario. Your quest is over. We present you with a new quest." You can now "Push button B to select a world" at the title screen.

-The above ending description was by tjoeb123 (gamespot).-

V.4.3. - Super Mario Advance

|Release Data\

Country	Name of Game	Date Released
North America	Super Mario Advance	6/10/2001
Japan	Super Mario Advance	3/21/2001
Europe	Super Mario Advance	6/22/2001

Number of Endings: 1

How ending is obtained: -Beat Wart in the last level of world 8.

Ending description:

After beating Wart, Mario (or whatever character you where playing as) goes into the next room, pulls the cork off the giant urn and set the Subcon free. The game then switches to a scene of the subcon dragging of Warts body and a counter showing how many times you played as each character through the course of the game appears. That scene is then show in a thought balloon above a sleeping Mario. He wakes up, then falls back to sleep (the whole game was a dream!). We then see some nice drawings of the different enemies and bosses scroll by with there names.

Boss and Final Images: <http://www.vgmuseum.com/end/nes/a/mario2.html>

-The above ending description was by Jelly Soup.-

V.4.4. - Super Mario World: Super Mario Advance 2

|Release Data\

Country	Name of Game	Date Released
North America	Super Mario World: Super Mario Advance 2	2/9/2002
Japan	Super Mario Advance 2	12/14/2001
Europe	Super Mario Advance 2	4/12/2002

Number of Endings: 1

How endings are obtained: -Beat Bowser.

-Beat Bowser with the Special Stages complete.

Ending descriptions: Normal ending:

Bowser's Wiry Bird flips over and the princess falls down. She kisses Mario and the words "Mario and Luigi's Adventure is over. Mario, Luigi, Peach, Yoshi, and friends are all going to take a vacation." appear on screen. The credits roll and eventually they get back to Yoshi's house where all the other Yoshi's are waiting. The eggs hatch and everyone jumps for joy as the words THANK YOU flash on the screen. A scene shows up with the names and pics of each enemy in the game. After that, a picture shows up of Mario, Luigi and the princess all saying thank you.

Special ending:

Same as the normal ending, but the enemies shown at the end are a bit different.

Boss and Final images: <http://www.vgmuseum.com/end/gba/a/sma2.htm>

-The above ending description was compiled by various users on the Console Gaming forum on the G4tv.com message boards.-

V.4.5. - Yoshi's Island: Super Mario Advance 3

Release Data\

Country	Name of Game	Date Released
North America	Yoshi's Island: Super Mario Advance 3	9/23/2002
Japan	Super Mario Advance 3: Yoshi's Island	9/20/2002
Europe	Yoshi's Island	10/11/2002

Number of Endings: 2

How endings are obtained: -Beat Baby Bowser.
-Beat Baby Bowser with all Special Stages complete.

Ending descriptions:

Normal ending:

Kamek: How dare you?! It's not fair...you are such a big meanie...big meanie...someday...we will back...you'll see!

He picks up Baby Bowser and heads for the moon. Yoshi jumps forward, over to the bag with Baby Luigi in it

Narrator: Thus, due to the marvelous teamwork of the Yoshi clan, the brothers are reunited. Yoshi frees the captured stork, who sets about his duty and finally makes the long-awaited delivery!
Thanks, Yoshi! The brothers will meet their parents soon!

Your score is added up and then we watch the stork across the night sky, heading for the home of the brothers. The stork drops them off on the doorstep and leaves. The door opens and the new parents hold up their new children.

Narrator: Our heroes are born!

Special Ending:

Narrator: Congratulations! What an amazing job! You are the [ENTER NUMBER
HERE] Yoshi to adventure on Yoshi's Island!

Yoshi runs over to his pals and they all dance. The End

Boss and final images:

<http://www.vgmuseum.com/end/gba/a/sma3.htm>

-The above ending description was by Jelly Soup.-

V.4.6. - Super Mario Advance 4: Super Mario Bros. 3

Release Data\

Country	Name of Game	Date Released
North America	Super Mario Advance 4: Super Mario Bros. 3	10/20/2003
Japan	Super Mario Advance 4: Super Mario Bros. 3	7/11/2003
Europe	Super Mario Advance 4: Super Mario Bros. 3	10/17/2003

Number of endings: 2

How ending is obtained: -Beat Bowser at the end of World 8.

Ending description:

Bowser fall down go boom and Mario walks into the next room, where the princess is. "Thank you! Peach has at last returned to our fair Mushroom Kingdom!" THANK YOU!
The game then runs through the world maps, names each world and shows a cute little Mario drawing. You then get a Perfect Clear screen for World 8.

Special Ending:

Bowser fall down go boom and Mario walks into the next room, where the princess is. "Thank you! Peach has at last returned to our fair Mushroom Kingdom!" THE END. The game then runs through the world maps, names each world and shows a cute little Mario drawing. After every world map is a section of credits.

Boss and Final Images: <http://www.vgmuseum.com/end/gba/d/sma4.htm>

-The above ending descriptions are by Jelly Soup.-

-Thanks to crackhouse69@hotmail.com for fixing what Peach says after you beat Bowser.-

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V.5. - *Nintendo 64*

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V.5.1. - Super Mario 64

|Release Data\

Country	Name of Game	Date Released
North America	Super Mario 64	8/31/96
Japan	Super Mario 64	7/11/2003
	Super Mario 64 (Rumble Pak verison)	7/18/97
Europe	Super Mario 64	3/1/97

Number of endings: 2

How ending is obtained: -Beat Bowser with between 70 and 119 stars.
-Beat Bowser with 120 stars.

Ending description:

Beat Bowser with between 70 and 119 stars:

Bowser lies on his back in the middle of the arena.

Bowser: Nooo! It can't be! You've really beaten me, Mario?! I gave those troops Power, but now it's fading away! Arrggghh! I can see peace returning to the world! I can't stand it! Hmmm . . . It's not over yet . . . C'mon troops! Let's watch the ending together! Bwa ha ha!

Bowser fades away, and a giant star appears in his place. Mario grabs the star and gets a wing cap. He flies off into the distance. Mario lands on the bridge in front of the castle and the wing cap disappears. Mario looks up and sees the star in front of Peach's stained glass window turn into Peach. She floats down, and lands between two Mushroom Retainers. Mario, taking off his hat and holding it in front of him, runs up to her. She opens her eyes and looks at him.

Peach: Mario! The power of the stars is restored to the castle. . . and it's all thanks to you! Thank you, Mario! We have something special for you!

Peach leans down and kisses him on the nose. Mario jumps up and puts on his hat.

Mario: Here we go!

Peach: Listen, everybody! Let's bake a delicious cake . . . for Mario.

Peach and the two Mushroom Retainers walk inside. Mario looks up at the sky.

Peach: Mario!

Mario runs inside. The screen pans up, showing several birds flying away. The credits appear, along with cameras going around the different levels. After the credits, Mario and Peach, between the two Mushroom Retainers, wave goodbye. Lakitu comes down

and flies overhead as the screen fades. The screen shows a cake, with Peach and Mario at the top, and candy bar saying "Thank You" and a tea set surrounding it. It says "The End" at the bottom of the screen.

Mario: Thank you so much for-a playing my game.

Beat Bowser with 120 stars:

The only difference between the two endings is what Bowser says after being beaten.

Bowser lies on his back in the middle of the arena.

Bowser: Noooo! You've really beaten me this time, Mario! I can't stand losing to you! My troops . . . worthless! They've turned over all the Power Stars! What?! There are 120 in all??? Amazing! There were some in the castle that I missed??!! Now I see peace returning to the world . . . Oooo! I really hate that! I can't watch-I'm outta here! Just you wait until next time. Until then, keep that Control Stick smokin'! Bwaa ha ha!

-The above ending description is by Nate (World of Nintendo).-

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V.6. - *Gameboy Color*

=====
V.6.1. - Mario Bros. II (Game and Watch Gallery 3)

|Release Data\

Country	Name of Game	Date Released
North America	Game and Watch Gallery 3	4/16/99
Japan	Game and Watch Gallery 3	4/17/99

Endings:

um...this game doesn't have an ending. Mario Bros II was a game where you played as both Mario and Luigi, who worked at a warehouse. The idea was to pass boxes along each assembly line to the other. As once you clear 8 boxes, you get a small break, then back to work. The end is whenever you quit playing/run out of lives.

-The above ending description was by Jelly Soup.-

V.6.2. - Super Mario Brothers Deluxe

STORY: [Once upon a time, the peaceful Mushroom Kingdom was invaded by the Koopa, at tribe of turtles famous for their dark magic. These

terrible terrapins transformed the peace-loving Mushroom People into stones, bricks, and ironically, mushrooms, then set their own king on the throne. In the wake of the ghastly coup d' etat, the beautiful Mushroom Kingdom fell into ruin and despair.

It is said that only the daughter of the Mushroom King, Princess Toadstool, can break the evil spell and return the inhabitants of Mushroom Kingdom to their normal selves.

But the King of the Koopas, knowing of this prophecy, kidnapped the lovely Princess and hid her away in one of his castles.

Word of the terrible plight of the Mushroom People quickly spread throughout the land, eventually reaching the ears of a humble plumber. The simple, yet valiant Mario vowed to rescue the Princess and free her subjects from King Koopa's tyrannous reign. But can Mario really overcome the many obstacles facing him and become a true hero?]

|Release Data\

Country	Name of Game	Date Released
North America	Super Mario Bros. Deluxe	4/30/99
Japan	Super Mario Bros. Deluxe	3/1/2000

Number of Endings: 3

How ending is obtained: -Beat Bowser in Super Mario Bros.
-Beat Bowser in The Lost Levels.
-Beat challenge mode.

Ending description:

Beat Bowser in Super Mario Bros:

Mario runs up to the princess, who kisses him and says "Thank you, Mario! Your quest is over. We present you with a new quest." We then see a THE END screen followed by a pic of Mario and the princess holding hands in a garden. Then you get the Mario Award.

Beat Bowser in The Lost Levels:

Mario runs up to the princess, who kisses him and says "Wow! You are a super player! Congratulations!" We then see a CONGRATULATIONS! screen, the credits and a pic of Mario and the princess holding hands in a garden. Then you get the Yoshi Award.

Beat challenge mode:

We see a pic of Mario and the princess holding hands in a garden. You then get the Toad Award.

Boss and final images: <http://www.vgmuseum.com/end/gbc/a/mariodx.htm>

-The above ending description was by Jelly Soup.-

V.6.3. - Super Mario 3 SPECIAL

Number of Endings: 1

How ending is obtained: -Beat Bowser at the end of World 8.

Ending description:

todo.

Additional Information:

This is another illegal hack from Hong Kong. You can find more information on it here:

http://www.bripro.com/low/obscure/index.php?page=hko_sm3s

-Thanks to daemonicmind@yahoo.com for informing me about the above game.-

=====
V.7. - *Arcade*
=====

V.7.1. - Mario Bros.

Endings:

Um...this game doesn't have any...Mario Bros. was a puzzle game of sorts, in which, you jump around, avoid fireballs, run through pipes, and stomp troopas to gain points. The end is whenever you quit playing/die in the game.

-The above ending description was by Jelly Soup.-

-Thanks to dsmckenna@earthlink.net for informing me that Mario Bros. was also in Mario & Luigi: Superstar Saga.

The only REAL difference between each version was a slight improvement in the graphics department and the e-reader version requires you to have the Mario bros. e-reader card to play. Other than that, the game was played the same way, every time.

V.7.2. - Vs. Super Mario Bros.

|Release Data\

Country	-	Name of Game	-	Date Released
North America		Vs. Super Mario Bros.		??/??/??

Number of Endings: 1

How ending is obtained: -Beat Bowser in world 8-4.

Ending description:

When you rescue Peach, she says, "Peace is paved with kingdom saved, Hurrah to Mario, our only hero. This ends your trip of a long friendship." You are then awarded 100,000 points for each life you have left. Then the background turns from black to sky blue, and the seven Mushroom Retainers you saved in the previous levels appear surrounding you, along with the text, "Thank you, Mario!" Of course, if you're playing as Luigi, all the "Mario's" in the text are replaced with "Luigi's".

Also, it should be noted that this ending is identical to that in the Japanese SMB2, except that Vs. SMB uses the Princess sprite from SMB1 instead of the new one used in SMB2j.

-The above ending description was by heartburnkid@burntmail.com.-

=====
V.8. - *PC/Mac/Other Computer*
=====

V.8.1. - Mario Bros.

Endings:

Um...this game doesn't have any...Mario Bros. was a puzzle game of sorts, in which, you jump around, avoid fireballs, run through pipes, and stomp troopas to gain points. The end is whenever you quit playing/die in the game.

-The above ending description was by Jelly Soup.-
-Thanks to dsmckenna@earthlink.net for informing me that Mario Bros. was also in Mario & Luigi: Superstar Saga.-

The only REAL difference between each version was a slight improvement in the graphics department and the e-reader version requires you to have the Mario bros. e-reader card to play. Other than that, the game was played the same way, every time.

=====
V.9. - *E-Reader*
=====

V.9.1. - Mario Bros.

Endings:

Um...this game doesn't have any...Mario Bros. was a puzzle game of sorts, in which, you jump around, avoid fireballs, run through pipes, and stomp troopas to gain points. The end is whenever you quit playing/die in the game.

-The above ending description was by Jelly Soup.-
-Thanks to dsmckenna@earthlink.net for informing me that Mario Bros. was also in Mario & Luigi: Superstar Saga.-

The only REAL difference between each version was a slight improvement in the graphics department and the e-reader version requires you to have the Mario bros. e-reader card to play. Other than that, the game was played the same

way, every time.

=====
V.10. - *Commodore 64*
=====

V.10.1. - Mario Bros.

Endings:

Um...this game doesn't have any...Mario Bros. was a puzzle game of sorts, in which, you jump around, avoid fireballs, run through pipes, and stomp troopas to gain points. The end is whenever you quit playing/die in the game.

-The above ending description was by Jelly Soup.-

-Thanks to dsmckenna@earthlink.net for informing me that Mario Bros. was also in Mario & Luigi: Superstar Saga.-

The only REAL difference between each version was a slight improvement in the graphics department and the e-reader version requires you to have the Mario bros. e-reader card to play. Other than that, the game was played the same way, every time.

V.10.2. - Mario Bros. II

Endings:

um...this game doesn't have an ending. Mario Bros II was a game where you played as both Mario and Luigi, who worked at a warehouse. The idea was to pass boxes along each assembly line to the other. As once you clear 8 boxes, you get a small break, then back to work. The end is whenever you quit playing/lose too many lives.

-The above was by Jelly Soup.-

V.10.3. - The Great Giana Sisters

Release Data\

Country	Name of Game	Date Released
North America	The Great Giana Sisters	1987
Europe	The Great Giana Sisters	1987/1988

Number of Endings: 1

How ending is obtained: -Defeat the dragon at the end of Stage 33 with either Giana/Mario or Maria/Luigi.

Ending description:

With a jump to a platform after the dragon, you get the great Diamond,
and there is a message saying that the diamond has been acquired and the
sun can get up now.

-The above ending description was by firstchild@freemail.hu-

>>>>>>>>>>>>>>>>>>>>>>

Addition information:

From firstchild@freemail.hu:

The Great Giana Sisters was a platform game and also a parody of the
Super Mario series, featuring two Italian punk rocker teenage girls from
Sicily who get trapped in a dream and have to find the big Diamond
(guarded by the terrible Dragon) to ensure that the sun rises again -
and they can wake up. This game was sued by Nintendo who claimed that
it is a rip-off and a mockery of Mario (which it is not, by the way,
but a very innovative platform game with exceptionally good music and
much more goodies to collect than your regular mushroom and flower),
and thus the game was banned from the market, only to be copied on
floppy disks by gamers. Nintendo (or the original publisher, Epyx; or
the makers of the game, Broderbound Software, it is not clear),
however, got the license to convert the Giana program's graphics to
Mario graphics and sell the game like that. The graphics of Giana were
replaced to Mario, Giana's sister Maria got replaced to Luigi, the "cat"
baddie got replaced to a Koopa turtle, and the "bee" baddie (for no
apparent reason) got replaced to a flying yellow blotch with two eyes
and a hat. As far as I remember they forgot to replace the "ball" power
up to the mushroom, also they forgot to change the "lightning" power up
to the flower which it equals in purpose. No other features of the game
were changed.

From Jelly Soup:

It should also be added and this game is an unauthorized hack of the
original Super Mario Bros. I've gotten quite a few e-mails about me
including it in this FAQ. It's here mainly because it's a hack of a
classic Mario game, it's illegitimate daughter if you will. I think that
it has a place here, among its peers. Besides, it's interesting reading.

V.10.4. - The Great Giana Sisters 2

Release Data\

Country	-	Name of Game	-	Date Released
North America		The Great Giana Sisters 2		1987
Europe		The Great Giana Sisters 2		1987

Number of Endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please
e-mail me (you will be credited).

V.10.5. - The Great Giana Sisters 3

Release Data\

Country	Name of Game	Date Released
North America	The Great Giana Sisters 3	1988
Europe	The Great Giana Sisters 3	1988

Number of Endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please
e-mail me (you will be credited).

=====
V.11. - *Atari*
=====

V.11.1. - Mario Bros.

Endings:

Um...this game doesn't have any...Mario Bros. was a puzzle game of sorts, in which, you jump around, avoid fireballs, run through pipes, and stomp troopas to gain points. The end is whenever you quit playing/die in the game.

-The above ending description was by Jelly Soup.-

-Thanks to dsmckenna@earthlink.net for informing me that Mario Bros. was also in Mario & Luigi: Superstar Saga.-

The only REAL difference between each version was a slight improvement in the graphics department. Other than that, the game was played the same way, every time.

=====
V.12. - *Amiga*
=====

V.12.1. - The Great Giana Sisters

Release Data\

Country	Name of Game	Date Released
North America	The Great Giana Sisters	1988

Level in the Giana Sisters Style. The SecondLevel is also an underground Level, just like in SMB1. But that's it, after this the Level design changes and giana Sisters starts becoming an independent game. But this and the other similarities (2 girls/2 brothers, Powerupball to destroy blocks/Powerupmushroom, Flash/Fireflower, cat enemies/Koopas, Dragonenemies/Bowser, and some I've missed) are the reason Nintendo started legal action against the game and got the game banned from stores and made it even more popular. Giana Sisters was only released on Systems, that Nintendo didn't release SMB on and had the message 'The brothers are history' on the cover. After the ban the gamers just copied the game and spread it this way.

The 2nd game was supposed to be called 'Giana in Futureworld' but was also banned by Nintendo. It finally got published as 'Hard 'n Heavy' but this game was not comparable to the 'original' Giana Sisters and even less to SMB.

====
V.13. - *DS*
====

V.13.1. - Super Mario 64 DS

Release Data\

Country	Name of Game	Date Released
North America	Super Mario 64 DS	11/20/04
Japan	Super Mario 64 DS	12/02/04

Number of Endings: 2

How ending is obtained: -Beat Bowser in the Dark World with less than 150 stars.

-Beat Bowser in the Dark World with 150 stars.

Ending description:

At the end the dialgoe for bowser is the mostly same as the N64 verson but if you have all 150 stars at the end he talks about the touch screen saying ''till then keep that touch screen smoken'' then at the end mairo grabs the star and flys awayback to the castle ground back on the bridge but instead all 4 charaters are there. peach comes out of the picture on top of the castle and says all of what she said on the N64 verson but instead of saying mairo she says yoishy. Also the two toads aren't there. Also at the credits are the same but on the touch sreen you can see the cake with in each new picture a new charater comes on the cake.

-The above ending description was by Zee Rizzuto <Zee_pso@msn.com-

V.13.2. - New Super Mario Bros.

Story: [EMERGENCY NEWS FLASH!

Princess Peach has been kidnapped! While enjoying a nice walk with Mario, the beloved ruler of the Mushroom Kingdom was whisked away by an unknown assailant. How could this happen with Mario around?

According to eyewitnesses, the walk was going swimmingly when Mario and the princess spotted smoke billowing out of Peach's Castle. The mustachioed marvel immediately jumped into action and sped off toward the fire. The moment he left her side, the princess vanished!

Who's behind Princess Peach's disappearance? Who's behind the attack on Peach's Castle? Are the two incidents related? Didn't Bowser Jr. once think Princess Peach might be his mother?

Looks like Mario's going to need all the Mega Mushrooms he can find to get to the bottom of this mess!]

|Release Data\

Country	Name of Game	Date Released
North America	New Super Mario Bros.	5/15/06
Europe	New Super Mario Bros.	6/30/06
Japan	New Super Mario Bros.	5/25/06

Number of Endings: 1

How ending is obtained: -Beat W8, Bowser's Castle, as either Mario or Luigi.

Ending description:

After defeating Bowser Jr. and flipping the switch to make Bowser fall, the usual "Peach is saved!" music plays as your final score totals. Afterwards, Peach slowly falls down from above and kisses Mario, says "Thank you!", and Mario says "Ohhhh!!!" The scene then circles over these two, and then, the credits play, with pictures of various levels that you've played. I guess that if you've never played them before and this is your 2nd time beating it, the pictures will have "NEW!!" on them. You can also tap the letters of the credits to make various sound effects and voices. After the credits, we see Bowser Jr. dragging Bowser elsewhere, looks at you, and says "Baahhh!!" then drags faster. The circle coases in on those two just like it did Peach and Mario, then the words "The End" appear on the bottom screen, while the Save prompt is on the Top Screen.

-Thanks to Wario Warrior for the release dates.-

-Thanks to tjoeb123 (GameSpot) for the story, ending requirements and ending description.-

V.14.1. - BS Super Mario USA

Release Data\

Country	Name of Game	Date Released
Japan	BS Super Mario USA	??/??/??

Number of endings: 1

How ending is obtained: -Beat Wart in the last level of world 8.

Ending description:

After beating Wart Mario (or whatever character you where playing as) goes into the next room, pulls the cork off the giant urn and set the Subcon free. The game then switches to a scene of the subcon dragging of Warts body and a counter showing how many times you played as each character through the course of the game appears. That scene is then show in a thought balloon above a sleeping Mario. He wakes up, then falls back to sleep (the whole game was a dream!). We then see some nice drawings of the different enemies and bosses scroll by with there names.

-The above ending description was by Jelly Soup.-

=====
V.15. - *iQue*
=====

V.15.1. - Super Mario 64

Number of Endings: 2

How ending is obtained: -Beat Bowser with between 70 - 119 stars.
(due to a glitch, 16 - 119 stars is possible)
-Beat Bowser with 120 stars.

Ending description:

Beat Bowser with between 70 and 119 stars:

Bowser lies on his back in the middle of the arena.

Bowser: Nooo! It can't be! You've really beaten me, Mario?! I gave those troops Power, but now it's fading away! Arrggghh! I can see peace returning to the world! I can't stand it! Hmmm . . . It's not over yet . . . C'mon troops! Let's watch the ending together! Bwa ha ha!

Bowser fades away, and a giant star appears in his place. Mario grabs the star and gets a wing cap. He flies off into the distance. Mario lands on the bridge in front of the castle and the wing cap disappears. Mario looks up and sees the star in front of Peach's stained glass window turn into Peach. She floats down, and lands between two Mushroom Retainers. Mario, taking off his hat and holding it in front of him, runs up to her. She opens her eyes and looks at him.

Peach: Mario! The power of the stars is restored to the castle. . . and it's all thanks to you! Thank you, Mario!
We have something special for you!

Peach leans down and kisses him on the nose. Mario jumps up and

puts on his hat.

Mario: Here we go!

Peach: Listen, everybody! Let's bake a delicious cake . . . for Mario.

Peach and the two Mushroom Retainers walk inside. Mario looks up at the sky.

Peach: Mario!

Mario runs inside. The screen pans up, showing several birds flying away. The credits appear, along with cameras going around the different levels. After the credits, Mario and Peach, between the two Mushroom Retainers, wave goodbye. Lakitu comes down and flies overhead as the screen fades. The screen shows a cake, with Peach and Mario at the top, and candy bar saying "Thank You" and a tea set surrounding it. It says "The End" at the bottom of the screen.

Mario: Thank you so much for-a playing my game.

Beat Bowser with 120 stars:

The only difference between the two endings is what Bowser says after being beaten.

Bowser lies on his back in the middle of the arena.

Bowser: Noooo! You've really beaten me this time, Mario! I can't stand losing to you! My troops . . . worthless! They've turned over all the Power Stars! What?! There are 120 in all??? Amazing! There were some in the castle that I missed??!! Now I see peace returning to the world . . . Oooo! I really hate that! I can't watch-I'm outta here! Just you wait until next time. Until then, keep that Control Stick smokin'! Bwaa ha ha!

-The above ending description is by Nate (World of Nintendo).-

-Thanks to caue.rego@gmail.com for the 16 stars bit.-

=====
V.16. - *Gamecube*
=====

V.16.1. - Super Mario Sunshine

STORY: [Close your eyes and imagine...soothing sunshine accompanied by the sound of waves gently breaking on the shore. High above, seagulls turn lazy circles in a clear blue sky. This is Isle Delfino.

Far from the hustle and bustle of the Mushroom Kingdom, this island resort glitters like a gem in the waters of a southern sea.

Mario, Peach, and a entourage of Toads have come to Isle Delfino to relax and unwind. At least, that's their plan...but when they arrive, they find things have gone horribly wrong...

According to the islands inhabitants, the person responsible for the mess has a round nose, a thin mustache, and a cap...

What? But...that sounds like Mario!?

The islanders are saying that Mario's mess has polluted the island

and caused their energy source, the Shine Sprites, to vanish.

Now the falsely accused Mario has promised to clean up the island, but...how?

Never fear! FLUDD, the latest invention from Gadd Science, Inc., can help Mario tidy up the island, take on baddies, and lend a nozzle in all kinds of sticky situations.

Can Mario clean the island, capture the villain, and clear his good name? It's time for another Mario adventure to get started!]

Release Data\

Country	Name of Game	Date Released
North America	Super Mario Sunshine	8/25/2002
Japan	Super Mario Sunshine	7/19/2002
Europe	Super Mario Sunshine	10/4/2002

Number of Endings: 1, but the endings will be longer if you have all the shinessprites.

How ending is obtained: -Beat Bowser without saving all the shinessprites.
-Beat Bowser after saving all the shinessprites.

Ending description:

Bowser and Bowser Jr. are blown away and the shinessprites start to restore light to the island. Bowser confesses to his son that Peach is not really his mom. Bowser Jr. says it's ok and tells him that they'll get Mario.

If you got between 50 and 118 Shine Sprites, you'll be presented with a scene where El Piantissimo finds the magic brush.

If you got 119 Shine Sprites, you'll be presented with a scene of every character is in front of the curtain in the casino at sirena beach, and at the bottom of the screen, there is text saying "Have a great vacation!"

-The above ending description was by Jelly Soup.-
-Thanks to cesarespalace@aol.com for correcting this.-

=====
V.17. - *Pinball*

=====
V.17.1. - Super Mario Brothers

Release Data\

Country	Name of Game	Date Released
---------	--------------	---------------

North Super Mario Brothers ??/??/??
America

Endings:

Well, as it's a pinball machine, it has no 'end'. I guess the games over when you run out of money.

V.17.2. - Super Mario Brothers 3

Release Data\

Country	Name of Game	Date Released
North	Super Mario	??/??/??
America	Brothers 3	

Endings:

You were expecting this one to have an ending, right? Sorry, pinball machines don't have an 'end'.

V.17.3. - Super Mario World

Release Data\

Country	Name of Game	Date Released
North	Super Mario World	1992
America		

Endings:

You really want an ending, don't you? I wish I could give you one, but pinball machine, endings, none, etc.

=====
V.18. - *WristWatch*
=====

V.18.1. - Super Mario Brothers

Release Data\

Country	Name of Game	Date Released
---------	--------------	---------------

Endings: I have very little information on this. From what I know, it's part of the Game & Watch series. If anyone has more information on this, please e-mail me (you will be credited).

Eknight01 (gamefaqs) says:

Obviously, there isnt much of an ending... it's a watch. You start out on the bottom right and jump and dodge your way up to Bowser, 3 levels up, on the top right, jumping over floor gaps and fireballs shot by piranah plants, never gets any harder, just keep racking up points.

V.18.2. - Super Mario Brothers 3

Endings: I have even less information on this than the last one. From what I know, it's part of the Game & Watch series. Matter of fact, I remember seeing one of these in Toys'R'Us when I was 5. If anyone has more information on this, please e-mail me (you will be credited).

From Tickolas (gamefaqs):

The goal of the game is basically to get from the top left corner of the LCD screen to the top right, while avoiding various obstacles and picking up a fire flower, which you then use to fry Bowser.

=====
V.19. - *CD-i*
=====

V.19.1. - Super Mario Wacky Worlds

Endings: The world will never know. Supposedly, this was going to be something like a hard version of Super Mario World (SNES). But, it was cancelled, the CD-i being the stupendous failure that it was.

=====
V.20. - *Wii*
=====

V.20.1. - Super Mario Galaxy

Release Data\

Country	Name of Game	Date Released
North America	Super Mario Galaxy	11/12/07
Japan	Super Mario Galaxy	11/01/07

Number of endings: 2

How ending is obtained: -Beat Bowser with 60-119 stars.
-Beat Bowser with 120-121 stars.

Ending description:

60-119 stars:

Bowser falls into the lava of his sun, then Mario flies through space with the Grand Star. Bowser Jr's ship drops Peach and Mario catches her, as she cries Mario's name. They fly together to the entrance of the castle. The view switches to Bowser's sun, which is collapsing due to the lack of Grand Star power. Bowser is walking on the rapidly-sinking rocks surrounding the sun, severely weakened.

Bowser: No! My galaxy! My empire! This can't be happening...

The camera pans out to view the sun collapsing into a giant black hole. Peach and Mario are getting ready to go back when their path breaks and the Grand Star is sucked into the black hole, along with them. As everything gets sucked in, Mario's Luma leaves his body, and flies into the black hole, along with all of the observatory's Lumas. The black hole turns into a giant tornado, which then explodes. Rosalina appears before Mario while he is flying through the cosmos.

Rosalina: Do you hear the baby stars? These newborns will grow up to become galaxies someday. When a star dies, it turns into stardust, which scatters through the cosmos. Eventually, this dust gathers to create a new star... And so the cycle of life continues. But the cycle never repeats itself in quite the same way.. So... You'll see. The screen whites out.

Mario awakens as a butterfly flies off of his cap. Sitting up, the camera swoops round the Town where the adventure began, complete with Peaches Castle. Bowser's airship is there, along with Bowser Jr. Dancing in the town are several of the NPCs from the game, including Toads, penguins and star bunnies. Fireworks are going off above the castle. The view switches back to Mario, where Peach and Bowser are waking up. Then all three characters look up to the observatory in the sky.

Rosalina: Yes... All new life... carries the essence of the stars... even all of you...

Mario looks upward again, spreading his arms wide, and shouts: "Welcome! Welcome new Galaxy!"

The camera pans out past the Mushroom Planet to show that all the galaxies have been re-created by the Lumas. Fade to credits.

120-121 stars:

At the end of the credits, Rosalina is seen walking on the first planet of the Gateway Galaxy, with three Yellow Lumas behind.

Rosalina: Thank you... I will watch over you from beyond the stars..

Rosalina flies up onto the observatory, and it turns into a comet before flying away. Then Mario's Luma is shown to be alive, living on the planet.

The ending is the same with Luigi, except Peach cries 'Luigi!' when he catches her.

-The above endings are by Midnarules (GameFAQs).-

=====
VI. - Friends n' Family - These games don't have Mario in the spot light.
No, here is where all his pals go.
=====

=====
VI.1. - *GameBoy*
=====

VI.1.1. - Wario Land 2

STORY: [One quiet morning, Wario was resting peacefully in bed. He was so tired from treasure-hunting that he did not hear the suspicious intruders enter his castle. Who were these mysterious characters, and why are they after Wario's treasure?

"Aaargh! I can't believe that Captain Syrup and the Black Sugar Gang have stolen my treasure! I am one angry Wario! I'm going to get my treasures back if it's the last thing I do!

"Wario Land 2 is much better than any of my previous games. Why, you ask? Because in this game, I am immortal! There is no Game Over! With multiple endings, you can play my game MANY times. Isn't that great?!"]

Release Data\

Country	-	Name of Game	-	Date Released
North America		Wario Land 2		1/01/98

Number of endings: 6

How ending is obtained: -Beat each path (all 5).
-Beat each path with all treasure and picture panels.

Ending description:

Invade Wario Castle:

Capitan Syrup and her crew are blasted out of Wario's Castle through the wall. The Skull coin on the front of the castle falls off and rolls away. Wario goes back to bed.

Ruins At The Bottom Of The Sea:

Capitan Syrup and her crew are blasted out of the ruins through the roof. Wario's treasure falls down and piles up behind him. He gives a quick thumbs up, grabs his treasure and swims back to his castle.

Mysterious Factory:

Capitan Syrup and her crew are blasted out of the factory. The treasure they were carrying falls to the ground. Wario gives a quick thumbs up, grabs the treasure and heads back to his castle.

Uncanny Mansion:

Capitan Syrup and her crew are blasted out of the Mansion. A pile of treasure falls behind Wario. He goes to get it, but a trap door opens up under his feet and he falls down into a bottomless pit. He then wakes up in his bed, a bit annoyed. We then see Capitan Syrup's hot air balloon heading to Wario's castle and some of she crew sneaking into his castle.

Syrup Castle:

Syrup Castle blows up, sending Capitan Syrup and her crew flying. Wario lands in the forest with his treasure. He gives a quick thumbs up, grabs his treasure and heads back to his castle.

Steal The Syrup's Treasure:

Wario hits a switch, making a big iron door open. Inside, he finds a giant bag of treasure. He gives a quick thumbs up, grabs the bag and starts off for his castle, a BIG Black Sugar Gang member giving following.

Boss and final images: <http://www.vgmuseum.com/end/gb/a/wario2.htm>

-The above ending description was by Jelly Soup.-

VI.1.2. - Super Mario Land 3: Wario Land

STORY: [Remember Super Mario Land 2: Six Golden Coins? Wario tried to take over Mario's castle, but he didn't have much luck. Wario, being the persistent guy he is, has not given up. Now, he wants a castle more than ever before.

One day, Wario was practicing being mean when he thought to himself, "Rumor has it that the pirates of Kitchen Island have stolen the giant golden statue of Princess Toadstool. Mario is looking for it but, if I find it first, I could cash it in for a princess' ransom. With that cash and the other pirates' other treasures and coins, I could buy a palace that is way bigger than Mario's pathetic excuse for a castle. Ga, ha, ha, ha...! What am I waiting for?

Full of confidence, Wario took off. He didn't even stop to think of how tough the Brown Sugar Pirates were. Their leader, Captain Syrup was known the world over for being a really rotten and ruthless guy.

Can Wario find the coins and treasures hidden on Kitchen Island? What will his new palace look like? Will he keep being so mean and ugly? Let's find out!

-With my 'body slam', I'm not afraid of pirates.

]

|Release Data\

Country	Name of Game	Date Released
North America	Super Mario Land 3: Wario Land	1994
Japan	Super Mario Land 3: Wario Land	1/21/94
Europe	Super Mario Land 3: Wario Land	5/13/94

Number of endings: 1

How ending is obtained: -Beat the Genie and collect all treasures.

Ending description:

After you beat the genie, the Princess will hit the lamp a couple times then run out of the room. She'll throw a bomb in the room just as Wario escapes down Mount Syrup or whatever with the lamp. On the ground, Wario wakes the genie and he comes out. The genie tells him he's got one wish. These thought clouds come out of Wario's head and he sees a castle. So he wants the genie to build him a castle with his money that he's collected through the game. (And trust me, without the treasures, it's nothing.) So he walks to the screen with the machine that tells you how much money you have. It'll add up the last of the money, including the treasures, and then it will rack up the last of it, giving you money bags. You go and give the money bags to the genie. He'll wave his hands and point to the side of the screen. Wario walks to the right side of the screen. Here's the tricky part.

1 money bag gets you a bird-house. Wario will frown and walk from side to side as the credits roll.

2 money bags gets you a little house out of small tree. He'll do the same ending as 1 money bag gets you.

3 money bags gets a motel-like mansion. He'll smile and do flips or something.

4 money bags gets you a huge castle. He'll smile, do back flips and walk from side to side. In any case, a W sign (meaning Wario) will float down from the sky and land on the building he has been made.

5 money bags gets you a big castle.

6 moneybags (get all treasures), Wario walks to the area where he receives his prize. There is nothing there. Wario floats upward and there is a planet with his face on it! Wario jumps up onto it and gives you a thumbs up, then the credits continue as usual.

-The above ending description is by Brad Rothwell.-

VI.1.3. - Wario Blast: Featuring Bomberman!

Story: [WARIO INVADES THE LAND OF THE MADBOMBERS!

Wario, in his constant search for new lands to conquer and treasures to gain, has found the extra-dimensional portal that links his world with the one that Bomberman inhabits. Thinking that the Madbombers will make a nice addition to his legions of mindless minions (as well as a new source of funds for his nefarious schemes), Wario steps through the gate... and soon finds that the Madbombers are not quite the dim-witted flunkies he originally thought them to be!

]

Release Data\

Country	Name of Game	Date Released
North America	Wario Blast: Featuring Bomberman!	November 1994

Number of endings: 2

How ending is obtained: -Beat all three phases of the final boss.

Ending description:

After defeating the boss, depending on who you beat the game with:

With Wario:

You see Wario on his motorcycle on the edge of a cliff looking to his right at an explosion off the side of the cliff.

The text is then written at the bottom of the screen:

"AN EXPLOSION OF EARTHQUAKE PROPORTIONS SIGNALS YOUR VICTORY."

With Bomberman:

You see Bomberman on his motorcycle on the edge of a cliff looking to his right at an explosion off the side of the cliff.

The text is then written at the bottom of the screen:

"AN EXPLOSION OF EARTHQUAKE PROPORTIONS SIGNALS YOUR VICTORY."

Afterwards, no matter which person you beat it with, the credits roll while bomberman drives to the left on a dirt path with rocks, and there is a desert background with mesas and clouds. After the credits, it says "THE END" and Wario and Bomberman chase each other back and forth across the screen on their motorcycles (still in the desert on the path.) When Wario chases Bomberman, Bomberman's eyes are bugging out like he's scared.

-The above ending description and story is by The Nintendo Master.-

VI.1.4. - Yoshi's Cookie

Release Data\

Country	Name of Game	Date Released
North America	Yoshi's Cookie	1993

Number of endings: 0
How ending is obtained: No ending, so.....
Ending description:

There is technicaly no ending to this game. If you finish 10 rounds, you move to another world, after each world Mario catches up to the cookie that rolled away.

-The above ending description is by pandafan93@yahoo.com.-

VI.1.5. - Tetris Attack

Release Data\

Country	Name of Game	Date Released
North America	Tetris Attack	August 1996
Japan	Yoshi no Panepon	10/26/96

Number of endings: ?
How ending is obtained: ?
Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

VI.2. - *GameBoy Advance*

VI.2.1. - Wario Ware. Inc.: Mega Microgame\$

Release Data\

Country	Name of Game	Date Released
North America	Wario Ware. Inc.: Mega Microgame\$	5/21/03
Japan	Made in Wario	3/21/03
Europe	Wario Ware, Inc: Minigame Mania	5/23/03

Number of endings: 1
How ending is obtained: -Beat the boss stage on Wario course.
Ending description:

Wario pops out of his computer, then there's a close up where he says,

everything! There must be some bonus rooms or scrapbook pictures you haven't found! Also, did you know if you get 90% of more, not that you can, you will be in for a hero's welcome.

A slide show starts, showing all the enemies, bosses and characters in the game.

Donkey Kong: Now that's all sorted, I'm going back to sleep.

Diddy Kong: You lazy ape, you are getting too old for this!

Candy Kong: You have done a great job, guys.

Funky Kong: Yeah, wicked, man!

K.Rool: Make yourselves at home!

Donkey Kong: K.ROOL!

K.Rool: Right. I have had enough of this. It's time for me to get going.

So you Kongs better got off my boat or else!

Diddy Kong: Or else what?!

K.Rool: I'll destroy DK Island. Awha ha haa!

Diddy Kong: You're bluffing lizard face.

Candy Kong: I don't think he is, sugar. Let's get off this manky ship.

Cranky Kong: I'm too old for this. See ya!

Funky Kong: I'm bailing out, dudes!

Donkey Kong: We will meet again, K.Rool.

Diddy Kong: I'm outta here!

they all jump ship

K.Rool: I'll be back!

K.Rool sails off into the sunset

Cranky Kong: Call that an ending? Looks like a cheap stunt setting up the story for the sequel!

Credits roll, The End

Standard Mode with 100% or less:

Same as the last ending, but this is added in:

Cranky Kong: What a player, DK/Diddy, my lad! You beat the Kremlings and found everything! You're nearly as good as I used to be!

Hero Mode:

Cranky Kong: Very good, Diddy. Who'd have thought a whippersnapper like you could beat that gang of horrid Kremlings? You have really surpassed yourself! Who knows? Maybe you'll make the sequel. What a hero you have turned out to be, Diddy. I can't believe you have found everything! Still, you are nowhere near as good as me! I could finish this game in less than ten minutes, no problem! Can you???

Credits roll, The End

-The above ending description was by Jelly Soup.-

VI.2.4. - Donkey Kong Country 2

|Release Data\

| Country | - | Name of Game | - | Date Released |

North America	Donkey Kong Country 2	11/15/04
Japan	Super Donkey Kong 2	7/01/04
Europe	Donkey Kong Country 2	6/25/04

Number of endings: ?
How ending is obtained: ?
Ending description: If you have one/know where I can find one, please
e-mail me (you will be credited).

VI.2.5. - Donkey Kong Country 3

|Release Data\

Country	Name of Game	Date Released
North America	Donkey Kong Country 3	11/07/05
Japan	Super Donkey Kong 3	12/01/05
Europe	Donkey Kong Country 3	???

Number of endings: ?
How ending is obtained: ?
Ending description: If you have one/know where I can find one, please
e-mail me (you will be credited).

VI.2.6. - Donkey Kong Coconut Crackers

-This game has been Canceled.-

INFO: Due to the way the game was set up, it would have been far too
awkward to play. The game was scrapped, but later revived by
Microsoft under the title 'It's Mr. Pants', which is also for the
GBA.

VI.2.7. - Classic NES Series: Donkey Kong

|Release Data\

Country	Name of Game	Date Released
North America	Classic NES Series: Donkey Kong	6/02/04

Japan Famicom Mini: 2/14/04
Donkey Kong

Europe Classic NES Series: 7/09/04
Donkey Kong

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please
e-mail me (you will be credited).

VI.2.8. - Wario Land 4

Release Data\

Country	-	Name of Game	-	Date Released
North America		Wario Land 4		11/18/01
Japan		Wario Land Advance		8/21/01
Europe		Wario Land 4		11/16/01

Number of endings: 1

How ending is obtained: Obtain all gems and beat the Golden Diva.

Ending description:

Wario gets his bag of loot and runs out the door barely making it with that strange cat that's been following him. The pyramid disappears and the cat transforms before your very eyes.

-The above ending description was by dabombchu@mindspring.com.-

VI.2.9. - WarioWare: Twisted!

Release Data\

Country	-	Name of Game	-	Date Released
North America		WarioWare: Twisted!		5/23/05
Japan		Mawaru Made in Wario		10/14/04
Europe		WarioWare: Twisted!		Winter 2006

Number of endings: 9 (1 per character/group).

How ending is obtained: -Beat Boss Microgame for each characters
section.

Ending description:

Wario Ending:

A mouse is sitting besides a clock laughing. The clock opens up and mini-warios come out. The mouse chases them around until they all join back into regular Wario. He then kicks the clock and it lands on the mouse. He then goes to a club and dances. A screen shows up and says "You cleared my stage, it's not like it was hard or anything. It's gonna' get a lot harder."

Mona Ending:

The dinosaur truck chasing mona slips on banana peel, Mona delivers her pizza and then goes to club sugar and dances.

Warioman Ending:

Wario is doing his victory pose in his Wario-Man outfit. The screen switches to a closeup.

Wario: FEAR MY SUPERNESS!!! Whaahahaha!

Dr. Crygor slips behind Wario-Man, and tosses him back into the Gravitator.

Dr. Crygor:What are you doing?

Wario: Leveling up! DUH!

Dr. Crygor: It's too powerful to be toyed with!

Wario: Not for me!

Dr. Crygor: Watch out!

Wario: Ugah!

A pair of rocket boosters pop out of the bottom of the Gravitator.

Dr. Crygor leaps back in surprise as it takes off.

Wario: Whahahaha! Later!

It shows Wario-Man launching into space. Dribble and Spitz drive past in their cab before Wario-Man flies into the scene, where the Gravitator transforms into a giant killer robot suit.

Wario: Whoa! Check ME out!

Orbulon's Oinker #2 then flies in. Kat and Ana, 9-Volt, 18-Volt, Mona, and Orbulon are on the ship.

Mona: Earth looks so pretty from up here...

The Oinker then encounters Wario-Man's new robot suit.

Wario: Huh?! Guys, I got a new suit!

Oinker: Attention! Attention! A foreign robot has been spotted! Attack!

Wario: What? Guys, it's me! ME!

But it's too late. The Oinker fires, blasting the suit to pieces.

Wario-Man falls. Back on the ship, Mona notices him.

Mona: Did you see something...that mustache looks familiar...WARIO?!

Wario: AAAAUUGGGGHHH!!!

The scene shifts to Dr. Crygor fishing outside his lab. Wario-Man crashes into the ocean.

Wario: I'm firing everyone.

The "credits" roll, which is really just all the characters in the game.

It cuts back to the scene with Dr. Crygor fishing. One of the "Spintendo Gameboy Advances" then drops into the ocean. Wario pops up with a smile on his face. The "Ending Screen" shows.

Wario: Whew. Superness is tiring. Keep playing! You never know what's gonna shake loose!

-The above ending descriptions are by apeterson@rtkmusic.ho8.com and rcscott1@charter.net.-

VI.2.10. - DK: King of Swing

Release Data\

Country	Name of Game	Date Released
North America	DK: King of Swing	9/19/05
Japan	Bura Bura Donkey	5/19/05
Europe	DK: King of Swing	2/04/05

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

VI.2.11. - Yoshi Topsy-Turvy

Release Data\

Country	Name of Game	Date Released
North America	Yoshi Topsy-Turvy	6/13/05
Japan	Yoshi no Banyuu Inryoku	12/09/04
Europe	Yoshi's Universal Gravitation	4/22/05

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

=====
VI.3. - *NES*
=====

VI.3.1. - Wario's Woods

Release Data\

Country	Name of Game	Date Released
North America	Wario's Woods	1994

Number of endings: 2

How ending is obtained: -Beat the last puzzle in A Mode.

-Beat the last puzzle in B Mode.

Ending description:

A Mode:

Wario appears, looking rather large

Wario: We're not through, Toad. I'll pummel you yet!

suddenly, Wario pops! Yeah, he wasn't really that big, it was just a trick. Toad starts to chase him, but he hops into a plane....which he then crashes into a tree. The End

B Mode:

Toad walks up to Wario

Wario: You haven't won yet, I'm becoming bigger, and stronger, and I will crush you!

suddenly, Wario pops! Yeah, he wasn't really that big, it was just a trick. Toad starts to chase him, but he hops into a plane....which he then crashes into a tree. The End

-The above ending description was by Jelly Soup.-

-Thanks to jodemo25@gulftel.com for the B Mode ending.-

VI.3.2. - Yoshi's Cookie

|Release Data\

Country	Name of Game	Date Released
North America	Yoshi's Cookie	1992
Japan	Yoshi no Cookie	11/21/92
Europe	Yoshi's Cookie	4/28/94

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

VI.3.3. - Donkey Kong

|Release Data\

Country	Name of Game	Date Released
North America	Donkey Kong	1985

Both Mario and Donkey Kong fall. Donkey Kong jr. caught his dad, while Mario slams head first into the ground.

Boss and Final Images: <http://www.vgmuseum.com/end/nes/a/dkjr.htm>

-The above ending was by Jelly Soup.-

VI.3.5. - Donkey Kong Jr. Math

|Release Data\
|

Country	Name of Game	Date Released
North America	Donkey Kong Jr. Math	1983
Japan	Donkey Kong Jr. no Sansuu Asobi	12/12/83

Number of endings: Zero.

How ending is obtained: -I can add it. I can add it five times.

Ending description:

Doesn't actually have an ending. it's just a never ending Math game. When you're finished with a round, Donkey Kong Jr. will dance a bit, but that's about it.

VI.3.6. - Donkey Kong 3

|Release Data\
|

Country	Name of Game	Date Released
North America	Donkey Kong 3	1984
Japan	Donkey Kong 3	7/04/84
Europe	Donkey Kong 3	9/15/87

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

VI.3.7. - Donkey Kong Classics

|Release Data\
|

Country	Name of Game	Date Released
North America	Donkey Kong Classics	1988
Japan	Donkey Kong Classics	8/10/89

Number of endings: 2

How ending is obtained: -Free Pauline in Donkey Kong.

-Free Donkey Kong in Donkey Kong jr.

Ending description:

Donkey Kong:

Donkey Kong walls down and lands on his head. Mario and Pauline make with the mushy stuff.

Donkey Kong jr.:

Both Mario and Donkey Kong fall. Donkey Kong jr. caught his dad, while Mario slams head first into the ground.

Boss and Final Images: http://www.vgmuseum.com/end/nes/b/dkcl_1.htm

-The above ending was by Jelly Soup.-

=====
 VI.4. - *Nintendo 64*
 =====

VI.4.1. - Yoshi's Story

STORY: [One day, it just happened...Something terrible came to pass at Yoshi's Island. The world became locked in a picture book! The Super Happy Tree was stolen, and this weakened all of the Yoshis. This foul crime could be the misdeed of none other than Baby Bowser!

At a remote edge of the island, six fresh eggs hatched. They seemed to be okay. Said one Baby Yoshi to the Little Yoshi, "Oh my! This is such a big problem for us, so newly hatched. What are we to do? We should all talk about this!"

After much discussion, they hatched a plan. By eating lots of fruit, they would be filled with happiness. With all of the Yoshis happy, certainly the world would return to normal. So off they went, headed for the last page of the picture book, the castle of Baby Bowser. When they got there, they would reclaim the Super Happy Tree!]

Release Data\

Country	Name of Game	Date Released
North America	Yoshi's Story	3/01/98

Japan	Yoshi's Story	12/21/97
Europe	Yoshi's Story	5/10/98

Number of endings: Many.....

How ending is obtained: -Beat Baby Bowser on page 6.

Ending description:

The story book the yoshis were trapped in will start at page 1 and continue through, telling the story from the level you beat on that page. after page 6 (where baby Bowser dies) you'll see all the yoshis jumping around their super happy tree. you saved them and the tree and the island and a whole hell of a lot of stuff. Yay! By this time, you're about to barf from the cutesy, happy music...but don't fret. the book closes and it says "the end" on the back. with a heart. Awwwww! credits role, cutesy music winds down, and then you get to see your score as well as the top 5 scores are shown. Yay!

-The above ending description was by screamingshadows@sailormoon.com.-

VI.4.2. - Donkey Kong 64

|Release Data\

Country	Name of Game	Date Released
North America	Donkey Kong 64	10/31/99
Japan	Donkey Kong 64	12/10/99
Europe	Donkey Kong 64	12/06/99

Number of endings: 2

Obtained: 1. 100% or less completion.

2. 101% completion.

Description:

Ending One:

After beating K.Rool, it shows a scene with Chunky Kong, (since he is the last kong to fight K.Rool) waving to an audience in the center of a boxing ring. Behind him is an unconcious K.Rool with a black eye. K.Rool then wakes up and tries to sneak an attack on Chunky Kong from behind but he hears laughter which distracts him. He turns around to see, at the exit, Candy Kong, who then begins to flirt and tease K.Rool (sickening yet true). Hearts pop into K.Rools eyes and he begins to drool over Kandy Kong as she continues to flirt with him at a distance. From the other exit on the other side of the room Funky Kong arrives with a large missile launcher with a large boot for a missile. He aims it at K.Rool and nails him in the butt sending him flying out of his base and into the ocean. Then the credits begin to roll, showing the entire Kong cast and their animal enjoying themselves in their jungle habitat, some parts very hilarious. At the end it shows all the kongs riding on K.Lumsy as he back stroke across the ocean into the sunset.

Ending Two:

This ending is only available when you get all the banana faeries. The queen will give you a banana with a RARE logo. It basically ends the same way as the above but there is an added ending where Kranky runs a talent show and you can watch plenty of hilarious scenes.

-Thanks to shadowblade_warrior for the above endings.-

=====
VI.5. - *Super Nintendo*
=====

VI.5.1. - Yoshi's Cookie

Release Data\

Country	Name of Game	Date Released
North America	Yoshi's Cookie	1993
Japan	Yoshi no Cookie	7/09/93

Number of endings: 4

How ending is obtained: -Beat Action Mode at level 10.
-Beat Action Mode at level 99.
-Beat Vs. Mode.
-Beat Puzzle Mode.

Ending description:

Beat Action Mode at level 10:

Mario walks out of the Cookie Factory and gives the thumbs up. One of the cookies falls off the sign and rolls away. Mario goes after it, into a canyon where he and Yoshi corner it. Your score is displayed and Mario, Yoshi and the cookie all dance. Bowser and Peach join them as cookies rain from the sky.

Narrator: Congratulations!! You've proven that you're a power player!
Here are a few select instructions that will give you access to our experts only game. Ready? Ok return to the menu screen and follow these instructions: A. Set Round to 10. B. Set Speed to High. C. Set Music to Off. Now press "L" "R" "Select" and Start button on 2p controller. Now you can select "Round 11"
Ok?
Good luck!!

Beat Action Mode at level 99:

Mario walks out of the Cookie Factory and gives the thumbs up. One of the cookies falls off the sign and rolls away. Mario goes after it, into a canyon where he and Yoshi corner it. Your score is displayed and Mario, Yoshi and the cookie all dance. Bowser and Peach join them as cookies and various enemies rain from the sky.

Beat Vs. Mode:

Your character is displayed in a box marked WIN. The crowd (who seem to have appeared out of know where) cheers. The word 'CONGRATULATIONS' appear in the background.

Beat Puzzle Mode:

The word 'CONGRATULATIONS' is shown, with a picture of Mario (wearing the Magic Cape) and Yoshi (with the Yoshi wings) flying over a map of the area.

-The above ending description was by Jelly Soup.-

VI.5.2. - Yoshi's Safari

Release Data\

Country	Name of Game	Date Released
North America	Yoshi's Safari	1993
Japan	Yoshi no Road Hunting	7/14/93
Europe	Yoshi's Safari	1993

Number of endings: 1

How ending is obtained: -Beat Bowser.

Ending description:

Prince: Thanks for saving me Mario! Princess Peach told me about you. You are such a brave man. Now, with the gems you collected, we can return peace to this land. Throw the gems above your head, and look up toward the sky. The secret power of the gems, will make the worlds one again.

Mario throws the gems into the sky and they restore the world.

King: Oh! Thank you for saving this world. I don't know how to thank you...

Prince: Thank you so much. The two worlds, have become on. Everything I have, I owe to you. Next time you come to visit, please bring Princess Peach.

King: Please be careful on your way home.

Narrator: After restoring peace to Jewelry Land, Mario and Yoshi returned to the Mushroom World. There Princess Peach awaits. But, what has become of Bowser? He has taken the Koopalings and returned to whence they came. This story is now over.

Boss and final images: <http://www.vgmuseum.com/end/snes/a/yoshisafari.htm>

-The above ending description was by Jelly Soup.-

VI.5.3. - Donkey Kong Country

|Release Data\

Country	Name of Game	Date Released
North America	Donkey Kong Country	11/25/94
Japan	Super Donkey Kong	11/26/94
Europe	Donkey Kong Country	11/24/94

Number of endings: 2

How ending is obtained: -Beat the game with 100%.

-Beat the game with 99% or less.

Ending description:

The following is seen at the start of either ending:

Cranky Kong: Well done Donkey my boy! Who'd have thought a young whippersnapper like you couldn't be beaten that bunch of no good Kremlings? You've made an old man proud! Go and look in your hoard, I think you'll be in for a surprise!

Beat the game with 100%:

Cranky Kong: What a player you are, Donkey my lad! You've beaten the Kremlings, and found absolutely everything! You're nearly as good as I used to be!

cut to the Banana Hoard, everyone is happy, cast of characters roll by, Donkey and Diddy play around a bit, credits roll, The End.

Beat the game with 99% or less:

Cranky Kong: If I had been playing, I'd have found everything! I'm sure there must be some bonus rooms you haven't found!

cut to the Banana Hoard, everyone is happy, cast of characters roll by, Donkey and Diddy play around a bit, credits roll, The End.

-The above ending description was by Jelly Soup.-

VI.5.4. - Donkey Kong Country 2: Diddy's Kong Quest

|Release Data\

Country	Name of Game	Date Released
North America	Donkey Kong Country 2: Diddy's Kong Quest	11/20/95
Japan	Super Donkey Kong 2: Dixie & Diddy	11/21/95

Number of endings: 3

How ending is obtained: -Beat K.Rool without getting all the Hero Coins.
-Beat K.Rool with all Hero Coins.
-Beat the Lost World.

Ending description:

Beat K.Rool without getting all the Hero Coins:

K.Rool falls off the blimp and lands in the water

Cranky Kong: I knew you'd do it, Diddy m'boy, but how could you fail having learned all you know from old Cranky here? You've rescued that lazy grandson of mine, and dumped K.Roll in his own filthy swamp. Not bad for a novice! Of course, if I'd been playing, I'd have made sure that K.Rool never tries a cheap trick like this again! I reckon I'd have found all the Kremkoins and completed the so called 'Lost World'. Oh well, can't expect everything from your first game, can we? One more thing, how many of my special Video Game Hero Coins did you find? A real player, such as myself, would have found plenty, I'm sure. Let's see how well you did, eh?

cut to Cranky's Video Game Heroes

Cranky: Well, i've got a second screen, and about time too. Now, shut up everyone while I read the eagerly awaited results of my prestigious Video Game Hero Awards.....Hmmm...not too good at finding my coins, are you sonny? You might be a hero, but you've got some catching up to do, yes siree! If you want to look at your limited progress on this screen, press the top left and right buttons while you are on any of the map screens. Now buzz off and see if you can find some more of my coins, which I very much doubt you will.

cut to character slide show, credits roll, The End.

Cranky: Hey! What are you waiting for? There ain't no secret stuff hidden here, sonny! There is, however, a couple of special features on the game selection page, though I'm sure they're of little use. To find these silly options, press down lots of times, but if I were you, I wouldn't bother. Now switch this cartridge off and let me get some sleep. I reckon I've earned it!

Beat K.Rool with all Hero Coins:

K.Rool falls off the blimp and lands in the water

Cranky Kong: I knew you'd do it, Diddy m'boy, but how could you fail having learned all you know from old Cranky here? You've rescued that lazy grandson of mine, and dumped K.Roll in his own filthy swamp. Not bad for a novice! Of course, if I'd been playing, I'd have made sure that K.Rool never tries a cheap trick like this again! I reckon I'd have found all the Kremkoins and completed the so called 'Lost World'. Oh well, can't expect everything from your first game, can we? One more thing, how many of my special Video Game Hero Coins did you find? A real player, such as myself, would have found plenty, I'm sure. Let's see how well you did, eh?

cut to Cranky's Video Game Heroes

Cranky: Well, i've got a second screen, and about time too. Now, shut up everyone while I read the eagerly awaited results of my prestigious Video Game Hero Awards.....I'm not afraid to admit it, Diddy m'boy. Even I'm wrong occasionally. You're as big a hero as they com. You must take after me and Donkey. Well Done! If you want to look at your limited progress on this screen, press the top left and right buttons while you are on any map screens. Now buzz off and see if you can find some more of my coins, which I very much doubt you will.

cut to character slide show, credits roll, The End.

Cranky: Hey! What are you waiting for? There ain't no secret stuff hidden here, sonny! There is, however, a couple of special features on the game selection page, though I'm sure they're of little use. To find these silly options, press down lots of times, but if I were you, I wouldn't bother. Now switch this cartridge off and let me get some sleep. I reckon I've earned it!

Beat the Lost World:

K.Rool lands in the core, and the island starts to fall apart

Cranky: N-n-nice going k-kid! I-I reckon only a t-t-true video g-game hero would h-have f-f-finished it all! L-let's get out of t-this miserable d-dump, and g-get back t-t-to D-Donkey K-K-Kong Island! Back to see me again, eh, sonny? Let's see if you've improved your hero status, shall we? I'm not afraid to admit it, Diddy m'boy. Even I'm wrong occasionally. You're as big a hero as they come. You must take after me and Donkey. Well Done!

Donkey, Dixie and Donkey all watch as the island blows up. K.Rool is seen sailing off.

-The above ending description was by Jelly Soup.-

VI.5.5. - Donkey Kong Country 3: Dixie Kong's Double Trouble

|Release Data\

Country	Name of Game	Date Released
North America	Donkey Kong Country 3: Dixie Kong's Double Trouble	11/22/96
Japan	Super Donkey Kong 3: Nazo no Krems Shima	11/23/96
Europe	Donkey Kong Country 3: Dixie Kong's Double Trouble	12/19/96

Number of endings: 2

How ending is obtained: -Beat the game without all the Banana Birds.
-Beat the game with all the Banana Birds.

Ending description:

Beat the game without all the Banana Birds:

Donkey: Wwoohh Wwoohh!! My head...what happened...One minute I was dreaming.....about the world's biggest pile of bananas..... the next I was a power crazed madman!

Diddy: Hey, don't worry, Donkey...Thanks to Dixie, it's over! I'm impressed!

Donkey: I bet even Cranky would be after that performance!

Cranky: Nope, not really!

Dixie: Right - you go this way, Kiddy, and I'll got that way!

Cranky: You wouldn't hit a guy with glasses, would ya??

character slide show plays, credits roll, The End.

Beat the game with all the Banana Birds:

Wrinkly: My word, they seem very excited! It looks as if they want to take you for a ride! Go on, Kiddy, don't worry about your boat - I'll get Cranky to fetch it for you!

the Banana Birds fly Kiddy up the Banana Bird gate

Banana Bird Queen: You did it, you did it! You've found all of my children. At last I can be freed from K.Rool's spell.

the gate lowers and the sunshines

Banana Bird Queen: Oh I'm so happy that we're a family again, and it's all thanks to you, Kiddy. Now, as I promised, it's time to fulfil my half of the bargain and teach K.Rool a lesson he'll never forget!!!

The Banana Bird Queen flies over K.Rool and drops a HUGE egg on his head, stopping him from escaping. The End.

-The above ending description was by Jelly Soup.-

VI.5.6. - Wario's Woods

Release Data\

Country	Name of Game	Date Released
North America	Wario's Woods	1993

Number of endings: 1

How ending is obtained: Beat Level 99.

Ending description:

You see toad in front of warios castle, Wario is circling around in a plane above the castle. Toad throws a bomb at the castle causing it to implode. A message scrolls up the screen that says.

Wario's Woods is Finally at peace.

The monsters have awakened from the nightmare that wario inspired.

Now all creatures live together peacefully in the forest.

The End.

The game then continues at level 100. All the levels are predetermined and repeat after the last pattern. Only the basic enemies show up.

-Thanks to esoterik (via e-mail) for the above.-

VI.5.7. - Tetris Attack

Release Data\

Country	Name of Game	Date Released
North America	Tetris Attack	1996
Europe	Tetris Attack	11/28/96

Number of endings: 6

How ending is obtained:

- Beat Bowser on Versus Mode without losing a round.
- Beat Bowser on Versus Mode with losing a round.
- Beat Bowser on Stage Clear Mode.
- Beat Standard Puzzle Mode.
- Beat Extra Puzzle Mode.
- Score 99999 in Endless Mode. (Right?)

Ending description:

Beat Bowser on Versus Mode without losing a round:

Bowser: Arrrrghhh!! How could I lose...How can this be? What could I have been thinking? Why did I start a fight I could not win? I have been so completely beaten, and by a Yoshi! I had no idea a simple Yoshi could be so strong. Gyaaaaaaahhhhh!!!

Bowser's island vanishes

Yoshi: (only if you played as him) We did it! Our world will now return to normal.

Gargantua Blargg: (only if you played as him) Whew, it's finally over. I raised such a sweat.

Lakitu: (only if you played as him) I am so excited! We have done it. I can play once again in the peacefu sky.

Bumpy: (only if you played as him) Yahoo! We did it. I'm so, so, so hap-hap-happy!

Flying Wiggler: (only if you played as him) How nice it is. I just can't wait 'till tomorrow...I'll get to float again among the lovely flowers.

Poochy: (only if you played as him) Woof, woof, woof! I'm a good dog! A-rooooooohhhh!!

Lunge Fish: (only if you played as him) That Bowser sure was a toughit...Gosh oh golly, why am I suddenly sooo hungry?

Froggy: (only if you played as him) Ribbet...I'm so happy. Ribbet, ribbet!

Raphael The Raven: (only if you played as him) Caww! Caww!
We did it - caww. We did it - caww.

Yoshi: Wait a moment! Who's coming?

Little Yoshi: Youch!!

Lakitu: Oh my! If it isn't Little Yoshi!

Bumpy: Yoohoo! It's Little Yoshi...Let's go play!

Little Yoshi: Hey you Koopa! I can beat you - bring it on!

Yoshi: Don't worry about Bowser little one.

Little Yoshi: What? Please say you're kidding me...It's not fair...I was gonna show you how cool I am.

Poochy: Woof, WOOF! You can depend on me. A-roooohhhh!!

Flying Wiggler: That Little Yoshi, he's SO cool.

Froggy: Ribbet, ribbet. For someone who's not a frog, ribbet, I sure do admire the little guy. Ribbet, ribbet.

Little Yoshi: Oh well!! I guess it's OK. I don't have to be the star every time.

Gargantua Blargg: Now, I can just sit back...sit back and re-lax.

Lunge Fish: Well, I guess I'll just be takin' a nap then...

Raphael The Raven: Caww, caww! Little Yoshi's it! Little Yoshi's it!

Little Yoshi: I'm not afraid of the big bad Bowser...

Yoshi: Ha-ha-HAH! YES!! Working together...We have nothing to fear. We can protect the peace of our world together.

Little Yoshi: You are so right.

Yoshi: Together we can protect the peace of Yoshi's Island. Together we own our world. Ha-ha-HAH! Now, let's go play, together. Together under the clearest of blue skies.

Credits roll. The End.

Beat Bowser on Versus Mode with losing a round:

Bowser: Arrrrghhh!! How could I lose...Just you wait...Wait and see! I'll return soon to teach you once and for all. Gyaaaaaaahhhhh!!!

Bowser's island vanishes

Yoshi: (only if you played as him) We did it! Our world will now return to normal.

Gargantua Blargg: (only if you played as him) Whew, it's finally over. I raised such a sweat.

Lakitu: (only if you played as him) I am so excited! We have done it. I can play once again in the peacefu sky.

Bumpty: (only if you played as him) Yahoo! We did it. I'm so, so, so hap-hap-happy!

Flying Wiggler: (only if you played as him) How nice it is. I just can't wait 'till tomorrow...I'll get to float again among the lovely flowers.

Poochy: (only if you played as him) Woof, woof, woof! I'm a good dog! A-rooooooohhhh!!

Lunge Fish: (only if you played as him) That Bowser sure was a toughit...Gosh oh golly, why am I suddenly sooo hungry?

Froggy: (only if you played as him) Ribbet...I'm so happy. Ribbet, ribbet!

Raphael The Raven: (only if you played as him) Caww! Caww!
We did it - caww. We did it - caww.

Yoshi: Wait a moment! Who's coming?

Little Yoshi: Youch!!

Lakitu: Oh my! If it isn't Little Yoshi!

Bumpy: Yoohoo! It's Little Yoshi...Let's go play!

Little Yoshi: Hey you Koopa! I can beat you - bring it on!

Yoshi: Don't worry about Bowser little one.

Little Yoshi: What? Please say you're kidding me...It's not fair...I was gonna show you how cool I am.

Poochy: Woof, WOOOF! You can depend on me. A-roooohhhh!!

Flying Wiggler: That Little Yoshi, he's SO cool.

Froggy: Ribbet, ribbet. For someone who's not a frog, ribbet, I sure do admire the little guy. Ribbet, ribbet.

Little Yoshi: Oh well!! I guess it's OK. I don't have to be the star every time.

Gargantua Blargg: Now, I can just sit back...sit back and re-lax.

Lunge Fish: Well, I guess I'll just be takin' a nap then...

Raphael The Raven: Caww, caww! Little Yoshi's it! Little Yoshi's it!

Little Yoshi: I'm not afraid of the big bad Bowser...

Yoshi:

Little Yoshi: What's wrong?

Yoshi: It's not quite right...Hmm.....Have we been the best we can be? We can't just beat Bowser. We must crush him! We can't just be strong. We must be strongest.

Little Yoshi: I can be stronger too...

Yoshi: Hey everyone! Let's show how strong we can be.

Credits roll, The End

Beat Bowser on Stage Clear Mode:

The credits roll, as pictures of the various stages in the game scroll by.

Beat Standard Puzzle Mode:

The credits roll, with a nice island picture in the background. Little bubbles float up into the sky.

Beat Extra Puzzle Mode:

Same as the last one, but the island picture is at dusk.

Score 99999 in Endless Mode:

CONGRATULATIONS!

credits roll

-The above ending description was by Jelly Soup.-

=====
VI.6. - *GameBoy Color*
=====

VI.6.1. - Wario Land 2

STORY: [One quiet morning, Wario was resting peacefully in bed. He was so tired from treasure-hunting that he did not hear the suspicious intruders enter his castle. Who were these mysterious characters, and why are they after Wario's treasure?

"Aaargh! I can't believe that Captain Syrup and the Black Sugar Gang have stolen my treasure! I am one angry Wario! I'm going to get my treasures back if it's the last thing I do!

"Wario Land 2 is much better than any of my previous games. Why, you ask? Because in this game, I am immortal! There is no Game Over! With multiple endings, you can play my game MANY times. Isn't that great?!"]

|Release Data\

Country	Name of Game	Date Released
North America	Wario Land 2	3/31/99
Japan	Wario Land 2	10/21/98

Number of endings: 6

How ending is obtained: -To get the first 5, beat each path.
-To get the last, beat each path, find all of Wario's treasure and get all the picture panels.

Ending description:

Invade Wario Castle:

Capitan Syrup and her crew are blasted out of Wario's Castle through the wall. The Skull coin on the front of the castle falls off and rolls away. Wario goes back to bed.

Ruins At The Bottom Of The Sea:

Capitan Syrup and her crew are blasted out of the ruins through the roof. Wario's treasure falls down and piles up behind him. He gives a quick thumbs up, grabs his treasure and swims back to his castle.

Mysterious Factory:

Capitan Syrup and her crew are blasted out of the factory. The treasure they were carrying falls to the ground. Wario gives a quick thumbs up, grabs the treasure and heads back to his castle.

Uncanny Mansion:

Capitan Syrup and her crew are blasted out of the Mansion. A pile of treasure falls behind Wario. He goes to get it, but a trap door opens up under his feet and he falls down into a bottomless pit. He then wakes up in his bed, a bit annoyed. We then see Capitan Syrup's hot air balloon heading to Wario's castle and some of she crew sneaking into his castle.

Syrup Castle:

Syrup Castle blows up, sending Capitan Syrup and her crew flying. Wario lands in the forest with his treasure. He gives a quick thumbs up, grabs his treasure and heads back to his castle.

Steal The Syrup's Treasure:

Wario hits a switch, making a big iron door open. Inside, he finds a giant bag of treasure. He gives a quick thumbs up, grabs the bag and starts off for his castle, a BIG Black Sugar Gang member giving following.

Boss and final images: <http://www.vgmuseum.com/end/gb/a/wario2.htm>

-The above ending description was by Jelly Soup.-

VI.6.2. - Wario Land 3

|Release Data\

| Country | - | Name of Game | - | Date Released |

North America	Wario Land 3	6/01/00
Japan	Wario Land 3	3/21/00
Europe	Wario Land 3	4/14/00

Number of endings: 1

How ending is obtained: -Beat Hidden Figure.

Ending description:

A storm of stars shoot out of the Temple and all the monsters turn into people.

Old Man: Thank you very much!! Long ago, this was a peaceful world. But that meddlesome being appeared and tried to take control. We managed to seal away his power in the 5 music boxes, but he used the last of his power to change us into strange beings. Fearing his return, we tried to stop you, but we never thought you would defeat him! Thank you very much. So, we give you all the treasure you have collected so far. Now then, let me send you back to your own world.

Old Man works some magic and Wario lands on him bum in the forest. Then, a big bag of treasure appears in front of him. He holds it up, thumbs up and the credits roll.

Boss and final images: <http://www.vgmuseum.com/end/gbc/b/wario3.htm>

-The above ending description was by Jelly Soup.-

VI.6.3. - Donkey Kong Country

Release Data\

Country	-	Name of Game	-	Date Released
North America		Donkey Kong Country 2		2000

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

VI.6.4. - Donkey Kong Country 2

Release Data\

Country	-	Name of Game	-	Date Released
North America		Donkey Kong Country		11/04/00
Japan		Donkey Kong 2001		1/21/01

Number of endings: ?

How endings is obtained: ?

Ending description: If you have one/know where I can find one, please
e-mail me (you will be credited).

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VI.7. - *Nintendo DS*

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VI.7.1. - WarioWare: Touched!

STORY: [WA HAH HAH HAH! I'm filthy, dirty, gut-churngy rich!! It's all thanks to WarioWare Inc's sucess! That still hasn't stopped me from swiping stuff. Just the other day, I piffered a couple of portable game systems! Well, then I fell and dropped in a manhole. This old guy popped out and asked me if I dropped those two systems or this other system I'd never seen before. I lied and took them both!

ARRRGGG!

How do I work this thing?! It's got two screens! Wait...I can use this weird little stick on the screen to play! This is actually fun! I've got it-I'll trick people to make me a bunch of microgames for free, and then I'll sell'em to the masses. With two screens, I'll make twice as much money! CHA-CHING!]

Release Data\

Country	Name of Game	Date Released
North America	WarioWare Touched!	2/14/05
Europe	WarioWare Touched!	3/11/05
Japan	Sawaru Made in Wario	12/02/04

Number of Endings:1

How to get the endings: -Beat the boss on Wario-Man's stage.

Ending description:

Wario-man laughs "Bwahahaha!!!" He tries to fly, but it looks like he's swinning. He then says he's "Stouter than an iron burrito!" "Stuider than a snow tire!" "I am...Wario-Man!" He then sees a train and says its no match for him. He tries to stop it, but, stupidily, with no luck. He is sent flying, saying "LAMMEE!!!!!!". Then, a list of characters is displayed (in the same style as credits). We are now at the toy store with a guy saying that WarioWare:Touched! is flying out of stores! It's another smash hit for Wario. Wario then lands (in his PJs) in the same hole he lands in the intro and the guy that comes out and hits him. The bottom screen then shows a picture of Wario and it says "Arrgh..... You won?"

You've been eating garlic!" Then, you're either returned to the Games menu or the Options menu (if you chose to view this scene there, which is what I did).

-Thanks to tjoeb123 (GameSpot) for the above ending description and story.-

VI.7.2. - Yoshi Touch 'n Go

|Release Data\
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Country	Name of Game	Date Released
North America	Yoshi Touch 'n Go	3/14/05
Europe	Yoshi Touch 'n Go	5/6/05
Australia	Yoshi Touch 'n Go	3/21/05
Japan	Catch! Touch! Yoshi!	1/27/05

Number of Endings: 0(?)

How to get the endings: -You play till you die or run out of time.

Ending description: ?

-Thanks to tjoeb@comcast.net for this.-

VI.7.3. - Super Princess Peach

|Release Data\
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Country	Name of Game	Date Released
North America	Super Princess Peach	2/27/06
Europe	Super Princess Peach	5/26/06
Japan	Super Princess Peach	10/20/05

Number of Endings: 1

How to get the endings: Save Mario.

Ending description:

After Bowser is defeated Peach uses Perry, and whacks Bowser like a baseball player and sends him flying, and you'll see a group of pidgets forming a line holding the words: "Nice shot!!" So Perry unlocks Mario's cage.

Peach: Mario!

So Peach, and Luigi heads toward Mario but Peach knocks him out of the way until he hits the walls and then his face on the floor. I betcha it's

gotta hurt, but it's funny like that. Now witness the re-union of Mario and Peach, and see them along with two toads an Perry, he doesn't change into his true form 'cause that actually stinks, but never mind about that junk just see the rest of the ending and the credits of this game, but before that, here's what the narrator has to say:

Narrator: The Vibe Scepter has strange and mysterious powers, that's for sure... So, how did YOU feel about this last adventure? One thing about that sceptor: No one knows who created it or why, but... Somewhere, someone might possibly be using it right now..... What? Your dad got mad at you the other day, you say? Your mom's been laughing happily alot? Maybe... Just Maybe... the Vibe Scepter is hidden away in your house somewhere...

-The above ending description is by LRM.-

VI.7.4. - Yoshi's Island DS

|Release Data\

Country	Name of Game	Date Released
North America	Yoshi's Island DS	2006
Japan	Yoshi's Island DS	2006
Europe	Yoshi's Island DS	2006

Number of Endings: 1 (that I know of)

Obtained: -Beat Giant Bowser

Description:

=This ending is incomplete. If you have the means to complete it, please e-mail me (you will be credited).=

Before the credits role, more information about the Star Children is revealed. A baby Yoshi was one of the Star Children and that Baby Bowser was as well one of them. While the credits are rolling the top screen shows all babies getting carried by the stork back to their home. Mario and Luigi go back to a Mushroom house, Peach goes back to the castle, Baby DK goes back to his house in the jungle and Wario is not delivered home but left in a big treasure chest full of money and gold floating on top of some logs in the middle of the ocean. A stork stays to take care of him (or at least just stands watching him). The Toadies are carrying the unconscious Bowser, followed by Kamek with Baby Bowser trying to hold on to Kamek's broomstick. However a rock coming out of nowhere lands on Baby Bowser making him fall right in Baby Wario's treasure chest! Baby Wario and Baby Bowser start fighting.

-Thanks to Superluigi821 (Super Mario Wiki) for this.-

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VI.8. - *iQue*

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VI.8.1. - Yoshi's Story

STORY: [One day, it just happened...Something terrible came to pass at Yoshi's Island. The world became locked in a picture book! The Super Happy Tree was stolen, and this weakened all of the Yoshis. This foul crime could be the misdeed of none other than Baby Bowser!

At a remote edge of the island, six fresh eggs hatched. They seemed to be okay. Said one Baby Yoshi to the Little Yoshi, "Oh my! This is such a big problem for us, so newly hatched. What are we to do? We should all talk about this!"

After much discussion, they hatched a plan. By eating lots of fruit, they would be filled with happiness. With all of the Yoshis happy, certainly the world would return to normal. So off they went, headed for the last page of the picture book, the castle of Baby Bowser. When they got there, they would reclaim the Super Happy Tree!]

Number of endings: Many.....

How ending is obtained: -Beat Baby Bowser on page 6.

Ending description:

The story book the yoshis were trapped in will start at page 1 and continue through, telling the story from the level you beat on that page. after page 6 (where baby Bowser dies) you'll see all the yoshis jumping around their super happy tree. you saved them and the tree and the island and a whole hell of a lot of stuff. Yay! By this time, you're about to barf from the cutesy, happy music...but don't fret. the book closes and it says "the end" on the back. with a heart. Awwwww! credits role, cutesy music winds down, and then you get to see your score as well as the top 5 scores are shown. Yay!

-The above ending description was by screamingshadows@sailormoon.com.-

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VI.9. - *Gamecube*

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VI.9.1. - WarioWare Inc.: Mega Party Game\$

|Release Data\

Country	Name of Game	Date Released
North America	WarioWare Inc.: Mega Party Game\$	4/06/04
Japan	Atsumare!! Made in Wario	10/17/03
Europe	WarioWare Inc.: Mega	9/03/04

Number of endings: 2

How ending is obtained: -Normal Ending: Complete the bottom single player mode.
-Staff Roll: Unlocked after playing Time Attack in single player mode.

Ending description:

Normal ending:

It starts by showing Mona driving along on her moped. After showing it in 3 separate segments, she hits a soccer ball. After that, it shows the soccer ball falling through the chimney of Wario Ware Inc. Wario is inside, looking at his broken TV, when the soccer ball lands on the TV. Wario looks startled. After that, the game zooms in on the TV screen to show what looks like a dancing green elephant. The words "All Better!" flash across Wario's face, and the screen fades and shows us the Sora Sora diner. The diner door opens, and Mona, who is standing inside, says "Welcome!" After that, the same cast music from the GBA version is played, and each time it mentions a character name, it shows that character saying various things. At the very end, it shows Wario. He hogs the camera for a bit, then its over. After that, 5 new single player modes are unlocked.

Staff Roll:

Basically, it's like a normal staff roll but in game form. You shoot the "?" marks to reveal the credits, and in between each name it shows the dancing bunnies that tried to help Orbulon in the original Wario Ware game.

-The above ending descriptions was by hypertails86@hotmail.com.-

VI.9.2. - Luigi's Mansion

STORY: [One day, Luigi received an unexpected message: You've won a huge mansion! Naturally, he got very excited and called his brother, Mario. "Mario? It's me, Luigi. I won myself a big mansion! Meet me there and we'll celebrate, what do you say?"

Luigi tried to follow the map to his new mansion, but the night was dark, and he became hopelessly lost in an eerie forest along the way. Finally, he came upon a gloomy mansion on the edge of the woods. According to the map, this mansion seemed to be the one Luigi was looking for. As son as Luigi set foot in the mansion, he started to feel nervous. Mario, who should have arrived first, was nowhere to be seen. not only that, but there were ghosts in the mansion!

Suddenly, a ghost lunged at Luigi! "Mario! Help meee!" That's when a strange old man with a vacuum cleaner on his back appeared out of nowhere! This strange fellow managed to rescue Luigi from the ghosts, then the two of them escaped...

It just so happened that the old man, Professor Elvin Gadd, who lived near the house, was researching his favorite subject, ghosts. Luigi told Professor E. Gadd that his brother Mario was missing, so the Professor decided to give Luigi two inventions that would help him search for his brother.

Luigi's not exactly known for his bravery. Can he get rid of all the prank-loving ghosts and find Mario?]

Release Data\

Country	Name of Game	Date Released
North America	Luigi's Mansion	11/17/01
Japan	Luigi's Mansion	9/14/01
Europe	Luigi's Mansion	5/03/02

Number of endings: 1

How ending is obtained: -Beat King Boo and Zombie Bowser in the basement of the Mansion.

Ending description:

E.Gadd transforms the last of the ghosts into paintings and then changes Mario back into his old self. Luigi is so happy, he laughs him-self to tears. E.Gadd then tells Luigi that he has no use for all the money that Luigi found in the mansion and uses it to build Luigi a new mansion.

-The above ending description was by Jelly Soup.-

VI.9.3. - Wario World

STORY: ["Ah, ha ha ha! I've finally done it!" Wario chuckles to himself as he does some exploring up his nose. Why does he chuckle, you ask? Because he's finally completed construction of his beloved castle!

"So, whaddya think? Pretty sweet, eh? The sparkling golden walls, the luxurious chandeliers...And how about these marble floors? It's a wonderfully gorgeous castle for wonderful and gorgeous me. Hey, by the way --and this is a secret-- the lower chambers are brimming with jewels and treasures that i've pilfered from all over the world! What? You wanna take a peek? No way! They're mine, all mine!...As if i'd actually let you put a single grubby finger on any of my fine treasures! Please! I'm not even gonna let you look at any of them!"

Yes, Wario is feeling pretty fine. However, unbeknownst to him, something terrible has happened to his jewels. Sleeping buried under all of his treasures is a powerful black jewel that all but wiped out civilization long ago. And now, on an evening where a red moon rises, the evil black jewel awakens.

"Huh? What's all that noise downstairs?! I was just getting ready to floss the gunk out of my toes! Gah! I HATE distraction!"

When Wario finally notices that something strange is happening, it's already too late. The evil black jewel downstairs has managed to engulf many of the other treasures and is rapidly

growing larger and larger! And not only that --it's churning out monsters as well! Yes, that's right! It seems that the curse that this jewel carries lets it turn treasures into monsters. To make matters worse, the black jewel has decided that it wants to build a kingdom of its own and is changing Wario's world into quite a weird place.

"Whao! What the heck's going on here?! My castle's going nuts! Who did this? Who are all theses weirdoes? WHAT IN THE WORLD IS HAPPENING TO MY CASTLE?!"

After yelling this, Wario begins angrily stomping his feet. He's come completely unglued! but the, somehow, he subdues his anger, and while thoughtfully prospecting in his nostril, he gets a hold of himself.

"Using my brilliant brainpower, I think...Wait! That must be it! This is the work of that weird, black-colored jewel! I thought there was something off about that thing the first time I laid eyes on it! Why, that arrogant little PUNK! It actually thinks it can outwit the great Wario! Somehow, someway, i'm gonna take back every last treasure it stole from me! Then i'll smack that thing 100 times!!
AAAARRRRGGGGHHHH!!

Once Wario gets angry, absolutely nothing scares him. And so, after stuffing four full heads of garlic into his mouth, he stamps out in a furious rage to meet the monsters!]

Release Data\

Country	Name of Game	Date Released
North America	Wario World	6/24/03
Japan	Wario World	5/27/04
Europe	Wario World	6/20/03

Number of endings: 2

How ending is obtained: -Beat the Black Jewel without finding all the treasures/spritelings/etc.
-Beat the Black Jewel after finding all the treasures/spritelings/etc.

Ending description:

Beat the Black Jewel without finding all the treasures/spritelings/etc.:

The Black Jewel vanashes, and the Spritelings run free.

Spriteling: You did it! You defeated all the evil monsters! Everything will be alright now! Wario! We're saved! Thank you! The evil black jewel has been smashed to powder! The monsters won't come back now, but even if they do, I thin we can handle them! As a reward, we are going to rebuild your ruined castle! We Spritelings aren't that strong, so without a lot of us, I doubt we can rebuild your castle right, but...we'll do our best with what we have! Here goes!

*The Spritelings dance and the credits roll (gotta love the ending theme).

We then find Wario sitting in a grand courtroom.*

Wario: ***He said something here, but I missed it.***

Beat the Black Jewel after finding all the treasures/spritelings/etc:

To do

-The above ending description was by Jelly Soup.-

VI.9.4. - Wario's Woods (Animal Crossing)

Release Data\

Country	Name of Game	Date Released
North America	Animal Crossing	9/15/02
Japan	Doubutsu no Mori Plus	12/14/01
Europe	Animal Crossing	9/24/04

Number of endings: 1

How ending is obtained: -Beat the last puzzle.

Ending description:

Wario appears, looking rather large

Wario: We're not through, Toad. I'll pummel you yet!

Suddenly, Wario pops! Yeah, he wasn't really that big, it was just a trick. Toad starts to chase him, but he hops into a plane...which he then crashes into a tree. The End

-The above ending description was by Jelly Soup.-

VI.9.5. - Super Mario Brothers (Animal Crossing)

STORY: [One day the kingdom of the peaceful mushroom people was invaded by the Koopa, a tribe of turtles famous for their black magic. The quiet, peace-loving Mushroom People were turned into mere stones, bricks and even field horse-hair plants, and the Mushroom Kingdom fell into ruin.

The only one who can undo the magic spell on the Mushroom People and return them to their normal selves is the Princess Toadstool, the daughter of the Mushroom King. Unfortunately, she is presently in the hands of the great Koopa turtle king.

Mario, the hero of this story (maybe) hears about the Mushroom People's plight and sets out on a quest to free the Mushroom Princess from the evil Koopa and restore the fallen kingdom of the Mushroom People. You are Mario! It's up to you to save the Mushroom People from the black magic of the Koopa!]

|Release Data\

Country	Name of Game	Date Released
North America	VB Wario Land	November 1995
Japan	VB Wario Land: Awazon No Hihou	12/01/95

Number of endings: 5

How ending is obtained: 1-4:Based on how many coins have been accumulated and a rank is awarded.

More info, anyone?

5:Beat the game with all treasures.

Ending description:

After defeating the last boss, Wario falls...and ends up in front of the closed treasure vault. He starts tossing the Treasures into place...but gets his disappointed look when he realizes he doesn't have them all.

You then get a rank (D, C, B, or A) based on how many total coins you raked in, and Wario walks out of the cave with his bag of coins. One of the animals from the intro runs past him, and he looks at it for a second, then continues on to his plane...to find it's been overrun and destroyed by these animals!

Wario drops the bag of coins and rushes offscreen, then comes back choking the first animal. Said animal then whispers something to Wario, who suddenly smiles, and walks off. The animal waves, then turns around, picks up the bag of coins that Wario forgot, and walks off.

A different scene occurs during the credits based on your rank:

D Rank:

If you have one/know where I can find one, please e-mail me (you will be credited).

C Rank:

If you have one/know where I can find one, please e-mail me (you will be credited).

B Rank:

Wario is riding on one of a trio of dragon-like creatures.

A Rank:

Wario is riding on and controlling a remote-controlled airplane.

Ending 5:

After defeating the last boss, Wario falls...and ends up in front of the closed treasure vault. He starts tossing the Treasures into place...and Wario gives a Thumbs-up when the last treasure locks into place. The vault opens, showing a ton of coins. Coins spill out at first, then they all go into a bag which ends up in Wario's hand. He gives another thumbs-up, then starts to leave, when a Magic Carpet and a Genie jump out of the vault.

During the credits, Wario is flying home on the Magic Carpet, the bag of

coins behind him, and the Genie sitting to his left. Sometimes (I don't know what triggers this, but it may be beating the best time to beat the game) a bunnygirl will be sitting next to Wario waving a leaf fan, and fireworks will be going off in the background.

Regardless of what ending you get, "The End" will appear on the screen, along with the time it took you to beat the game. Pushing A will make Bull Wario appear and drop into his charge stance, then a second A press will make Wario plow through the words "The End."

-The above ending was by apeterson@rtkmusic.ho8.com.-

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VI.11. - *Wii*
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VI.11.1. - WarioWare: Smooth Moves

Number of Endings: 1(?)
How to Obtain: (?)
Ending Description:

After regrouping back into his normal self, Wario is being chased by those little dudes who want the Form Baton back into the Temple of Form, but Wario trips causing to drop the Form Baton back into its rightful place, then it shows the cast of characters in credits form, but however, the real credits shows the ones who made this game in Mii form; you can drop them in the hole.

-Thanks to jodemo25@gulftel.com for the above ending.-

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VII. - Fun n' Games - Mario games that go outside the norm. Here, you will find all the party, sports and puzzle games found in Mario's world.
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VII.1. - *Nintendo 64*
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VII.1.1. - Mario Party

Release Data\

Country	Name of Game	Date Released
North America	Mario Party	1999
Japan	Mario Party	12/18/98
Europe	Mario Party	3/09/99

Number of endings: 9
How Ending is obtained: -Beat the corresponding board.

Ending description:

DK's Jungle Adventure:

After the superstar is announced, stars gather in the middle of the board and a treasure is uncovered. Everyone but the loser stands there. The loser is chased off the board by a bolder.

Mario's Rainbow Castle:

A rainbow forms that leads to the top of the castle. Everyone climbs up, but the loser slides back down and Lakitu comes to bring him to the top. He just keeps floating while the others "celebrate".

Peach's Birthday Cake:

The cake is filled with candles, and everyone gathers in the middle with the winner in front. The loser gets bitten by a piranha plant.

Yoshi's tropical Island:

A star path lets the Yoshi's reunite, and everyone gathers there. The loser gets swallowed up by the fish.

Wario's Battle Canyon:

The red and black bob-ombs make peace, and a cute half black, half red flag with a white bob-omb waves. The winner is in the middle, with a black and red bob-omb on either side. The loser gets blasted out of Bowser's canon.

Luigi's Engine Room:

The engine starts up, revealing that it belongs to a flying ship. The winner stands up front of the ship, while the loser gets his butt steamed by Bowser on the ? spaces.

Bowser's Magma Mountain:

Everyone (even the loser) beats up Bowser.

Mini Game Island:

After beating Toad in slot car derby, he gives you a game for beating him (Bumper Ball Maze 1) and says some text. I beat it with Peach, and he said: "Wow, you really are a superstar! Now I understand why Bowser kidnaps you. Why, even I... uh, never mind." If you beat all 50 minigames as well, he gives you another minigame (Bumper Ball Maze 2). None of these minigames can be found on the boards.

Eternal Star:

You'll see the broken, defaced star for a second. The screen flashes to white, and the star reassembles itself back together again to form a giant star (complete with eyes). The four characters playing will be standing on the giant star, now much smaller, comparing it to the size of the characters, and other characters playing a role in Eternal Star, like Boo. The character in first walks to the front of the star,

and says his/her winning phrase, with the words "You are the Superstar" on the bottom, as usual. The star is zooming through space, with a blur of stars, like what you see in Star Wars. The screen fades to white again, and you see the Mushroom Village at night in the Mushroom Bank. A big picture of the star appears on the blackboard, and the camera goes out of the bank. A big star moves and spins around the village, and the camera looks upward, and you see the night sky. That's where the credits are. When you see some names, a star zooms by with a character on it. It starts with Mario, then the other playable characters, then the board characters, starting with the main ones (Toad, Koopa Troopa, Boo, Bowser), then the other ones, like Whomp and the Doorkeeper. It then shows the citizens of the Mushroom Village, and finally, Mario again. It then shows the giant star with the characters I mentioned standing on it. Fades to black and the game resets.

-The above was by *Anonymous*.-

VII.1.2. - Mario Party 2

Release Data\

Country	Name of Game	Date Released
North America	Mario Party 2	1/24/00
Japan	Mario Party 2	12/17/99
Europe	Mario Party 2	10/13/00

Number of endings: 6

How ending is obtained: -Win on each board.

Ending description:

Pirate Land:

Bowser finds a hidden treasure and is about to steal it when the Superstar shows up. Bowser and the Superstar get into a sword fight which the Superstar eventually wins. Then Toad declares you the winner.

Western Land:

Bowser robs the bank and is about to get away when the Superstar shows up. Bowser and the Superstar get into a gunfight which the Superstar eventually wins. Then Toad declares you the winner.

Space Land:

Bowser attacks the space station and is about to destroy it when the Superstar shows up. The Superstar tries to blast Bowser's ship with a ray gun but he is protected by a force field. Then the Superstar runs around Bowser real fast so Bowser gets dizzy, then the Superstar blasts him in the back and Bowser flies away. Then

Toad declares you the winner.

Mystery Land:

Bowser finds a golden statue and is going to steal it when the Superstar shows up. Bowser challenges the Superstar with a riddle, which the Superstar guesses right, and Bowser is defeated. The statue turns into a Bob-omb and is beamed aboard the Mother ship. Then Toad declares you the winner.

Horror Land:

Bowser turns Koopa Troopa into a frog and is about to get away with it when the Superstar shows up. He transforms the Koopa Troopa back and then turns Bowser into a frog. Then Toad declares you the winner.

Bowser Land:

Bowser is about to beat up Koopa Troopa when the Superstar shows up. He tries to swing Bowser by the tail but he becomes Metal Bowser and 100 times heavier. Toad gives the Superstar a star and then he throws Bowser up into the sky. Toad then declares you the Superstar, and it shows the stage from the game opening and the play ends. Then the credits roll as the entire cast of characters roll by.

-The above was by *Anonymous*.-

VII.1.3. - Mario Party 3

Release Data\

Country	Name of Game	Date Released
North America	Mario Party 3	5/06/01
Europe	Mario Party 3	11/16/01
Japan	Mario Party 3	12/07/00

Number of endings: ?

How ending is obtained: Beat Waluigi Island.

Ending description:

After beating Waluigi's Island, he'll run off, seething over his loss. The Millennium Star, surprised by your victory, will give you the last Start Stamp. The Stamp Card starts flashing. Then, your character starts dancing around. Once he/she's done striking his/her victory stance, the Millennium Star will give you a little whack and tell you. He'll say that there is still one final fight. As your character tries to figure it out, he asks, "Do you really want to know?". He then reveals that he is the last challenger. He challenges you to beat a mini-game called "Stardust Battle", in which you fight with him. After you beat him, your character will request that he make him/her the Superstar of the universe.

The Millennium Star looks a bit worried and then tells you something he probably should have said a long time before... he's not really the Millennium Star (I thought he looked a bit old for a newborn)! He flies off and leaves your character slumped in depression. Suddenly, the top of Tumble's dice hat opens and reveals a smaller and possibly brighter star. He goes over to your character and says he's the REAL Millennium Star. He's been watching you all this time from Tumble's head and he likes what he sees. He grant's your character's wish and takes it a step further. He makes your character an ULTRA STAR! He also gets you out of the toy box. Then, the scene goes from a far view of the papercastle to a view of the real one. Your character strikes a pose with the star and Tumble and lettering comes saying "Your the Superstar." Then the credits roll, featuring characters from the game When the credits are over, it will show a scene of all the characters relaxing outside, with Wario and Waluigi fighting and Yoshi chasing butterflies while the others just sit. Then it shows the box of a board game that says "Mario Party" on it. A blue dice gets thrown into it. When you play in that file again, your character's image has been carved into the mountain over the castle!

-The above was by *Anonymous*.-

VII.1.4. - Super Smash Bros.

Release Data\

Country	Name of Game	Date Released
North America	Super Smash Bros.	4/26/99
Europe	Super Smash Brothers	11/19/99
Japan	Nintendo All-Star Dairantou Smash Brothers	1/21/99

Number of endings: 12

How endings is obtained: Beat Master Hand with each character.

Ending description:

The Master Hand falls into the background from your final blow, your character (in puppet form) falls on the desk, the door closes and the credits roll (press Start to speed them up, A to zoom in on the person's significance) after a special congratulation screen will appear for your character.

Mario: Mario is running through the courtyard holding a flag reading "You are Great!"

DK: Donkey Kong is sitting in front of Congo with his mirrored-image behind.

Link: Link is leaning on Hyrule Castle and looking at the land behind.

Samus: Samus' helmet sits on screen with the words Thank You For Playing and an image of Samus out of armor in the visor.

Yoshi: Yoshi tries to squeeze into a closed book with the words You are Great in the corner.

Kirby: Kirby surfs on a Star with the words Let's Go Go Go! intersecting with each other.

Fox: Fox stands in front of a Planet with Arwings flying about.

Pikachu: Pikachu stands in a forest with Venusaur, Onix, Clefairy and Chansey with the words Congratulations above.

Jigglypuff: Jigglypuff is looking at herself in a balloon with other Jigglypuff on screen.

Captain Falcon: CF is in comic form with a speech bubble saying "Thank You for Playing! Yes I am Number One!"

Luigi: Luigi is walking toward Mario with the word SMMMAAASSHHH! above.

Ness: Ness and the whole Earthbound Group are on screen with the words Wow! You did it! and You're so Good!

-The above ending description is by Jigglypuff (World of Nintendo).-

VII.1.5. - Mario Kart 64

Release Data\

Country	Name of Game	Date Released
North America	Mario Kart 64	1996
Japan	Mario Kart 64	12/14/96

Number of endings: 1

How ending is obtained: Win Gold on the 150cc.

Ending description:

Okay, we've probably all seen the trophy presentation. Well, if beaten on 150cc Special Cup, You get to see sweet camera angles on all the courses and the credits. Then it ends focusing on Peach's Castle and Mario says, "Hey, you-a very good! See you next time!" Now, if the N64 is reset, you will see a different picture at the start. Go into 1 or 2-player, go to Mario GP and you will notice an Extra Circuit. These are mirrored tracks which means all the turns go from left to right and vice versa. Except Toad's Turnpike which has the traffic go towards you which makes for a difficult drive. This option also appears in Vs. Mode but there's nothing you can do in there that will affect the game. If you beat Extra Special Cup, The SAME ending plays and ends the same way.

-The above ending description is by Mike Radon (World of Nintendo).-

VII.1.6. - Paper Mario

STORY: [Far, far away beyond the sky, way above the clouds, it's been said that there was a haven where the stars lived.

In the sanctuary of Star Haven there rested a fabled treasure called the Star Rod, which had the power to grant all wishes. Using this wondrous Star Rod, the seven revered Star Spirits watched over our peaceful world carefully...very carefully.

Then one day, a terrible thing happened...The evil King Bowser appeared in Star Haven and stole the Star Rod! Using its incredible power he quickly imprisoned the seven Star Spirits!

Completely unaware of the trouble in far-pff Star Haven, Mario was back hime in the Mushroom Kingdom, eagerly reading a letter from Princess Peach. It was an invitation to a party at the castle! With much anticipation, he and his brother Luigi set off for the party, oblivious to the chaos that lay ahead...]

Release Data\

Country	Name of Game	Date Released
North America	Paper Mario	2/04/01
Europe	Paper Mario	10/05/01
Japan	Mario Story	8/11/00

Number of endings: 1

How ending is obtained: Beat Bowser.

Ending description:

When Mario defeats Bowser, Bowser shrinks back down to his normal size and falls on his stomach.

Bowser: Owww...no.....I couldn't beat Mario....I was invincible and I STILL couldn't beat him!

Mario gets the Star Rod back as well. Suddenly the hovering battle arena they were battling on begins shaking. Kammy Koopa explains that the intensity of the battle is too much for the arena to handle, and it will blow any moment. It does, destroying Bowsers castle and sending him and Kammy off into the stratosphere. Peach, Mario, and Peach's castle are all given a safe landing thanks to the Star Spirits. When they land, the Star Spirits each thank Mario. He returns the Star Rod to them, and they return to Star Haven to keep things peaceful. Twink also sadly returns to his home, but not before taking one last look at the castle and his good friend Peach. Mario is soon relaxing at his house with Luigi, who's interested by the story of his adventure. It's then shown what happened to each of Mario's companions: Goombario is back at his home playing with Goombaria. Parakarry, who has returned to his postal duties, gives him a letter before heading off to deliver more. Goombario excitedly reads out that it's an invitatin to a party at Peach's castle. Parakarry says something to Bombette (who's residing in Koopa Vilage), but before he leaves, Kolorado's wife tells him something. Sushie, who is taking care of the baby Yoshis as before, reads her invitation but gets momentarily interupted by some

mischievous babies. Watt, who is back at Shy Guy's Toybox, accepts. Bootler gives Bow her invitation, and she accepts with a giggle. Lakilester agrees while talking with Lakilulu. Kooper is about to set out with Kolorado on an expedition to explore the Crystal Palace when he gets his invitation. Kolorado tells him that he should go, but he then receives his wife's message, which is basically "You good-for-nothing turtle! What an insult for a husband!" because he once again didn't tell her he was heading out. He and Parakarry head back home in a rush. Luigi gets an invitation to the party for him and Mario. They head to Toad Town, but Luigi leaves, saying he has something important to do. Mario eventually heads to the castle, where all his companions and people who helped are there. Peach comes out and thanks everyone for their brave efforts in saving the Mushroom Kingdom, and then begins the party. The credits are done in the same style as Mario RPG, with a parade of characters doing humorous things. Luigi leads the whole thing, naturally. When the parade has ended, Mario and Peach head to Mario's porch and watch fireworks burst near the castle. The words "The End" then pop up.

-The above ending description is by Behonkiss (World of Nintendo), edited, slightly, by Jelly Soup.-

VII.1.7. - Dr. Mario 64

Release Data\

Country	Name of Game	Date Released
North America	Dr. Mario 64	4/08/01

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

VII.1.8. - Mario Tennis

Release Data\

Country	Name of Game	Date Released
North America	Mario Tennis	2000
Europe	Mario Tennis	11/03/00
Japan	Mario Tennis 64	7/21/00

Number of endings: 20

How ending is obtained: Beat a cup with the corasponding character.

Ending description:

MARIO: Mario celebrates, then Wario appears by warp pipe and steals the trophy.

LUIGI: Luigi dances for a while, then he trips and Laukita Bros steals the trophy.

PEACH: Peach dances with the trophy.

BABY MARIO: BM tries to lift the cup, but it is too heavy. Yoshi appears, grabs the cup with his jaws, and tells BM to get on his back. BM lands on Yoshi's back so hard, Yoshi drops the trophy.

YOSHI: Yoshi swallows the cup, and is surprised to find that the cup is now a golden egg.

DK: DK beats his chest holding the cup, then he spots a bunch of bananas, and throws away the trophy.

PARATROOPA: Paratroopa shows off in front of 4 Koopas.

DKJR: DKJR celebrates and jumps into DK's arms.

WARIO: Wario tries to catch the cup, but he trips and misses.

WALUIGI: Waluigi taunts Luigi. Luigi leaves, annoying Waluigi.

DASIY: Dasiy shows off to the crowd and trips over.

TOAD: Toad throws the cup into the air, it hits Toad on the head, causing him to throw seeds everywhere.

BIRDO: Birdo fires eggs into the air, but one egg comes back and hits her.

BOWSER: 4 Boos guard the cup, but Bowser scares them away using his fire breath.

BOO: Boo is being thrown into the by 4 smaller Boos. Boo vanishes for a second and then reappears, scaring the other Boos.

SHY GUY: Shy Guy celebrates using his propeller to dance.

ALEX: Alex is handed the trophy by Mario. He, along with Luigi and Peach, make a short celebration with Alex.

NINA: Kate rubs Nina's cheeks in a motherly way as Peach and Daisy wait for Nina to get the trophy.

HARRY: Harry picks up the trophy, however acting as if it is heavy. He struggles to pick up the trophy for a little bit.

KATE: Kate starts to pick up the trophy, but Harry comes to her and stares at her jealously. Still, Kate still walks away with Nina and the trophy.

If you beat STAR CUP the credits will roll afterwards.

-The above ending description is by Pazza (World of Nintedno), edited, slightly, by Jelly Soup.-

-Thanks to slapmeorelse@yahoo.com for the Alex, Nina, Harry and Kate endings.-

VII.1.9. - Mario No Photopii

|Release Data\

Country	Name of Game	Date Released
Japan	Mario No Photopii	12/2/98

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

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VII.2. - *E-Reader*
=====

VII.2.1. - Mario Party-e

Release Data\

Country	Name of Game	Date Released
North America	Mario Party	2003

Number of Endings: 0

How ending is obtained: N/A

Ending description:

No real ending, per say. Just a results screen.

-The above ending description was by "An anonymous Nintendo Fan".-

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VII.3. - *Bandai Satellaview-X*
=====

VII.3.1. - ExciteBike: Bun Bun Mario Battle Stadium 1 - 4

Release Data\

Country	Name of Game	Date Released
Japan	BS Excitebike Bunbun Mario Battle	1997
	BS Excitebike Bunbun Mario Battle Stadium 2	1997
	BS Excitebike Bunbun Mario Battle Stadium 3	1997
	BS Excitebike Bunbun Mario Battle Stadium 4	1997

Number of endings: 1

How ending is obtained: Finish a race.

Ending description:

After each course in Stadiums 1 and 2, the first-, second-, and third-place finishers will stand on a platform while Peach gives a kiss to the first-place finisher. When Peach finally makes her way into the races by Stadium 3, the congratulatory-kiss screen is replaced by long-jump and Boo-jump bonus games.

VII.4.3. - Super Mario Kart

STORY: [Hi everybody! Thanks for dropping by the Super Mario Kart race track. My name is Lakitu, I run this track. If you need my help, I'll be around.

We race one seater, metal pipe frame go carts here. There are two engine sizes to choose from: 50cc or 100cc. All of the go carts are more or less the same, it's the individual drivers that make the difference when it comes to winning. Each driver has their strengths and weaknesses. Try using different drivers until you find the best one for you.]

Release Data\

Country	Name of Game	Date Released
North America	Super Mario Kart	1992
Europe	Super Mario Kart	1/21/93
Japan	Super Mario Kart	8/27/92

Number of Endings: 1

How ending is obtained: Win the Gold Cup in all Courses.

Ending description:

Scenes of the different tracks while the credits roll, followed by a big scene with all the characters dancing, saying Thank You and then The End.

Last scenes: <http://www.vgmuseum.com/end/snes/a/kart.htm>

-The above ending description was by Jelly Soup.-

VII.4.4. - Mario is Missing!

STORY: [Bowser's Plot

Oh no! Bowser and his bad boys are back to a life of crime. This time, it's not Mario World -- it's your world! From his Antarctic castle, Bowser hustles his cold-blooded crew of cantankerous Koopas into his powerful Pass code Operated Remote Transport And Larceny System (PORTALS). The twisted turtles transport themselves throughout the globe, where celebrated cities suffer shocking crime waves, as turtles trash landmarks and loot ancient artifacts. With dough from his slimy sales, Bowser hoards hair dryers from the Hafta-Havit Hotline. His plot? Melt Antarctica and flood the planet! Whoa!

Mario's Fate

Will the brave brothers from Brooklyn permit this abominable

snow plan? The boys say "Not!" Mario, Luigi and Yoshi trek across ice and snow to shellac the shelled ones' schemes. But Bowser's slick; in one last trick, he takes the dearest thing of all.. Mario is Missing!

Luigi's Mission

Luigi must stop the Koopas, foil Bowser's plan, and find Mario. Sneaking into each Portal, Luigi is transported to a city in trouble. There, Luigi needs to nab each Koopa, grab its loot, and return the artifact to its proper landmark. Along the way, Luigi explores the city, chats with the locals, reads the maps, and solves puzzles. Help him do this before time runs out! Once he figures out where he is on the globe, Luigi must use the "Globulator" to call Yoshi. Only after Yoshi scares Pokey away, can Luigi return to Bowser's castle and lock the Portal for that city.]

Release Data\

Country	Name of Game	Date Released
North America	Mario is Missing!	1993
Europe	Mario is Missing!	1993

Number of endings: 1

How ending is obtained: Beat Bowser.

Ending description:

Luigi enters a room with a secret door revealing Mario. Then Bowser appears. But Luigi pulls a lever placing Bowser in a big cannon. It shoots him outside were he freezes the credits roll by and you're done.

-The above ending description is by Prashant Saraswat (World of Nintendo).-

VII.4.5. - Super Mario RPG: Legend of the Seven Stars

Release Data\

Country	Name of Game	Date Released
North America	Super Mario RPG: Legend of the Seven Stars	3/08/96
Japan	Super Mario RPG	3/09/96

Number of endings: 1

How ending is obtained: Beat Smithy.

Ending description:

Smithy: Guooooooooo! My b.....body and head are burning! It's not....

possible...! I don't believe it....! I'm...finished....done
for....! Guoooooooooooo...noooooooooooooooooo....!

Smithy blows up, freeing the final Star Piece.

Geno: Come on, Mario! Send the last one way up high!

Mario sends the star to the others and they come together as the StarRoad.

Geno: Thank you, everyone! The Star Road is back to normal! And....

Geno leaves the body of the doll and flies back up to the havens. We then

get to see the Star Road grant the wishes of the people around the world.

A parade is held as the credits roll, with Luigi in the lead. Geno, in his

star form, flies down, then back up to the stars and the words "The End"

appear.

At the end of the parade, you will get to see a little fireworks show. The

more fireworks you buy in Moleville during the course of the game, the

better the fire works show will be.

Boss and Final Images: <http://www.vgmuseum.com/end/snes/a/mariorp.htm>

-The above ending description was by Jelly Soup.-

-Thanks to ricksk_3@hotmail.com for pointing that more fireworks = better
ending.-

VII.4.6. - Dr. Mario

|Release Data\

Country	Name of Game	Date Released
Japan	Dr. Mario	6/01/98

Number of endings: 3

How ending is obtained: Beat Level 20 Low.

Beat Level 20 Med.

Beat Level 20 High.

Ending description:

Level 20 Low:

Just a black screen saying what you won.

Level 20 Med:

Mini-scenes every 5 levels, something unimportant flies by, a green dragon
in an egg and it looks like it is swim or rowing the egg across the sky.

Level 20 High:

It starts off normal, then the sky gets darker, and darker, and darker,
pitch black (cure thunder and lightning briefly and erie music.)

A space ship appears and the lil viruses that are sitting on the tree get
sucked up and it then flies away then while still dark the normal music
plays again and what looks like stars or snow starts falling.

After beating level 20, 21 is next, beat that goto 22, lose and you go back
to 20 or level selection (nothing above 20 is shown) , 23, 24. Beat level
24 and you play level 24 again, and again and again until you either lose

of just turn the power off.

-Thanks to pikahitman@hotmail.com for this.-

VII.4.7. - Mario's Time Machine

|Release Data\

Country	Name of Game	Date Released
North America	Mario's Time Machine	December 1993

Number of endings: 2

How ending is obtained: Finish game with low score.

Finish game with high score.

Ending description: Low score ending:

Mario storms into Bowser's room. Bowser calls down the time machine and sets it for "PARADISE 1993 AD". Bowser turns the time machine on. The screen wipes to a shot of Bowser, lounging and laughing on his own personal island. The game displays a message asking you to try again.

High score ending:

Mario bursts into Bowser's stronghold. Bowser sets the time machine again, but, the machine shows small explosions throughout its face and switches its display to "MALFUNCTION 9993 BC" or some other prehistoric date. Bowser is next seen zapped into a dense rainforest. A pteradactyl flies by. Bowser acquires a doomed and confused look. A large dinosaur foot reduces him to a small puddle. A congratulatory message is displayed, followed by the credits and the words "The End"

-The above ending description was by RedRoy90 (gamefaqs).-

VII.4.8. - Mario's Early Years: Fun with Letters

|Release Data\

Country	Name of Game	Date Released
North America	Mario's Early Years: Fun with Letters	October 1994

Number of endings: Zero

How ending is obtained: Graduate from the 2nd grade/Write a novel.

Ending description:

No ending here! This was one of the learning games made by The Software Toolworks inc. for the SNES. Mario was in it because he was a well known character and kids liked him. That and he has published many-a book-a in his time-a.

-The above ending description was by Jelly Soup, the letters R and T, and readers like you.-

VII.4.9. - Mario's Early Years: Fun with Numbers

Release Data\

Country	-	Name of Game	-	Date Released
North America		Mario's Early Years: Fun with Numbers		September 1994

Number of endings: Z-E-R-O spells ZERO

How ending is obtained: Spell a bad word/Get send to the principles office/
get abducted by Michal Jackson.

Ending description:

No end for you! This is #2 of 3 learning games made by The Software Toolworks inc. for the SNES.

-The above ending description was by Jelly Soup, the numbers 9 and 2.-

VII.4.10. - Mario's Early Years: Preschool Fun

Release Data\

Country	-	Name of Game	-	Date Released
North America		Mario's Early Years: Preschool Fun		1994

Number of endings: Zero X Zero = Dubbletynothing!

How ending is obtained: Touch the finger paint without permission/Contemplate how time travel could be possible when applying a theory based on advanced quantum physics/stop playing.

Ending description:

No ending, last in the line of 3 learning games made by The Software Toolworks inc. for the SNES.

-The above ending description was by Jelly Soup, who is now permanently expelled.-

VII.4.11. - Mario and Wario

Release Data\

Country	-	Name of Game	-	Date Released
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North America		Mario and Wario		1993
Japan		Mario to Wario		8/27/93

Number of endings: 1

How ending is obtained: Beat Wario.

Ending description:

There really is no ending, in terms of a flashy little cartoon. You just get a victory screen and then restart the game on a harder difficulty level.

-The above ending description is by *Requested To Remain Anonymous*.-

>>>>>>>>>>>>>>>>>>>>>>>>>

Additonal information:

Some people may remember the refrence to this game in Pokemon Red, Blue, Green and Yellow. Going up to your room in Pallet town and clicking on the SNES on the floor gives a message about a game that has Mario with a bucket on his head. That was Mario and Wario!

VII.4.12. - Aiamua Teacher: Super Mario Seta

|Release Data\

Country	-	Name of Game	-	Date Released
-----		-----	-----	
Japan		Aiamua Teacher: Super Mario Seta		8/27/86

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

VII.4.13. - Tetris & Dr. Mario

|Release Data\

Country	-	Name of Game	-	Date Released
-----		-----	-----	
North America		Tetris & Dr. Mario		1994
Europe		Tetris & Dr. Mario		7/27/95

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

VII.4.16. - Undake30 Same Game

Release Data\

Country	-	Name of Game	-	Date Released
????		????		????

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

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VII.5. - *GameBoy Advance*

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VII.5.1. - Mario Party Advance

Release Data\

Country	-	Name of Game	-	Date Released
North America		Mario Party Advance		3/28/05
Europe		Mario Party Advance		6/10/05
Japan		Mario Party Advance		1/13/05
Australia		Mario Party Advance		9/15/05

Number of endings: 1

How ending is obtained: Complete all 50 quests.

Ending description:

After beating 49 out of 50 quests the final pipe in bowser's pipe house will become open. You can then try to defeat the final quest. If you succeed bowser will reluctantly give you the final gadget: the bowser print (a framed picture of bowser's hand print done in red paint). Bowser then says he will beat Mario another time. The game then goes to a darkened view of the map and pictures of various characters you met in the game start to scroll up. To the right of each picture is a description of what happened to that character (whomp for example left duel tower and went to live with the lonely thomp). When this is done you return to the title screen. You can now enter challenge land and complete bowser's roller coaster challenge. If players havn't done so they can gather enough coins to buy every last gadget. Once this is done the only thing left to do is

to beat your high score.

-The above ending description is by Html (via e-mail).-

VII.5.2. - Mario Kart: Super Circuit

Release Data\

Country	Name of Game	Date Released
North America	Mario Kart: Super Circuit	8/26/01
Europe	Mario Kart: Super Circuit	9/14/01
Japan	Mario Kart Advance	7/21/01

Number of endings: 1

How ending is obtained: Win the last race with all Gold trophies.

Ending description:

After you win the last race, it shows your character racing up to Peach's Castle and jump on top of the pedestal. Fish flies by, drops a trophy on your characters head, Congratulation. Then you get to see the credits while your character is racing around in different tracks.

-The above ending description is by vanilla2244@hotmail.com.-

VII.5.3. - Mario & Luigi: Superstar Saga

Release Data\

Country	Name of Game	Date Released
North America	Mario & Luigi: Superstar Saga	11/17/03
Europe	Mario & Luigi: Superstar Saga	11/21/03
Japan	Mario & Luigi RPG	11/21/03

Number of endings: 1

How ending is obtained: Beat Cackaletta inside Bowser.

Ending description: After beating Cackaletta:

Cackaletta: Gahhhh! What? Huh? HEY!!! What's happening to me!?!?
(Mario and Luigi jump out of Bowser's mouth and Bowser collapses)
Cackaletta: EEYARGH! It can't be!!! Impossible!!! I...No...How
could I...And to this filthy little pair! HOW COULD
I LOSE?????

(Cackaletta's spirit is expelled from Bowser's body and Bowser's body returns to its normal shape. Then, Prince Peasley appears)

Prince Peasley: Cheers to the superstar siblings! I have just finished rigging this castle with an explosive device! We must escape before it blows up and falls from the sky! Make haste! I will meet you at the castle entrance!

(At the castle entrance...)

Blablanadon: H-hurry! We've gotta get out of this place! Now!

(They escape. Back in Bowser's throne room..)

Bowser: ...Whoa... Wh-where am I? Wh-What have I been doing?

(Bowser's Keep explodes and falls into the ocean. A wave shoots Bowser up into the sky and he smashes into the GBA screen.

Later, at the BeanBean Airport..)

Peach: Take care, everyone! Please come visit us in the Mushroom Kingdom someday!

Queen Bean: Princess Peach, you have a fine group of friends. I am quite envious!

Lady Lima: Toadsworth!

Toadsworth: Lady Lima!

(They hug, then Prince Peasley flies)

Prince Peasley: Princess Peach! Mario Bros.! I must thank you all! Accept this gift from me to mark our parting!

(A giant present falls out of the sky. They all get in the plain, giant present in tow and head home. The top of the present opens up to show Bowser inside)

Boss and final images: <http://www.vgmuseum.com/end/gba/d/m&l.htm>

-The above ending description was by Jelly Soup.-

VII.5.4. - Mario Golf: Advance Tour

Release Data\

Country	Name of Game	Date Released
North America	Mario Golf: Advance Tour	6/22/04
Europe	Mario Golf: Advance Tour	9/17/04
Japan	Mario Golf: GBA Tour	4/22/04

Number of endings: 2

How ending is obtained: 1. Beat all of the tournaments.
2. Beat everyone in singles & doubles modes.

Ending description:

#1 ending:

The credits roll. You see every golfer you've beaten, in a random order. After that, you see a picture Neil and Ella running around a Mushroom

Kingdom golf course, with Congratulations! under it.

#2 ending:

After you've beaten the Links Course, the same will happen, except "Congratulations!" will change into "To be continued."

-Thanks to wallypup@gcronline.com for the info on ending requirements.-

-Ending descriptions by ChainChomp (gamefaqs).-

VII.5.5. - Mario vs. Donkey Kong

Release Data\

Country	Name of Game	Date Released
North America	Mario vs. Donkey Kong	5/24/04
Europe	Mario Vs. Donkey Kong	11/19/04
Japan	Mario Vs. Donkey Kong	6/10/04

Number of endings: 2

How ending is obtained:

Ending description:

Standard Ending:

Donkey Kong falls off of the roof and lands, head first, on to a truck full of Mini-Marios.

DK: Ughh!

Mini-Marios: Mama mia. Oh mama mia. Oh mama mia.

DK: Uh Oh.

Mario: Hey, Donkey Kong, are you ok?

DK: Yeah. (he shoves all the Mini-Marios into a bag)

Mini-Marios: Mama mia. Oh mama mia. Oh mama mia.

Mario: Stop, not again! Here we go again! Hoo hoo!

Plus ending:

Donkey Kong crashes to the ground and starts crying. He looks up to find Mario glaring at him.

Mario: Oy mama mia. (DK starts crying again)

Mario: Hey, its ok, don't cry. (Mario holds out a Mini-Mario) Here, you like it? It's a Mini-Mario. (DK take the Mini-Mario in his hands and looks at it lovingly)

Mini-Mario: Im in love with you. Monkey Man! Wee. Haha.

The credits roll and, every now and then, Mario makes a comment about the credits. Eventually, you see a screen with the Toads, the Mini-Mario, DK and Mario with the words 'Thanks for playing' above.

Mario: Thanks you very much for playing my game. You know, I gotta say,

it's nice to have a little Mini-Mario.

-The above ending description was by Jelly Soup.-

Boss and Final images: <http://www.vgmuseum.com/end/gba/d/mdk.htm>

VII.5.6. - Mario Pinball Land

Release Data\

Country	Name of Game	Date Released
North America	Mario Pinball Land	10/04/04
Europe	Super Mario Ball	11/26/04
Japan	Super Mario Ball	8/26/04

Number of endings: 1

How ending is obtained: Beat Bowser.

Ending description:

Bowser gets blown from his castle, earning you 5,000,000 points. Mario and Peach smile to each other.

Mario: All Right!

A bonus game starts up. Afterwards, Mario and Peach are in a rocket.

Mario: Bye bye.

-The above ending description was by Jelly Soup.-

VII.5.7. - Classic NES Series: Dr. Mario

Release Data\

Country	Name of Game	Date Released
North America	Classic NES Series: Dr. Mario	10/25/04
Europe	Classic NES Series: Dr. Mario	1/07/05
Japan	Famicom Mini: Dr. Mario	5/21/04

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

VII.5.8. - Mario Tennis: Power Tour

Release Data\

Country	Name of Game	Date Released
North America	Mario Tennis: Power Tour	12/05/05
Europe	Mario Tennis Advance	11/18/05
Japan	Mario Tennis Advance	9/13/05

Number of endings: 3

How ending is obtained: ?

Ending description:

Ending 1 (Singles):

Clay or Ace kind of show off at the pedestal they stand on. He/she is then handed the trophy! Shortly after, a 3D picture of your character holding the trophy is shown. "To be continued..."

Ending 2 (Singles):

Clay and Ace wave around at the pedestal. The headmaster hands both of them the trophy. A 3D picture of them shows Clay holding one handle of the trophy, with Ace holding the other, unlike the original Mario Tennis.

Ending 3:

Everyone gives a round of applause for Clay and 'Ace. As the credits roll, you may notice that Clay shakes hands with Mario and Ace stands back ><. Some 3D images can be seen as the credits roll. After the credits stop rolling, you can see Clay and Ace holding one of each other's hands. Clay does a thumbs-up and Ace does that "peace" sign. "CONGRATULATIONS!"

-Thanks to slapmeorelse@yahoo.com for the above endings.-

VII.5.9. - Dr. Mario/Puzzle League

Release Data\

Country	Name of Game	Date Released
North America	Dr. Mario/ Puzzle League	11/28/05
Europe	Dr. Mario/ Tetris Attack Double Pack	11/25/05
Japan	Dr. Mario/ Panel de Pon	9/13/05

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

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VII.6. - *Gamecube*
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VII.6.1. - Super Smash Bros. Melee

Release Data\

Country	Name of Game	Date Released
North America	Super Smash Bros. Melee	12/02/01
	Super Smash Bros. Melee Bundle	8/15/05
Japan	Dairantou Smash Brothers DX	11/21/01
Europe	Super Smash Bros. Melee	5/24/02

Number of endings: 75 (25 characters, 3 modes of play, 1 ending per character per mode)

How ending is obtained: -Beat Classic Mode.
-Beat Adventure Mode.
-Beat All-Star Mode.

Ending description:

Classic Mode:

Once you destroy Master Hand/Crazy Hand, your character's trophy is seen falling, and then lands on a table with all the trophies of characters who have beaten it. You are shown screen featuring your character, and the narrator says, "Congratulations.":

Bowser: Bowser is brandishing a hammer at a crouching Mario, as Peach waves him away.

Captain Falcon: Cap uses his Falcon Kick to blow everyone away.

Dr. Mario: The doctor throws a megavitamin into the mouth of a giant turtle.

Donkey Kong: DK looks the monitor in the Pokemon Stadium, which has a close up of a banana.

Falco: Falco jumps into the air, brandishing his blaster.

Fox McCloud: Fox is dashing across the back of the Great Fox.

Ganondorf: Ganon reads his Shadow Fist for Link's face.

Ice Climbers: The Ice Climbers and their clones are all standing around, looking at each other.

Jigglypuff: The four color variations of Jigglypuff pose for us.

Kirby: The four color variations of Kirby all sit in a circle.

Link: Link fires his hookshot as he falls off the edge of Hyrule Castle.

Luigi: Luigi punches Mario (HEAD SHOT! BOOM!).
Mario: The four color variations of Mario all use Tornado Punch.
Marth: Marth cuts an F-Zero racer in half.
Mewtwo: Mewtwo tried to stare down Pikachu.
Mr. Game and Watch: G-Man waves a flag for the F-Zero race.
Ness: Ness and Mr. Saturn have a happy moment.
Peach: Peach floats away from the edge of a platform as Fox is about to fall.
Pichu: Pikachu and Pichu play~
Pikachu: Pikachu plays with some splashing Goldeen.
Roy: Roy and Marth stand together.
Samus: Samus fires off a Super Missile.
Yoshi: Four yoshies stand with the 'deer in the headlights' look.
Young Link: Little Link and Zelda gaze into each others eyes.
Zelda: Zelda makes with a little magic.

Adventure Mode:

Once you destroy Bowser/Giga Bowser, the Bowser trophy flies off into the distance, and blows up. You are shown screen featuring your character, and the narrator says, "Congratulations.":

Bowser
Captain Falcon
Dr. Mario
Donkey Kong
Falco: Falco and Fox dash at one another.
Fox McCloud
Ganondorf
Ice Climbers
Jigglypuff
Kirby
Link
Luigi
Mario
Marth
Mewtwo
Mr. Game and Watch
Ness
Peach
Pichu
Pikachu
Roy
Samus
Yoshi
Young Link
Zelda

All-Star Mode:

Once you destroy the Mr. Game and Watch team, you are shown screen featuring your character, and the narrator says, "Congratulations.":

Bowser
Captain Falcon: Falcon readies his elbow for the back of Fox's head.
Dr. Mario
Donkey Kong
Falco: He's...hugging a yoshi egg (cute...or creepy?).
Fox McCloud

Ganondorf
Ice Climbers
Jigglypuff
Kirby
Link
Luigi
Mario
Marth
Mewtwo
Mr. Game and Watch
Ness
Peach
Pichu
Pikachu
Roy
Samus
Yoshi
Young Link
Zelda

-The above ending description was compiled by the group efforts of many users on G4tv.com forum and Jelly Soup.-

VII.6.2. - Mario Kart: Double Dash!!

|Release Data\
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Country	Name of Game	Date Released
North America	Mario Kart: Double Dash!!	11/17/03
Japan	Mario Kart: Double Dash	11/07/03
Europe	Mario Kart: Double Dash	11/14/03

Number of endings: 1

How ending is obtained: -Win in any place in any race.

Ending description:

You and your partner ride up in a gold car and touch an item box. It will open up and give you a trophy (depending on what place you're in).

You'll get the credits if you win the Special Cup or the All Cup Tour. After that, you'll get a picture of Mario sitting in his kart with Peach standing next to it. However, If you beat the Special or All Cup Tour on 150cc or Mirror Mode and place 3rd or better, the same sequence occurs except afterwards, the credits roll with different characters driving by. After the credits, you get one of 2 pictures, depending on whether or not you beat All-Cup on Mirror Mode. If you do beat it, you get a picture with Mario and Peach holding a trophy saying "Thanks for playing!" The other one, everyone is standing outside Peach's castle celebrating your victory. The gold car is shown behind Mario, Luigi, and Peach. Also, the characters are playing around (ex.

Koopa is hanging on to Paratroopa.) Oh, and Petey Pirhana is.....
floating? Also the title screen changes if you get the stated picture.
After the picture, that's where you're going back to.

-The above ending description is by supersonic2003@starmail.com,
ChainChomp (gamefaqs) and tjoeb123 (gamespot).-

VII.6.3. - Mario Golf: Toadstool Tour

Release Data\

Country	Name of Game	Date Released
North America	Mario Golf: Toadstool Tour	7/29/03
Japan	Mario Golf: Family Tour	9/05/03
Europe	Mario Golf: Toadstool Tour	6/18/04

Number of endings: 2

How ending is obtained: -Beat all of the tournaments.

-Beat everyone in singles & doubles modes.

Ending description: If you have one/know where I can find one, please
e-mail me (you will be credited).

-Thanks to wallypup@gcronline.com for the info on ending requirements.-

VII.6.4. - Mario Power Tennis

Release Data\

Country	Name of Game	Date Released
North America	Mario Power Tennis	11/08/04
Japan	Mario Tennis GC	10/28/04
Europe	Mario Power Tennis	2/25/05

Number of endings: 20

How ending is obtained: -Every character has one victory ending (18
Endings).

-Star Tournament & Planet Tournament each
have a set of outtakes for endings (2
Endings sets).

Ending description:

Mario Victory:

Peach gives Mario the trophy and a kiss, which causes Mario to drop the cup.

Luigi Victory:

Mario congratulates Luigi, clapping him heartily on his back... and standing on his foot. Luigi scratches his head, too dismayed to say anything.

Peach Victory:

Mario and Luigi applaud Peach, while Wario and Waluigi fume. Peach blows a kiss to Mario and Luigi, sending their hearts aflutter. Wario and Waluigi try to steal the trophy, but trip on a tennis ball and fall, sending it flying. Peach catches her trophy and kisses it.

Daisy Victory:

Daisy collects her trophy from Luigi on roller blades. She spins around him several times, making him dizzy, and when he accidentally tosses the trophy the wrong way she does a midair spin and catches it. While Daisy smiles and blows a kiss to the crowd, Luigi says "Nice catch," and collapses.

Wario Victory:

Dancing with his trophy, Wario accidentally falls and lands on it, squishing it flat as a pancake.

Waluigi Victory:

Waluigi celebrates his victory with Wario by doing a tandem dance; Wario bumps into Waluigi twice while dance, and the second bump knocks Waluigi down and sends the trophy into the air. The trophy hits Waluigi on the head.

Yoshi Victory:

Yoshi's stomach growls. When Luigi offers Yoshi a trophy, Yoshi sees a pineapple instead. Luigi panics and tries to flee the hungry Yoshi; Yoshi accidentally eats Luigi instead of the trophy. (Anyone else notice a pattern of misfortune for poor Luigi?)

Koopa Troopa Victory:

Mario, Peach, Luigi, and Diddy Kong congratulate Koopa Troopa. As Koopa Troopa walks to collect his trophy, Diddy Kong accidentally drops the peel from the banana he was eating. Koopa Troopa trips and slides on his shell, knocking down poor Luigi.

Donkey Kong Victory:

Toad presents Donkey Kong's trophy. Donkey Kong enthusiastically hoists both Toad and the trophy in celebration. Toad is dizzy when he lands. Donkey Kong scratches his head in puzzlement.

Diddy Kong Victory:

Luigi presents the trophy, while Donkey Kong plays drums and Peach looks on. Diddy Kong runs in a circle around the nervous Luigi, grabs the trophy with his tail, and cheerfully leaps onto Donkey Kong's shoulders.

Boo Victory:

Mario and Luigi present Boo's trophy. The trophy mysteriously levitates, startling Luigi, until Boo materializes underneath it (Luigi sighs in relief). More Boos materialize under Mario and Luigi, levitating them for a fun flight.

Shy Guy Victory:

While approaching to collect his trophy, Shyguy trips on the steps and his mask falls off. We don't see what's behind his mask, but Luigi does, and the sight makes him fall backwards on his rear in shock! Shyguy puts his mask back on and claims his trophy.

Bowser Victory:

Bowser gestures for Peach to kiss him and closes his eyes. Peach hastily substitutes an orange Birdo for herself. Bowser opens one eye a peek, sees Birdo about to bestow a loving kiss, and panics.

Bowser Jr. Victory:

Mario, Luigi, a yellow toad, and Yoshi are present to congratulate Bowser Jr. While they wait for him to appear, Mario tells Luigi about him ("Bowser Jr., he has a funny face.") Bowser Jr. leaps in from seemingly nowhere and jumps on everyone's head once, claiming the trophy.

FlyGuy Victory:

Wario and Waluigi present Flyguy's trophy while Peach looks on. Suddenly Waluigi produces a giant pair of pliers from behind his back and tries to seize Flyguy with them. Flyguy twirls in a circle, knocking over Wario and Waluigi, shedding the pliers and claiming his trophy. Peach applauds encouragingly.

Paratroopa Victory:

While Peach looks on, Waluigi "presents" Paratroopa's trophy a few tantalizing inches out of reach, but Wario's has a fishing rod hooked on Paratroopa's shell and uses it to restrain him. Wario and Waluigi laugh. Toad cuts the fishline with large scissors; Paratroopa flies free and plows into Waluigi, knocking him over while Wario falls backwards. Paratroopa happily claims his prize.

Wiggler Victory:

Luigi and Diddy Kong congratulate Wiggler. Diddy Kong drops a tennis ball, which Wiggler trips on and falls, but smiles at his trophy and starts to get up. When Luigi approaches Wiggler ("Are you OK?"), Diddy Kong trips on the tennis ball and tumbles into Luigi, and both tumble on top of Wiggler. This is too much and turns Wiggler into Angry Wiggler, much to Luigi's dismay.

Petey Pirhana Victory:

Mario clears his throat and presents the trophy along with Peach, a pink toad, Koopa Troopa, and Shyguy. Petey is so excited he jumps up and down, unbalancing everyone else with a small earthquake. Mario says "Congratulations!" and gives Petey the trophy. Petey takes it in his mouth and flies overhead.

Star Tournament:

- Mario's tennis ball hits Luigi in the face, giving him a black eye.
("Ouch! My nose!" "Sorry, bro.")
- Wario and Waluigi trip and fall on the way to the leaderboard.
- When Waluigi leans in with a black marker, he hits the camera instead.
Waluigi says, "Sorry!"
- As police actors chase Wario and Waluigi, one of them loses his balance and falls over.
- As Wario and Waluigi prepare to run through a door, it closes and they both slam into it and fall.
- A door slams on Waluigi's shin, trapping him, while a police actor points and says "Stupid."
- As Bowser flips the switch for the tennis ball machine, it spits so many tennis balls that Bowser has to flee and Wario and Waluigi laugh.

Planet Tournament:

- Bowser slams down the switch, and it breaks off.
 - Bowser slams down the switch, gets electrocuted, and collapses. Waluigi says, "Don't expect mouth-to-mouth!"
 - Wario's cell phone rings (its ringtone is Mario's theme) while he is straining to lift weights. Holding up the light-as-a-feather prop weight in one hand, he answers the phone. "Hello? Ma! I told you not to call me here!" Waluigi says "Cut!"
 - Wario's and Waluigi's bob-omb throwing machine jams. Wario says, "What?" Waluigi says, "It's broken!"
 - Bowser's cannon blows up in his face
 - After landing on the ground, Waluigi dodges Wario, who falls headfirst making a small crater in the dirt.
 - As a bullet bill comes spiraling in for Mario to whack, it suddenly runs out of momentum and clatters at his feet. Mario laughs.
 - Paratroopa flies in the projection screen display of a blown-up Bowser, Wario, and Waluigi, spoiling the final scene. Bowser, Wario, Waluigi, Luigi, and Mario enjoy a good laugh together.
- Thanks to wallypup@gcronline.com for the ending requirments.-
-The Shy Guy, Fly Guy, Yoshi and Bowser endings are by paperspike@hotmail.com.-
-The Bowser Jr. ending is by shadowfrinatic5 (GameFAQs).-
-The Mario ending is by Tennisdude22794@aol.com.-
-Everything else, thanks to the owner of www.victarfanfics.com.-

VII.6.5. - Mario Party 4

|Release Data\

Country	Name of Game	Date Released
North America	Mario Party 4	10/21/02
Japan	Mario Party 4	11/08/02
Europe	Mario Party 4	11/29/02

Number of endings: 4

How ending is obtained: -1 for beating/losing on any board in Story Mode.
-1 for beating/losing on any board in Party Mode.
-1 for beating/losing in any mini-game in the Extra Room.
-1 for beating all the boards and the Bowser Battle mini-game in Story Mode.

Ending description:

Story mode:

Well, its not really an ending, per say. When you complete a board (whether you win or not), your taken to a gameshow like stage where the host character for that board will evaluate how well everyone did based on how many coins and stars you have collected and how many mini-games you have

won. If you lose on that board, you're asked if you would like to try again. If you win, the host character challenges you to a mini-game. If you win, the other characters provide you with presents.

Party mode:

When you complete a board (whether you win or not), you're taken a gameshow like stage where the host character for that board will evaluate how well everyone did.

Extra Room:

After the mini-game is over, Thawamp or Whammy (depending on which mini-game list you picked) will tell you your rank for that mini-game.

Final Ending:

Final ending obtained by beating all boards and the Bowser Final Battle minigame in story mode. Beat it with all characters to get a trophy in the present room. Bowser grumbles and whines about losing. Bowser and one koopa kid runs offstage, dropping a present in a Bowerishly-styled box. A koopa kid fails spectacularly at seeming tough by saying he "dropped it by accident". Like any other present, the character picks it up, it flies up, spins, and you get a special present. Bowser walks depressed off into darkness, saying sentimental things about his emotions being confused. Toad runs in and says that there is still someone who wants to give you a present. A star rises up and produces a lovely pyrotechnics display. The screen displays "HAPPY BIRTHDAY [insert character name here]!" It rolls the credits, showing a slide show to the side of the "hosts" costuming and etching their images into the party cube. It enlarges the final picture to the full screen and fades it into a FMV of the Party cube melting back the etchings into its original form. It flies off. Apparently the fireworks display created a constellation, because the present room now has a constellation of your character above their present room.

-The above ending descriptions were by green_magic_cat@yahoo.com and RedRoy90 (gamefaqs), slightly edited for grammatical accuracy.-

VII.6.6. - Mario Party 5

Release Data\

Country	Name of Game	Date Released
North America	Mario Party 5	11/10/03
Japan	Mario Party 5	11/28/03
Europe	Mario Party 5	12/05/03

Number of endings: 1

How ending is obtained: -Beat Bowser.

Ending description:

After you beat Bowser he gives up and says his wish was to fight someone strong (his wish was granted, you fought him) and then he goes away Then Toad says his wish was to help you. Then your wish, becoming a superstar is granted and you get the credits.

-The above ending description was by KnucklesIronKnux@aol.com, slightly edited for grammatical accuracy.-

VII.6.7. - Mario Party 6

STORY: [Brighton and Twila - the sun and the moon - watch over Mario Party World from the sky and host the best parties. The two celestial party animals have always been good friends. That is, until the day Brighton asked Twila, "Who's more impressive, you or me?"

Brighton and Twila argued furiously about who was more popular and impressive. The sky thundered with the fury of their cataclysmic squabble!

Mario and his party-hearts friends tried to get them to make up, but nothing they said could settle the spat in the sky. That's when Mario came up with a brilliant plan to harness the power of the Stars to end the feud!

They decided to throw a massive Mario Party to collect Stars and fill the great Star Bank! Determined to end Brighton and Twila's feud, they started partying right away.

...But will the power of the Stars be enough to end the furious feud?]

|Release Data\

Country	-	Name of Game	-	Date Released
North America		Mario Party 6		12/06/04
Japan		Mario Party 6		11/18/04
Europe		Mario Party 6		3/18/05
Australia		Mario Party 6		9/15/05

Number of endings: 2

How endings is obtained: -Beat any board with any character.

-Complete the Miracle Book (buy all the pages from the Star Bank).

Ending description: Working on it, come back later.

VII.6.8. - Paper Mario: The Thousand-Year Door

STORY: [Hello there, Mario!
I am now on holiday, traveling in the

Mushroom Kingdom.

In my travels, I came into possession of a mystical map...a treasure map, actually. It was inside a box I got from an old merchant in a town called Rogueport.

But since it would be too difficult for me to try to go find treasure all by myself...I thought you could help me hunt for it! You will, of course, won't you?

I've included the map with this letter, so please bring it with you when you come. I'll meet you at Rogueport. (That means you MUST come!)

-Peach-

So Mario headed for Rogueport, where he knew Peach was waiting ...but she was nowhere to be found. Where had she gone?

When Mario started to walk around town to look for her, though, he found himself in the middle of a sticky situation. He ended up helping a sweet Goomba gal who was in trouble. Her name was Goombella, and she claimed to be in the midst of a treasure hunt...

When Mario told her that he has a treasure map, Goombella took him to see Professor Frankly, a wizened old archaeology professor who knew much of local legend.

According to the professor, in order to find the legendary treasure, they would have to first find and collect all seven Crystal Stars. Only then would they be able to open the Thousand-Year Door, behind which the treasure lay.

Luckily for them, the map that Peach had sent was the very Magical Map that showed the locations of the Crystal Stars!

By following the map, perhaps they will also find Peach...A grand adventure awaits Mario and his friends!]

|Release Data\

Country	-	Name of Game	-	Date Released
North America		Paper Mario: The Thousand-Year Door		10/11/04
Japan		Paper Mario RPG		7/22/04
Europe		Paper Mario: The Thousand-Year Door		11/12/04

Number of endings: 2

How ending is obtained: -So-so Ending: Open the ghosts journal in Chapter 6.

-Bad Ending: Agree to join the Shadow Queen.

-Good Ending: Kill the Shadow Queen.

Ending description:

So-so Ending:

By opening the diary, you royally tick off the ghost, who then instant kills you.

Bad Ending:

By agreeing to fight the Shadow Queen, there is nothing left to stand in her way. Lots of darkness + GAME OVER.

Good Ending:

With the destruction of the Shadow Queen, the darkness that had covered the land vanished and all was right with the world once more. After saying good-bye to all his friends, Mario and Peach hop a boat back to Toad Town. Later, Mario is back at his house telling Luigi about the adventure he just had, when he gets an e-mail from Goombella. She tells him how everyone is doing: Koops is back home, more confident than ever. Vivian went back to Twilight Town where she lives with her sisters, who are now non-evil. Yoshi has gone back to the Glitz Pit and is calling himself "The Great Gonzalas Jr." Bobbery is sailing the sea with Cortez. Flurrie has opened a play that she is calling 'Paper Mario'. Doopliss plays the part of Mario. Ms. Mowz is...well, she's being Ms. Mowz. Stealing badges and such. Grodus and the X-Naught's are being peaceful, as all that's left of Groudus is a head. They all miss Mario and hope that he will come visit someday. The credits roll, the end.

After all this, you get a prompt to save your game. You can then return to Rougeport and explore some more.

-The Good and So-So ending is by Jelly Soup.-
-Thanks to smurfyman14@aol.com for the Bad Ending.-

VII.6.9. - Mario Superstar Baseball

Release Data\

Country	- Name of Game	- Date Released
Japan	Super Mario Stadium Miracle Baseball	7/21/05
North America	Mario Superstar Baseball	8/29/05
Europe	Mario Superstar Baseball	10/14/05

Number of endings: 2

How ending is obtained: -Beat challenge mode with any team captain under Mushroom, Flower or Star cup. (Ending 1)
-Beat challenge mode with any team captain under special cup. (Ending 2)

Ending description:

Ending 1:

After you beat the bowser team (or the Mario all-star team if you choose Bowser as your captain) your team members shall appear celebrating in their current fielding positions with a golden text in the middle saying "Your team is number 1!" later all your team members gather around at the pitch mount and continue celebrating, then the team captain grab the throphy and say their common winning phrase, here are what they say:

Mario: Yahoo for me!!!

Peach: *laughs* Oh Peach!

Yoshi: Yooshiiii!

DK: *makes a weird monkey sound*

Wario: Oh ho yeah! I win!

Bowser: *laughs happily*

After that a picture of the captain's stadium shows up and a photo card is placed on the screen, when the photo shot appears it shall have all the characters you've managed to get during the tournamente (nothing else happens if you don't get all the characters, the photo just looks more empty) then depending on which character you choose, a pose of him shall appear next to the photo repeating their common winning phrase and at the top the words "[place cup here] cleared!", the poses change depending from which cup you win. also at the bottom of the screen the words "challenge the next cup" appear.

Ending 2:

It's almost the same as the 1st ending, but after your team captain gets the thropy, a small cutscene appears. Something starts to move on a tall field of grass. Mario appears out of the grass with a baseball and a glove, the the camera makes a overview of a baseball court located in the center of the field of tall grass, the light go on and Mario approaches to Peach and Diddy Kong, he then says "oh yeah" and start to get in their positions but then Bowser appears in a split-second and everyone gets suprised, but Bowser is quite happy and makes a pose laughing, then everyone gets in their positions, Mario gets to the pitching mount and Paratroopa goes to shortstop, Bowser goes to the batting zone along with Wario and and Waluigi and start to play. Luigi as the catcher makes some signs with his fingers to Mario. Mario then throws the ball and in the ball the words come up saying "We love Baseball!" appear, thus ending the cutscene, the credits roll with many of the main characters doing some of their special abilities with a theme song saying "We love baseball!!"

After that the picture of the captain's appears up as well as the photo with the other players you've managed to obtain. Finally your team captain shall make its final pose along with its common winning phrase.

-The above ending descriptions are by BlueLinkSword (GameSpot).-

VII.6.10. - Dance Dance Revolution: Mario Mix

Release Data\

Country	Name of Game	Date Released
Japan	Dance Dance Revolution with Mario	7/14/05

North Dance Dance Revolution: 10/24/05
America Mario Mix

Europe Dancing Stage: Mario 10/28/05
Mix

Number of endings: 1

How ending is obtained: Beat Bowser.

Ending description:

As Luigi does battle he assembles rockets and sends them flying into Bowser with a swing of his hammer. The last swing knocks Bowser to the roof of his castle. Bowser collapses.

Bowser: Beaten again! Why can't I ever catch a break? Ruuagh! I guess this brings my grand plan to an unfortunate end.

Toad: What? What exactly was your grand plan?

Bowser: I was going to use the power of the keys to... to... fix my tone deafness. How embarrassing.

Luigi: Oh-oh.

Toad: *groans* Yee-hah! Let's go back to Truffle Towers and lock up the keys! What's up, Luigi?

Luigi moves to the center of the roof and raises his arms.

Toad: What are you doing? What do you want to do with the keys?

Toad takes a step closer. All four keys come to Luigi and combine, shining brightly.

Bowser: I feel funny. I can't keep from dancing, and I feel... happy?

Toad: I can't stop my feet either!

World 5 transforms from a firey, volcano-ridden world to a beautiful green world.

Toad: I understand now! So this is the way the keys are supposed to be used, eh, Luigi?

Bowser: What's going on?

Toad: In capturing the keys, we've transplanted a little bit of music into our souls.

Bowser: That is why we want to dance!

Toad: With the keys back safe and music in our souls, the world is a happier place. Let's dance! Dance to the music in your soul!

Luigi dances on the way home. Credits roll. the Freezie, Wario, the Hammer Brothers, Toadette, and others are dancing in the background during the retraced journey past the five worlds. Waluigi is nowhere to be seen; perhaps he is sulking. Luigi walks into his house and closes the door.

-The above ending description is by Victar (GameFAQs).-

VII.6.11. - Mario Party 7

Release Data\

Country	-	Name of Game	-	Date Released
North America		Mario Party 7		11/07/05

	Mario Party 7 Bundle	11/07/05
Japan	Mario Party 7	11/10/05
Europe	Mario Party 7	2/10/06

Number of endings: 2

How ending is obtained: -Beat all boards in Solo Cruise Mode.

-Beat the King of the River.

Ending description:

Solo Cruise Mode:

Bowser and Koopa Kid get blasted off the cruise yacht and onto a tiny desert island. Bowser says, "We lost again, didn't we?" Koopa Kid says, "Seems that way, sir." Despite the sting of their defeat, just for a moment, Bowser and Koopa Kid reflect that the party was pretty fun. Then they catch sight of the character who beat them waving goodbye on the yacht. (The character uses his or her "champion" pose, so Peach/Daisy/Mario/Luigi wave, Waluigi gives a thumbs-up, Wario admires his own flexed arm muscles, etc.) Bowser and Koopa Kid shout furiously that they'll be back!

King of the River:

You make it to the end of the river, discover treasure, and get a prize for your item collection. There's a different prize for the Easy, Normal, and Hard courses. If you go to the Duty-Free Shop, examine the prize for the Hard course in your item collection, and say "Surprise!" into the microphone, you get to watch the game credits while Mario takes a walk past all the different game worlds. (The game has an option to turn the microphone off and trigger this with the controller.)

-THanks to the owner of www.victarfanfics.com for this.-

VII.6.12. - Super Mario Strikers

Release Data\

Country	Name of Game	Date Released
North America	Super Mario Strikers	12/05/05
Japan	Super Mario Strikers	1/19/06
Europe	Mario Smash Football	11/18/05

of Endings: ?

Obtained: ?

Description: If you have one/know where I can find one, please e-mail me (you will be credited).

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VII.7. - *Nintendo DS*
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VII.7.1. - Mario Kart DS

Release Data\

Country	Name of Game	Date Released
North America	Mario Kart DS	11/14/05
Japan	Mario Kart DS	12/08/05
Europe	Mario Kart DS	11/25/05

Number of endings: 1

How ending is obtained: Beat the final mission.

Ending description:

After you beat the boss, it will go to the credits on the bottom screen, while all the racers ride their kart on the top screen. After the credits end, Mario and Peach will hold up a few trophies.

VII.7.2. - Mario & Luigi: Partners in Time

Release Data\

Country	Name of Game	Date Released
North America	Mario & Luigi: Partners in Time	11/28/05
Japan	Mario & Luigi RPG 2x2	12/29/05
Europe	Mario & Luigi: Partners in Time	2/10/06

Number of endings: 1

How ending is obtained: Beat the final boss. <_<

Ending description:

The twin will be destroyed, but not before talking about how the shroobs will return... and then she turns into a mushroom. Then everyone will be returned to Peach's Castle of the past. Princess Peach will thank Mario and Luigi for saving the Mushroom Kingdom of the past. Then Baby Mario and Baby Luigi will start playing on Baby Bowser, who was made into a shroob mushroom. Baby Mario gets a little rough, though, and makes Baby Luigi cry. The crying, oddly enough, returns Baby Bowser to normal.

Later, Stuffwell gives the information to Gadd, and he uses the Hydrogush 3000 to take away all traces of shroob kind from the Mushroom Kingdom of the past. And now peace has returned... or has it?

After defeating the spirit of Princess Shroob's twin inside Bowser, he won't be super strong anymore, and everyone says goodbye. The Toadsworths say goodbye, and Baby Peach cries. They do Toadsworth Twist so Baby Peach leaves with a smile. Peach thanks the babies for saving the kingdom. Baby Mario will give Mario his hammer as a parting gift. Luigi expects the same, but Baby Luigi just says "let's-a go!" Luigi says, "No...", and Baby Luigi cries. Luigi, however gives him a Yoshi Cookie he had saved. He finally offers up his hammer. It hits Luigi in the head, though. Then the whole past period people get in the now repaired time machine to the past. Then the credits roll with various pictures of scenes from the game. THE END will appear at the bottom. Press any button to reset the game.

-The above ending description is by LatiasLord.-

VII.7.3. - Mario Hoops 3 on 3

-This game has not been released yet.-

=====
VII.8. - *iQue*

=====
VII.8.1. - Mario Kart 64

Number of endings: 1

How ending is obtained: Win Gold on the 150cc.

Ending description:

Okay, we've probably all seen the trophy presentation. Well, if beaten on 150cc Special Cup, you get to see sweet camera angles on all the courses and the credits. Then it ends focusing on Peach's Castle and Mario says, "Hey, you-a very good! See you next time!" Now, if the N64 is reset, you will have a different title screen.

-The above ending description is by Mike Radon (World of Nintendo), slightly edited for grammatical accuracy.-

VII.8.2. - Dr. Mario

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

=====
VII.9. - *PC/Mac/Other Computer*

VII.9.1. - Mario is Missing!

Release Data\

Country	Name of Game	Date Released
North America	Mario is Missing!	PC: 1992 MAC: 1993

Number of endings: 1

How ending is obtained: -Beat Bowser.

Ending description:

Luigi enters a room with a secret door revealing Mario. Then Bowser appears. But Luigi pulls a lever placing Bowser in a big cannon. It shoots him outside where he freezes the credits roll by and you're done.

VII.9.2. - Mario's Time Machine Deluxe

Release Data\

Country	Name of Game	Date Released
North America	Mario's Time Machine Deluxe	1996

Number of endings: 2

How ending is obtained: -Finish game with low score.

-Finish game with high score.

Ending description: Low score ending:

Mario storms into Bowser's room. Bowser calls down the time machine and sets it for "PARADISE 1993 AD". Bowser turns the time machine on. The screen wipes to a shot of Bowser, lounging and laughing on his own personal island. The game displays a message asking you to try again.

High score ending:

Mario bursts into Bowser's stronghold. Bowser sets the time machine again, but, the machine shows small explosions throughout its face and switches its display to "MALFUNCTION 9993 BC" or some other prehistoric date. Bowser is next seen zapped into a dense rainforest. A pteradactyl flies by. Bowser acquires a doomed and confused look. A large dinosaur foot reduces him to a small puddle. A congratulatory message is displayed, followed by the credits and the words "The End".

-The above ending description was by RedRoy90 (gamefaqs).-

VII.9.3. - Mario's Early Years: Fun with Numbers

Release Data\

Country	Name of Game	Date Released
North	Mario's Early Years: Fun with Numbers	September 1994

Number of endings: Z-E-R-O spells ZERO

How ending is obtained: -Spell a bad word/Get send to the principles office/get abducted by Michal Jackson.

Ending description:

No end for you! This is #2 of 3 learning games made by The Software Toolworks inc. for the SNES.

-The above ending description was by Jelly Soup.-

VII.9.4. - Mario's Early Years: Fun with Letters

|Release Data\

Country	Name of Game	Date Released
North	Mario's Early Years:	October 1994
America	Fun with Letters	

Number of endings: Zero

How ending is obtained: -Graduate from the 2nd grade/Write a novel.

Ending description:

No ending here! This was one of he learning games made by The Software Toolworks inc. for the SNES. Mario was in it becasue he was a well known character and kids liked him. That and he has published many-a book-a in his time-a.

-The above ending description was by Jelly Soup, who is serving 3 consecutive time-outs for hitting Suzie.-

VII.9.5. - Mario's Early Years: Preschool Fun

|Release Data\

Country	Name of Game	Date Released
North	Mario's Early Years:	??/??/??
America	Preschool Fun	

Number of endings: Zero X Zero = Dubbletynothing!

How ending is obtained: -Touch the finger paint without permission/Contemplate how time travel could be possable when applying a theory based on advanced quantum physisics/stop playing.

Ending description:

Last in the line of 3 learning games made by The Software Toolworks inc. for the SNES.

-The above ending description was by Jelly Soup, who has to go now, the bus is here.-

VII.9.6. - Mario's FUNdamentals

|Release Data\

Country	Name of Game	Date Released
North America	Mario's FUNdamentals	PC: January 1997 MAC: 1996

Number of endings: 0

How ending is obtained: -Turn off the computer/stop playing/power outage.

Ending description:

No end. This was a board game/card game program that you could use to play board games/card games with Mario.

-The above ending description was by Jelly Soup.-

VII.9.7. - Mario's Game Gallery

Number of endings: 0

How ending is obtained: -KILL THE COMPUTER/Stop playing.

Ending description:

This is an EXACT copy of Mario's Fundamentals, this one was just released first. Presumably, Mario's Fundamentals was just a version of this game that would work on a newer computer.

VII.9.8. - Mario Teaches Typing

|Release Data\

Country	Name of Game	Date Released
North America	Mario Teaches Typing	1992

Number of endings: 0

How ending is obtained: -Enslave the human race/Stop playing.

Endings description:

The ending is something like 'great job!', and you can print out a

certificate. It also featured Mario in a graduation cap with white robe.

-The above ending description was by violet_yoshi@hellokitty.com.-

VII.9.9. Mario Teaches Typing 2

|Release Data\

Country	Name of Game	Date Released
North America	Mario Teaches Typing 2	1996

Number of endings: 0

How ending is obtained: -Gather all the Dragon Balls/Get to the city of Baldur's Gate/Stop playing.

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

VII.9.10. - Super Mario Bros. & Friends: When I Grow Up

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

=====

VII.10. - *NES*

=====

VII.10.1. - Mario is Missing!

|Release Data\

Country	Name of Game	Date Released
North America	Mario is Missing!	July 1993
Japan	Mario is Missing!	1983

Number of endings: 1

How ending is obtained: -Beat Bowser.

Ending description:

Luigi storms in beats Bowser, grabs the key, frees Mario. 'Thank You' shows up at the top of the screen as does your final score.

Boss and Final Images: <http://www.vgmuseum.com/end/nes/a/mim.htm>

-The above ending description is by Jelly Soup.-

VII.10.2. - Yoshi

STORY: [HATCH AND MATCH WITH YOSHI!

Yoshi is an action puzzle game starring Mario's dinosaur buddy Yoshi, and other familiar characters like Little Goomba and Blooper. Once again, Mario is going to have to battle away to save Yoshi, who is imprisoned in an egg. Match the egg shells to release Yoshi and score big points!]

Release Data\

Country	Name of Game	Date Released
North America	Yoshi	1992
Japan	Yoshi no Tomago	12/14/91
Europe	Mario & Yoshi	12/10/92

Number of endings: 1

How ending is obtained: -Beat all the stages on HIGH.

Ending description:

Nothing really. You just get a higher speed/difficulty level to play the game at.

-The above ending description is by *Requested To Remain Anonymous*.-

VII.10.3. - Dr. Mario

Release Data\

Country	Name of Game	Date Released
North America	Dr. Mario	1990
Japan	Dr. Mario	7/27/90
Europe	Dr. Mario	6/27/91

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

VII.10.4. - Mario's Time Machine

Release Data\

Country	Name of Game	Date Released
North America	Mario's Time Machine	4/23/94

Number of endings: 1

How ending is obtained: -Beat Bowser.

Ending description:

Mario kicks the crap out of Bowser, takes the key and frees Yoshi. Yoshi thanks Mario and a picture appears. The picture has Mario doing the peace sign, Yoshi looking happy and Bowser crying like a little baby. The music starts up and the credits roll.

Boss and Final Images: <http://www.vgmuseum.com/end/nes/a/mariotime.htm>

-The above ending description is by Jelly Soup.-

VII.10.5. - Kart Fighter

Release Data\

Country	Name of Game	Date Released
North America	Kart Fighter	??/??/??

Number of Endings: 12(?)

How ending is obtained: -Win a match with each fighter(?).

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

VII.10.6. - Wrecking Crew

Release Data\

Country	Name of Game	Date Released
North America	Wrecking Crew	1985
Japan	Wrecking Crew	6/18/85
Europe	Wrecking Crew	10/15/87

Number of Endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please
e-mail me (you will be credited).

=====
VII.11. - *Arcade*
=====

VII.11.1. - Vs. Dr. Mario

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please
e-mail me (you will be credited).

VII.11.2. - Vs. Wrecking Crew

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please
e-mail me (you will be credited).

VII.11.3. - Mario Kart Arcade GP

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please
e-mail me (you will be credited).

=====
VII.12. - *GameBoy Color*
=====

VII.12.1. - Mario Golf

Number of Endings: 2

How ending is obtained: Fake ending - Beat the Link Tournament.
Real ending - Beat the Peach Tournament.

Ending description:

After you beat Link's Tournament and Link in a match game, all the club
champions come out and talk. Then some credits role. After you beat
Peach's Tournament it shows the picture of the character you chose with
a trophy. After that the credits role again, but this time they are
different.

-The above ending description is by Tony Bowen (World of Nintendo).-

Last Images: <http://www.vgmuseum.com/end/gbc/a/mariogolf.htm>

-The above ending description is by Jelly Soup, with help from qqwref (gamefaqs) who wrote the FAQ that pointed me in the right direction.-

=====
VII.13. - *VirtualBoy*

=====
VII.13.1. - Mario Clash

Number of endings: 0(?)

How ending is obtained: Die of old age/stop playing.

Ending description: By all indications, this game has no end and is nothing but a 3-d version of Mario Bros.

-The above ending description was by Jelly Soup.-

=====
VII.14. - *CD-i*

=====
VII.14.1. - Mario Hotel

STORY: [It's a dark day in the Mushroom Kingdom. Mario and Luigi have come to visit their friend Princess Toadstool, only to discover that the Princess has been kidnapped by Bowser, King of the evil Koopaling clan!

Bowser has turned the beautiful Mushroom Kingdom into a personal resort for himself and his seven Koopaling children. Each Koopaling has taken over a hotel in the Kingdom. To top it off, Bowser has challenged Mario and Luigi to save the princess from the Koopaling's clutches.

Beware of the Koopalings and their nasty pals as they try to stop Mario and Luigi from searching the seven hotels. Mario and Luigi have to use their ability to jump and stomp --- and throw fireballs --- to avoid or defeat these enemies. It's up to Mario and Luigi to outsmart the Koopalings' clever traps.]

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

Additional Information:

From: violet_yoshi@hellokitty.com:

I don't recall much about this game, except it really had nothing to do with the standard idea of a Mario game. I read on a site that the system was to be a joint venture between Nintendo and Sony, then Nintendo changed their mind. So Sony made the system, and Nintendo let it use their licensed characters on some of the games.

I think it was something where you avoided goombas, by running through hotel doors. As I said, I really don't remember much of the game, other

than there was a power-up that made Mario or Luigi (unless Luigi wasn't a part of the game, was there a 2 player mode?) turn really pretty rainbow colors. I mean, in a more smooth manner unlike the invincibility stars in the Nintendo games, which made Mario/Luigi change colors so fast it was enough to keep people prone to seizures from playing the game. Not that you should play video games if you're prone to seizures, but I'm not and if I look at Mario for awhile it makes me mighty dizzy.

-The above was by violet_yoshi@hellokitty.com.-

=====
VII.15. - *64DD*

=====
VII.15.1. - Mario Artist (Series)

Number of endings: None that we know of.

Ok, first off, this series is made up of four different games:

Mario Artist: Communication Kit
Mario Artist: Paint Studio
Mario Artist: Polygon Studio
Mario Artist: Talent Studio.

These games were never released in the USA, nor was the 64DD. The Mario Artist series was basically an advanced version of Mario Paint.

The Communication Kit allowed the player to connect to a special 64DD network and share their art work.

Talent Studio was a movie making studio that came with a special device called the Nintendo 64 Capture Cartridge.

Paint Studio was Mario Paint with a kick in the ass. It came with a N64 mouse. By using the Nintendo 64 Capture Cartridge, a person could take screen shots from videos and pics from the GameboyCamera and edit them.

Polygon Studio was the same as Talent Studio, but in 3-D (polygons, like the N64).

=====
VII.16. - *GameBoy*

=====
VII.16.1. - Mario & Yoshi

Number of endings: 1

How ending is obtained: Beat all the stages on HIGH.

Ending description: Nothing really. You just get a higher speed/difficulty level to play the game at.

-The above ending description is by *Requested To Remain Anonymous*.-

VII.16.2. - Dr. Mario

Number of endings: 3

How ending is obtained: One ending per difficulty setting.

Ending description:

Low:

The three Viruses are sitting at the bottom of a lake. The word Congratulations! flashes on screen.

Med:

The three Viruses are sitting at the bottom of a lake when a shell fish floats by. The word Congradualations! flashes on screen.

Hi:

The three Viruses are sitting at the bottom of a lake. The word Congradualtions! flashes on screen. A spaceship floats above the water and starts to beam the Viruses up. Then a big fish floats by and eats them. The spaceship gives chase.

Boss and final images: <http://www.vgmuseum.com/end/gb/b/drmar.htm>

-The above ending description was by Jelly Soup.-

VII.16.3. - Mario's Picross

Number of endings: None, technically.

How ending is obtained: N/A

Ending description:

Aside from congratulatory screens, there really aren't any endings. A Time Trial opens up after a number of puzzles are cleared, but that's about it.

VII.16.4. - Picross 2

Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

=====
VII.17. - *Wii*
=====

VII.17.1. - Super Smash Bros. Brawl

-This game has not been released yet.-

VII.17.2. - Mario Strikers Charged

-This game has not been released yet.-

=====
VIII. - Multi-Platform Titles - Games that are on more than 3 systems with
next to no change in ending (amongst other
things).
=====

-Under Construction-

=====
IX. - Cameos - Games that Mario or Mario related characters or objects have
been sited in.
=====

VIII.1. - Pinball

Systems: NES - Pinball
E-reader - Pinball-e
Gamecube - Pinball (Animal Crossing)

NES:

Mario and Pauline make a cameo appearance in the Bonus
Stage.

E-Reader:

- Same as NES version.

Gamecube:

- Same as NES version.

-Thanks to dsmckenna@earthlink.net for informing me that Pinball was also
in Animal Crossing.-

VIII.2. - Tennis

Systems: NES - Tennis
E-reader - Tennis-e
VirtualBoy - Mario's Tennis
Gamecube - Tennis (Animal Crossing)
Gameboy - Tennis

NES:

- Mario makes a cameo as the umpire.

E-Reader:

- Same as NES version.

VirtualBoy:

- Same as NES version.

Gamecube:

- Same as NES version.

Gameboy:

- Same as NES version.

-Thanks to dsmckenna@earthlink.net for informing me that Tennis was also in Animal Crossing.-

VIII.3. - Game & Watch Gallery (series)

Systems: Gameboy - Game & Watch Gallery

GBC - Game & Watch Gallery 2, Game & Watch Gallery 3

GBA - Game & Watch Gallery 4

Game & Watch Gallery:

- Mario dances around the title screen.

Modern Manhole - Yoshi is the character the you control.

- Toad, Donkey Kong jr. and Mario are the people that run across the screen.

Modern Fire - Mario and Luigi are the characters you control.

- Toad, Baby Yoshi and Donkey Kong jr. are that characters that jump from the window.

Modern Octopus - Mario is the diver you play as.

- Peach is the boat driver.

Modern Oil Panic - Mario is the guy you play as (to catch the oil).

- Yoshi is the guy who hangs around out side the window to catch the oil Mario throws out.
- Bowser is the one pouring the oil.
- Donkey Kong jr. is sitting in the grass on the lower left hand side of the screen.
- Luigi is sitting in the grass on the lower right hand side of the screen.

Game & Watch Gallery 2:

Modern Parachute - Mario is the one in the row boat.

- The character Mario is trying to catch is Toad, Yoshi and Donkey Kong jr.

- CheapCheap is the fish in the water.

Modern Helmet - The character you play as is Mario.

- Losing all your lives in stage one and then selecting try again will let you play as Wario.
- The character that is dropping crap on your head is a Paratroopa.
- In later levels, Thwamp will try to crush you.

Modern Chef - The chefs found on either side of the screen are Mario and Luigi.

- Peach is the chef you are playing as.
- Yoshi follows Peach around eating the leftovers.

Modern Vermin - The character you play as is Yoshi.

- The vermin are Flyguys and Paratroopers

Modern Donkey Kong - The character you play as is Mario.

- As you may have guessed, Donkey Kong is the bad guy.

Modern Ball - The character your playing as is Yoshi.

- The balls are actually Yoshi eggs.

Game & Watch Gallery 3:

Modern Egg - The character you play as in Yoshi.

- The eggs are cookies from Yoshi's Cookie.
- Every now and then, Chef Mario will poke his head out from one of the four doors.

Modern Greenhouse - Yoshi is the character you play as.

- The bad guys attacking the flowers are Flyguys and monkey dudes (anyone know the name?).

Modern Turtle Bridge - Toad is the character you play as.

- Mario is on the far left (pick up), Peach is on the far right (drop off).
- The platforms are actually Goony Birds.
- The items Toad is delivering are Super Mushrooms and Yoshi Eggs.

Modern Mario Bros. - The Team you play as is Mario on the right and Luigi on the left.

- Bowser plays the role of 'boss' in this version.
- The truck driver is Wario.
- Intrestingly, this game is actually Mario Bros. II.

Modern Donkey Kong jr. - Guess who you play as? Donkey Kong jr!

- The object of the game is to rescue your dad (Donkey Kong) from the cage Mario put him in.
- Many diffrent bad guys show up here: Goomba, Bullet Bill and Clap Clap (did I miss any?).

Game & Watch Gallery 4:

Modern Boxing - Luigi is the character you play as.

- Your opponents are Wiggler, Walugi and Big Boo.

Modern Rain Shower - You play as Mario.

- Bowser is the one throwing the water balloons.
- The people in the baskestas are Luigi, Wario and Yoshi.
- Every now and then, Walugi will poke his head out on the far right and mess with the line.

Modern Mario's Cement Factory - You play as Mario.

- The bottom left hand baker is Yoshi.
- The bottom right hand baker is Toad.
- Every now and then, a Boo will pop on screen.

- The dough turns into cookies from Yoshi's Cookie when dropped to the baker.
- Modern Donkey Kong jr. - Guess who you play as? Donkey Kong jr!
 - The object of the game is to rescue your dad (Donkey Kong) from the cage Mario put him in.
 - Many different bad guys show up here: Goomba, Bullet Bill and Clap Clap (did I miss any?).
- Modern Donkey Kong 3 - On the left is Donkey Kong, the right is Mario.
 - The idea is to use the water to blast the Boos at the other guy.
- Modern Fire - Mario and Luigi are the team you play as.
 - The characters jumping out of the building are Toad, Baby Yoshi and Donkey Kong jr.
- Modern Chef - You play as Peach, with Yoshi following her around.
 - The chefs on either side of the screen are Mario and Luigi.
- Modern Mario Brothers - Mario and Luigi are the team you play as.
 - Bowser plays the role of boss.
 - Wario drives the truck.
- Modern Donkey Kong - Now, who do you think you play as? Yeah, Mario.
 - Donkey Kong, yeah, you all know already.
- Modern Octopus - You play as Mario.
 - Peach sails the boat.

-Thanks to the_3000th_flare@yahoo.com for the addition to Modern Manhole on Gallery 1.-

VIII.4. - Animal Crossing

- Systems: Gamecube - Animal Crossing
 N64 - Animal Forest/Animal Forest Plus (Japan ONLY)
 DS - Animal Crossing: Wild World

Gamecube:

Items:

- Mario Trophy - A gold trophy of Mario.
- Luigi Trophy - A silver trophy of Luigi.
- Starman - One of the stars from Super Mario Bros. that made Mario invincible. Clicking on this item will make your character flash and the old 'invincible Mario' theme play.
- Flagpole - The flagpole from Super Mario Bros. at the end of each level. Clicking on this item makes the 'sliding' sound from the original Super Mario Brothers.
- Super Mushroom - One of the mushrooms that makes Mario big in Super Mario Bros. Clicking on it makes the 'Mario grow' sound from the original Super Mario Brothers.
- Fire Flower - Who doesn't remember this? It's the flower that gives Mario the ability to shoot fire balls. Clicking on this item makes the 'fireball spit' sound.
- ? Block - The blocks found in various Mario games that contain various things.
- Brick Block - Blocks found all around Super Mario Bros.
- Cannon - The cannons that shoot Bullet Bills. Clicking on this item will

make the Bullet Bill fire sound.

Green Pipe - The pipes that can be found in various Mario games.

Clicking on this item will make the 'going down pipe' sound.

Coin - The coins from various Mario games. Clicking on this item will make the 'coin collect' sound.

Block Flooring - Resembles the block walls found in Super Mario Bros. 3.

Super Mario Brothers - A port of the NES classic.

Mushroom Mural - The background found in most of the levels in the NES Super Mario Bros.

Koopa Shell - A green Koopa Troopa shell.

Autumn Medal - A coin with Marios face on it (much like the one you see at the start of Mario All-Stars).

Spring Medal - A coin with Marios face on it (much like the one you see at the start of Mario All-Stars).

Punchout - A port of the NES classic (the ref is Mario).

Wario's Woods - A port of the NES classic.

Apple TV - It plays theme from the Valley of Bowser in Super Mario World.

Big Bros. Shirt - A red shirt with a red M in the middle, much like Mario's hat.

Lil' Bros. Shirt - A green shirt with a green L in the middle, much like Luigi's hat.

Toad Print - Resembles the Toad Hats (in reverse).

Tennis - A port of the NES classic (the ref is Mario).

Pinball - A port of the NES classic (Mario and Pauline appear in the Bonus Stage).

Donkey Kong - A port of the NES classic (you play as Mario AKA Jump Man).

Donkey Kong jr. - A port of the NES classic (the bad guy who captured Donkey Kong is Mario AKA Jump man).

People:

Kapp'n - One of his songs makes a refrence to Mario.

Rover the cat - When you start a new game, sometime, when hes calling Tom Nook, he will start the conversation with "Hey, it's-a me!"

Alfonso - His catchphrase is "it's-a me".

Scared villager - Sometimes, when you come up behind a villager at night and talk to them, they will respond with "Great galloping Goombas!"

Gulliver - He will sometimes talk about a 'Mary in Toad Town'.

Other stuff:

The special rock - Once a day, there will be a rock in your town that will drop a bell bag when hit. Hit this rock three times and the Super Mario '1-Up' soundFX will sound.

Passwords - Some of the passwords make refrences to Mario and Mario related characters.

Storage - Some storage items in other animals houses will display the text "What are Luigi's clothes doing in here?" when clicked on.

N64:

Unknown at this time. The GCN version is a port of this one, so I assume the cameos would be the same.

DS:

Items:

- 1-Up Mushroom - I think we all know what this is. It makes the 'extra life' soundFX when clicked.
- Arcade Machine - Features small pics of Mario and Luigi fighting.
- Big Bro's Hat - A cap that resembles Mario's hat.
- Big Bro Mustache - A mustache that resembles Mario's mustache.
- Big Bro's Shirt - A red shirt with a red M in the middle, much like Mario's hat.
- Block Floor - A carpet that resembles a pattern of brick blocks.
- Brick Block - A block found all over the Mushroom Kingdom.
- Cannon - One of the Bullet Bill cannons. When clicked, it makes the 'pow' soundFX.
- Coin - The coins from various Mario games. Clicking on this item will make the 'coin collect' sound.
- Fire Flower - Again, we should all know what this is.
- Flagpole - Ditto.
- Green Pipe - Double Ditto.
- Koopa Shell - Triple Ditto.
- Li'l Bro's Hat - A cap that resembles Luigi's hat.
- Li'l Bro's Shirt - A green shirt with a green L in the middle, much like Luigi's hat.
- Mushroom Mural - Wallpaper that resembles the backdrop in Super Mario Bros.
- Pinball Machine - Has the same face plate as the Super Mario Bros. pinball table.
- SMB3 Paper - Stationary that resembles the title screen of Super Mario Brothers 3. And it kicks massive amounts of ass.
- Starman - Obvious.
- Super Mushroom - Also Obvious.
- Toad Parasol - Resembles the Toad Hats (in reverse).
- Toad Shirt - Resembles the Toad Hats (in reverse).

Music:

- K. K. Song - A remix of a melody found in Mario Paint and Yoshi's Story.

-Thanks to Xenal975 (GameFAQs) for the DS Big Bro's Hat and Li'l Bro's Hat.-

-Thanks to beelseel for the Storage cameos.-

VIII.5. - Mega Man Battle Network 3

System: GBA - Mega Man Battle Network 3

- Mario's trademark red hat and blue overalls are hanging up at Yai's house in ACDC town. If you look closely, you can even see the white circle on the front of the hat. The description reads, "It's a simple design, and the fabric won't tear or get dirty".
-

VIII.6. - Alleyway

System: Gameboy - Alleyway

Gameboy:

- Mario jumps onto the paddle when you start the game.
 - Block formations in Bonus Stage 03 and Stages 16 - 18 are shaped like Mario's head.
 - Block formation in Bonus Stage 06 is shaped like a Koopa Troopa.
 - Block formation in Bonus Stage 09 is shaped like a Bloober.
 - Block formation in Bonus Stage 12 is shaped like a Piranha Plant.
 - Block formation in Bonus Stage 15 is shaped like a Bullet Bill.
 - Block formation in Bonus Stage 18 is shaped like a Goomba.
 - Block formation in Bonus Stage 21 is shaped like a Cheep-Cheep.
 - Block formation in Bonus Stage 24 is shaped like Bowser.
-

VIII.7. - Baseball

System: Gameboy - Baseball

Gameboy:

- Mario is one of the pitchers for the Bears.
 - Luigi is one of the pitchers for the Eagles.
-

VIII.8. - Donkey Kong Land 2

System: Gameboy - Donkey Kong Land 2

- At the end of the game, you are ranked on how well you did, on a table from 1 - 3. Mario and Yoshi are on this table.
-

VIII.9. - F-1 Race

System: Gameboy - F-1 Race

Gameboy:

- When you are driving to Course 2, Toad waves to you.
 - When you are driving to Course 3, Luigi waves to you.
 - When you are driving to Course 4, Princess Toadstool waves to you.
 - When you are driving to Course 6, Mario waves to you.
 - During the ending, Bowser waves to you.
-

VIII.10. - Game Boy Camera

- Mario dances on the title screen.
- Some of the hidden pictures are Mario related:
 - Mario
 - Wario
 - Luigi and Peach
 - Baby Wario
 - Boo
 - Toad
 - Mario and Donkey Kong
 - Mario with Wings

-Thanks to Punisher (GameFAQs) for some of these.-

VIII.11. - The Legend of Zelda: Link's Awakening/DX

System: Gameboy - The Legend of Zelda: Link's Awakening
Gameboy Color - The Legend of Zelda: Link's Awakening DX

Gameboy:

- Mario makes a cameo as Tarin.
- Chain Chomp makes a cameo as BowWow.
- Wart makes a cameo as Mamu.
- Yoshi makes a cameo as the Yoshi Doll.
- Croco makes a cameo as Sale.
- Goomba makes a cameo as one of the monsters.
- If you hang out in Richard's Villa long enough, the Mario Paint theme will play.
- The monster Spiked Beetle resembles a Spiny.
- The picture that the goat sends to Mr. Write is of Princess Peach.

Gameboy Color:

- Same as Gameboy version.
- Some people have been saying that the Camera guy is Squeek.

VIII.12. - Pokémon

System: Gameboy - Pokemon Red/Blue/Green/Yellow
N64 - Pokemon Stadium 2

General:

- Some people have been saying that Paras is a reference to Mario. Other than the mushroom thing, Paras, like Mario, is short, wide and red.
- Some people have been saying that Breloom is a reference to Luigi. Other than the mushroom thing, Breloom, like Luigi, is tall, thin and green.

Gameboy: (Red/Blue/Green/Yellow)

- At various points in the game (the Mimic Girls room and Your room are the most popular), you'll see an SNES in front of a TV. Walk and click on it. The words "A game with MARIO wearing a bucket on his head!" will appear. This is a reference to Mario & Wario.
- Way back when, EGM (a gaming magazine) ran an April Fools joke about how to turn a Dragonite into a Yoshi. There are still people who believe that it's possible to gain Yoshi as a Pokemon.

N64: (Pokemon Stadium 2)

- When you get a game console (room item) and place it in your room, it will make the TV show different games. Each system will show a different set of games:
N64: Super Mario 64, Wave Race, Zelda 64, Starfox 64

SNES: Super Mario World, Kirby Super Star, F-Zero, The Legend of Zelda:
A Link to the Past

NES: Donkey Kong, Super Mario Bros., Kirby's Adventure, The Legend of
Zelda

-Thanks to DaDuke2000 (gamefaqs) for the Paras/Breloom thing.-

VIII.13. - Qix

System: Gameboy - Qix

Gameboy:

Depending on how high your score is, the ending will show Mario in different situations.

- If your score is lower than 100,000, Mario is shown playing a guitar in the desert.
- If your score is higher than 200,000, Mario is shown hunting in a loin cloth.
- If your score is higher than 250,000, Mario is shown bull fighting.
- If your score is higher than 300,000, Mario is shown charming a snake.
- In 2 player mode, the person who starts the game is Team Mario and the other guy is Team Luigi.

VIII.14. - Tetris

System: Gameboy - Tetris
NES - Tetris

Gameboy:

- The person who starts the game is Mario and the other guy is Luigi. The character then appears in the upper right-hand corner during game play.

NES:

- Beat B-Type game on Level 9, Height 5. While your score is being added up, you will see Bowser, Mario, Luigi, Princess Toadstool and Donkey Kong standing around.

VIII.15. - EarthBound

Systems: NES - Mother (Japan ONLY)
SNES - EarthBound (Mother 2 in Japan ONLY)

NES:

- An NPC in Twinkle Elementary School says "Have you played Super Mario Bros. 7? I'm still playing Super Mario Bros. 3. It's been quite a challenge for me."

SNES:

- The arcade in Onett has several Donkey Kong arcade sets.
- The two lead singers for the Runaway Five resemble Mario and Luigi. One is short, fat and wears red. The other is tall, thin and wears green.

-Thanks to Knexdude121@aol.com for the Runaway Five thing.-

VIII.16. - Maniac Mansion

Systems: NES - Maniac Mansion

NES:

- Five notes are played when you turn on a video game. These are the first five notes of the Super Mario theme.
-

VIII.17. - Punch Out!!/Mike Tyson's Punch-Out!!

Systems: NES - Punch Out!!/Mike Tyson's Punch-Out!!
Gamecube - Punch Out!! (Animal Crossing)

NES:

- Mario is the ref.
-

Gamecube:

Same as NES version.

VIII.18. - F-Zero X

Systems: N64 - F-Zero X

- The character Dr. EAD resembles Mario and has a Starman belt buckle.
-

VIII.19. - The Legend of Zelda: Majora's Mask

Systems: N64 - The Legend of Zelda: Majora's Mask
Gamecube - The Legend of Zelda: Majora's Mask
(Zelda Collector's Edition/Bonus Disk)

N64:

- On the back of the Happy Mask salesman's backpack is a Mario mask.
- The character Talon resembles Mario.
- The Gorman brothers all resemble Luigi.
- Romani and Creamia are wearing Bowers medalions

- The character Creamia resembles Peach.

Gamecube:

Same as N64 version.

VIII.20. - The Legend of Zelda: Ocarina of Time

Systems: N64 - The Legend of Zelda: Ocarina of Time
iQue - The Legend of Zelda: Ocarina of Time
Gamecube - The Legend of Zelda: Ocarina of Time
(Zelda Collector's Edition/Bonus Disk)

N64:

- In the castle courtyard, the wall that is visible through the window on the right (as you enter) has pictures of Mario, Peach, Yoshi, Bowser and Luigi hanging on it.
- The character Talon resembles Mario.
- The character Ingo resembles Luigi.
- The character Malon resembles Peach.
- The character Sharp is reminiscent of Mario (short, fat, wears red).
- The character Flat is reminiscent of Luigi (tall, thin, wears green).
- Ingo, Talon and Malon are all wearing Bowser medallions.

iQue:

Same as N64 version.

Gamecube:

Same as N64 version.

-Thanks to happyjoe5 for the Sharp/Flat look-a-like thing.-

VIII.21. - PilotWings 64

Systems: N64 - PilotWings 64

N64:

- Mario's face is on Mount Rushmore.
- Shooting/hitting Mario will change him into Wario.

VIII.22. - 1080° Avalanche

Systems: Gamecube - 1080° Avalanche

Gamecube:

- At the end of Angel Light: Midnight City is an ice statue of Mario.
 - On the bottom of Ricky Winterborn's boards, 8-Bit Soul, is a sprite of Mario from Super Mario All-Stars.
 - The special board Old School makes sounds from Super Mario Brothers (NES).
-

VIII.23. - F-Zero GX

Systems: Gamecube - F-Zero GX

Gamecube:

- The character Mr. EAD resembles Mario and wears a Starman belt buckle.
 - In Garage mode, one of the emblem sets you can use to customize your racer is all Mario related.
-

VIII.24. - Metal Gear Solid: The Twin Snakes

Systems: Gamecube - Metal Gear Solid: The Twin Snakes

Gamecube:

- On top of one of the broken computers found in the game will be a Mario and Yoshi figurine. Shooting Mario will make the 1-Up sound and you will recover some health. Shooting Yoshi will make the Yoshi sound.
-

VIII.25. - Donkey Kong Country

Systems: SNES - Donkey Kong Country

SNES:

- In the games opening, Cranky Kong is shown on top of set that resembles the first stage of the original Donkey Kong while the original Donkey Kong theme plays.
-

VIII.26. - Donkey Kong Country 2: Diddy's Kong Quest

Systems: SNES - Donkey Kong Country 2: Diddy's Kong Quest

SNES:

- At the end of the game, Cranky Kong takes you to his Cranky's Video Game Heroes room. Inside, we find Yoshi and Mario in first and second place. Also in this room is Link, Earthworm Jim's blaster and Sonic's shoes.
-

VIII.27. - Donkey Kong Country 3: Dixie Kong's Double Trouble

Systems: SNES - Donkey Kong Country 3: Dixie Kong's Double Trouble

- Sometimes when you visit Wrinkly Kong she will be playing N64. The music from her tv is that of a level from Super Mario 64.

VIII.28. - Kirby Super Star

Systems: SNES - Kirby Super Star

SNES:

- In the background of Dedede's arena and in the Megaton Punch mini-game, you can see Mario, Luigi, Toad, Birdo and Little Nipper cheering.
- In the game The Great Cave Offensive, some of the treasures are items from Mario games:
 - Gold Medal - Coins found in some Mario games.*
 - Bucket - The bucket Wario used in Mario & Wario.
 - Turtle Shell - A Koopa shell.
 - Kong's Barrel - A barrel from the Donkey Kong series.
- In the credits for Milky Way Wishes, the heading Executive Producer has Mario standing next to it.
- When Kirby uses the stone power, sometimes he will turn into a statue of Mario.

*This is a debatable point. This coin model wasn't used in Mario games until Super Mario 64 and Kirby Super Star was made long before then, so this specific coin might not be from any Mario game. Then again, there were references to Zelda 64 (which was in the planning stages when Link's Awakening was released) in Link's Awakening, so this might be something similar.

VIII.29. - The Legend of Zelda: A Link to the Past

Systems: SNES - The Legend of Zelda: A Link to the Past

GBA - The Legend of Zelda: A Link to the Past

SNES:

- Some of the houses found throughout the game have a picture of Mario hanging on the back wall.
- Some dungeons have enemies that resemble Chain Chomps.
- Some dungeons have enemies that resemble Bob-bombs (are are called Bob-bombs, too).

GBA:

Same as SNES version.

VIII.30. - SimCity

Systems: SNES - SimCity

SNES:

- When you reach a population of 500,000+, you will be rewarded with a statue of Mario.
- One of the bonus scenarios, Freeland, has a forest that is in the shape of Mario's head.
- One of the Natural Disasters is Bowser destroying everything.

As far as I know, the above is exclusive to the SNES version.

VIII.31. - The Legend of Zelda: The Wind Waker

Systems: Gamecube - The Legend of Zelda: The Wind Waker

Gamecube:

- The character Mako resembles Professor E.Gadd.
 - The character Garrickson resembles Mario.
 - The character Carlov resembles Luigi.
 - The character Maggie's Father (rich version) is wearing a suit that resembles Fire Mario's outfit.
-

VIII.32. - NBA Street V3

Systems: Gamecube - NBA Street V3

- Mario, Luigi and Peach are all playable characters.
-

VIII.33. - World Heroes 2

Systems: NES - World Heroes 2

- Mario is one of the fighters.
 - Bowser is one of the fighters.
-

VIII.34. - Mari Street Fighter III Turbo

Systems: NES - Mari Street Fighter III Turbo

- Two of the fighters are Mario.
-

VIII.35. - Rock Roll 3M

Systems: NES - Rock Roll 3M

- Mario is the character you play as (more or less).

Note: This game is just an illegal hack of the game Armadillo.

VIII.36. - Super Bros. 6

Systems: NES - Super Bros. 6

- Mario is the cahracter you play as (more or less).

Note: This game is just an illegal hack of the game Tiny Toons Adventures.

VIII.37. - Advent Rising

Systems: Xbox - Advent Rising

- Various Mario-like Warp Zones hidden in the game.
- The above Warp Zones have the theme from Mario Bros. playing in the background.

VIII.38. - Nintendogs (Series)

Systems: DS - Nintendogs: Chihuahua and Friends
- Nintendogs: Dachshund and Friends
- Nintendogs: Labrador and Friends
- Nintendogs: Best Friends

Various items that your dog can play with are from everyones favorite series:

- Bowwow Ball - Ball resembling the ball & chain like enemy from various Mario games.
- Mushroom - Need I say more?
- ? Block - Generic item block found in many Mario games.
- Mario Kart - A small toy car modeled after Mario from the Mario Kart series. Also plays the Mario Circuit theme when played with.
- Bowser Kart - A small toy car modeled after a Koopa Troopa from the Mario Kart series. Also plays the main castle theme from Mario & Luigi: SSS/Mario RPG.
- Peach Kart - A small toy car modeled after Peach from the Mario Kart series. Also plays the Peach Beach theme.
- Mario's Theme Box - Plays Mario music (anyone know what song it is?).
- Little Bro Hat - Luigi's Hat
- Big Bro Hat - Mario's Hat

I think I might have missed a few. Anyone?

-Thanks to XRollingThunder9@aol.com for the missing hats.-

VIII.39. - Picross NP

Systems: SNES - Picross NP Vol. 2
- Picross NP Vol. 6
- Picross NP Vol. 7

SNES: (Picross NP Vol. 2)

- Character Level; Puzzle B is a Cheep-Cheep.
- Character Level; Puzzle C is Poochy.
- Character Level; Puzzle D is a Yoshi Egg.
- Character Level; Puzzle E is a Blooper.
- Character Level; Puzzle G is a Yoshi.
- Character Level; Puzzle H is a Shy-Guy.
- Character Level; Puzzle K is a Big Boo.
- Character Level; Puzzle L is Baby Bowser.

SNES: (Picross NP Vol. 6)

- Character Level; Puzzle A is a Gooba.
- Character Level; Puzzle C is Toad.
- Character Level; Puzzle D is a Lakitu.
- Character Level; Puzzle E is Princess Peach.
- Character Level; Puzzle G is a Koopa Troopa.
- Character Level; Puzzle H is Mario.
- Character Level; Puzzle L is Bowser.

SNES: (Picross NP Vol. 7)

- Character Level; Puzzle I is Captain Syrup.
- Character Level; Puzzle J is Wario.

-Thanks to *Wished to Remain Anonymous* for the above.-

VIII.40. - Stunt Race FX

Systems: SNES - Stunt Race FX

- Mario sometimes shows up on signs in Speed Trax mode.
- Luigi sometimes shows up on signs in Battle Trax mode.

VIII.41. - Super Play Action Football

Systems: SNES - Super Play Action Football

- Mario shows up on the HEADS side of the toss up coin.
- Mario's racoon tail shows up on the TAILS side of the toss up coin.

VIII.42. - Super Scope 6

Systems: SNES - Super Scope 6

- In LazerBlazer type A, Mario will sometimes fly by, followed by a koopa.

VIII.43. - The Legend of Zelda: The Minish Cap

Systems: GBA - The Legend of Zelda: The Minish Cap

- Some dungeons have enemies that resemble Chain Chomps.
- Some dungeons have enemies that resemble Bob-bombs (are are called

Bob-bombs, too).

- The character Talon resembles Mario.
- The character Gorman resembles Luigi.
- Lakitu shows up as an enemy in the Wind Temple.
- Yoshi Eggs show up as containers for Figurines.
- The monster Spiked Beetle resembles a Spiny.

VIII.44. - World of Warcraft

Systems: PC/MAC - World of Warcraft

- In Dun Morgoh, there are walking bomb-like monsters that resemble Bob-Ombs.
- In Un'Goro Crater, there are two guys dressed like Mario and Luigi, named Larion and Muigin.
- In Un'Goro Crater, there are gorilla monsters that throw Empty Barrels, just like good old Donkey Kong.
- The item Red-Speckled Mushroom resembles the famous Mario mushroom.

VIII.45. - Somari

Systems: NES - Somari

- Remember the hack of Super Mario World on the NES (waaaaaaaaaaaaay back in the first parts of the FAQ)? Well, this is another hack that is more impressive than that. Basically, it's a complete hack of Sonic the Hedgehog, but Sonic is replaced by Mario. It's something to behold, as Mario moves just about as fast as Sonic (from 16-bit to 8-bit).

VIII.46. - Kirby's Dream Land

Systems: Gameboy - Kirby's Dream Land

- Scattered throughout the game are the ? Blocks from various Mario games.

VIII.47. - Kirby's Dream Land 3

Systems: SNES - Kirby's Dream Land 3

- Several people have noticed that the character Gooley acts a lot like Yoshi.
- One of the enemies that have the Needle ability resemble a Spiny (and, matter of fact, are called Spinys).

VIII.48. - The Final Fantasy Adventure

Systems: Gameboy - The Final Fantasy Adventure

- The Chocobo Egg resembles a Yoshi Egg.
-

VIII.49. - Banjo Tooie

Systems: N64 - Banjo Tooie

- Bottles' son, Goggles, is playing with a toy Donkey Kong.
- Mario is mentioned by Loggo during a random conversation.

VIII.50. - The Legend of Zelda: Four Swords Adventures

Systems: Gamecube - The Legend of Zelda: Four Swords Adventures

- CheepCheep make an appearance as underwater cave enemies.

X. - Q&A - Answers to questions I'm frequently e-mailed with and ones I see most often on the message boards.

Q: Is it true that the american Super Mario Brothers 2 is a hacked version of the another game?

A: Sort of. It's a legal hack of another game. The original Super Mario Brothers 2 was thought to be too hard for american gamers. So, a different game was taken (a game called Doki Doki Panic), hacked into, the Doki Doki characters removed and replaced with Mario characters.

For more info on this: http://www.classicgaming.com/tmk/smb2_ddp.shtml

Q: Will you take release data for countries other than what is listed?

A: Sure, send to me, I'll add'em and credit you for the info.

Q: Any Mario related merchandise you can recommend?

A: Try here: <http://www.wizzywig.com>
They had A LOT of Mario (and a few other classic games) stuff at Fanime 2004/2005. As for the recommendation, they have giant Goomba plushies~

Q: Why so much missing information?

A: Some of this stuff I just don't have/can't find. A great deal of the time, I just forget to add in things that should be here. You gotta remember, each game I add has to have a story, an ending, a release date, system information, pics (if I can find them)...lots of stuff. I'm bound to forget something.

Q: Hacked games?

A: Games that were made illegally and sold illegally. MOST of these games are for the Famicom (the Japanies NES), but not all (such as Super Mario Brothers 2/Super Mario USA).

Note: I'm only listing hack games that have a physical presence. There are a lot of custom hacks on the internet these days. As far as this FAQ is concerned, those don't count.

Q: Any 'off-brand' Mario games you'd recommend?

A: Mario Forever. You can find it on download.com.

Q: Do you add ANY game related to Mario?

A: Sort of. If it's in the GameFAQs database, then it will definitely be here. If it's just some random, inconsequential hack, then no. Exceptions

to this are hacks that have a physical form (a cartridge). Some are covered by GameFAQs, some are not.

Q: Why add Yume Koujou Doki Doki Panic and The Great Giana Sisters?

A: The Great Giana Sisters was made FROM Super Mario Brothers (which, at the time these games were made, was an amazing feat). Yume Koujou Doki Doki Panic was the precursor to Super Mario Brothers 2 (USA) and, in effect, The Lost Levels. It is my thought that they have a place here.

Q: What's your favorite Mario game?

A: Paper Mario (series).

Q: Why aren't you including Mario Baby/Baby Mario?

A: It's not a Mario game. It's just a hack of the game Bio Miracle Bokutte Upa that was falsely named.

=====
XI. - E-mail Policy
=====

You may e-mail me if:

- You see something here that is incorrect, please, feel free to e-mail it to me (you will be credited).
- You see an ending description/game title/whatever that is missing (you will be credited).
- You think you can describe an ending better than the one listed/know were I can find one (you will be credited).

You may NOT e-mail me if:

- You want to comment on the FAQ/my spelling/whatever in a bad/hateful way.
- You want to bitch and moan about something or other. I don't care about your problems.

Please don't:

- Send me multipule e-mails. If you see several things wrong, send me ONE (1) e-mail with all the problems/corrections/submissions listed.

A few things to remember when submitting information:

- I will accept game stories that came from the game manual ONLY. Nothing else.
- This FAQ only covers the American endings.
- If I can't read your e-mail, I will delete it. I don't care how rare your information is.

To be credited, please enclose your username from one of the following sites:

- Fungi Forums - <http://themushroomkingdom.net/board/>
- G4tv Forum - <http://forums.g4tv.com/>
- Gamefaqs - www.gamefaqs.com
- GameSpot - www.gamespot.com
- SuperMarioWiki - www.mariowiki.com
- NeoSeeker - www.neoseeker.com
- NSider - <http://forums.nintendo.com/>

If a username from one of the above sites is not found, I will use your e-mail address to credit you (unless otherwise specified). If I'm going to

credit you for any information sent to me, you will be e-mailed in advance (unless I forget...).

You can reach me at:
jellysoup [at] gmail [dot] com

Please title all e-mails 'Mario Series FAQ'.
IF YOU DO NOT, MY SPAM FILTER WILL DELETE IT.

=====
XII. - Acknowledgements
=====

Credit goes to:

WebSites

- ASCII Generator - <http://www.network-science.de/ascii/>
- G4tv.com Forum - <http://forums.g4tv.com/>
- Nintendo Player - <http://www.nesplayer.com>
- Super Mario Portal - <http://www.marioportal.com/>
- Super Mario Wiki - <http://www.mariowiki.com>
- Text-Image - <http://www.text-image.com/>
- The Mushroom Kingdom - <http://www.classicgaming.com/tmk/tmk.shtml>
- The Video Game Museum - <http://www.vgmuseum.com/>
- Wikipedia - http://en.wikipedia.org/wiki/Main_Page
- World of Nintendo - <http://www.world-of-nintendo.com/>

People

- ReyVGM of Gamefaqs and The Video Game Museum for inspiring me to wright this FAQ.
- All the hundreds of people that have sent me information (which makes up 96% of this FAQ). If it wasn't for all of you, this guide wouldn't have gotten as far as it has.
- MurasakiMuraki of gamefaqs for helping me with my Table of Contents (FAQ Version 3.9 - Current).

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XIII. - Other Ending FAQs
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Baldur's Gate II: Throne of Bhaal Endings FAQ by DSimpson
http://db.gamefaqs.com/computer/doswin/file/baldurs_gate_ii_tob_endings.txt

F-Zero GX Ending FAQ by The Blue Blur
http://db.gamefaqs.com/console/gamecube/file/f_zero_gx_ending.txt

King of Fighters '97 Ending FAQ by expensivegift:
http://db.gamefaqs.com/coinop/arcade/file/king_of_fighters_97_endings.txt

King of Fighters '98 Ending FAQ by KLantis:
http://db.gamefaqs.com/coinop/arcade/file/king_of_fighters_98_endings_a.txt

King of Fighters 2000 Ending FAQ by Hurricane Higashi:
http://db.gamefaqs.com/coinop/arcade/file/king_of_fighters_2000_endings.txt

NES Game Endings FAQ by AdamL

http://db.gamefaqs.com/console/nes/file/nes_game_endings.txt

Various Ending FAQs by Basel:

<http://www.gamefaqs.com/features/recognition/23848.html>

Various Ending FAQs by DJ Tigresa

<http://www.gamefaqs.com/features/recognition/14516.html>

Various Ending FAQs by ReyVGM:

<http://www.gamefaqs.com/features/recognition/19218.html>

Virtual Boy Game Endings FAQ by BHodges:

http://db.gamefaqs.com/portable/vboy/file/virtual_boy_endings.txt

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End of Document.

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