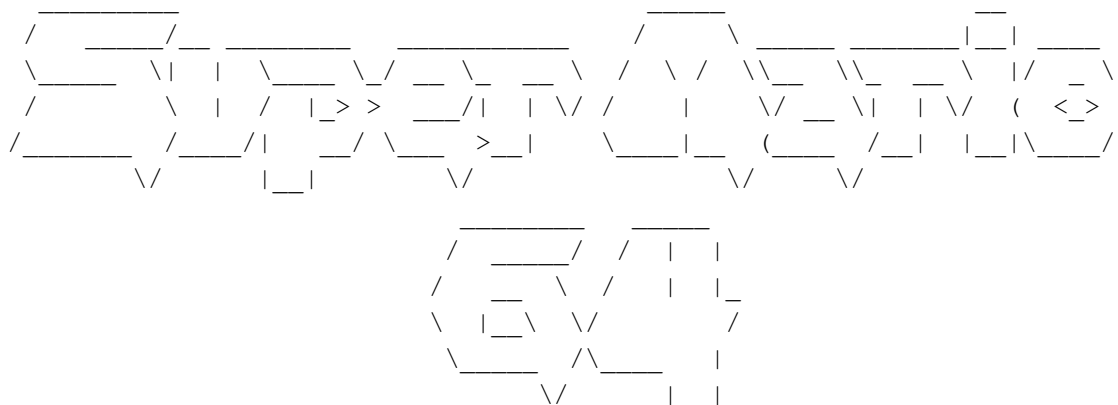


Super Mario 64 FAQ/Walkthrough Final

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Email: Legal & Copyright Section

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For an introduction to the game, please see the review section at the bottom.

----- CONTROLS ----- 0.01 -----

Analog	Move & Run
Analog	Walk quietly (lightly pressed)
D-Pad	Not used
A Button	Jump
B Button	Punch & Kick
B Button	Dive (while running)
Z Button	Crouch
L Button	Not used
R Button	Switch camera
C-Up	Zoon in
C-Down	Zoom out
C-Left	Rotate camera left
C-Right	Rotate camera right
Start	Pause the game
Z -> A	Backflip
Z -> A	Long jump (while running)
Z -> B	Spin kick
Z -> B	Slide (while running)
A -> B	Jump kick
A -> B	Jumping dive (while running)
A -> Z	Butt stomp
Z -> Analog	Crawl
Analog -> A	Cartwheel jump (one direction, opposite direction, A button)
A -> A	Double jump

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+--- (/ OOTRACE WITH KOOPA THE QUICK ----- 1.02 ---+

Standing just ahead of you for this one is a large koopa (turtle thing). Approach him and he will challenge you to a race to the summit, the same summit where you just fought the previous boss. Start running like mad! Your normal running speed should be faster than Koopa the Quick and you'll be even faster if you keep using the long jump, but like they say, slow and steady wins the race, and Koopa the Quick is indeed quite steady. All you really have to do is focus on not screwing up. Run past the large chomp and jump across the bridge. You can frantically start running up the mountain path, jumping over the balls as they fall. The one thing to keep in mind is NOT to use the teleporter, that's cheating, and Koopa the Quick is a smart guy. No cheating. It's easy enough to make it to the top first anyway as long as you don't do something totally stupid like fall off. Also remember cheating still doesn't exclude things like using the double jump as you get close to the top to grab the ledge and save yourself the time of running all the way around, so feel free to do that. When Koopa arrives he gives you the star for totally whooping his ass in the race. Take the star and head to number 1 (point) 03.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 002 --- REMAINING: 118 -----

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+--- (/ HOOT TO THE ISLAND IN THE SKY ----- 1.03 ---+

Notice those two nice little pink Bomb-omb men at the beginning, well speak to them and they'll open up the cannons for you. Let's start by dropping into the cannon right here at the beginning. If Mario happens to grab the ledge as he falls into the hole, simply press the analog stick in the opposite direction to the ledge he's holding and you'll drop. Notice that you now have crosshairs to aim wherever you please. Start by aiming them directly at the bridge nearby, after that point them up. About halfway between the bridge and the highest point you can aim in the sky, then press A to fire. You should land near some Goombas and a Koopa. If you like you can bounce on the Koopas head to knock him out of the shell, then go surfing on the shell, but that's not what we're here to do. Notice there are a number of large rock surfaces here, well one if them is kind of more square-shaped than the others, on a slight angle. Climb to the top of this one and you'll find a cannon in it. Directly ahead of this cannon you should see an island in the sky. Don't aim directly at the island, line it up with the cannon then point the cannon as high as you possibly can into the sky and fire. Remember that when Mario shoots out of a cannon, no matter how high he goes he will never take damage when he lands (unlike if you fall off something.) After doing this you should land on the island, if not then just try again. You'll notice there is a cannon on here as well, ignore it for now. Your focus is the yellow box floating here, jump to hit it with your head and a star will pop out. That's the star you were looking for, it's time to head to star number 1 (point) 04.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 003 --- REMAINING: 117 -----

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+--- (_ / IND THE 8 RED COINS ----- 1.04 ---+

In every level in the game there are eight hidden red coins to find, once you find all eight a star will appear. So let's get started shall we? Follow the path and run across the bridge, as you cross the bridge you should see a red coin on your left, not far in the distance, but rather just above that moving platform thing. Jump on one of the platforms just before it goes vertical and jump to get the red coin. A number will appear keeping track of how many you have so far in the level, that's the first. Look in the distance toward the rocks and you should be able to see the second red coin on top of one of them, simply go jump up there and get it. That's number two. You'll find the third one if you head toward the chomp, notice the wooden pole he is chained to has a red coin on top of it. This is dangerous but run toward the pole on kind of an angle to get it. Remember that the chomp can attack from all angles so you aren't safe in the middle, get the hell out of there! Jump across the tilting bridge and then go left of the steps. You should find two red coins here among the tree stumps, this takes care of coins four and five. Now run toward the large cave wall that leads to the mountain but don't go through it, instead drop down to the left of it. Under the bridge here is a free life, a red coin and a button which opens the gate. You're up to six now. Now go back up and through that large cage wall. Notice on the left hill beside those rolling balls there is a red coin about two thirds of the way up the hill, if you can perhaps long jump twice to get it that's great, but most likely you're going to have to start climbing the mountain and slide down from the top (not the top of the mountain, the top of that hill, it only takes a few seconds to get around to that side. Now that you have coin number seven it's time to backtrack a bit. Remember the area with all the large rocks and the cannon that you used to get up to the floating island? Well go back there and use the cannon to get to the floating island again. You'll find the final eighth red coin by climbing the tree and jumping out to get it. The star appears back on the other side of the level where you found the two red coins near the tree stumps, go there and get it, then head to star 2 (point) 01.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 004 --- REMAINING: 116 -----

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+--- (_ / | / | _ ARIO WINGS TO THE SKY ----- 1.05 ---+

You need to have activated the red cap switch in order to complete this one successfully so make sure if you haven't been following the guide, that you've at least done that first. When you begin in this level run forward across the bridge to where all the large rocks and and get into the one with the cannon. Fire yourself up in the air to land on the floating island. There is a red cap box on the island here, get the cap but wait a second before you take off. Notice the circles of coins floating in mid air? Well in each circle there is a single coin in the middle, each time you get one of these coins a number will appear. There are five of them total and when you acquire all five, a star appears. You can do a triple jump off the island and have enough height to get the first three, but the last two are higher up so you won't be able to get them without firing yourself out of the cannon. Just remember to renew your cap each time you come back to the island and you'll be fine. Once you have the five coins go and get the star. Now head to number 1 (point) 06.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 015 --- REMAINING: 105 -----

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+-- (_/ (      EHIND CHOMP'S GATE ----- 1.06 ---+

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This one is relatively easy, what you need to do is cross the bridge to where the large chomp is. Notice that he is chained to a wooden peg in the middle. Well tempt fate and run up to this wooden peg. What you need to do is do the butt stomp on top of it to pound it into the ground. Once you have done this three times, the chomp will bounce around and then break the gate behind it before taking off to freedom. Now you can easily reach the star since the gate is open. Time to net yourself 100 coins with star number 1 (point) 07.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 016 --- REMAINING: 104 -----

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+-- (___ / NE HUNDRED COINS! ----- 1.07 ---+

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Directly ahead of you at the start are two medium sized boxes, punch them to get three coins. Beyond them is a smaller box, bring it to a vertical wall and smash it for a few more coins. There should be a couple of Goombas in the bridge area, kill them and also get the line of coins under the bridge. Follow this path on ground level where the Bomb-ombs are. Grab each one from behind and throw them, they explode into one coin. If they begin to chase you then run until they explode and get the coin. You should have taken out four of them by the time you reach the gate. Return to the bridge, don't worry if they respawn, they won't have any coins. By this point you should be at about 17/100. Get the red coin from the top of the elevator and kill the Bomb-omb there. Go into the rocky area to find six Goombas and a Koopa who drops a blue coin worth five when defeated. Get the red coin as well and you're up to 33/100. Get the red coin on top of the chomp's peg on your way past and cross the tilting bridge. Head left of the steps to where you'll find some Goombas and two red coins. Now here's a neat trick, see those tree stumps, or wooden pegs, or whatever they are? Run around each one of them over and over again, individually in circles, as fast as you can. Notice when you quickly circle around one about four times it spits out five coins, you can do this on each one individually for about 20 coins! This brings you to about 62/100. Jump up onto the ledge and look left near the wall to find one of those small boxes with three coins in it. Kill the four Bomb-ombs up here and look for the flower bed in the corner with a circle of coins around it. Try standing in the middle of the other flower bed, not the one with the coins. It will warp you to the other side of the level! Totally pointless, stand in the one you warp to, and you'll warp back again. Drop down into the area below the large gate thing to find another Bomb-omb and a red coin along with the gate switch. You should be at about 80/100 by now. Now start climbing the mountain, around the second corner or so you'll find a Bomb-omb to kill and just past that is the sloping grass hill with the red coin on it. Slide down and begin to climb the mountain again. Skip past the teleportation alcove and kill the Bomb-omb next to the cannon which is firing those large bubbles, there's also a line of coins here. Another line of coins is around the corner. Now you're at about 94/100. What do you do? The answer is simple, head to the floating island!

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+--- (/ TO THE TOP OF THE FORTRESS ----- 2.02 ---+

Now let's take a shortcut this time, see the tree beside you where you start? Climb into that tree, spin around to the opposite side and jump up onto the ledge with the water. On your right there should be a ramp with coins leading up, this will save you some time. Run past the sleeping flower, across the bridge and the moving platform, past the large slab enemies up to where you fought the boss, but the boss is gone now! In his place is a tower you need to climb. Run around to find the lowest platform and start climbing. Don't move too fast however because every other platform moves in and out, so it may or may not be there when you jump. The final platform is an elevator. Ride it up to the top and run around to the other side of the peak to find a nice golden star. Now it's time to head for the next star, number 2 (point) 03.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 006 --- REMAINING: 114 -----

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+--- (/ HOOT INTO THE WILD BLUE ----- 2.03 ---+

Jump into the tree and then up onto the ground above it. Ignore the owl that pops out, this time go left and you should see a little pink bomb man who will prepare the cannon for you at once when you speak to him. Drop down into the little cannon thing and aim it kind of left where you will see a large pole with a yellow orb on top. Below that pole are a few brick pillars and a lower platform. When you want to do is point the cannon directly at the far pillar, the goal is for you to shoot and hit that pillar, which will stop you and you'll be on the lower platform below the enormous pole. Aim at said pillar and point the cannon up a bit so you get enough height. Just high enough so it's past the bottom of the large pole and fire. If all goes well you'll hit the back brick pillar and land on the platform beside another smaller pole going down. Slide down this pole to find a nice star floating there in the air waiting for you to get it. Next to to star number 2 (point) 04.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 007 --- REMAINING: 113 -----

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+--- (/ ED COINS ON THE FLOATING ISLE ----- 2.04 ---+

Jump into the tree at the beginning and from there, up to the ground above. Go left and before you reach the little pink guy, notice the sloping ground, dark coloured, on a pretty steep angle. Run and jump quickly up this to find the first red coin. Now turn around and jump back down to where you start. Ignore the tree this time and begin up the normal path. You will find the second red coin by jumping up top of the second stone pusher-thing that pops out. Jump across the gaps afterward to reach the large stompers. Go past the first one, then when you get past the second one on the stairs, turn around and jump on top of it (the second one). When it raises into the air you should be able to jump and get the third red coin. Forget trying to be quiet,

run quickly around behind the Piranaa Plant to get the fourth red coin, then press yourself against the wall as you shimmy across for the fifth one. For number six what you need to do is stand on the moving platform and run to the middle. When it shifts over to the other side then run to the end but don't get off, it will spin you around and net you the sixth red coin in the process. Run to the middle again and then get off on the other side. For the last two you need to ride the elevator up to where you fought the boss and where the large tower has appeared. Notice on the other side there is a large board of wood standing straight up. Jump and kick this board of wood in mid-air to knock it down. Run across the board and jump to the first platform to acquire the seventh red coin, then from there across the two spinning platforms where you will find the eighth red coin. Now you need to get back to the very beginning. You can backtrack if you want, you can drop and just take damage if you want, or you can drop and use the trick. Jump down and just before you hit the ground, press Z to do the butt stomp and you won't get hurt. Grab the star and then head to star number 2 (point) 05.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 008 --- REMAINING: 112 -----

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+-- (_/ ALL ONTO THE CAGED ISLAND ----- 2.05 ---+

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This one is somewhat difficult, but I'm sure you can manage. What you need to do is jump into the first tree so the owl pops out, then jump back down. Press the A button to jump up into the owl's talons and don't let go of the A button. The owl will carry you high up into the air. Once you reach the peak of your flight then you will have control of the owl. Keep holding A but you can move the analog stick to control the owl's flight. What happens is that you cannot slow down or speed up, just turn, while the owl slowly gets lower and lower as it flies. Your goal is located just beside those spinning platforms where you got the final red coin, look to your right when you reach the peak and you should see a cage in the air with a star inside. If you're good you can judge the distance and let go of the A button right away. For most people you will have to fly around for about ten seconds or so first to let the owl get lower, and judge the distance better. Fly over the cage and wait until you see your shadow in it before you drop. If the owl gets too low before you are able to drop, simply try again. Once you judge the angle correctly, you'll land in the cage for a star, head to number 3 (point) 06.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 009 --- REMAINING: 111 -----

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+-- (_/ ( LAST AWAY THE WALL ----- 2.06 ---+

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This one is somewhat similar to "Shoot into the wild blue." Jump from the tree to the upper part and go left and into the same cannon as you used to reach that star (the cannon on the far left beside the little pink guy.) Instead of aiming for the pole however you'll want to do something different. Aim to your right and look directly up at the orange tower. Notice from this viewpoint that right below the orange tower, directly in front of your face is

the corner of the wall. In fact if you look very closely, you'll be able to see an extremely thin diagonal white line. Basically what this line is telling you is "fire Mario directly at the top corner of this wall and something good will happen." Well not this corner, just the corner of the wall just to the right of it on the other side of that dark sloping area. That's the corner you want to aim for (though both corners will break) this one has a star inside. Smash the corner and you should hear the jingle sound made when you make a star appear. All you have to do is go back across, run up the ramp, past the sleeping flower, across the bridge which collapses and across the thin board of wood. Don't cross the spinning platform thing though, the star should be just beside you on this side. Take a look to your left and walk slow to get it, now head to star number 3 (point) 071.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 010 --- REMAINING: 110 -----

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+--- (___ / NE HUNDRED COINS! ----- 2.07 ---+

In every level of the game (except secret levels), there is always one extra star to obtain by collecting 100 coins. It will always appear directly in the location of the 100th coin. You don't actually choose it from the spinning star screen, in almost all cases you will just want to choose the star number six, because being the final one, usually most of the level's features like cannons and such are unlocked by then. Note that red coins are worth two and blue coins are worth five, so you'll definitely want to pick those up.

All right let's begin. Start by running right and killing the Piranaa Plant, it will drop a blue coin. You're up to 5/100. Up from the plant, but not up the ramp there is a small box. Grab it with the B button and throw it against the wall, three coins pop out. Also collect the coins around the batch of flowers at the end, you're up to about 16/100. Begin up the ramp now, there are a number of coins along the way and a red coin which is worth two. By the time you reach the stomping block you'll be at about 23/100. Remember to jump on the second stomping block to get the next red coin. At the top, don't go toward the Piranaa Plant, instead go down the ramp toward the shallow water. There are a number of coins on the way down, some coins in a circle at the bottom. that red coin up the slope, and some coins beside the little pink guy. You're not up to about 45/100. Go down the ramp past the little pink guy to find a small box at the bottom and a blue button. To activate this button you need to do the butt stomp on it, but once you do, be ready to run toward the fance on the opposite side of the ramp, four blue coins will appear but only for a short time. When they are about to disappear, the clock tick will get much faster. If it just stops abruptly it means you probably got them all. Now you should be at 68/100. Remember where you fired the cannon at the pillar to get the star? Well do that again. Don't collect the star though, instead just get the coins in this area and drop back down (carefully) to the cannon area, you don't want to drop off the cliff. Leave the cannon area by going back up the ramp toward the stomping thing and the next Piranaa Plant. Kill the plant, get the blue coin and red coin behind him. Shimmy across for the other red coin, then turn around and cross the collapsing bridge. Get all the coins along the wooden board and then kill the Pihrana Plant for a blue coin. At this point you have 95/100. Yes it's true those coins and the red coin on the moving platform thing is enough to bring you to 100, but given their awkward position (and the fact that the star appears right where you get the final coin) forget those coins and go across to the large stone slab

Jump into the water and swim back to the location of the sunken ship once again. The eel has taken up a new hiding spot this time. You'll find him hiding in a hole in the wall. What you want to do is swim down near him once again, but not as close as last time since he'll lunge out. After he lunges he leaves the hole. Keep a close eye on the eel and you'll notice something attached to his tail, it's a star! What you need to do, assuming you have enough oxygen, is follow the eel around and try to touch the star on his tail without touching the eel itself. It's a dangerous job but I'm sure you can manage it. Once you are able to touch the star, it launches over to a stationary location where you can get it. Head next to start 3 (point) 03.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 019 --- REMAINING: 101 -----

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+-- (_/ REASURE OF THE OCEAN CAVE ----- 3.03 ---+

For a third time, you need to swim across to the other end of the level and down below the large ship to where it was sunk before, and where you fetched the star off the tail of the eel. At the bottom of this cave there is a very large hole in the wall with a ring of coins in it. Go up through this hole to reach the ocean cave. Watch out for the falling stone pillars. There are four treasure chests in this room as well, just like there were for the first star. The difference is that you don't get fully healed each time you find the correct one, so start with full health and go back to grab a couple of coins if you keep screwing up. Once you've got the final chest open a star pops out for you to get. Now head next to star number 3 (point) 04.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 020 --- REMAINING: 100 -----

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+-- (_/ ED COINS ON SHIP AFLOAT ----- 3.04 ---+

Start by running right to where the beach area ends. Long jump from the point toward the net dry area and you should land beside a pole beside one of those pink Bomb-ombs. Climb to the top of this pole (to jump out of water, hold down on the analog stick and jump) where you'll find the first red coin. Jump from here to the ground and speak with the pink guy to open the cannons. Keep going in the direction you have been, across that board in the water and jump up from the beach to the next platform. On top is a purple button and when you step on it some brown blocks appear making a bridge for you. You need to run across these quickly (or save time by jumping across) then jumping from the last one onto the ship. The second red coin is on the end where you get on the ship, the other two are on the opposite side. Do a triple jump or cartwheel jump or something to get up there. You now have four red coins. Jump from the ship and swim back toward the start of the level. From the start, jump into the water in the middle and swim to the bottom. You'll find a number of oysters here. When you get close to them they open up, many of them revealing red coins. There are three red coins to be found in the oysters around here, if you can only find two then the one you're most likely

missing is on a higher ledge, closer to the little pink Bomb-omb man. The final eighth red coin is located inside an oyster, but this one is at the very bottom of the deep area, below the ship. After you've got all eight, jump onto the ship and get the star. Onto the next one, number 3 (point) 05.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 021 --- REMAINING: 099 -----

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+-- (_/ (LAST TO THE STONE PILLAR ----- 3.05 --+

If you talked to the little pink bomb dude on the last one then this is easy. If not you'll find him over on the right side, jump in the water and up the pole to reach the platform. Once the cannons are opened return to the beginning. There is a cannon right in front of you at the start, it's on that somewhat pyramid shaped rock in the water just ahead. Jump into the cannon and take aim at those three spikey stone pillars between you and the ship. Aim at the far left one. Centre your crosshairs on it and then aim the cannon just in the middle of the white cloud, you need to aim decently high for this. When you've got hold of the pillar then don't slide down! You risk falling right off, instead look against the wall to see a platform with a yellow box on it. Jump to this platform from the pillar. Now hit the box and a star will pop out. At this point in the game you can't get the sixth star until you hit the green switch, so we'll come back to it, head to 4 (point) 01.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 022 --- REMAINING: 098 -----

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+-- (_/ THROUGH THE JET STREAM ----- 3.06 --+

This one is difficult and easy at the same time, somehow. Here's what you need to do. Jump on the platforms across toward the ship until you reach the one with the purple button and the now active metal Mario box. What you need to do is hit the metal Mario box to get the cap, press the button, jump across a couple of those long platforms connected by the boxes, and long jump TOWARD the ship, as close as you can, but not onto it. Your goal is to get about as close to the centre of the big deep area as possible. As metal Mario you will sink like a rock and at the bottom notice the star in the middle of the bubbles. Well normal Mario can't swim into these, but metal Mario is heavy enough so jump toward the star and grab it. If the effect wears off, just try it again, no worries. When you're done head to star number 3 (point) 07.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 047 --- REMAINING: 073 -----

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+-- (___ / NE HUNDRED COINS! ----- 3.07 --+

+++ (_____ I'L PENGUIN LOST ----- 4.02 ---+

Jump up onto the chimney of the structure but don't drop down this time, Instead, grab hold of the little penguin who is waddling around up top. Grab the penguin (by punching it) and go left to where you will find a wooden platform. Walk off the platform on the sloping down side and get ready to slide. Slide down this mini-slide as it takes you down below. It should eventually kind of level out by the time you reach the large snowman head. Beyond the snowman head you'll see two snowmen jumping up and down on a bridge. Cross the bridge carefully, timing your movements so the snowmen jump over you. On the other side you will be able to see the mother penguin down below. You can walk carefully down if you wish or you can just jump, landing in snow doesn't hurt you. Pick up the penguin again if you dropped it and walk up to the mother to get a star. Now head to number 4 (point) 03.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 024 --- REMAINING: 096 -----

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+++ (_/ (_____ IG PENGUIN RACE ----- 4.03 ---+

It's back to the slide once again! Jump up on the chimney and down into the slide, you'll notice something is different this time. There is a penguin there and he's waiting to race you! The most important thing to note is that you CANNOT take the shortcut. He'll accuse you of cheating just like Koopa the Quick did. What you need to do is start off fast, at the beginning of the race you'll get ahead but the penguin catches up at the end, so make your lead as big as possible. It's a difficult race and the penguin will likely pass you on turns, but don't worry, when holding up on the analog stick you are a fair amount faster on straightaways. Upon reaching the bottom, approach the penguin and a star will appear. Make sure to get this one and not the blue one which appears after going through the door. To star number 4 (point) 04!

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 025 --- REMAINING: 095 -----

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+++ (_/ _____ ROSTY SLIDE FOR 8 RED COINS ----- 4.04 ---+

From right where you start you will notice a red coin in the tree directly in front of you. Grab the coin and then start down the mini-slide, not the one in the house. At the bottom, just before you reach the giant snowman head, check along the wall, where the two large walls meet on an angle, there is the second red coin there. Cross the bridge with the two snowman but don't go down the ramp at the end, instead go to that broken bridge on the same level and get the third red coin. Now jump down to where the mother penguin is down below. You'll find the fourth red coin in a tree in front of the mother penguin. Behind the penguin is another broken bridge, kind of in an enclosed area from the ground above. Go past this broken bridge and around the corner still on the snow, hidden behind the wall here is the fifth red coin. Now cross that broken bridge to get the sixth red coin. Stand on the very last straight board of the broken bridge before those broken pieces, and you'll be

teleported back to the beginning. Press the C-up button after you get warped and look down over the edge of the bridge. You should see a red coin below beside a yellow box. Jump down to get that coin, just be careful not to slide too far. Get the seventh red coin then run to the far edge on the same side as the red coin, you should now be able to look down and see that area with the mother penguin. Jump all the way from here down to that area one final time. The last red coin can be found by stepping on the lift in front of the mother penguin, beside the cannon cover. Ride the lift all the way to the top and there you have the eighth coin. As for getting the star, that's another story. Here's what to do, Jump up from there to reach that bridge with the two snowmen on it. Cross this bridge but don't go down the ramp, head for the other bridge. What you need to do is perform a long jump to make it over the broken section to the other side of the bridge. Since the camera angle is what makes it so difficult, what I recommend doing is hitting the R button to go into the Mario view, then you can just face the other side and hold up on the analog stick, you'll run straight without turning. Get the star on the other side and that's it. Now head for star number 4 (point) 05.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 026 --- REMAINING: 094 -----

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+-- (_/ NOWMAN'S LOST HIS HEAD ----- 4.05 --+

Here's what you need to do, jump on on the building and then up again to reach that wooden platform. Well now on top of that wooden platform is the snowman's body. Now this one can get pretty annoying, but here is what I think you need to do. After speaking to the body, jump down the slide and slide all the way to the bottom, don't take any shortcuts. When you reach the bottom stand in front of the head and it will talk to you. At this point the snowball coming down the hill will direct itself toward you, so move behind the snowman's head, opposite where the snowball is coming from and it should hit the snowman's head. At this point you can stand in front of the whole snowman to get a star. Now it's on to star number 4 (point) 06.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 027 --- REMAINING: 093 -----

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+-- / | ALL KICKS WILL WORK ----- 4.06 --+

Turn around right at the beginning and use the broken bridge behind you to warp to the lower area (step on the last board of the bridge and stop moving to warp). From here run forward past the mother penguin and onto the lift. Half way up the lift you will see one of those little pink Bomb-ombs. Now do a long jump, normal jump, or jump out of the three back toward the mother penguin side. Don't worry if you think you won't make it, a gust of wind will pick you up and carry you further. Now drop into the cannon. See across the gap, underneath the bomb man, there is ground on the other side and a single tree? Your goal is to fire yourself and land in that tree. Here's basically what you need to know. First centre yourself on the tree then aim the cannon up a bit. Notice the greyish coloured ground above the tree is darker on the

bottom, and slightly lighter on the side facing you? Well when your crosshairs are pointing at the bottom of the dark part, that's too low, and when they're pointing at the bottom of the light part, well that's too high. Somewhere in the middle and fire! Jump out of the tree and start running along the path. Use the dive or something to take out the flower enemies. Use a long jump to get across the gap with the arrow made of coins, and get ready to see if those wall kicks really do work. On the right side of the heart you don't even need a wall kick, simply run right and then tap left and jump to do a cartwheel jump and land on the platform above. For the next part you definitely need to wall kick. Unfortunately the wall is so high you'll also need to do a triple jump just to kick off it. Start a fair distance back and begin doing a triple jump to the left, on the third jump you should get enough height to reach the vertical wall (not the slanted one) and kick off back to the right. If you're lucky you'll land on a platform, if you're unlucky you'll probably drop and take damage, but that's what the heart is there for. Once you eventually do land on the highest platform, hold Z and move with the analog stick to crawl. This is the safest way to get across the ice bridge without sliding, I also recommend you press R to get the Mario camera which won't spin around unless you change direction. Grab the star in the middle at the end of the bridge and head for star number 4 (point) 07.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 028 --- REMAINING: 092 -----

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+-- (___ / NE HUNDRED COINS! ----- 4.07 ---+

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Grab the red coin at the very beginning and then all those coins in a vertical line as you drop down into the shack. When the penguin asks if you want to race say yes (you don't have a choice, don't worry if he wins.) Now slow and steady, jump down the slide. There's no way to determine how many coins you pick up here, but if you don't pick up a lot, then I recommend you just leave the level and try again, getting a lot here will save you a headache in the future. Also don't take the shortcut at all, you'll get a lot more coins the other way. The most important thing is to fully collect those two long lines of coins. I was pretty generous, missing a fair number of them and I still hit the bottom with 75/100. Let's just pretend it's 60/100 for those who had trouble with this and we'll go from there. Leave the house (ignore the blue star) and run over to the right side behind the penguin mother to get that hidden red coin, as well as the one on the broken bridge. Get the one in the tree in front of the mother as well and ride the lift up. Yet another red coin is there at the top. Cross the jumping snowmen bridge for another red coin and use the Mario cam to jump across the broken bridge here to the other side where the red coin star was. Jump up from here onto the ledge above and you should see one of those blue coin stomping things. There's only two of them to get on the way up the ramp, but it's worth it. You're now up to about 80/100. Slide down the slide here getting the five coins on your way and the red coin where the walls meet at the bottom. The little flower man here drops three coins when you defeat him, just be sure to punch him rather than jumping on his head. Cross the jumping snowman bridge again and run down the ramp, taking out the flower man here as well. You're now at 93/100. Use the cannon in front of the mother penguin to shoot across to the other side where the sixth star was, check the description of that one for where to aim the cannon and fire to get across safely into the tree. Kill the two flower things on the way across to get 99/100 if you manage to pick up all the coins, but even if not, that huge coin arrow should be more than

identical to the one you fought for the first star, the only difference is that now you have to deal with the spinning platform, but that shouldn't make it too much more difficult. Use the cartwheel jump to get over his head and butt stomp down three times. Once Big Boos has been defeated, the merry-go-round stops and you can get the star. Onto star number 5 (point) 03.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 033 --- REMAINING: 087 -----

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+++ (_ / ECRET OF THE HAUNTED BOOKS ----- 5.03 ---+

Now the time has come to venture up to the second floor, take the stairs in the middle of the front hall to get up there. Enter the second door on your left at the top, get ready to run and jump! Watch out for the evil haunted books, they will fly back and forth out of the bookshelves and try to attack you. At the end of the hall in here, there are three books sticking out of the shelf. Stand under the highest one and jump, punch the lowest one, then stand under the middle one and jump. The shelf will pull back revealing a secret door. Through the door and simple as pie, there is a star right in front of you, grab it and that's it. Head next to star number 5 (point) 04.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 034 --- REMAINING: 086 -----

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+++ (_ / EEK THE 8 RED COINS ----- 5.04 ---+

All right, let's get started. In the front hall go through the door on the right, there is one red coin in here. Turn around and go back into the front hall. Now go through the lower door on the left, the room with the piano. You'll find the second red coin behind the evil piano. Proceed through the door leading into the room beside this one. Both bookshelves in this room have a red coin on top of them, do the double jump and climb up on top of them. Now leave this room and climb the stairs to reach the second floor. Head through the door on the far right, around behind the bookshelf watch out for the trap door in the middle of the floor, you should be able to see the outline. Get the red coin beside it for number five, then go back through the door you came in from. Enter the room beside this one, past the eyeball you'll find a number of coffins. Stand beside them to make them stand on end. You'll find the sixth and seventh red coins in here. Leave this room and return to the hallway, go into the room beside it and jump across to the opposite end of the room here on the red wire mesh. That's all eight red coins, leave the room and get the star from its place in the corner on the second floor. Now it's time to head next to star number 5 (point) 05.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 035 --- REMAINING: 085 -----

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+--- (_/ (IG BOO'S BALCONY ----- 5.05 ---+

Enter the haunted house and climb the stairs to reach the second floor. Proceed through the door on the far right, this is the room with that damned trap door at the back. Ignore the trap door in this case, your goal is to access a secret ledge. Stand on the wooden platform opposite the door you came in from, press C-up to enter view mode and look up above the door, you should see a secret ledge up there. In order to get up there you have to kick off the wall behind you (opposite wall from the door) and either grab that ledge or land on it. Doing a single jump and then wall kicking isn't going to be enough, a double jump then wall kick will give you enough height to grab the ledge, but a well done cartwheel jump then wall kick will get you up there without even having to catch. Go through the door and out the double doors to reach the roof, a Big Boo is here. Defeat this Big Boo the same way you have defeated all the others. The real difficulty of this star is actually none of the challenges you have faced up to this point, it's actually just getting the star itself which appears up top of the house. If there's an easy way to do this, I don't know it, but what I do is long jump either left or right, both sides have a slope with a flat area up top. You can land on the flat area but if you long jump toward the slope it should give you enough momentum to run up to a safe place. Now from here you have to long jump again toward the middle and run along the sloping roof to reach the flat area with the star on it. You can't get the last star yet, so head to star number 22 (point) 01.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 036 --- REMAINING: 084 -----

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+--- (_____) YE TO EYE IN THE SECRET ROOM ----- 5.06 ---+

Head inside the haunted house and go up to the second floor. Enter the room on the far right, the one with the trap door. Through the door beside the trap door you'll find a vanish cap box assuming you hit the switch which you should have by now if you're following the guide. (18 (point) 01 if not). Get the vanish cap then quickly run back into the room. Jump on the wooden platform opposite the main door, cartwheel jump and wall kick up to that secret ledge from the previous star. This time ignore the double doors on the next floor and assuming your vanish cap is still working (try again if not) then run through that big picture of the ghost on the wall. Inside you will find a giant eyeball. Stand in front of the pupil so it is looking at you and then begin running around it in circles. If the eye follows it will get dizzy and explode, giving you a star. Head next to star number 6 (point) 07.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 050 --- REMAINING: 070 -----

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+--- (___ / NE HUNDRED COINS! ----- 5.07 ---+

Behind you right when you start is a box, when you grab this box it jumps

around like some kind of crazy box and on the third bounce, explodes into five coins. Kill the spider on your right for three coins then go around behind the haunted house. There should be two more spiders here and a yellow box with a whole bunch of coins in it. Head back around to the front from the other side and break the boxes behind the smaller building to get six coins, you should now be at 30/100 before going into the haunted house. Enter the room on the right and get the red coin, then kill the ghost for five coins. Proceed through the door on the other side of the room and kill the ghost in the next room. Back in the front hall go into the room beside this one where you will find a ghost and an eyeball, both of them have blue coins when killed (run around an eyeball in circles to kill it.) You're now at about 52/100 coins. Enter the room beside this one and get the two red coins from on top of the bookshelves, on the lower bookshelf, stand in front of it and jump under the book that pops out, it will drop a blue coin. Get the vanish cap and go through the picture on the wall to find two more ghosts, if it wears off before you kill them then go out the door and back in the front. Enter the piano room to get another red coin, you're already up to 73/100. Ascend to the second door and enter the first room on your left to find one red coin. The room on your right at the top of the stairs has an eyeball and two red coins, you're up to 84/100. Head into the room on the far right and get the final red coin (ignore the blue star) and use the wall kick to get up to the ledge. In the next room go near the ghost picture and one ghost should come out, dropping a blue coin and bringing you to 91/100. At this point jump on that blue coin button and get the four that appear near it, two on either side. At this point you'll be at around 111/100 and be easily able to get the star. If for some reason you still don't have enough, leave the haunted house and go into the smaller building. Kill the eyeball to get a five coin and then go down to Big Boo's Haunted Merry-go-Round, five ghosts appear here, kill them all to reach 141/100. No problem. The next one is 22 (point) 02.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 051 --- REMAINING: 069 -----

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+-- (_/ WIMMING BEAST IN THE CAVERN ----- 6.01 ---+

If you just got the star from Toad then the Hazy Maze Cave is right beside you, if not then you can locate it downstairs in the castle, past the room with the water and the bunny. Jump down into the liquid metallic substance. As it says in the title, your destination is the lake with the swimming beast. Take the left branch at the fork here at the beginning and do a long jump to get across the gap. In the next room be careful since there are no barriers, go around to the other side where the large rocks are rolling down. Stick near the walls here to get up to the top. In the next room you'll find an elevator, stand on it and the elevator goes down. This is the lake. You'll find that in the middle of the lake, there is a large Loch Ness Monster. Get on its back, it won't hurt you at all, simply jump up from the water. This creature is completely gentle and friendly, but given its size and the fact that it's fugly looking, you're supposed to abuse it. Jump in the air and

press Z to do a butt stomp onto the monster's back. When its head goes down, cross the neck and stand on the head. Now when it rises up again you have control of the monster. Whichever direction you look, that is the direction it will move. Look toward the large island in the centre, you should see a star. Once you get close to it, jump from the monster's head to the island and get the star. Now the next power star to get is number 6 (point) 02.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 039 --- REMAINING: 081 -----

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+-- (____) LEVATE FOR 8 RED COINS ----- 6.02 ---+
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Take the right branch this time at the very beginning, there are some thin paths and some dangerous gaps with fire spewing out of them but I'm sure you can manage. Slide down the pole and check the corners of this room, one has a path leading off somewhere, two don't really have anything, and the fourth one has a set of stairs to jump up. Go up these stairs to the top. You'll find a platform here with a bunch of arrows on it. When you step on an arrow the platform moves in that direction. Jump on the platform and face into the room, this will be up, left is left, etc. Move up a bit, left a bit, up a bit to reach the box. Punch the box to get the first red coin. Also note the platform only stops if it hits something, and even then it doesn't really stop so much as it just goes in the opposite direction. The third red coin is found in a bix up from here (jump over the beam going across) and the fourth is on top of the pillar in the back corner. Jump down and return to the stairs. Jump on the platform again but this time move it toward the pole where you cam down, you can long jump to another pole and climb up even higher. At the top of this one is a different kind of moving platform. Once you get on this one it keeps moving whether you're on it or not, and you can't change its direction. Get on and move to the front. Be ready to punch the box when it goes by. After the box is a red coin right on the track. The sixth red coin is more difficult, you'll actually have to jump over the obstacle to get it. Past the two obstacles is one more platform with two red coins on it, the seventh and eighth. Now a star appears down at the bottom, jump down and claim your reward. Since you cnanot get the next star at this point in the game, head next to the star number 17 (point) 01.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 040 --- REMAINING: 080 -----

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+-- (_/ |/ |_ ETAL HEAD MARIO CAN MOVE! ----- 6.03 ---+
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This can be done without metal Mario, but it is not recommended. You need the metal cap switch activated for this one, so if you haven't finished the Cavern of the Metal Cap (17 (point) 01) by this point then go and do it now. Head left at the fork at the beginning of the level and long jump across. Pass through this room and ride the elevator down to the lake. What you need to do is get the metal cap from the box beside the elevator when it lands, and then start running down the path. Right when you're about to hit thw water do a long jump to save time. The path keeps going underwater, so stay on it. Soon enough you'll reach an area of land with a door and an underwater switch, step

on this switch as metal Mario and the gate opens. For those wondering how to do this without metal Mario, what you need to do is stand on the ground above the switch, jump over it and just when you're about to hit the water, press the Z button to do a butt stomp. If you're timing is right you'll press the button, but it's extremely difficult and you'll need metal Mario in the long run anyway. Through the door it's not over yet. Do a long jump to get from the first area to the platform in the middle. Note that a full long jump sends you a bit to far, so you may have to tap down on the analog stick during the first jump, the second one doesn't matter. Get the star on the other side when you land. The next power star you'll want is number 6 (point) 04.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 042 --- REMAINING: 078 -----

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+++ (_/ ' AVIGATING THE TOXIC MAZE ----- 6.04 ---+

Make a right at the first fork and run to the large room. Jump down or slide down the pole and head into the path leading out of this room on the left side. Not the one in the corner, not the one with the red barrier over it, but the one in between them. At the end of the path there is a hole, drop down this hole. Go straight at the first fork and then make a left at the next one. As you go over the hill you should see a door on the ledge above, ignore it and keep going a little further past. There is another hidden ledge here. Do the double jump to get high enough to grab it. When you get through the door ride the elevator up and get the star. Next to number 6 (point) 05.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 043 --- REMAINING: 077 -----

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+++ (_/ -MAZE-ING EMERGENCY EXIT ----- 6.05 ---+

Make a right at the first fork and run to the large room. Jump down or slide down the pole and head into the path leading out of this room on the left side. Not the one in the corner, not the one with the red barrier over it, but the one in between them. At the end of the path there is a hole, drop down this hole. Go straight at the first fork and then make a left at the next one. As you go over the hill you should see a door on the ledge above. Jump up to this door and go through, then ride the elevator to the top. Here you will see a star over on a platform a reasonable distance away. What you have to do is double jump and hold A on the second jump, you can grab onto the red wire mesh which is above you and keep holding A while using the analog stick to go hand over hand along the line of coins and in that direction toward the star. Be careful on the corners, you may want to press C-down to zoom out, it makes it easier. I am fully aware most of the is the same as the last one, they're not that different. Next head to star number 6 (point) 06.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 044 --- REMAINING: 076 -----

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+++ / | ATCH FOR FALLING ROCKS ----- 6.06 ---+

The final star is actually reasonably easy to obtain. What you want to do is go left and the fork and long jump over the gap here. In this room, head over to where the boulders are dropping down and run up the slope past them, but not through the door at the top. Stand beside the door and begin wall kicking on the walls beside it. Whether or not you are able to make it right away you should see that there are two ledges up there. The one on the right hides the secret star you are looking for. Next go to star number 6 (point) 07.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 045 --- REMAINING: 075 -----

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+++ (___ / NE HUNDRED COINS! ----- 6.07 ---+

Eliminate that spider thing right away to get three coins from him. Take the right path and kill the other spider which comes out. There's a line of coins before you reach the door and when you get to it, you'll be at about 11/100. In the next room climb the stairs to the platform which you rode around on to get the red coins. Get as many red coins as you can in this room, the other thing which might be difficult, but yields good rewards, is killing the eyeballs. On the second level you'll find two eyes, one in the corner and one on a platform in the middle. To kill an eyeball you run in a circle around it over and over until it collapses. The one in the middle I could do, there just wasn't enough room for the one in the corner. They drop a blue coin when they die. Just get whatever the hell you feel like getting in this room, I left with 26/100. Leave through the middle path which leads down to the gas cave below, grab the coins along the way. Drop down and kill the guy who shoots pellets out of his nose and go straight at the fork. At the next fork go straight, jump up onto the ledge. You'll see one of those blue coin buttons here. You might want to go back and grab the metal Mario cap before this. The instant you hit it, turn right around and go back then make a right at the fork, you should see blue coins as you go and end up at a vertical line of them. All in all I ended up with 68/100, you should have more likely if you got them all. Now run aorund killing the rest of the bats and pellet shooters to bring you up to about 75/100 and find the steps leading up to the door, not one of the doors where you have to jump and grab the ledge. Up the steps will lead you to a small slide which slides you back to the large room with the red coins. This time take the path going from the corner near the entrance, you'll find an elevator to ride up. Now you'll be back out in the rolling rock area, kill the spider here and then jump toward the rocks to get that line of coins. In the next room get the circle of coins and then go down the elevator and jump on the Loch Ness Monster's back. On the platform in the middle there are a number of coins, if this doesn't bring you over one hundred it means you probably didn't collect enough red coins. There's also that line of coins up at the top where you get that star above the rolling rock room, the one where you have to climb across the wire mesh. Once you have the star it's time to finish some unfinished business, head to 3 (point) 06.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 046 --- REMAINING: 074 -----

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 054 --- REMAINING: 066 -----

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+++ (___ / -COIN PUZZLE WITH 15 PIECES ----- 7.03 ---+

Your destination is across the gap, past the bully, past the bridge, past the eyeball, across the platform and onto that large shifting puzzle. There's very few ways you can go wrong here, all eight red coins are readily available, you just have to pick them up. Watch out of course for the shifting piece, there will always be one gao which moves around, the cap can only move one piece at a time so to speak (technically it's the pieces moving not the gap, but let's not get too technical.) Collect all the red coins without getting yourself killed for the star. Next is number 7 (point) 04.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 055 --- REMAINING: 065 -----

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+++ (_/ ED-HOT LOG ROLLING ----- 7.04 ---+

Now jump across the gap, go left to the bully, left again across the bridge but not past the eyeball. This time instead of ignoring that eyeball, circle around it and kill that eyeball. Once it dies, drop down the hole in the middle where it was sitting, don't worry, you won't get killed. This is actually a warp to an island with a flying cap box. This island is actually right beside where you start at the beginning, get the cap and fly past the start. In the corner of the level you should see a large fence. Well you can actually go around this fence on the far side. Along the way be sure you press Z to do the butt stomp and land on ground, then take off again, it will give you extra height. Once you get behind the fence, fly over the lare log toward the star tucked way back in the corner, you shouldn't have too much trouble seeing it. I don't know why they call this red-hot log rolling, you can just fly right to it. Head to the next star, number 7 (point) 05.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 056 --- REMAINING: 064 -----

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+++ (_/ (___ OT-FOOT-IT INTO THE VOLCANO ----- 7.05 ---+

Jump across the gap at the beginning, then in the area where you encounter the first bully go right and jump from the ground to those tilting platforms onto the spinning platform with the volcano in the middle. Your goal is now to jump down into that volcano. Jump across the stone paltforms ahead of you to reach a walkway along the wall. There are flame blasters on the side, time your movements or jump over them. On the ledge after the first bully note the crack in the wall, approach it slowly and a large stomping thing will drop

down, you can proceed after it goes back up. Now it gets kind of dangerous, pull your camera back as far as possible to jump across the floating platforms. After this there is a thin walkway followed by pole jumping. Don't screw up! Try to align your camera for these as much as possible and remember sometimes you only have to tap the button to get to the ones which aren't too far apart. Once you finally manage to get across all these poles, you are rewarded with a shiny star. Head next to star number 7 (point) 06.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 057 --- REMAINING: 063 -----

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+-- (_____) LEVATOR TOUR IN THE VOLCANO ----- 7.06 ---+

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Jump across the gap at the beginning, then in the area where you encounter the first bully go right and jump from the ground to those tilting platforms onto the spinning platform with the volcano in the middle. Your goal is now to jump down into that volcano. Turn around when you land and jump across the platforms to reach a rectangular block which when stood on, begins moving. You'll need to exercise the C-right and C-left buttons here. After a short ride the platform will come into contact with another platform, quickly jump from one to the next and right after that you pass a pole. Jump and grab the pole before the platform falls. Climb toward the top of the pole but not quite to the top, there is a spinning flame thing which will knock you off. Wait for it to pass then get to the top and jump from this pole to the next pole. At the top of that pole is a relatively easy platform jump to reach the star at the top. The next power star to get is number 7 (point) 07.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 058 --- REMAINING: 062 -----

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+-- (___ / NE HUNDRED COINS! ----- 7.07 ---+

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Select the last star for this one, be sure of that. Across from you at the beginning is a yellow box and inside that box is a shell. Jump on the shell and get ready to surf! Make your way back to the start. Beside the island with the red box is a curved slab with three coins on it. Get all the coins on the flat platform which disappears under the lava partially. Don't bother with the red coins, too much risk of losing your shell. At the top corner here there is a just a free life, but in the next corner after that you'll find a large sloped object with coins in a line and a free life on top. Finally there's one more sloped platform, the lower one, in the middle with some coins on it. After this you might as well go back to the beginning so we can start fresh. Get the five coins under the bridge which is opening and closing near the beginning. While on land press the Z button to eliminate the shell, you should be at about 22/100 by now. Go under the overpass and kill the bully for one coin. Head left and eliminate the eyeball to get a blue coin. Make your way to the puzzle and collect all the red coins there, then kill the two bullies just beyond it. Now you should be at about 41/100. Jump to the spinning platform with the spinning fire machine and then from there to the

Ahead of where you start there is a structure with four pillars holding it up. You can reach the top of the platform with either of the following jumps: triple jump or cartwheel jump. On top are two boxes, one has a shell and the other has a flying cap. Grab the flying cap and fly toward the large pyramid. You'll find the star at the top of the pyramid, on the side facing opposite the direction you face when you start. Land on one of the flat surfaces of the pyramid and take off again to maximize your height, you'll find it right near the top in a little hole. Next head for star number 8 (point) 03.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 061 --- REMAINING: 059 -----

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+-- (/ NSIDE THE ANCIENT PYRAMID ----- 8.03 --+

Run toward the large structure at the start with the four pillars and jump on top of it. Hit the red box to get the flying cap and then take off. Fly to the pyramid and go through the door at the bottom of the side facing opposite the direction you face when you start the level. Inside the pyramid make a right and go past the stomping thing, around the next corner hop across and go up the ramp. Pass the climbing mesh and over the stomper to reach a pole going up. Cross the wire mesh and up the stairs, to get past this rolling thing do either a triple jump or cartwheel jump... or just let it crush you. There's an area where you have to press against the wall and shimmy across, then another pole. At the top cross the walkway with the stomper, time your movements to avoid it, and from here it's just a matter of jumping to the top where you will find the star. Next head for star number 8 (point) 04.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 062 --- REMAINING: 058 -----

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+-- (/ TAND TALL ON THE FOUR PILLARS ----- 8.04 --+

Begin the level and jump up on top of that platform held up by the four columns once again. Get the flying cap out of the red box. Note the four pillars around the large pyramid, what you need to do is fly to each one individually and land on them (press Z to butt stomp and land from flying.) Once you've landed on all four you will hear a noise and the top of the pyramid will explode. Now jump down into the new hole on top of the pyramid and when the elevator lands, jump into the tunnel beside you. At the bottom of this tunnel is a boss! The boss consists of two hands which are trying to punch, crush and knock you off. Each hand has an eyeball on its palm and when the eyeball opens you have the chance to punch it. If one hand is attacking then the eyeball on the other hand is likely open. Hit each hand three times to defeat the boss and get the star. On to number 8 (point) 05.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 063 --- REMAINING: 057 -----

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+++ (_/ REE FLYING FOR 8 RED COINS ----- 8.05 ---+

You'll find the first red coin behind you, you need to run to the end of the path where ti gets very thin and very dangerous, walk slowly to avoid sliding into the skinning sand. Next run toward the structure with the four columns, don't jump on top of it, rather destroy the two mid sized boxes underneath to find the second red coin. Now jump on top of it and get the flying cap. There are a total of four red coins floating in the air which you must obtain through the use of the flying cap. They are approximately above the four pillars, but not exactly above. Get those four coins and then land on the opposite side of the pyramid with the palm tree and water spring. There is there seventh red coin hidden in the water spring. Watch out for that damn bird in the air, if he catches you he'll grab your cap and you'll have to run up one of the pillars and jump to get it back. The final red coin is located along the path which goes over the death sand, the one with those large blocks stomping around. Each block has an opening on one side so you can safely stand in it while they pass, but you have to aim it exactly right. Locate the red coin at about the middle of this area and get back to the four columned structure once again to claim the star. Next is star number 8 (point) 06.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 064 --- REMAINING: 056 -----

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+++ (_/ YRAMID PUZZLE ----- 8.06 ---+

Run toward the large structure at the start with the four pillars and jump on top of it. Hit the red box to get the flying cap and then take off. Fly to the pyramid and go through the door at the bottom of the side facing opposite the direction you face when you start the level. Inside the pyramid make a right and go past the stomping thing, around the next corner hop across and go up the ramp. Pass the climbing mesh and over the stomper to reach a pole going up. Cross the wire mesh and up the stairs, to get past this rolling thing do either a triple jump or cartwheel jump... or just let it crush you. There's an area where you have to press against the wall and shimmy across, then another pole. At the top cross the walkway with the stomper, time your movements to avoid it, as you approach the top you'll see a vertical line of coins, don't jump up there. Instead notice that beside you, the small edge on the ground disappears in one small section. If you look over the edge here you should see a platform below with a single coin on it. What you want to do is hang off the edge and drop down to get the coin, when you do the number one should appear. From here there is another platform with a coin on it, down lower, on the other side of the sandy waterfall. Upon hitting that one press C-up to look down again for a third platform with a single coin. Now at this point what you need to do is drop down to that long thin horizontal stream of moving sand where the sandy waterfall hits. There are two singular coins along the way, numbers four and five. Upon acquiring the fifth one a star appears at the end of this. Now it's onto star number 8 (point) 07.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 065 --- REMAINING: 055 -----

here there is a wazy wall you can jump into, the Dire, Dire Docks. Swim down underwater and through the tunnel at the bottom, it will bring you to the other side of the level where the submarine is located. Find the large purple button on the side and step on it to temporarily create some of those mid-sized blocks beside the button. Jump up them to reach the top of the sub, you'll find the star on the other side of the thing with Bowser's face on it. Once you have this star the level's location shifts back a bit and you can access Bowser's stage now, but stick with this level for now, there are still six more stars to get from it. Head next to star number 9 (point) 02.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 067 --- REMAINING: 053 -----

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+--- (_____) HESTS IN THE CURRENT ----- 9.02 ---+

At the very bottom of the first area where you start there are four treasure chests similar to the ones you opened in previous levels. There are two differneces here to make it more difficult, first you're deep underwater so going up for air takes a good deal of time, rely on the various coins placed around this area to refill your health. Secondly there is a whirling tornado thing in the middle which tries to suck you in and kill you, you're always swimming against it. Eventually once you open the four chests in the correct order, the star appears out of the last one and all you have to do is swim out and get it, quite simple. For the next one, the red coins, you cannot collect them before finishing the second Bowser stage for some reason. Rather than going through it all right now, simply finish off all the rest of the stars here first. Skip the next one and head to star number 9 (point) 04.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 068 --- REMAINING: 052 -----

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+--- (_/ OLE-JUMPING FOR RED COINS ----- 9.03 ---+

Enter the level and swim down thorough the tunnel to reach the area with the submarine. Remember the purple button you pressed before to make the mid sized boxes appear, press this button again but note that it doesn't just make the boxes appear beside the button, there is another place nearby where boxes appear, climb up these and get the first red coin at the top. Jump to the pole on the left and stay near the top to collect the second red coin. Slide down to the middle of the pole to get the third, and the bottom to get the fourth. Stay on the pole as it goes back to the platform you were previously on and jump off. This time get onto the pole coming from the right side and ride it across. When you get to this platform, get on the pole coming to the left of the one you're on now (when facing the direction you are moving, toward the platform). When this one stops it will be beside another pole, jump from this pole to that one, then from that one to the next one when it stops. Get off at the platform at the end and jump onto the next pole, this takes you over to a lone red coin, your fifth one. Go all the way back two platforms, not to the one you started on, but the one with the little star icon for when

the star appears. Jump onto the one pole you haven't been on yet which goes across to connect with another pole. Now when you get on that one get ready for the hardest jump yet. As you pass the red gates there is another pole on the other side moving probably in the opposite direction, you have to jump to it while moving. The sixth and seventh red coins are on this side. Jump back to the pole you were just on and ride it to the end where you'll find the final eighth coin. Now all you need to do is return to the middle platform and get the star. The last basement star to get is number 9 (point) 07.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 073 --- REMAINING: 047 -----

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+-- (_/ HROUGH THE JET STREAM ----- 9.04 ---+

Note that you can "choose" the red coin star, but then do this one anyway. What you need to do here is swim underwater through the tunnel to reach the submarine area, there you will find a jet stream of bubbles coming up from the bottom. Inside the stream there are also rings coming up as well, swim above this jet stream so you are in the middle of the rings as they pass through you, each time one passes through you in a row, a number will appear. After the number five appears, you'll see a star down in the middle of the jet stream. Since you cannot acquire it (the force of the jet is too strong) swim back up toward the purple button, beside it on the other side of the red gates is a green box with a metal cap inside, grab the metal cap and long jump into the water. When you land on the bottom run into the jet stream and acquire that star which you couldn't get before. Now head to number 9 (point) 05.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 069 --- REMAINING: 051 -----

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+-- (_/ HE MANTA RAY'S REWARD ----- 9.05 ---+

Note that you can "choose" the red coin star, but then do this one anyway. Drop down into the water at the beginning and swim under, but not through the tunnel. Notice there is a manta ray swimming around in this first area (the large creature.) Acquiring this star can be somewhat difficult, mostly due to the shoddy hit detection, or perhaps if the hit detection is accurate, the awkward camera. One of these is going to be the likely reason why you may have difficulty getting it to register you going through the rings. As the manta ray swims, it leaves rings behind from its tail, your goal is to swim through five of these in a row before they disappear, the game will make a little number appear telling you how many you've gone through if you make it through okay. Once you've done five the star appears dangerously above the whirlpool at the bottom, carefully make your way toward it and collect the star. At this point if you've been following the guide you now have 70 stars, meaning you can go face Bowser 3 (you haven't even faced Bowser 2), the mystery of the endless stairs has been solved (which you perhaps haven't even seen yet) and everything else is generally good. You're on a roll. It's time to collect the next power star which happens to be number 9 (point) 06.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 070 --- REMAINING: 050 -----

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+-- (____) OLLECT THE CAPS ----- 9.06 ---+

Note that you can "choose" the red coin star, but then do this one anyway. For this one, you once again need to swim thourgh the underwater tunnel at the beginnind to reach the other end of the level with Bowser's submarine. Make your way to the purple button and jump over the red gate beside it to reach the blue box with the vanish cap inside. Grab the vanish cap and then do a long jump into the water toward the jet stream. As you swim down go past the jet stream and you should see a star inside a red cage at the bottom, since you can pass through this type of mesh with the vanish cap, swim through it and grab the star. The next star for you to get is number 24 (point) 02.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 071 --- REMAINING: 049 -----

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+-- (____ / NE HUNDRED COINS! ----- 9.07 ---+

Land in the water and swim right down to the very bottom. Near the whirlspool there should be two vertical lines of coins, be sure to collect them all. Next you will want to get all the coins located in the three loops near the entrance to the tunnel, at the entrance to the tunnel, and inside the entrance to the tunnel. Before you go thourgh the tunnel, note that back in the large area among the treasure chest, there are a couple of coins to pick up on the ground, don't pass them up because coins are very scarce in this level. You should be up to 37/100. Swim through to the sub area, go left immediately when you get there. Stay near the bottom but approach the hole in the wall where the sub left, it will try to suck you out but as long as you stay low enough you should be fine, there is a vertical line of five coins below it. Get them and then swim to the opposite end where you will find a ring of eight coins on the ground beside an oyster. Now swim up top and get out of the water. On this path at the opposite end from the geen and blue boxes, there is a line of five coins. Get them and then hit the purple button. Climb the boxes which lead up to the red coins. You should have 55/100 before you get any red coins. You're going to have to collect all eight red coins again, do this while ignoring that blue coin button on one of the platforms along the way. When you have collected all the red coins it should bring you up to 71/100. I don't say "about" 71/100 because this is going to be very close, any less than 70 and you'll have to try again, you missed something. Once you have all the red coins and 71/100, go to the platform with the blue coin button and stomp on it. Six blue coins should appear right around you, meaning a total of 30 coins, bringing you up to exactly 101/100 and netting you the star. It's time now to put that key to good use, time to unlock the door to the castle's upper floors. Head next to star number 23 (point) 02.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 071 --- REMAINING: 049 -----

+++ (_ / N THE DEEP FREEZE ----- 10.03 ---+

On your left side when you start, notice there is an ice structure with a star inside it. It's not going to be as easy to get that star as you might think... or perhaps it will. What you want to do is enter from any direction and notice there is one point in the middle basically where all the entrances meet that you can jump into the air. You need to face the back wall of the level, in the direction opposite the direction you face when you start, facing away from the mountain area. Double jump and you should be able to get hold of a ledge. From here you can get on top of the structure and drop down onto the star. It is possible to triple jump from the ground and get on top from the side, but to be honest, it's more difficult than doing it the correct way, especially once you know what to do. Head next to star number 10 (point) 04.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 078 --- REMAINING: 042 -----

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+++ / | HIRL FROM THE FREEZING POND ----- 10.04 ---+

Get around behind the mountain once again, to the area with the water which you can swim in, but damages you to do so. Stand at the bottom where the triangle shaped moving snow slides stop, and face the direction they come from, now turn 90 degees to your right and notice the ledge up above which you cannot reach. What you have to do is jump in the air and land on one of those flower enemies in the water, that will bounce you high in the air and allow you to glide onto this ledge. Here you will find a shell in one box, and a star in the other box. Head next to star number 10 (point) 05.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 079 --- REMAINING: 041 -----

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+++ (_ / HELL SHREDDIN' FOR RED COINS ----- 10.05 ---+

The first red coin is found by going immediately right and staying along the side of the wall. In the corner of the level over here on the other side of the tree you will find the first red coin. Now stay along the wall to reach the other corner, just on your left you should see the second red coin here. Now go to the area with the water which you can swim in, but damages you to do so. Stand at the bottom where the triangle shaped moving snow slides stop, and face the direction they come from, now turn 90 degees to your right and notice the ledge up above which you cannot reach. What you have to do is jump in the air and land on one of those flower enemies in the water, that will bounce you high in the air and allow you to glide onto this ledge. Get the yellow box with the shell inside and don't jump back down, along the side here there is a red coin and it leads in in the direction of not one, not two, but three more red coins, you should be up to six at this point. Jump down and make your way back to the area where the big bully is. The final two red coins are located on that super cold damage ground below the bully, you need the shell to get them without taking damage. Once the star appears go back to the start and get it. Now head for star number 10 (point) 06.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 080 --- REMAINING: 040 -----

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+--- (___ / NTO THE IGLOO ----- 10.06 ---+

Get around behind the mountain once again, to the area with the water which you can swim in, but damages you to do so. Stand at the bottom where the triangle shaped moving snow slides stop, and face the direction they come from, now turn 90 degees to your right and notice the ledge up above which you cannot reach. What you have to do is jump in the air and land on one of those flower enemies in the water, that will bounce you high in the air and allow you to glide onto this ledge. Grab the yellow box on the right to get the shell from it and turn around. Drop down and note that beside the place where those snow slides are coming from, there is a steep ramp with a line of coins on it. Go up this ramp using your shell to find the igloo at the top. It's small so you have to crawl inside (hold Z and use analog stick to crawl). Go forward until you hit a wall, make an immediate right then an immediate left, GO foward until you hit a wall and go around the corner, you should pass a blue box on the other side of the wall right about now. When you turn left (and possibly encounter a flower enemy) note that the blue box area is still on your left and blocked off. Not so! Double jump and you can grab the top of the ice ledge. Now drop down and get the vanish cap, use it to go through the ice, return to the start, and get the star! You can also go talk to the little bomb guy if you want. Head next to star number 10 (point) 07.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 081 --- REMAINING: 039 -----

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+--- (___ / NE HUNDRED COINS! ----- 10.07 ---+

On your left when you start there is a line of three coins, the third one turns into an enemy which drops five coins when killed. Eliminate the three flowers as well to bring your total up to 16/100. Make your way to the opposite corner with the single red coin and flower enemy, there's also another flower enemy around here and one of those flying red things. In the next corner there is another red coin, two more flower things and another fake coin enemy, bringing you up to about 39/100. Kill two or three of the flowers in the next area but leave one to bounce off of to reach the shell. Use the shell to get the four red coins up here, the two red coins below the bully and all of the coins up to the igloo in the water part. Don't go into the igloo yet, get off your shell and begin climbing the mountain. There are a few coins on the way up, all the way until you reach the other side of the penguin bridge. While standing on the other side of the bridge you can look straight down and see the igloo, drop down to it from here an crawl inside. At this point you should have approximately 70/100. Kill the two flowers and two Goombas right inside the igloo then make your way to the vanish cap again, killing the third flower on the way. Your destination once you have it is of course the super coin room. If you followed the guide this will bring you over 100, if not, you probably skipped the mountain. Onto 11 (point) 01!


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+++ (_ /) SECRETS IN THE SHALLOWS & SKY ----- 11.03 ---+

For this one you will want to enter the painting at the lowest possible level. Run to the opposite corner from the fenced in area, the same corner where you got the first star. Here you will find a large crate with red edges, push it forward and the number one should appear. Push it under the yellow box and use it to get the box, that's the second secret. Beside the crate is a ledge and higher ground, jump up to see yet another crate, except this one is actually stuck in the wall. Push it further in to find the third secret. You can stand on the wooden board here and cartwheel jump up to the next level. On the next level you have no choice but to let that wind-up enemy throw you up to the level after that, it's the only way to get enough height. On this platform there is a stone pillar surrounded by coins near the edge with an electrode going around it. Double jump to grab the edge of this pillar and hit the yellow box on top, this is the fourth secret. Drop down and stand on the purple button, jump up the boxes which appear beside it and hit the yellow box on top of the cage, this will make the star appear. What you want to do from here is long jump to the brick path against the wall, then go down the slope on the right and touch the coloured diamond. This will raise the water up to your level, now you can easily swim across and get that star which appeared near the beginning of the level. Next head for star 11 (point) 04.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 085 --- REMAINING: 035 -----

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+++ (_____) XPRESS ELEVATOR--HURRY UP! ----- 11.04 ---+

You'll want to enter at the lowest possible point for this one as well. You'll have to take the same path as you did for the last one to get up to the level with the purple button. Jump up the boxes to reach the top of the cage with the yellow box on it. This time what you want to do is look over the edge at the front. There is a brown platform just below, drop down onto it. Walk along until it begins to move down at which point you need to drop off, but stomp as you almost hit the ground, break the box and go through the opening. When the elevator hits the bottom, backflip onto it, cartwheel jump, or wall kick onto it. The elevator will take you up to the star at the top. It's difficult to get this your first try. Head next to number 11 (point) 05.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 086 --- REMAINING: 034 -----

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+++ (_____ /) O TO TOWN FOR RED COINS ----- 11.05 ---+

For this one you will definitely want the water at its highest level. Swim

toward the fenced off corner and this time, hold down on the analog and jump to grab the edge of the fence, if the water is high enough this is easily possible (the way you're "supposed" to do it is to shoot yourself out of the cannon on the other end.) Swim down through the tunnel to reach the town. Leave the water level high. Swim down and get the first red coin from on top of the steeple thingy. Okay, NOW it's time to lower the water. In one of the corners you will find a colourful diamond, touch it to bring the water level down to almost ground level, you should be able to run around. Return to the steeple area, on top of the stone walls which go around it are two boxes. To get on top of these walls simply to a cartwheel jump and grab the edge. Also in front of the steeple there is another box with the fourth red coin in it. Get back onto the stone wall around this place and long jump to the grey building with the box on it, inside this box you will find the fifth red coin. Beside this building is a house with a red roof and on the other side is a large white building which you cannot jump onto. Drop down and go onto the other side of the white building, you will find yourself between the building and a tall wire fence. You can wall kick between these two, the fence is on an angle but as long as you only kick off it once (white building to fence to top of building) you'll be fine. Up here you will find the sixth red coin in a box. Run to the opposite side and you'll find two buildings, one white brick and one brown brick, with a green garden in between. Where this garden is, is where you wall kick between the two buildings to get on top of them. They both have a box with a red coin on them so jump from one to the other and that's all eight, now claim you star. Next head for number 11 (point) 06.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 087 --- REMAINING: 033 -----

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 +-- (_____ (UICK RACE THROUGH DOWNTOWN! ----- 11.06 ---+

Once again start with the water at its highest level. Swim over to the caged in corner and jump over the cage bu grabbing the ledge. Swim through the tunnel to reach town. Lower the water level to the bottom and on the side without the large fence you will find a blue box with a vanish cap inside. Get the vanish cap and run quickly around the stone wall to the opposite side and pass through that large fence. When the vanish cap wears off then wall kick back and forth in here to rech the upper level and climb up from there to reach the star at the top. Head next to star number 11 (point) 07.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 088 --- REMAINING: 032 -----

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 +-- (_____ / NE HUNDRED COINS! ----- 11.07 ---+

Enter the painting through the lowest part. Begin by killing the water spider ahead of you and then turn around and break the four boxes on the wall, you'll be up to about 15/100 at this point. Run to the corner with that block you can push and push it under the yellow box which has about ten coins inside. Jump to the second level and kill the water spider then jump on the blue coin button and get all six of them which appear along the edge to bring you to

about 58/100. Jump up to the next level and let yourself be thrown to the one after that. Double jump and grab the ledge of the pillar with the coins all around it and hit the yellow box for a lot of coins. Drop down and move toward the wall, push the big block and hit the yellow box here for some more coins. Step on the purple button to make the blocks appear and jump up them. There's a yellow box here as well with quite a few coins in it. Long jump toward the wall where you can see that line of coins, after getting them all you should be at about 94/100. Move down the slope on the right and hit the coloured diamond to bring the water level up high and swim back toward the start. Somewhat near where you start, a bit behind, beside that elevated walkway is a large white brick pillar with two large arrows painted on the side. On top of this are five coins, swim to get them. Now you should be within only a couple of 100. What you want to do is swim down between this white pillar and the wall, you'll see a coloured diamond on top of a short, thinner white brick pillar with three platforms, touch the coloured diamond on top of this. Finally, swim toward that elevated walkway behind where you start and jump to grab the ledge. There is a yellow box on here with about three coins in it, enough to get you to 100. If it's not enough, remember you can always head to town for red coins. Next head for number 12 (point) 01.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 089 --- REMAINING: 031 -----

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+++ (___/ CALE THE MOUNTAIN ----- 12.01 ---+

On the second floor of the castle, go around the hall to find a painting on the wall, a small one, with mushrooms and a mountain painted in it. Jump into this painting. Your first goal is simply to get to the top of the mountain. Begin running along the path, jumping across the various gaps until you get past the mushrooms. At this point there are some little mole things coming out of the ground and throwing rocks on you. You can continue up the path if you want, but the shortcut is beside you. Climb up these ledges on the side of the wall with all the vines until you can't climb any further up. When you reach the top keep going up the path past all the Goombas and across the waterfall. From here the path is pretty linear to the top of the waterfall, you'll have to walk or crawl carefully across the thin walkway to reach the other side. At that point you can run around to the top of the falls to find the star you're looking for. Head next to star number 12 (point) 02.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 090 --- REMAINING: 030 -----

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+++ (___/ |/_| _ YSTERY OF THE MONKEY CAGE ----- 12.02 ---+
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Begin running along the path, jumping across the various gaps until you get past the mushrooms. At this point there are some little mole things coming out of the ground and throwing rocks on you. You can continue up the path if you want, but this shortcut is beside you. Climb up these ledges on the side of the wall with all the vines until you can't climb any further up. When you reach the top keep going up the path past all the Goombas and across the waterfall. From here the path is pretty linear to the top of the waterfall, you'll have to walk or crawl carefully across the thin walkway to reach the other side. At that point you can run around to the top of the falls to find a little monkey running around (assuming you've already acquired the first star.) What you need to do, similar to when you caught the rabbit, is catch the monkey, but be careful, he likes to jump around. Once you do grab him, choose to free him and he'll run down and open the star cage. The star appears down at the bottom of the waterfall. You can jump down and get it, or from the beginning of the level, run past the vine wall shortcut to find it that way, just beyond the little monkey. Next head for number 12 (point) 03.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 091 --- REMAINING: 029 -----

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+-- (_ / CARY 'SHROOMS, RED COINS ----- 12.03 ---+

From the beginning make your way to the first set of mushrooms within jumping distance, the ones with the red coins on top of them. It is indeed very dangerous but what you need to do is jump across the tops of these mushrooms. There are four red coins here. Note that you can't grab the edges, each of your jumps must be precise. The next four red coins are located on that vine wall as you climb up toward the top, evenly spaced out to the final red coin on the highest platform. When the star appears drop to the bottom of the vine wall and long jump outward toward it, use C-up to look before you leap of course, this is the most dangerous part. Next head for star 12 (point) 04.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 092 --- REMAINING: 028 -----

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+-- (_ / | / | _ YSTERIOUS MOUNTAINSIDE ----- 12.04 ---+

Begin running along the path, jumping across the various gaps until you get past the mushrooms. At this point there are some little mole things coming out of the ground and throwing rocks on you. You can continue up the path if you want, but this shortcut is beside you. Climb up these ledges on the side of the wall with all the vines until you can't climb any further up. When you reach the top keep going up the path past all the Goombas and across the waterfall. On this side of the waterfall take a look at the wall on your left, there's kind of an odd square which stands out somewhat. Ignore this but take a few steps forward and go around the corner to find another one, when you stand beside this one you'll notice it gets wavy. Jump into this square panel in the side of the wall to reach the most difficult slide in the game! There are few is any walls on this slide, and the corners can get pretty tight. The one thing primarily you need to watch out for is when you see like a wooden path branching off on the right, if you don't slide onto

this path you will die as the one you are on leads nowhere. After that just enjoy the bumpy ride, if you fall off you die, but fortunately you'll be right back at the slide when you enter the level again. At the bottom of the slide is another power star. Head next for star number 12 (point) 05.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 093 --- REMAINING: 027 -----

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+-- (_/ (      REATH TAKING VIEW FROM BRIDGE ----- 12.05 ---+
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Yet again it's time to climb the mountain all the way to the top. Head up the path, across the gaps, take the shortcut up the vine wall beside those mole enemies, run past the Goombas, long jump across the waterfall area, and head around until you reach not the very top of the mountain but that thin path in front of the waterfall. Don't actually step onto the thin path either, stand near it and look down into the waterfall, you'll see a star in a little alcove near the top. Stand on the path which leads toward that thin walkway and jump on an angle, possibly pressing B to kick or dive as you approach, with any luck you'll land in there and get the star. Next next to star 12 (point) 06.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 094 --- REMAINING: 026 -----

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+-- (_/ (      LAST TO THE LONELY MUSHROOM ----- 12.06 ---+
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For this one what you need to do is run up the path, past the vine wall, and around toward where the monkey is just past it. Before you jump up to the monkey platform, right below it, is a somewhat hidden platform with the pink Bomb-omb cannon guy, speak to him to open the cannon. Now if you remember that mushroom at the bottom of the vine wall where the star appeared after getting all the red coins, you have to go jump to that now. From this mushroom, long jump back in the direction of the path going to the beginning of the level, you won't be able to make it but you're not supposed to. Below the path is a secret path leading to the cannon. Get in the cannon and aim it at the star. Raise it into the air just an inch or so above the white cloud and fire, it should get you right there. Next head to star 12 (point) 07.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 095 --- REMAINING: 025 -----

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+-- (___ / NE HUNDRED COINS! ----- 12.07 ---+
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Edit: Ignore all the coins at the start, make your way up to the slide and get as many coins as possible, slide down and by the bottom you should have about 50/100. You risk death on the slide which is why you should START with it.

Once you come out the bottom ignore the star and jump over the fence, you'll land right at the beginning, then you can continue with this (ignore the coin values, yours will be higher.) At the very beginning there are three Goombas to take care of, after that don't go up the slope but rather down the path beside it to get the ring of coins at the bottom and grab the bouncing box to open it up (be very careful with that one). Jump back up and head along the path. Grab the four red coins on top of the mushrooms, bringing you to about 24/100. Head past the vine wall and kill the three bombs, then grab the purple guy from behind to get a bunch of coins from him as well. Just beyond that there is a line of coins on the bridge. Turn around and begin climbing the vine wall, collecting the other four red coins and that line of coins along the climbing vines near the top, this should bring you to about 44/100. Get the three Goombas up the path and jump across the waterfall. On the other side there is a line of coins, past that three MORE Goombas. Hit the purple button and get the coins, then get all the coins along the waterfall. By now you should have way more than enough. Head now to star 13 (point) 01.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 096 --- REMAINING: 024 -----

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+-- (_/ LUCK THE PIRANHA FLOWER ----- 13.01 ---+
  
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On the second floor head through the door with the star on it, not the one under the archway. Make a left and head into the small picture. Long jump to the middle platform and then across to the large pipe. Jump down into that and you'll pop up small. There are five Piranha Plants which pop up here, what you need to do is defeat them by just punching and kicking them as they pop up. Once all five of the plants have been defeated, the last one releases a power star for you to get. Head next to star number 13 (point) 02.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 097 --- REMAINING: 023 -----

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+-- (_/ HE TIP TOP OF THE HUGE ISLAND ----- 13.02 ---+
  
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Enter the small painting again and jump across to the middle paltform then to the other side wti the tube. Ignore the tube and drop down the side where you will find a purple button. Step on it to make blocks appear and jump from these blocks up to the ledge above where the cannonballs are coming down. Contine up here until you reach a pipe, jump into the pipe to make yourself small, then continue even further up the mountain. Across the wooden walkways right before you reach the top is a yellow box, inside this box you will find

the star you are looking for. Head next to star number 13 (point) 03.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 098 --- REMAINING: 022 -----

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+--- (_/      EMATCH WITH KOOPA THE QUICK ----- 13.03 ---+

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Enter the small painting again and jump across to the middle paltform then to the other side wti the tube. Ignore the tube and drop down the side where you will find a purple button. Step on it to make blocks appear and jump from these blocks up to the ledge above where the cannonballs are coming down. Contine up here until you reach a pipe, jump into the pipe to make yourself small. From here go down the slope past the hole where the cannonballs are coming out, around the corner you will find Koopa the Quick. The race begins when you speak to him, turn around and go back the way you came, past the hole for the cannonballs, past the pipe and down the hill toward the bridge. Keep long jumping and diving to get your speed up because you can't move very fast across the bridge. On the other side of the bridge is where the race ends, just run to the corner for the star. Head next to number 13 (point) 04.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 099 --- REMAINING: 021 -----

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+--- (_/      IVE ITTY BITTY SECRETS ----- 13.04 ---+

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Enter the small painting again and jump across to the middle paltform then to the other side wti the tube. Ignore the tube and drop down the side where you will find a purple button. Step on it to make blocks appear and jump from these blocks up to the ledge above where the cannonballs are coming down. Contine up here until you reach a pipe. Don't jump into it but rather go past it to where the cannonballs are coming out, step in front of the hole to find the first secret. Run down past the chimney, and drop down onto the beach beside the mini-Koop-the-Quick. Jump up to the little hole in the mountain with the path leading to it for the second secret, then cartwheel back up to where you jumped down. Make your way to the top of the mountain and step into the pool for the third secret. The fourth secret is down at the beach, while facing the top of the beach on the left side is the hole that leads to where you start, stand beside it for the fourth secret. For the final secret go in the other direction, to the right of the beach and speak with the pink Bomb-omb. The cannon beside him opens and when you stand beside the cannon that's the fifth secret. To get the star what you have to do is go around the mountain and drop back to where you start. Long jump across to the platform with the tube and drop down the side onto the purple button. Run along the boxes here to get the star at the end. Head next for number 13 (point) 05.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 100 --- REMAINING: 020 -----

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+-- / | IGGLER'S RED COINS ----- 13.05 --+

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This time enter the other painting on the opposite side, the enormous one. GO thorough the small hole in the wall and find the Koopa on the beach. You need to get his shell and use it to surf up the slanted wall on the right, there you will find the walkway which goes over the beach and into a hole in the side of the mountain. When you get inside it, grab the first red coin and note you have to jump between these pillars to get all eight red coins. For the first six all you need is a single jump, to reach the seventh you'll have to double jump, be careful of that fire thing. Long jump from there to the corner where you need to wall kick up to reach the eighth and final coin, the star appears just below this one. Head next for star number 13 (point) 06.

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----- STARS COLLECTED [IF FOLLOWING GUIDE]: 101 --- REMAINING: 019 -----

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+-- (_/  |/  |_ AKE WIGGLER SQUIRM ----- 13.06 --+

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Enter the small painting again and jump across to the middle paltform then to the other side wti the tube. Ignore the tube and drop down the side where you will find a purple button. Step on it to make blocks appear and jump from these blocks up to the ledge above where the cannonballs are coming down. Make your way to the very top of the level and do a butt stomp in that little pool of water, it should drain out. At this point you need to go and find a pipe to make you small, then return to the top and drop down the hole. Watch out for the caterpillar. To defeat him, all you have to do is jump on his head, just a normal jump. Do this three times, and he'll get tired of it and offer you a power star. Head next to star number 13 (point) 07.

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----- STARS COLLECTED [IF FOLLOWING GUIDE]: 102 --- REMAINING: 018 -----

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+-- (___ / NE HUNDRED COINS! ----- 13.07 --+

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Enter the level through the large painting. There will be three Goombas near you when you start, if you jump on their heads you get one coin, if you do the butt stomp on their heads you get five coins! Do that. Afterward run circles around that woode pole to make five more coins pop out, you're already up to 20/100. Head through the hole in the wall, take out the Koopa for five coins, the red guy for two coins and the cloud guy for five coins. You'll also find two coins at the top of the beach. You should have about 34/100 by now. Head to the cannon and stomp the big Goomba for five coins. There's also one of those flying red things. Use the cannon to shoot up to the ledge above. There is a Goomba on the higher ledge and one just below it, both have blue coins when you stomp on them. Drop down once again to where the cannon is. Run across toward the cliff and when the wind picks up do a long jump, you won't even come close to making it from the jump but the wind will carry you up. There are two Goombas up top for another ten coins, you're up to about

61/100. Go down the thin walkway against the wall beside you with a line of coins on it. Continue up the path with the cannonballs coming down, there's another line of coins and a Goomba up near the pipe. Run past the cannonball hole (another line of coins, up to about 80/100). Take out the two Goombas at the bottom (90/100) and go back a bit to where the pipe was. Climb up and grab the purple guy from behind, five more coins, and cross the bridge for the final line of coins (100/100.) If you happened to miss any along the way then simple, jump into the pipe. The coins in small world are considered separate, so you can collect many of the ones you already have a second time, it'll be more than enough to get 100. Head next for star number 23 (point) 03.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 103 --- REMAINING: 017 -----



The clock is located on the third floor, it's pretty hard to miss. There's a special trick with it too, if you enter the clock exactly on the hour, all the moving parts in the clock won't be moving at all. For this star that's exactly what you want to do. Enter the level and jump past the pendulum and then start heading up. Just keep climbing and climbing and eventually you'll come to a star inside of a cage. Jump from the platform just a little in front of the opening, through the opening, and grab the power star which is sitting inside. Next head for star number 14 (point) 02.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 105 --- REMAINING: 015 -----



This time enter the clock at a random unimportant time, all the parts inside should be moving normally. Begin climbing the clock once again but this time, don't stop at the cage. Keep going up and up until you can't go up anymore. You'll reach an area with two pendulums going back and forth, there's a thin path and past it is the star you're looking for. Carefully time your jumps to get across and get the star. Head next for star number 14 (point) 03.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 106 --- REMAINING: 014 -----

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+-- (___ / ET A HAND ----- 15.03 ---+

For this one, you have to go in when everything is moving as well. On your way up, even before you reach the caged star, you'll reach a platform with one of those fire-spouting sphere's and a large clock hand which slowly makes its way around. Eventually the hand of this clock will overlap the ground you're standing on, all you have to do is jump and land on this clock hand. Allow it to carry you around to the other side where you will find a star in a tiny little area in the side of the wall. Head next for star number 14 (point) 04.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 107 --- REMAINING: 013 -----

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+-- (_ / TOMP ON A THWOMP ----- 14.04 ---+

This is one of the most difficult stars in the game to get, mostly because it just takes so long. It's located at the VERY top of the clock. Here's what you need to do, begin climbing normally up all the regular stuff and blah blah blah. When you reach the top of the pole on the platform with that windup toy enemy, turn around and jump onto the platform above the pole, it will rise up and you can long jump to the nearby ledge. From here, jump up to the next higher ledge, onto the block and from this block across to the other block and up to the next ledge. It just keeps going up, walkways, spinning things, more obstacles until eventually you reach a point with one of those fire spheres and another large spinning clock hand. Wait for it to come around and get on it, the hand will bring you to a conveyor belt with one of those stomper things on it. Jump on top of the stomper and ride him up to reach the star finally, the next one's much easier. Head next to number 14 (point) 05.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 108 --- REMAINING: 012 -----

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+-- (_ / IMED JUMPS ON MOVING BARS ----- 14.05 ---+

For this one, similar to what you did with the last one, start climbing up (with time moving) until you reach the pole again. Hop up onto the moving platform above the pole and long jump to the ledge. This time instead of jumping up to the higher ledge, long jump to the wire mesh stuff with the three blocks moving in and out of the wall. Jump from one, to the other, to the last one and into the cage with the star. Next is number 14 (point) 06.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 109 --- REMAINING: 011 -----

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left. As it spirals up, jump over the spinning obstacles to reach the top where you have to quickly jump to the platform above. You'll find yourself on the airship, run against the wind to reach the power star hovering above the front of the airship. Next head for star number 15 (point) 02.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 112 --- REMAINING: 008 -----

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+++ (_/ HE BIG HOUSE IN THE SKY ----- 15.02 ---+

Get onto the magic carpet at the start and ride it until you reach a fire blaster thing. You'll have to jump off the carpet for a moment and jump back on to avoid it. When you reach the end of the rainbow be sure to jump off quickly otherwise you'll be falling along with your carpet. Jump across the spinning platforms to the right side and get back on the carpet. This will bring you around to a fork where you have the choice of two carpets, take the one on the right this time. Get ready to jump up and grab hold of the top of those clear blue things as the carpet moves through them. When it's pretty much just a matter of staying on the carpet and jumping over obstacles from here. After going into the castle a second time you have to watch out for the fire spewed from the fireplace (not the first time.) Stay on the front of the carpet and jump, you should be fine. Once you reach the top, hop off the carpet and get the star. Head next for star number 15 (point) 03.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 113 --- REMAINING: 007 -----

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+++ (_____) OINS AMASSED IN A MAZE ----- 15.03 ---+

Jump onto the magic carpet at the start and ride it around to those spinning platforms. Keep going straight ahead and you'll reach a maze. Inside this maze are all eight of the red coins. On the first level there's one on the far left side, then another on the left side of the second level beside the fire sphere. From that second one wall kick up to reach the third one. Jump right (fourth one), left (fifth one), and long jump left for the sixth one. Jump back to the right where you got the fourth one and jump to grab the ledge. Slide down the slope and jump to hit the seventh and then go just outside on the right side for the eighth coin. Now you can drop down and get the star waiting for you at the bottom. Head next for number 15 (point) 04.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 114 --- REMAINING: 006 -----

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+++ (_/ WINGIN' IN THE BREEZE ----- 15.04 ---+

Instead of taking the magic carpet at the beginning of this one, turn around and long jump to grab hold of the pole. Slide down to the bottom and jump to the tilting platform. Cross over the swinging platform as well and jump up those other platforms which fall if you stand on them too long. Eventually you'll reach a fork in the path, at this point go up the slope with the small platforms on it. At the top there is yet another one of those swinging things which brings you across to the star. Head next to number 15 (point) 05.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 115 --- REMAINING: 005 -----

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+-- (_/ RICKY TRIANGLES! ----- 15.05 ---+

Instead of taking the magic carpet at the beginning of this one, turn around and long jump to grab hold of the pole. Slide down to the bottom and jump to the tilting platform. Cross over the swinging platform as well and jump up those other platforms which fall if you stand on them too long. Eventually you'll reach a fork in the path, at this point keep going in the same direction as opposed to going up the slope. You'll reach a purple button and when you hit it the triangles ahead of you flip upside down and work as platforms. Jump across them quickly to reach the star at the top, if timeruns out then just try again. Head next to star number 15 (point) 06.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 116 --- REMAINING: 004 -----

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+-- (_/ OMEWHERE OVER THE RAINBOW ----- 15.06 ---+

First of all what you have to do is get on the magic carpet and ride it to the maze area, straight across those spinning platforms. On ground level, on the far left side where the blue coin button is, cartwheel jump against the wall on the right and kick off it, you'll hit another much higher wall on the left. You can kick back and forth here to reach the top where you'll find the pink Bomb-omb cannon guy. At this point get back onto the magic carpet and ride it to where there is a choice of two of them. Get on the one on the left which takes you up to the airship, on the back of the airship is a cannon. Take aim and fire toward the middle of the rainbow circle to land on the pole and from here drop down (being careful of the purple guy) to find a star inside the yellow box here. Head next for star number 15 (point) 07.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 117 --- REMAINING: 003 -----

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+-- (___ / NE HUNDRED COINS! ----- 15.07 ---+

the water and swim down below. Eventually you'll come to a point in the water where there are two pillars. Jump on one pillar and do the butt stomp to pound it down, then on the other pillar to pound it down as well. Now the water level goes down and you can go through the door at the bottom to reach the castle courtyard. Run under the bridge and there you will see a hole in the ground, jump down into the hole and welcome to the vanish cap stage.

You need to use the C-up look here, there's a big slide but you'll have to get the red coins as you go down. Look before you leap, there's one in front of you, then one beside that. The next one is a lot further down in the middle and the fourth one is right beside that. You should have four red coins by the time you reach the bottom. Now go around the corner and jump up to the moving platforms, this is where it gets dangerous. The fifth red coin is found when you jump from the first moving platform to the tilting platform. The sixth is found jumping from the tilting platform to the moving platform, then from the moving platform to the next moving platform (never stay on the moving platforms too long, they go vertical at the top, jump from one to the other if it's about to reach the top. After this you'll land beside the blue switch with seven red coins. Hit the blue switch and grab the final red coin beside it. Now hit one of the vanish cap boxes and use your powers of invisibility to go through the mesh wall and get your star. The vanish cap allows you to walk through certain walls. Now head to star 5 (point) 06.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 049 --- REMAINING: 071 -----

~\~/~~~~~\~/~~~~~	The Princess's Secret Slide	~\~/~~~~~\~/
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+-- (/_ SLIDE! ----- 19.01 ---+

In the castle front hall, go up the stairs and make a right at the top, you should find a door with a star symbol and the number one. Open this door and go inside, there are three stained glass windows in here. What you need to do is jump up and pass through the window on the right. Getting this star is painfully easy, all you have to do is successfully navigate the slide without falling off the edge, and since most of it has edges you're pretty much set. Once you're on the slide you can control Mario with the analog stick. If you're sliding on your ass you can jump, if you're sliding on your belly you can't. Hold up on the stick to go faster and down on the stick to go slower. Be careful of areas without walls but other than that, just have fun. When you reach the bottom you'll find a yellow box there, jump and hit the box and a star will pop out. Now head to the next star, number 19 (point) 02.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 013 --- REMAINING: 107 -----

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+-- (\_/ ( BOWSER IN THE DARK WORLD ----- 24.01 ---+

Bowser 1 is through the door with the huge star on it at the top of the stairs in the front hall. You can only open the door if you have collected at least eight stars. Go through the door and run down the hall till the floor falls.

Welcome to Bowser's world, aside from battling Bowser there is one star to get here for collecting eight red coins. Begin by running right, across that thin bridge thing (just jump) and you'll see a button with a periodic stream of fire shooting over it. Wait for the fire to stop and quickly step on the button, it will make a block appear under that red coin at the end. Time your movement again so you avoid the fire to get the red coin. Now don't go anywhere, wait for the time to run out and the button to pop back up. Hit it again then turn around and run quickly back to the very beginning, some blocks have appeared there as well which will allow you to get the second red coin. Return to the button and keep going right, across those moving platforms. Climb up the slope (not the really steep slope) to reach a spinning platform thing. Jump onto it and then across to the other side. There's a bridge for you to cross here, be careful of those electric balls spinning around the crystals, behind the second one is the third red coin. At the top there is a moving slab that goes in and out, get to the middle of it and you'll notice it goes in from one side and out the other. Well look down on the opposite side to see a red coin hidden right up against the middle, be sure to get this, your fourth red coin. The fifth red coin can be found immediately after on the moving platforms, you need to jump from one set to another after you get it. On this side, move down toward the camera a bit and go left, there should be a very thin path leading to a lone round platform with one of those spinning balls of electricity. Behind the spike is the sixth red coin. Back on the other side there are two large tilting platforms, you need to stand on the left side for a second to let the other side rise, then run up it and jump to the other one. You can also just do a triple jump, that should get you high enough. Now, you should be on that ledge with one single coin, directly past the second tilting platform. On your right you can see a purple button, but you aren't actually over there, and you aren't on the lowest part of the ground either, you're on a blueish stone ledge. Spin the camera around to your left (opposite the button, facing away from it) and you should see a red coin way back where you came from, except up on top of the ledge. It's possible to long jump from here and grab the ledge. The other option is to stand on the second tilting platform, on the right side, so the left side rises up, then run up it and jump to the ledge, the seventh red coin should be right beside it. Now finally, return to that purple button, except down on the lowest level. Take a look back in the opposite direction, to the left, you might have to hit R and use the Mario cam for this. The final eighth red coin is on the lower edge, below the second tilting platform and beside it. You will have to make a small jump from here to reach it. Once you have obtained the coin, the star appears at the end. Climb up to the purple button and press it to make stairs appear. Ascend them quickly before they turn into a slope again. Grab the star from behind the pipe and save your game.

Down through the pipe you will encounter Bowser 1. He pretty much tells you how to beat him at the beginning of the fight, what you need to do is run around behind and grab him by the tail using the B button. Bowser has a couple attacks, mostly just fire breath, but it's slow and easy to dodge.

Once you've got hold of him you need to spin the analog stick quickly to spin him around and then press the button to throw him. Your goal is not to throw him off the cliff, he just jumps back up, your goal is to throw him into one of the three spike mines you'll see on the edges. If your aim sucks, which is fine, then just keep throwing him over and over by small distances closer to one of the mines, and soon enough he'll hit it. It only takes one hit for this Bowser, once you've done that he will disappear and drop a key. Grab the key to complete the level and head for the next star, number 5 (point) 01.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 031 --- REMAINING: 089 -----

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+-- (\_/ ( BOWSER IN THE FIRE SEA ----- 24.02 ---)

You'll find Bowser 2 through the star door on the left when you go downstairs from the castle front hall, you must first complete Dire Dire Docks mission 1.

Start by running right and jumping onto the platform here which begins to move. It's about to go under the lava so you'll have to jump to the object with the free life on it. From there jump back onto the platform and then almost immediately to the tilting platforms above you. Stay on these until it resurfaces again. Jump across to safety. Across the ground which periodically gets covered is a bully enemy, defeat it and then run up the wire mesh path. At the end there is a circle of coins and the first red coin if you jump over the hole. Go back past the Goombas and past the heart to reach the pole with an electrode thing circling around it. Climb the pole and jump back in the direction you came from, but on the next higher level. There is a red coin on the side of this platform which rocks back and forth. Up the pole at the top you'll come to an elevator. Step on the elevator and quickly jump back to make it go up, now you can drop down from where it was and get the third red coin. When you get back up there again, before the elevator comes back down, get the red coin at the top of this little room in the corner beside the pole. Now ride the elevator up. You can jump on the moving platform here or simply long jump across. There's sort of a triangular shaped thing to run up and over, try to stop yourself on top of it to reach the path going up, there's a bully up here and the fifth red coin. Run back down and either climb along or jump on top of the wire mesh to get across. Be careful of the two bullies on the other side. When you begin up the slope, notice the path you are on is slowly getting bigger, then smaller, steeper, then not so steep etc. This is important. On the third platform up, the one after the one with the hole, stand in the small shadow and wait for it to rise to the top. Now you can double jump to reach the sixth red coin. At the top, wait for it to go high enough and connect with the stone walkway. This next part is dangerous to say the least, the bits of ground keep getting covered by lava, and there are flame blasters too. Stay close to the second flame blaster as you will find the seventh red coin in front of it. After this part there is a heart to fully heal you. Here you will find a pole to jump up, a second pole to slide down, then on the third pole. Position yourself at the top of it and wait for it to reach its highest point. The eighth and final red coin is located just above this third pole. Here's how to obtain the star. Return to the second pole, right above it. Jump right and wall kick off this wall, then the one beside it to reach a platform with one yellow box. The star should be just on your left. Long jump left to either land on, or catch the edge of, the platform and get the star. Now go back to the right, cross the collapsing bridge and drop down into the weird funnel thing at the end.

Be careful because Bowser has a few new tricks up his sleeve. The most prominent and dangerous one is his ability to jump high and land on the ground, knocking it in one direction in an attempt to knock you off. He also has the ability to teleport. Grabbing his tail is harder this time around as he spins faster, just keep circling and getting ever closer until the time is right to press B and grab hold of it. Now begin spinning him around and throw him with the B button toward one of the mines, it still only takes one hit to kill him. Once Bowser is defeated, you get the upstairs castle key. Once you have the key it's time to return back to number 9 (point) 03.

----- STARS COLLECTED [IF FOLLOWING GUIDE]: 072 --- REMAINING: 048 -----

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+-- (\_/ ( BOWSER IN THE SKY ----- 24.03 ---+

In the highest part of the castle, if you've collected seventy stars or more, there is Bowser waiting for you. It's time to take on the final stage.

Run forward and jump across the gaps. When you reach a large box, push it back in the direction you were coming from and stand on it to reach the first red coin. Next make your way along the slanty thing and run up the wall. The second red coin is easy to find, it's just directly on the path. When you reach the tilting platform, drop down to the ground below on purpose. On a small ledge, directly next to the supports holding up the tilting platform, is the third red coin. It's over the edge, and hard to find, look carefully. Once you have it get back up on that tilting platform and jump across. Jump over or run under that big stone slab monster and climb up onto the ledge on the other side. Jump to the triangular platform and long jump to the edge with the purple guy. Keep running and use the button to create stairs. Up at the top of the sticky bubble ground or whatever it is, there is the fourth red coin. When you get onto the moving platform, note the fifth red coin located on top of one of those obstacles you pass under, you have to double jump to reach it. On the other side there are two spinning platforms, the first one hides the sixth red coin in the middle and the second one has a pole to climb up. Jump off at the top and approach those ledges moving in and out. Jump to the pole in the middle to get the seventh red coin. Keep going up to the ferris wheel platform thing, jump from one to the other. At the top try to avoid jumping, there's a gust of wind just before you reach the pipe. Now, before going into the pipe, what you want to do is stand on the stairs beside the pipe and look under, the eighth red coin is under the stairs. Carefully jump over the edge and grab it. Now locate the star behind the pipe. If you've been following the walkthrough then congratulations, you now have all 120 stars. If not, perhaps this was still your last star anyway. Regardless, it's finally time to jump into the pipe and confront the evil Bowser.

The final Bowser is here, and he takes three hits! The fight strategy is the same as usual with one complication. Your goal is to grab him by the tail and throw him gradually closer to the mine until he actually hits the mine. The complication is that after the first two hits, the mines aren't close to the edge anymore so you actually have to aim better. Now matter. Bowser's attacks include the ability to jump and create electrifying shockwaves, fire breath and a nasty charge attack. Just keep circling him and grabbing for the tail, he'll barely even have time to use most of the moves. After the third hit that's it, congratulations, you have beaten Super Mario 64, now all that



| Can the Eel Come out to Play?.....|\_| |  
| Treasure of the Ocean Cave.....|\_| |  
| Red Coins on the Ship Afloat.....|\_| |  
| Blast to the Stone Pillar.....|\_| |  
| Through the Jet Stream.....|\_| |  
| One Hundred Coins!.....|\_| |  
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| Cool, Cool, Mountain

| Slip Slidin' Away.....|\_| |  
| Li'l Penguin Lost.....|\_| |  
| Big Penguin Race.....|\_| |  
| Frosty Slide for 8 Red Coins.....|\_| |  
| Snowman's Lost his Head.....|\_| |  
| Wall Kicks Will Work.....|\_| |  
| One Hundred Coins!.....|\_| |  
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| Big Boo's Haunt

| Go on A Ghost Hunt.....|\_| |  
| Ride Big Boo's Merry-go-Round.....|\_| |  
| Secret of the Haunted Books.....|\_| |  
| Seek the 8 Red Coins.....|\_| |  
| Big Boo's Balcony.....|\_| |  
| Eye to Eye in the Secret Room.....|\_| |  
| One Hundred Coins!.....|\_| |  
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| Hazy Maze Cave

| Swimming Beast in the Cavern.....|\_| |  
| Elevate for 8 Red Coins.....|\_| |  
| Metal Head Mario Can Move!.....|\_| |  
| Navigating the Toxic Maze.....|\_| |  
| A-maze-ing Emergency Exit.....|\_| |  
| Watch for Falling Rocks.....|\_| |  
| One Hundred Coins!.....|\_| |  
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| Lethal Lava Land

| Boil the Big Bully.....|\_| |  
| Bully the Bullies.....|\_| |  
| 8-Coin Puzzle with 15 Pieces.....|\_| |  
| Red-Hot Log Rolling.....|\_| |  
| Hot-Foot-It Into the Volcano.....|\_| |  
| Elevator Tour in the Volcano.....|\_| |  
| One Hundred Coins!.....|\_| |  
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| Shifting Sand Land

| In the Talons of the Big Bird.....|\_| |



| Shining Atop the Pyramid.....|\_|  
| Inside the Ancient Pyramid.....|\_|  
| Stand Tall on the Four Pillars.....|\_|  
| Free Flying for 8 Red Coins.....|\_|  
| Pyramid Puzzle.....|\_|  
| One Hundred Coins!.....|\_|  
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| Dire, Dire Docks  
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| Board Bowser's Sub.....|\_|  
| Chests in the Current.....|\_|  
| Pole-Jumping for Red Coins.....|\_|  
| Through the Jet Stream.....|\_|  
| The Manta Ray's Reward.....|\_|  
| Collect the Caps.....|\_|  
| One Hundred Coins!.....|\_|  
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| Snowman's Land  
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| Snowman's Big Head.....|\_|  
| Chill With the Bully.....|\_|  
| In the Deep Freeze.....|\_|  
| Whirl From the Freezing Pond.....|\_|  
| Shell Shreddin' for Red Coins.....|\_|  
| Into the Igloo.....|\_|  
| One Hundred Coins!.....|\_|  
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| Wet-Dry World  
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| Shocking Arrow Lifts.....|\_|  
| Top o' the Town.....|\_|  
| Secrets in the Shallows & Sky.....|\_|  
| Express Elevator--Hurry Up.....|\_|  
| Go to Town for Red Coins.....|\_|  
| Quick Race Through Downtown.....|\_|  
| One Hundred Coins!.....|\_|  
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| Tall, Tall Mountain  
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| Scale the Mountain.....|\_|  
| Mystery of the Monkey Cage.....|\_|  
| Scary 'Shrooms, Red Coins.....|\_|  
| Mysterious Mountainside.....|\_|  
| Breathtaking View From Bridge.....|\_|  
| Blast to the Lonely Mushroom.....|\_|  
| One Hundred Coins!.....|\_|  
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| Tiny-Huge Island  
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| Pluck the Piranha Flower.....|\_|

| The Tip Top of the Huge Island.....|\_| |  
| Rematch With Koopa the Quick.....|\_| |  
| Five Itty Bitty Secrets.....|\_| |  
| Wiggler's Red Coins.....|\_| |  
| Make Wiggler Squim.....|\_| |  
| One Hundred Coins!.....|\_| |  
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| Tick Tock Clock

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| Roll Into the Cage.....|\_| |  
| The Pit and the Pendulum.....|\_| |  
| Get a Hand.....|\_| |  
| Stomp on a Thwomp.....|\_| |  
| Timed Jumps on Moving Bars.....|\_| |  
| Stop Time for Red Coins.....|\_| |  
| One Hundred Coins!.....|\_| |  
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| Rainbow Ride

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| Cruiser Crossing the Rainbow.....|\_| |  
| The Big House in the Sky.....|\_| |  
| Coins Amassed in a Maze.....|\_| |  
| Swingin' in the Breeze.....|\_| |  
| Tricky Triangles!.....|\_| |  
| Somewhere Over the Rainbow.....|\_| |  
| One Hundred Coins!.....|\_| |  
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| Tower of the Wing Cap

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| Collect 8 Red Coins.....|\_| |  
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| Cavern of the Metal Cap

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| Collect 8 Red Coins.....|\_| |  
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| Vanish Cap Under the Moat

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| Collect 8 Red Coins.....|\_| |  
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| The Princess's Secret Slide

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| Slide!.....|\_| |  
| Slide in Under 21 Seconds!.....|\_| |  
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| The Secret Aquarium

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