

# Super Mario 64 FAQ/Walkthrough

by GavLuvsGA

Updated to vFinal on Oct 1, 2002

SUPER MARIO

64 FAQ

by GavLuvsGA

Email me at my NEW address, XPhileScaper1121@aol.com with any questions or hints.

However, please:

- 1) Read the FAQ first to see if your question is answered - and could people please stop asking me where the Cap Courses are located? Clear directions are given in the FAQ. If you write to me asking, I will NOT send a reply. By the cap courses I mean the places where you activate the transparent coloured blocks littered around the levels.
- 2) Do not send IM s, or try to send them; I am constantly plagued by IMs and do not have the time for them
- 3) Put "Super Mario 64" in the subject heading; nothing else - not "Hi", "Hey", "Hello", or anything obscure, otherwise I will probably delete your mail and possibly block mail from you, assuming you're sending junk mail
- 4) Do not send attachments, even if you think I might really like it, and even if you are personally known to me, this does NOT make you an exception to this rule.
- 5) No flame, or otherwise rude messages (e.g. "You're a moron", or "Your FAQ sucks") If you think it needs improvement simply tell me how.
- 6) Do NOT take knowledge of my SN as automatic permisson to put me on any mailing lists for game discussion, chain mail or spam; if you think I might like to be on a list ask me first
- 7) Only ask questions about the game - no "what's your favourite level?" etc. mails.

Final Version: 01 - 10 - 02

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1 Revision History

Version 1 (09 - 04 - 00)

Added most stuff; walkthrough, 1 up locations, baddies, bosses, etc.

Version 2 (15 - 07 - 00)

Added a few extra lives, level descriptions, Shifting Sand Land warp and Blue Switch Location Guide (see part 2).

Version 3 (05 - 11 - 00)

Speel chequed it; made a few alterations; got the correct name of the last bonus stage (Mario Wings Over the Rainbow). Added a few extra lives I missed.

Version 4 (24 - 12 - 00)

Added some 1 ups I missed, extra note on Dire, Dire Docks and really did get the correct name of the last bonus stage (Wing Mario Over the Rainbow - Mama Mia! What A Mistaka to Maka!)

Version 5 (29 - 12 - 00)

Added a few things I missed (namely the Blue Coin Switch on the Princess's Secret Slide, which my Sister found by accident, ANOTHER extra life and a few corrections to my Walkthrough.

Version 6 (10 - 02 - 01)

Added useful tips for Bowser in the Fire Sea and Inside the Pyramid

Version 7 (28 - 12 - 01)

Added a few more 1 up locations and some more additions

Version 8 (30 - 12 - 01)

Changed the names of my baddies section, because according to GGgoldeneye007fan@aol.com I gave the wrong ones

Version 9 (19 - 01 - 02)

Added a tip for Cool, Cool Mountain (Wall Kicks Will Work) and also corrected a mistake on Big Boo's Haunt

Version 10 (01 - 03 - 02)

Added tips on Rainbow Ride and Tall Tall Mountain (Breathtaking View from the Bridge)

Version 11 (21 - 03 - 02)

Added a note on Dorrie (formerly Nessie), and added FAQ section

Version 12 (31 - 05 - 02)

Added an extra hint on Rainbow Ride and the hidden life under the drawbridge; expanded FAQ

Version 13 (30 - 06 - 02)

I'm not superstitious! I added to my FAQ, and added some tips. Thanks to loads of people who are credited in the FAQ.

Version 14 (19 - 08 - 02)

This has to be my most revised FAQ ever. Added some tips on Bowser and Wet Dry World, also Yoshi's special jump, another 1 up mushroom and corrected an error in Rainbow Ride (I said stars instead of red coins).

Final Version (01 - 10 - 02)

I've decided this will be my final version. Added a few tips and finally managed to remember the ski lift on Cool Cool Mountain

\*\*\*\*\*

## 2 Introduction

It's quite simple to explain; Bowser has kidnapped Princess Toadstool and hidden all the castle's stars (well, most of them...) Just by chance however, she's just invited Mario round to her castle. He can sort Bowser out, can't he...

\*\*\*\*\*

## 3 Moves

### Walking

Duh ... use the control stick!

### Side Step

When you're right up against a wall (please pardon the expression), press left or right and Mario will edge along it. This is useful when tackling narrow ledges.

### Read Signs/Talk

Stand in front of a sign and press B to read it; same to talk to people. The exception is bosses; they talk to you anyway... This can be a bit annoying though, as if you're not in the right place you may just punch in mid-air.

### Swimming

Press A repeatedly to swim on the surface; press and hold A when you dive. To get air when diving, either get a coin or get a bubble. However, since your health and air meters are the same thing (literally), taking a hit will reduce your air. However, coming to the surface gives you more energy. Going into the water when your life is low and surfacing will restore your energy!

### Crouch

Press Z

### Crouch and slide

Press Z when running.

Crawl

When crouching, use the control stick.

Jump

Press A, unless doing one of the other jumps, listed below:

Continuous jump

Jump once, then press A as you land.

Triple Jump

This requires some room; when running, press A three times.

Side Somersault

Make a U-turn while running and press A.

Wall Kick

Jump at a wall and press A to bounce off it and you will go higher.

Backward somersault

Press Z followed by A.

Long jump

While running, press Z, followed by A; the faster you were going determines how far you go.

Flying

You need the wing cap for this; press A three times (like the triple jump).

Climbing

Simply jump at a tree, pillar or low ledge and you'll cling on to it. At the top, move the control stick to do a handstand.

Wire nets

Where one of these is suspended overhead, hang on to it by jumping and holding the A button. You can move with the control stick. (Wire nets aren't the only things you can hold on to...)

Punch

Press B.

Kick

Press B three times quickly.

Jump Kick

A followed by B.

Hold and throw

Pick up an object (or bad guy) with B, then throw using B and the control pad. There are several small blocks on certain levels that you can throw at walls and they'll break, revealing a reward of some sort.

Swing

Similar to the above; to swing, swivel the control stick until you are going as fast as you can. Then press B to throw.

Slide attack

While running, press B.

Pound the ground

Jump and press Z in mid-air.

Trip

Crouch with Z, then press B.

Slide kick

While crouching and sliding (see above), press B.

\*\*\*\*\*

4 Characters (note: May contain spoilers - if you're fussy, anyway - just saying that because someone flamed me over this section). And no, Luigi is not in this game.

Mario

He's the hero of the game; need I say more?

\*\*\*

Lakitu

Holds the camera for you. Press the C buttons to rotate or change the camera angle.

\*\*\*

Princess Toadstool

She's been kidnapped! You have to save her.

\*\*\*

Toad

He appears occasionally for you to talk to; he even gives you some stars (see secret stars). He's really giving me the creeps though; when you enter the lobby he's there. When you have enough stars to go into Whomp's Fortress, he's outside the room; he's even outside Jolly Roger Bay, and more... I think some sort of teleportation trick? When you go up the tower after beating Bowser in

the Fire Sea, Toad appears in two places at once, close to each other!!! What is this? His twin brother? A cloning experiment, or some sort of weird Bi - Location? Maybe Bowser's playing with Mario's mind...

\*\*\*

Big Penguin

You race him on Cool, Cool Mountain.

\*\*\*

Big Snowman

Don't let him blow you off or you'll lose your hat!

\*\*\*

Bowser

He's the one who kidnapped the princess! You must fight him three times to defeat him.

\*\*\*

Dorrie

Swims about in the Hazy Maze Cave. However much other FAQ writers may insist Nessie is a she, that is wrong. The sign by the lake clearly states the creature as a he. I don't know if he is called Nessie, but its my FAQ and I like the name. The sign also says "Don't become his lunch", but I have no idea if he will actually eat you.

N.B. Lilbill1205@aol.com writes: "In reference to the sign near "Nessie" as you call him, that says "Don't become his lunch" Nessie will NOT eat you, I purposely swam around with him, very close to his mouth in fact, just to see if he would eat me. After about 30 minutes, he still had not taken a bite, lol."

Incidentally, someone did tell me Dorrie ate them, but I have no way of proving this true or false. Most people say it's false.

\*\*\*

Koopa the Quick

You have to race him to get some of the stars. He's not too hard to beat.

\*\*\*

Mips the rabbit

Hangs around outside Lethal Lava Land (see secret stars)

\*\*\*

Mother Penguin

She's looking for her baby on Cool, Cool Mountain

\*\*\*

Owl

Flies you to one of the stars on Whomp's fortress

\*\*\*

Pink Bob - ombs

They appear on the Bo-bomb battlefield and anywhere where you can activate a cannon. Talk to them to activate all the cannons on a level. Once they are operated, they will stay open even after you leave the course (thankfully).

\*\*\*

Snowman

His body has melted away and if you can get him a new one, he'll reward you!

\*\*\*

Yoshi

He appears when you get 120 stars. Read below for how to find him...

\*\*\*\*\*

5 Baddies

Amp (My Name: Electric Ball Bearings)

(Bowser in the Dark, Shifting Sand Land, Bowser in the Fire Sea, Snowman's Land, Wet - Dry World, Tick Tock Clock, Rainbow Ride, Vanish Cap Course)

Fly round and round trying to catch you out; fortunately you don't lose much energy and they don't cause Mario to fall off a ledge.

Prize: Three yellow coins

\*\*\*

Bob - Ombs

(Bob - Omb Battlefield, Shifting Sand Land, Bowser in the Fire Sea, Tick Tock Clock, Rainbow Ride)

They'll run towards you so get away as they'll explode. You can also pick them up and throw them. They'll come back after they've exploded, only you don't get anything the second time around. Careful they don't knock you off a ledge...

\*\*\*

Bookend (My Name: Flying Books )

(Big Boo's Haunt)

Attack you from bookcases. Jump up under them to kill them.

Prize: A blue coin.

\*\*\*

### Boos

(Big Boo's Haunt, The Castle Garden).

They vanish when you face them. They're fairly easy to dispatch though. It's hard to tell if you've killed them because you can see the blue coin when they vanish, but thankfully, when you do so a message will come up, saying "Ghosts don't die; But can you get out of here alive?"

Prize: Blue coin (yellow coin in the castle garden).

\*\*\*

### Bub

(Dire, Dire Docks)

I have to admit, the only reason I know about these is that I read Marshmallow's FAQ. They are very hard to spot. Invincible, but not a threat at all.

\*\*\*

### Bubba

(Tiny - Huge Island)

This EXTREMELY ANNOYING bad guy tries to eat you whole, underwater. Avoid, it's invincible! Being eaten will take away a whole life.

\*\*\*

### Bullet Bill

(Whomp's Fortress)

Only one exists, but it's very easy to avoid, and not even notice. It's that thing that fires out bullets with faces on from the original games.

### Bullies

(Lethal Lava Land, Bowser in the Fire Sea)

They'll run towards you and try to kick you in the lava (they can't drain energy by touching you) They die if they fall in the lava. Keep kicking them until they do so.

Prize: A yellow coin (though if you're high up, you won't actually get it...)

\*\*\*

### Chain Chomp

(Bob - Omb Battlefield)

When you go near to him, he'll try and attack you. He can take a lot of energy and cannot be killed. Pound his post, however, and he'll leave. (See



walkthrough.)

\*\*\*

Cheeky Monkey

(Tall, Tall Mountain)

Don't go near him; he'll grab Mario's cap. Grab him again to get it back, but he moves VERY fast! Also, if your cap is blown off by the wind he'll end up with it!

\*\*\*

Chuckya

(Wet - Dry world, Tall, Tall Mountain, Tiny - Huge Island, Rainbow Ride, Bowser in the Sky)

Looking similar to the Big Bo - Bomb, this one will try and hurl you off a ledge! Defeat it by picking it up from behind and throwing it with A.

Prize: 5 yellow coins

\*\*\*

Clams

(Jolly Roger Bay, Dire, Dire Docks)

Make sure they don't chomp you. They hold treasures ... if you can get them. Invincible.

\*\*\*

Flying Chair

(Big Boo's Haunt)

Avoid; simple as that. Invulnerable.

\*\*\*

Fly Guy

(Hazy Maze Cave, Metal Cap Course)

Flies through the air and shoots bullets at you.

Prize: Two yellow coins

\*\*\*

Flying Shy Guys

(Shifting Sand Land, Snowman's Land, Tall, Tall Mountain, Tiny - Huge Island, Rainbow Road)

They all fly overhead and are fairly easy to dispatch with a flying kick. Watch out for the fire they throw, however.

Prize: Two yellow coins

\*\*\*

Goomba

(Bob - Omb Battlefield, Jolly Roger Bay, Bowser in the Dark, Shifting Sand Land, Bowser in the Fire Sea, Snowman's Land, Tall, Tall, Mountain, Tiny - Huge Island, Tick Tock Clock, Rainbow Ride, Bowser in the Sky)

These are really easy to kill; stomp them.

Prize: A yellow coin.

\*\*\*

Grindels (Shifting Sand Land)

These are similar, only most don't stay in one place and are harder to avoid. Invincible.

\*\*\*

Heave Ho (My Name: Scoop - Throw Monster)

(Wet - Dry World, Tick - Tock Clock)

Be careful of this; if you get near it, it will scoop you up and throw you at a wall, causing you to lose energy, or worse - off a cliff; invincible.

\*\*\*

Homing Amp

(Shifting Sand Land)

There are two of these; they'll try and home in on you. Invincible.

\*\*\*

Jumping Snowmen

(Cool, Cool Mountain)

They appear on the rope bridge and bounce up and down, trying to knock you off. You cannot kill them.

\*\*\*

Klepto the Condor

(Shifting Sand Land)

Flies around one area of the screen after you've taken \*1 and - rather than attempting to kill him - tries to steal Mario's hat. Run to the top of the pillar and jump up to grab it from the bird. As far as I can tell, the Condor is invincible. Without your hat, you take more damage and must get it back from the world where you lost it.

\*\*\*

### Koopa Troopa

(Bob - Omb Battlefield, Tiny - Huge Island)

Hit them once and they will lose their shells; hit them again to kill them. Their shells can be used like skateboards and to help kill other baddies, but only temporarily!

Prize: A blue coin

\*\*\*

### Lakitus

(Tiny - Huge Island, Rainbow Ride)

It's hard to tell if these guys are on your side or not. Most aren't; they'll throw spinies at you. Jump up under them to kill them.

Prize: 5 yellow coins

\*\*\*

### Mad Piano

(Big Boo's Haunt)

Fortunately there is only one of these. It comes to life when you get near it. You cannot kill it.

\*\*\*

### Manta Ray

(Dire, Dire Docks)

I don't know if it counts, but it also gives you a star...invulnerable.

Moneybags (My Name: Coin Monster)

(Snowman's Land)

It looks like a yellow coin, until you get close. Be careful ... you can kill it by jumping on it.

Prize: Five yellow coins.

\*\*\*

### Monty Mole

(Hazy Maze Cave, Tall, Tall Mountain)

Pop out of holes to throw earth at you; they can be killed but they come back.

Prize: Nothing, but killing twelve in a row earns you a 1 - up

\*\*\*

Mr. Blizzard (My name: Ammo Snowman)

(Cool, Cool Mountain, Snowman's Land)

Fires snowballs at you; defeat this one by running round it in circles. However, they'll come back to life; you can kill them again but you won't get any coins for it.

Prize: Three yellow coins

\*\*\*

Mr. I

(Big Boo's Haunt, Hazy Maze Cave, Lethal Lava Land)

Fires stuff at you again. Run round them to make them dizzy and they'll implode.

Prize: A blue coin.

\*\*\*

Piranha Plants

(Whomp's Fortress, Tiny - Huge Island, Bowser in the Sky)

They all start off asleep; creep up on them or they'll snap at you and take off a fair amount of energy. They will come back to life as soon as you turn your back, and you won't get any coins for killing them again.

Prize: Blue coin (worth 5 yellow coins) for big ones; yellow for small ones.

\*\*\*

Pokey the Cactus

(Shifting Sand Land)

Kick each section and it will explode, but you need to kick its head to destroy it!

Prize: One blue coin

\*\*\*

Shooting Balls

(Shifting Sand Land, Bowser in the Fire Sea, Wet - Dry World, Tiny - Huge Island, Tick Tock Clock, Bowser in the Sky, Vanish Cap Course)

When they swell, avoid the flames they shoot. They cannot be destroyed.

\*\*\*

Skimmer the Spider

(Wet - Dry World)

Skims the surface of the water; shouldn't be a problem.

Prize: Three yellow coins

\*\*\*

Skuttle Bug (My Name: Spider)

(Big Boo's Haunt, Hazy Maze Cave)

Fairly easy to kill; simply jump on their heads.

Prize: Three yellow coins

\*\*\*

Spindel (My Name: Roller )

(Shifting Sand Land)

It rolls back and forth trying to squash you. Invincible.

\*\*\*

Spindrift

(Cool, Cool Mountain, Snowman's Land)

Jumping on these flowers makes Mario temporarily fly like a helicopter!

Prize: One coin

\*\*\*

Spiny

(Tiny - Huge Island, Rainbow Ride)

These are the shells that Lakitu throws at you (just mentioning them so it's quite clear I know they exist).

Sushi the Shark

(Dire, Dire Docks)

They just swim around, like the eel. They shouldn't be too hard too avoid; I only noticed them recently... Invincible.

\*\*\*

Swoop the Bat

(Hazy Maze Cave, Metal Cap Course)

I'm not sure if i's a baddie as it has never hit me, but according to GGgoldeneye007fan@aol.com it is

Thwomps

(Whomp's Fortress, Tick Tock Clock)

Large, blue blocks with ugly faces. What else can I say? They can only harm you by crashing down on your head and are invincible, but you can use them as platforms.

\*\*\*

Tox Box

(Shifting Sand Land)

They move over one section of the level. When they move they turn 90 degrees; one edge has a hole in. Wait until this side is about to fall onto the ground and stand under it then; you won't get hit. Invincible.

\*\*\*

Unagi the Eel

(Jolly Roger Bay)

Swims around in one area of the water and cannot be killed.

\*\*\*

Wall Monsters

(Whomp's Fortress, Lethal Lava Land, Tick Tock Clock)

These appear out of the wall and try and push you off. Invincible. They're sorta different on all levels they appear; the ones on L.L.L. don't have eyes, and try and smash you, but they're essentially the same!

Prize: A blue coin

\*\*\*

Whomps

(Whomp's Fortress, Bowser in the Sky)

Defeat them the way you defeat Whomp (see bosses). But these take only one hit to defeat.

Prize: Five yellow coins; you also get some for jumping on their backs - if you do it five times you get five coins, but this is the maximum; 10 coins maximum.

\*\*\*\*\*

6 Bosses

Big Bob - Omb (Bob - Omb Battlefield)

This is a fairly easy boss to beat; get behind him and pick him up then throw him. But don't throw him off the top of the mountain or you won't score a hit (but he'll throw you off...) He takes three hits.

\*\*\*

Big Boo (Big Boo's Haunt)

You have to fight him several times. He's hard to hit as when you face him he vanishes. He takes three hits each time.

\*\*\*

The Ancient Ones, a.k.a. Eyerok (Shifting Sand Land)

This is really tough; it consists of two hands, who'll try to squash you and knock you off the tiny ledge you're on. Keep alert, as every now and again one of the hands will open and there's an eye inside. When the eye opens, kick it! Each hand takes three hits. Watch out for when they cross the ledge, pounding it. A hit will take 1/3 of your life, so don't go near them at this point.

\*\*\*

The Big Bully (Lethal Lava Land)

This is fairly easy; when he runs towards you, run out of his way. If you're lucky, he will run into the lava; if not, try kicking him. He is really easy to dispatch!

\*\*\*

The Ice Bully (Snowman's Land)

Same as above, only more ridiculous looking.

\*\*\*

The Piranha Plants (Tiny - Huge Island)

You can only fight these when you're tiny; they spit out fire, but one kick will kill them and you'll get two yellow coins. When the last one dies, you'll get a star (there are five in total).

\*\*\*

Whomp (Whomp's Fortress)

Wait for him to fall over, then stomp his back. Three hits is all it takes.

\*\*\*

Wiggler (Tiny - Huge Island)

He's really easy! Hit his head three times. There are even coins in the arena that you can collect!

\*\*\*\*\*

7 Walkthrough

Run to the castle to start off with. Listen to Bowser's sinister voiceover and talk to Toad. Go to the far left door; this is the only one you can open. The picture leads to:

## 7.1 Bob - Omb Battlefield

### Description

The easiest level, having no bottomless pits, and also a large amount of cannons. It's full of Bob - Ombs, but the only real dangers are Giant Chain Chomp and the bowling balls on the mountainside.

\*1: Big Bob - Omb On The Summit.

Simply run up to the summit; pass chain chomp and run over the tilting bridge, jumping off the end. Run past the fence and run up the side of the mountain, avoiding the bowling balls that roll down towards you. Note the heart near the top; run through it to replenish your energy. Fight the Big Bob - Omb (see bosses) for the star.

\*2: Foot Race Against Koopa The Quick.

Must have got \*1.

Return to the level and talk to Koopa the Quick. Race him to the summit. It's fairly easy as long as you don't fall. There is a warp between two of the flower beds, but don't use this as it's considered cheating!

\*3 Shoot To The Island In The Sky

Must have got \*1 and \*2

Talk to the Bob - Omb by the cannon and he'll activate all the cannons. You must get to the floating island. The best way to get to this is to go to the cannon on the hillside and aim at the tree on the island. There is a box overhead containing a star.

\*4 Get The 8 Red Coins

You have to get all eight red coins on the level; they are worth two yellow coins. There are eight on every level (usually spaced apart from each other. The ones on this level are:

- i) At the top of the lift near Chain Chomp
- ii) In the field, near i)
- iii) On Chain Chomp's post
- iv and v) In the meadow, across the tilting bridge
- vi) Run towards the bridge leading to the mountain, but run under it; the coin is there
- vii) When you cross the bridge to the mountain, run up the hillside
- viii) At the top of the tree on the floating island

The star will appear in the middle of the field (where the star shadow is).

\*5 Mario Wings To The Sky

Must have: Got 10 stars

Completed the Wing Cap Course

Get up to the floating island again and if you've activated wing caps, you can get one from the box (if not, leave the level). Enter the cannon and fly through the five rings of coins then land in the field below. The star is there.

\*6 Behind Chain Chomp's Gate



Go to Chain Chomp and, avoiding his attacks, pound his post until it falls away. Chain Chomp will thank you by breaking his gate and allowing you to get at the star.

\*7 Get 100 yellow coins.

Note that red and blue coins also count as 2 and 5 yellows respectively. Also note that running round a post will give you five yellow coins. You can collect these at any time, as when you get this star, or any of the 100 coin stars, you will be allowed to continue playing the level!

## 7.2 Whomp's Fortress

### Location

Go to the 1 star door near the foot of the stairs and enter it.

### Description

This is the first level where you can fall off the edge into nothingness. The tower is floating. It is also one of just three levels to feature piranha plants.

#### \*1 Chip Off Whomp's Block

Get to the top of the castle; avoid the things that try and push you off, the retracting floors and the Thwomps. Go past another Piranha Plant and run over the bridge before it breaks. Run into the middle of the moving platform to avoid the triangular object that blocks you. Run off when it stops on the other side. Avoid or kill the Whomps and use the moving platforms to reach Whomp. Kill him (see bosses) for the star.

#### \*2 To The Top Of The Tower.

Must have got \*1.

Do the same again, except that Whomp's gone. A tower has appeared (and so has Bullet Bill, but ignore him) and there's a star at the top.

#### \*3 Shoot Into The Wild Blue

Must have got \*1

Go to the cannon and get the Bob Omb to activate it. Aim at the bottom of the post that's ahead of you; it may take some practice to get right. The platform at the bottom has a star.

#### \*4 Red Coins On The Floating Isle

Must have got \*1

The red coins are in the following locations:

- i) On the path going up towards where the Thwomps are.
- ii) Jump onto the Thwomp on the steps and it'll take you up to a coin.
- iii) Behind a piranha plant
- iv) On the narrow ledge near the piranha plants
- v) Cross over on the moving platform, then stand on the end and when it swings round again, grab the coin.

vi) On the slope below the moving platform.  
vii) and viii) From the platform where Whomp was, jump to the platform shaped like an arrow and jump over to the floating platforms. Get the two coins; the star appears near the first Piranha Plant.

N.B. paulk@mac.com writes: "Well, to get to the arrow platform, you don't need to jump. That giant plank standing upright can be kicked down via wall kicks (I did it in 2, though 1 might do it, I dunno). Makes it much easier to get over there."

#### \*5 Fall Onto The Caged Island

At the start point is a tree; climb it and an owl will appear; grab on by jumping and holding A. move the owl using the control stick and let go of A when you are above a star on a caged island.

#### \*6 Blast Away The Wall

Must have got \*1

This is really obscure. Go to the cannon and fire into the thin wall on the other side of the pond and it will break, revealing a star.

#### \*7 Get 100 coins again.

Note that this level, and the ones listed below all have a blue coin switch. What's that, you ask? It's a block with a blue coin on and stomping it will temporarily cause 4 or 5 blue coins to appear, usually close by (but not always).

My way: Sneak up to the piranha plant and kill it, getting a blue coin, then pick up the block nearby and throw it, getting a coin. Also get the 8 coins round the flower bed. Go up, past the shovers and get the red coins, including the one on the Thwomp, then head to the water and get all coins, and the red one and use the blue coin switch; grab the coins. Go back up and kill the Piranha Plants, then get the coins from the revolving bridge and narrow plank. Kill the Whomps for the last few.

### 7.3 Jolly Roger Bay

#### Location

Go to the steps at the right hand side and enter the door with the 3 on.

#### Description

The first of three water levels, swimming underwater will drain your energy, but if you come to the surface you will gain energy (this is useful if you get hit).

#### \*1 Plunder On The Sunken Ship

Swim to the sunken ship and go to the window. You can't enter because Unagi is blocking the entrance. Surface and then dive again. Unagi will now be swimming around near the ship. Enter the ship. You must open the chests in the right order.

Open first the one in the corner, then the one clockwise from it. The fourth and last one is the one in the centre. When you open a correct one, you will receive a much needed air bubble. Get a wrong one and you will be electrocuted, lose energy and have to start again. When you open them all the water will drain (well, the ship rises). Get up a series of platforms and open

the box to get the star.

#### \*2 Can The Eel Come Out To Play?

Must have got \*1

Find Unagi, who is hiding in a hole. Swim down to it, and the eel will swim out and it has a star attached to his tail. Get it, but avoid being hit. This is quite tricky to do. My normal method is to hang around outside the hole and then follow Unagi. If you miss, swim to the surface for air.

#### \*3 Treasure In The Ocean Cave

Swim down the tunnel that's near the ship and you'll find a cave. Avoid the falling pillars and you will find four treasure chests. Open them in this order: Back, Left, Right, Front. As with \*1, you will lose energy and have to start again if you get the wrong box.

#### \*4 Red Coins On The Ship Afloat

The coins are:

i) to iv) In clams

v) At the top of a lone spike (climb it; its near to the pink Bob - Omb)

vi) to viii) On the ship; to reach it, find the ! button and platforms will temporarily appear that you can cross.

The star appears at the back of the ship.

#### \*5 Fire to the Stone Pillar

Must have got \*1

Find the Bob - Omb and he will activate the cannon. Aim a bit higher than the leftmost stone pillar so you land at the top (land too far down and it will be too thick to climb). Jump onto the platform with the ! box and open it to get the star.

#### \*6 Through The Jet Stream

Must have: Got 8 stars

Beaten Bowser in the Dark

Completed the Metal Cap Course

Got \*1

Find the metal cap in the green box near the Bob - Omb and run into the water. You can now run into the jet stream and take the star.

#### \*7 Once again, get 100 coins.

I think there are about 104 coins on this world, so you'll have to search carefully! If you fail to get all the blue coins, start again!

### 7.4 Cool, Cool Mountain

Location

Go to the other 3 star door (near Bob-Omb Battlefield)

Description

A snowy level, this is fairly small, and consists largely of two ice slides (one inside the cabin and another outdoors). Again, it's above a bottomless pit, and it is all too easy to slide off the edge. This level has three cannons, but getting to the pink Bob - Omb is extremely tricky (see below).

#### \*1 Slip, Sliding Away.

Enter the cabin via the chimney and slide down the ice slide. Don't fall off or you'll lose a life. There is a short cut you can take by entering the wall on the right about halfway down and you can bet some extra lives. At the bottom, exit to get a star.

#### \*2 Li'l Penguin Lost

Grab the baby penguin on the ledge over the cabin (use B) and take it down the mountain. Avoid the snowmen on the bridge and go down to where the mother penguin is waiting. She'll give you a star.

#### \*3 Big Penguin Race

Must have got \*1

Go back to the ice slide and prepare to face the Penguin (a real one, not the one off Batman Returns)! Race him down the slide and if you win you get a star. Don't use the shortcut as it's considered cheating.

#### \*4 Frosty Slide For 8 Red Coins

The red coins are:

- i) On a tree near where you start.
- ii) Slide down the slope and when you get to a point where there are fences on either side, jump off to the inside and you should land on a platform with one on (and an extra life).
- iii) In a corner near the snowman's head.
- iv) Close to Snowman's head again, by the broken bridge.
- v) On a tree near to Mother Penguin.
- vi) Cross the bridge near Mother Penguin.
- vii) In a corner near Mother Penguin
- viii) Go up the slope (which is pretty tough) near Mother Penguin towards the bridge with snowmen on. Go along the flat section to the broken bridge to get it.

This is really nasty! The star appears on the other side of the broken bridge! Do a long jump to get it. If that is too hard, use the warp (see waps section and go down the outside slide; it will reach a hairpin bend where you can jump to the right to the area with the star.

#### \*5 Snowman's Lost His Head

Must have got \*1 - 4

Jump up to the ledge where the baby penguin is and run down to the wooden platform nearby. A snowman's body will have appeared. It will begin to roll down the slope. Slide down and overtake it and run to the snowman's head. Position yourself on the far side of it as the snowball will home in on you! If you're in the wrong place it'll run you over, missing the snowman completely. If you're in the right place, he will reward you with a star.

#### \*6 Wall Kicks Will Work

The easiest way to reach the pink bob omb is to use the ski lift that's near

the mother penguin. I can't believe I kept forgetting to mention this.  
Talk to the Bob Omb so he  
activates the cannon and then jump towards the platform with Mother Penguin on.  
The wind will blow you there. If you do die after activating the cannon here,  
or anywhere else in the game, they will stay open when you return, as they do  
on all levels. Aim the cannon so you land on the otherwise unreachable platform  
and cross a narrow ledge with Spindrifts on. Long jump over the pit and then  
use a  
wall kick to get up to the platform above the heart. Run along it and triple  
jump; as you hit the wall, do a wall kick and you should land on a high up  
platform. Carefully cross the ice bridge to the star.

N.B. TexasCoady@aol.com sent me this easier way:

"Get on that weird hover snowman at the top of the slide and twist around the  
mountain. If done correct, This will land you on the hidden platform which  
won't get you the star but saves you the two snowmen on the bridge and the  
slide, Pink Bomb-Omb and cannon"

megan45\_au@yahoo.com.au writes: "I found out a slitley easyier way for Cool  
Cool Mountain Wall kicks will work. I jumped up to the slanted platform but i  
forgot that you had to triple jump so after trying and trying i saw that the  
star platform was just out of reach for backflip then i saw the wall(The level  
wall) So i wall kicked it but pulled the joystick to the right and i landed on  
the star platform!"

\*7 100 coins (somehow omitted from previous versions).

ShYsTyBaBe2o0o@aol.com writes: "To do it you should have already beating the  
peguin and done the race before, this way you can do the race and get as many  
coins as you possibly can without getting a star then leaving the level. After  
the race go to the broken bridge and teleport to the top and ride the slope  
down and get all those coins and it doesn't hurt to get the blue ones. Plus  
grab the red ones on your way, you don't have to go out of your way for any  
coins to do this. "

## 7.5 Bowser in the Dark

Location

Through Star door No. 1

Must have got 8 stars

This is one of the game's best special effects! Run along the corridor and keep  
running. There's a picture of the Princess ahead, but when you get closer it  
turns into Bowser. Fall down a hole to the first Bowser level.

You have to run through this course in order to reach Bowser; there's nothing  
much to say, except don't fall. At the end go down the tube to reach him (see  
How To Beat Bowser). You will receive the first key.

You can get a star on all Bowser worlds by getting all eight red coins and it  
won't warp you out of the world like all others. Here is how to get them on  
this level:

- i) It is easy to miss this one; run to the first ! switch but don't take the  
obvious con; run back to the start and there is another one you can get, using  
a temporary platform (N.B. there is a metal cap box but you will not have had a  
chance to grab the metal cap at this stage).
- ii) Hit the switch again and get the one nearby.
- iii) Run up, using the moving platforms and get a 1 up in a ! box surrounded by

Goombas. Go along a passage full of Amps. there is a red coin by them.  
iv) Pass over two platforms that retract; the fourth is over the second.  
v) You now reach two sets of two moving blue platforms; on the second set is a red coin. vi) You come to some Teeter Totters; take a detour along a narrow platform where a red coin waits.  
vii) At the end of the teeter - totters, carefully step onto the narrow ledge with a coin on.  
viii) Jump back onto the second teeter - totter and go up onto one of the platforms above. Jump over to the coin; also get the extra life. There are quite a few in this area.

A star will appear by Bowser's tube. To reach it press the ! switch to make some platforms appear temporarily (you can reach this with a big jump from the teeter totters or by using the moving platforms).

None of the following levels can be accessed without beating Bowser the first time:

## 7.6 Big Boo's Haunt

### Location

Enter one of the doors in the lobby without a star on and go along the corridor; Big Boo is at the end (he will not appear until the level is open). You need 12 stars to access this level.

Enter the garden and it will now be full of Boos. Kill them and one will reveal a bin-type object. Jump into this and reach Big Boo's mansion.

### Description

A spooky and slightly unusual level, this takes place in a haunted house, and consists of several different rooms, but also has a haunted yard outside. The main enemies are Boos. The walls with pictures of ghosts on can be passed through if you have a vanish cap.

#### \*1 Go On A Ghost Hunt

Simply kill all the ghosts on the ground floor; Big Boo will be in the main hall. Beat him and platforms will appear leading to the upper floor, and the star.

#### \*2 Ride Big Boo's Merry - Go - Round

Must have got \*1

Leave the house and enter the barn. Go down in the lift and you will eventually come to a merry-go-round in the cellar (this is like something off Twin Peaks...) Kill all the ghosts that appear, then fight Big Boo again for a star.

#### \*3 Secret of the Haunted Books

Must have got \*1

Go upstairs and go left; enter the second to last door, and you will be in a library. Run along, avoiding the flying books. At the end, you will see three books sticking out of a bookcase. Hit the highest (middle) one first, then the right-hand one, then the left hand one. Get one wrong and you'll be attacked from the shelves and have to start again. When you've hit them all, the bookcase will retract to reveal a door. Go through to the star.

#### \*4 Seek the 8 Red Coins

Must have got \*1

The red coins are fairly easy to get:

- i) Behind the Mad Piano
- ii) and iii) Backward flip onto the bookcases
- iv) In the room with the ghost on the narrow ledge, there is a red coin
- v) Go upstairs and go right to the last door. Go through two rooms and avoid the spinning floor to get the coin - otherwise you will fall into the cellar
- vi) and vii) Nearby is a room with several coffins in. When you go near them they will rise. Two have coins underneath.
- viii) Go into the room just left of the stairs and cross the red mesh to get to the coin; don't fall!

A star will appear on the upper level, near the room where you got \*3.

#### \*5 Big Boo's Balcony

Must have got \*1

Go upstairs and enter the last room on the right (with books in). Wall kick to get up to the door overhead. Go through the door and face Big Boo on the balcony; defeat him in the usual manner. The star will appear on the roof. This is hard to get; long jump onto the roof of one of the sticking out parts of the house then crawl to the star, but don't miss the extra life in the ! box. The only problem is that the camera remains in a wide shot of the building and you cannot get it closer to see where Mario is heading.

#### \*6 Eye To Eye In The Secret Room

Must have : Got \*1

Completed Vanish Cap Course

Okay, this level was easy, wasn't it? This is the hardest star in my opinion; get the Vanish Cap from the upper floor and run to the room where you wall jumped to get to Big Boo's Balcony. Wall jump up there again, but get it right first time, otherwise you'll probably not get to where you want to be, which is behind the ghost wall in the next room. On the other side is an eye. Ignore the boo and kill the eye the same way as you kill the others. However, this one becomes a star!

#### \*7 Get 100 coins.

There's a blue coin switch in the attic, and also:

8 boos (plus the ones on the merry go round - takkuso@QuixNet.net informs me that though I said they didn't, they do in fact give you a blue coin)

3 eyeballs (not counting the one that gives you a star)

3 flying books

There are 4 blue coins in the attic, making another 20. The 8 red coins will total another 16. See, it's easy to get 100 coins.

#### 7.7 Hazy Maze Cave

Location

Enter the door to the basement; go along to the door along the corridor to the right and find the door with the star on. You will find a metallic pool; jump in.

## Description

This can seem a bit overwhelming at first, as the level is in caves, with many areas spread out. Fortunately it is also full of signs and maps. The main areas are:

The Black Hole - This has rocks rolling down into it from a passage. Do not fall in or you will die. Note that even after you land on the slope that leads to it, you may be able to save yourself, if you are near a platform and you keep jumping. This is handy to know if you try and reach the heart, which is stuck out in the middle of nowhere.

The Work Elevator - Used to collect the red coins (see below).

The Hazy Maze - This will slowly drain your energy unless you wear the metal cap. The metal cap course can be accessed off this level.

The Lagoon - Home of Nessie.

### \*1 Swimming Beast In The Cavern

Run along the left fork and long jump over the pit. Run right and jump over to the falling boulders section (if you fall, you die). Avoid the boulders; they take 3 life portions with one hit. Use the lift at the end and go down to the cave. Jump on to Nessie and on to his head. Wait until you are close to the island in the centre and she will stop. Jump onto the island for the star. N.B: If you are having trouble getting onto Nessie's head and don't care too much about hurting her, I got this from Coffee's FAQ; stomp his back, you cruel thing, and he'll whimper and lower his head. He'll also go in the direction you're facing.

### \*2 Elevate for Eight Red Coins

Go right and avoid the spiders coming out of the pit. Jump over the next pit to the door, then slide down the pole. Find the elevator and use the buttons to move it around, and find the first four coins. Three are hidden in blocks (punch them) and one is on a floating platform. Find the pole that leads to the next moving platform and follow it around. Get the other red coins and drop down to the floor to get the star.

### \*3 Metal Head Mario Can Move

Must have completed Metal Cap Course

For some reason my old version had a bad description of this. Go to Nessie's pool and get the metal cap, then run through it until you find the ! pad, which accesses a door. Go through, make some tricky jumps and get the star.

### \*4 Navigating the Toxic Maze

Must have completed Metal Cap Course

Go to the Hazy Maze; get the metal cap and go left at the next junction; ignore the door and turn right. Out of sight is another door; somersault up to it. Go up in a lift to the star.

### \*5 A - Maze - Ing Emergency Exit

Must have completed Metal Cap Course



Guess what! You have to go into the Hazy Maze! Go along, get the metal cap and turn left at the junction. You will see a door; somersault up to it. Go up in the lift and go through a door to the Black Hole. Cross it using the grate to reach the star.

Note: It's really easy to get these last three mixed up, but it makes no difference what order you get most of this world's stars in!

#### \*6 Beware of Rolling Rocks

Go to the section with the rolling rocks in and run along the passage, but don't enter the door. Do a wall kick to either side and, after some practice, you will find yourself on one of the ledges above. One holds a star (if you go to the wrong one, jump across).

#### \*7 Get 100 coins

As far as I know it is VITAL to get the coins from the Blue Coin Switch in the maze. To get to it, run straight ahead, take the second right and there it is. Now quickly press it and turn, then take the next right, collecting the coins. Do a backflip to the door leading to \*4 to get the last few. The eyeballs are virtually impossible to kill as they're on tiny platforms.

### 7.8 Lethal Lava Land

#### Location

Run back out the main door to find the picture with a fireball on.

#### Description

A nasty level ... unless you possess the wing cap. To get it, use the warp (see warps). Otherwise, make sure you stay out of the lava. There is also a secret level in the volcano, but you can't get back to the main level once you're in, until you get a star. If you die, you will return to the inside of the volcano when you restart. The only baddies (except one) are bullies.

#### \*1 Boil the Big Bully

This one is fairly easy; make your way forward then turn left, then follow the path, avoiding the lava until you find the big bully (see Boss section, in part 1). When it dies, cross the collapsing platforms to the star. If you have trouble getting around, use the wing cap; there's one on an island near the start; I think you can warp to it from the pit under the first eyeball. But I prefer to do this the hard way!

#### \*2 Bully The Bullies

Go to the Big Bully, but go past and go onto the floating platform to a platform holding three bullies. Kill them all and a familiar face will appear; the Big Bully. Kill him again and get the star.

#### \*3 8 Coin Puzzle With 15 Pieces

This is easy; go to the Bowser puzzle (you've passed it twice already) and the red coins are all there; just watch for when one of the pieces slides and make sure you're not standing on it! The star appears nearby.

#### \*4 Red Hot Log Rolling

First get the Wing Cap, then turn right at the first Bully and follow the path until you find a log. Cross it (it turns to try and overbalance you) and use the wing cap to fly to the star.

#### \*5 Hot - Foot It in the Volcano

Find the volcano (which shouldn't be too difficult). Jump inside by backflipping when it's not erupting and jump to the next platform with a coin on. Follow the path along the wall, watching out for wall monsters, and get the star at the end.

N.B. If you die in the volcano, re entering Lethal Lava Land will take you straight to the volcano. (UNTIL you get a star, or restart.)

#### \*6 Elevator Tour in the Volcano

Go to the volcano, but go the other way from before and jump on the moving platform. After a while, jump onto another one or you'll fall into the lava. When you come to the pole jump onto it; the next part is very tricky! Jump to the next platform, but avoid the flame throwers (don't go into a handstand). Get to the next pole and climb it, then jump to the next platform a little way below the top or you'll fall off. Jump over the tiny platforms to reach the star.

#### \*7 Get 100 coins

You are likely to take several attempts on this level! You will probably have to go into the volcano to get enough coins. I usually start off getting the Koopa shell (only available on \* 5 and 6), and skim round the level, getting all the coins in the lava.

### 7.9 Shifting Sand Land

#### Location

This is hard to find; run along the passage left of Lethal Lava Land and you will find a dead end, or is it? Leap at the wall and you'll go right into it.

#### Description

This is tough; watch out for the quicksand, which is easy to spot, or you'll drown. You will need the wing cap for some of the later stars. Most of the action takes place inside the pyramid, however. Watch out for the Condor, who tries to steal your hat (see enemies section for more detail).

#### \*1 In The Talons Of The Big Bird

Follow the path, avoiding the quicksand and run up the pillar at the end. Grab the star from Klepto, then run down and get it where it lands.

#### \*2 Shining Atop The Pyramid

Go to the pillars and avoid the Condor. Run round the quicksand and walk onto the pyramid. Run right and flip up to the next level. Keep doing this, avoiding the shooting ball and killing the Shy Guy. At the end is a star. Of course, if you want to do it the easy way, you could use the wing cap.

#### \*3 Inside The Ancient Pyramid

Go to the pyramid. Enter the door on the lowest level. Now make your way

through the pyramid. Not much to say except, to avoid Roller, hide in the niche that's in the wall. The star is at the end.

NEW TIP: A good shortcut is to stand next to the Grindel to the right on the ground floor of the pyramid and backflip on top of it when it is on the ground.

#### \*4 Stand Tall On The Four Pillars

Must have completed the wing cap stage

Go to the pillar that's in the quicksand first as it's the hardest; fly up there and stand on it. Stand on all four pillars and the top of the pyramid will fly off spectacularly. Fly to the top and drop down the hole; you will land on a lift. Wait until you're at the bottom of the pyramid and jump into the hole that appears. You will come face to face with the Ancient Ones, or Eyerok as they are also known (see boss section, in part 1). Beat them and you'll get a star.

#### \*5 High Flying For 8 Red Coins

Must have completed Wing Cap Stage

The red coins are:

- i) On a thin ledge behind the start point
- ii) In one of the big crates that's under the stone roof thing (sorry, this is the best description I can give)
- iii) On the section with the moving boxes on
- iv) In the pool of water near the condor (watch it doesn't pinch your hat)
- v to viii) In the air around the pyramid and the star appears on the flat stone roof over coin ii)

#### \*6 Pyramid Puzzle

Enter the pyramid and go to the last platform before you reached \*3. The barrier does not go all the way along the platform here; run off the section with no barrier and you should land on a platform with a coin on. A 1 will appear. Drop down to the left of this platform so you land on another platform with a coin on, then drop to the right to another and you will get two more numbers. Drop to the left onto a flowing stream of sand and run along to get two more coins. The star appears at the end after you get all five numbers.

#### \*7 Get 100 Coins

Fairly simple

#### 7.10 Dire, Dire Docks

Location

Behind the second big star door.

Description

A smaller (and harder) version of Jolly Roger Bay, this is where Bowser's sub is found. Note that in the area around Bowser's sub there is a door with the same picture of Bowser as on his sub. After getting the second star, that will be gone (and so will the sub) and in its place will be a hole that will take you to the pond outside the castle (which is clearly where the sub went). You can't get back in that way though.

You must have 30 stars

#### \*1 Board Bowser's Sub

Swim to the tunnel and swim along to the end. Surface and jump to dry land. Find the ! switch and run along the temporary platforms that appear. Get the star on top of the submarine. It's just a pity we never get to ENTER Bowser's sub!

#### \*2 Chests In The Current

Swim down to the bottom of the lake and open the four chests in the right order. This is very hard:

i) Near the clam.

ii) Anti - clockwise from this.

iii) Keep swimming anti ,, clockwise until you find another one.

iv) Near the whirlpool in the centre; be careful. Swim away quick because you will die if you get sucked in! The star appears nearby.

The same "rules" as in Jolly Roger Bay, i.e. if you make a mistake you must start again!

#### \*3 Pole Jumping For 8 Red Coins

Must have beaten Bowser in the Fire Sea

Go back to where Bowser's sub was (but isn't) and press the ! switch. Don't go up the platforms that appear next to you, but run to another set that's close by and climb up them. To get the red coins you have to use a series of moving poles. You must jump from pole to pole a lot and it takes PRACTICE!

#### \*4 Through The Jet Stream

Must have: Got \*1

Completed Metal Cap Course

Swim into the area where Bowser's sub was and there is a jet stream, like the one in Jolly Roger Bay. It has rings appearing out of it. Swim down into the jet stream, and pass through five rings and a star will appear. Now get the metal cap nearby and run into the jet stream to get the star.

#### \*5 The Manta Ray's Reward

This is tough! Swim under the water and you will see a Manta Ray swimming around, creating rings. You must swim through five consecutively and if you miss one you must start over again. Eventually you'll get a star; it appears just above the whirlpool.

#### \*6 Collect The Caps

Must have: Got \*1

Completed Vanish and Metal Cap Courses

Disappointingly easy; go to the area where Bowser's sub was and get both the vanish and metal caps, and you can now run along underwater and grab the star that's behind a grate!

#### \*7 Get 100 coins

Very tough this time; I suggest you do this before going for \*3; there are (I think) only (the equivalent of) 101 coins on this level and it is important that you get all the blue coins. There are some at the start that are easy to

miss.

\*\*NB: I've been asked how to get these; they're on a slope right behind Mario's starting point.\*\*

## 7.11 Bowser in the Fire Sea

### Location

Next to Dire, Dire Docks

Must have at least 30 stars, plus \*1 from Dire, Dire Docks

This is very hard indeed; avoid the lava at all costs. This level seems to go on for ever. Once again there are 8 red coins to collect for a star:

i) Near the first bully, run up the grating and backflip across the hole at the top for the coin

ii) Run on and climb the pole, then jump off the top (hard to do as it rises and falls) to some tilting platforms. One has a coin on

iii) After the tilting platforms is another pole; climb it and get the 1 up, then get the coin nearby

iv) Run onto the lift, but don't go up with it. Run and get the coin below, then make your way up again

v) Use the lift, then corss over the next lava and crawl up the slope; at the top, take a detour to the platform with a bully on and get the coin (N.B. you don't need to crawl up the slope that looks like lego)

vi) Carry on, using the grate and run up the slope ahead. This is hard to spot, but you will see a small shadow on the ground; stand where you are and the platform will rise and then jump up to get the coin

vii) Cross the blue platform which keeps sinking into the lava, it's in front of the second flame gun.

viii) Cross several poles that rise and sink; on the last pole do a handstand to reach it (i.e. climb to the top of the pole)

The star is hard to get; people have asked me how to get it, so here's how. As you approach the pipe to Bowser, back flip onto the narrow wall to the left (this may take a few attempts), or jump from the highest point of the last pole, and edge along, crossing a large (cotatining a 1 up mushroom in a box). The star is at the end.

To defeat Bowser, see final section.

To access the following worlds you must have defeated Bowser twice:

## 7.12 Snowman's Land

### Location

Almost as tricky to find as Shifting Sand Land; run up the tower and go into the star door which leads to a large room with a mirror in (this is close to the entrance). There are loads of paintings of other levels, but you cannot jump into them. Look carefully at the mirror; there is something wrong with the reflection ,, one of the blank walls is shown as having a picture on, in the mirror. Did Nintendo screw up? No - it's deliberate! Jump into this wall to enter the world.

### Description

Similar to Cool, Cool Mountain, but slightly easier. This is one of only a three levels (including Bob - Omb Battlefield and Big Boo's Haunt), where you can't drown, be burned alive or go tumbling helplessly down a bottomless pit. The main features are the snowman and the igloo (see below for how to enter).

Don't swim in the frozen pond, as you will lose energy and you can't regain it by swimming to the surface.

#### \*1 Snowman's Big Head

Run round the edge of the world to the section where waves are appearing in the snow. Run to the end and triple jump onto the ledge above. Climb up until you reach the platform in front of Snowman's face. He will start to blow; if he gets you, you will fall off and have to find your cap, and have to make your way round again. Wait until the penguin gets close to you, then stand with the penguin between you and Snowman. Use him as a shield until you pass Snowman's mouth (be careful; the penguin keeps stopping and starting); alternatively, you can ride on the penguin's head. Get onto the Snowman's head to find the star.

#### \*2 Chill With The Bully

Not much to say here... the Bully's hard to miss; a big blue, spherical thing resembling an ice cream...

#### \*3 Into The Deep Freeze

This is fairly easy; run to the huge ice block with a star inside and go in the back entrance. Go forward until you can't and then do a back flip onto a ledge above. Jump on to the top of the block from here and cross over to the hole leading to the star.

#### \*4 Whirl From The Freezing Pond

Go to where the "waves" of snow are appearing and jump onto one of the Spindrifts that's in the pond. You will temporarily hover like a helicopter, so quickly get over the wall ahead; it leads to two ! boxes. Get the left one and inside is a star.

#### \*5 Shell Shredding For Red Coins

The first two red coins are on the way to where you found \*4. Use the flowers to cross the pond (as you did before, but open the right hand ! box and inside is a shell. Ride it along the section close by that you cannot walk along for four more coins, and go onto the frozen pond (still using the shell) for the last two. The coin appears near the start point. Be warned that once you have taken the shell it won't come back, so if you screw up you'll have to start again.

#### \*6 Into The Igloo

Must have completed Vanish Cap Course

Get the shell again, and go to the frozen pond. You will see a path with coins on, up the side of the snowman and ride up it. Run into the fence at the end, thus losing the shell, and crawl into the igloo. This is easy; backflip over one of the walls leading to the vanish cap, take it and you can back flip into the section where the star is.

#### \*7 Get 100 coins

Get the red coins using the shell and go to the igloo first, since if you crash on the shell you'll have to start again and it would be frustrating if you had got nearly all the coins. I think you probably have to have completed the Vanish Cap course, so you can get the coins inside the ice blocks.

## 7.13 Wet - Dry World

### Location

As soon as you get to the top of the steps into the tower, there's a picture of a spider in front of you; enter this.

### Description

A watery level. If you enter the lower portion of the picture, then the water will go about a third of the way up the level. Try back flipping and entering the top of the picture and it'll be flooded (this is the only way to access the semi - secret area known as "Downtown", but a small jump means there's barely any water! (Toad tells you this). I think the only way to reach the pink Bob - Omb is to go in with the water at its highest.

#### \*1 Shocking Arrow Lifts

Turn round and jump onto the platform behind you; go to the ! switch and a series of temporary platforms will appear; jump across them and onto a brick platform with a diamond on top. Touch the diamond and the water will rise; swim up to some red platforms and jump onto the arrow platforms. Cross using these (they move to the next one in sequence, then stop or you to get on). Avoid the Amp, however. At the end is a box with the star inside.

#### \*2 Top O' The Town

Run up the slope ahead of you and push the metal crate into a position where you can jump onto the platform above. Jump again and go left and kill the bad guy by throwing him. Jump onto the narrow plank, avoiding the Amp bearings and jump onto the moving platform. You'll come to a box with a star inside.

#### \*3 Secrets in the Shallows and Sky

This one's hard to explain; swim under water and find the tap (in a corner) which lowers the water as far as it will go. You have to find five numbers (one to five) to access the star.

- i) There is a grey box in front of a hole in the wall. Push it in.
- ii) At the lowest level there is a box behind a pillar; push it.
- iii) Break the ! box nearby to this point.
- iv) Raise the water to its highest by going to the highest tap. Go to the single pillar sticking up just in reach with the ! box over it and jump on.
- v) Go to where you found \*2. Jump onto the iron platform nearby (this has a star beneath it, but ignore that for now...) The star will appear nearby.

#### \*4 Express Elevator -- Hurry Up!

Swim to the tap at the bottom of the main area to drain the water and you will see a fence nearby, with a block filling up a gap; break it. Return the water to the highest level and go to where the box is that reveals the last number (see previous star). Below you is a star; to get it, drop onto the left side of the platform that's sticking out from the shaft and it will begin to sink. Quickly, swim down and enter the shaft, swim up and get above the platform before it rises out of the water and you will be carried to the star.

oliverstephenv@laneend14.freeseve.co.uk writes:

"I found it easier to drain all the water, go back up to the top using the flipper devices, activate the stairs, using the purple exclamation mark and

climb them to highest star 3 position, then drop onto the platform and stay on it until it almost reaches the bottom, jump off, enter the cage and back flip onto the platform before it rises."

#### \*5 Go To Town For Red Coins

Backflip into the painting to get the water to its highest. This is the only way you can get high enough to jump over the fence in the corner. Do so and swim down to the tunnel at the bottom and you will find yourself in some sort of sunken city; surface and collect the metal cap, then find the tap to lower the water. Find all the red coins; most are in boxes over the buildings, and are hard to get. Use wall jumps to reach these.

If you find that too hard, try this tip, also from oliverstephen@laneend14.freemove.co.uk:

"Dive down and turn the tap to empty all the water. Climb back up to the platform just below the block below the metal cap and kill the spider (for the fun of it). Then standing on the opposite side to the building you want to jump to, use the long jump straight away. You will lose a couple of healths on each jump but can recuperate from the red coin. This will not work if you long jump from the side of the platform nearest the building as you will hit the ceiling before you are over the building."

#### \*6 Quick Race Through Downtown

Must have completed Vanish Cap Course

Enter the top of the painting and jump over the fence leading to the underground section. Find the tap that drains the water and then go to the Vanish Cap box. As soon as you get it, run to the ! switch (it's near the tap) and keep running until you reach the wire fence with a blue box behind it. Quickly jump onto the temporary platform and climb up to reach the star. N.B. You can also use Wall Jumps to reach the star, meaning using the switch is not completely necessary.

#### \*7 Get 100 coins

Enter the bottom of the painting; there are plenty of coins in the main area and you don't need to go to "Downtown". But make sure you get all the coins from the blue coin switch!

### 7.14 Tall, Tall Mountain

#### Location

At the top of the stairs accessed by the second key, find a picture with what appear to be giant mushrooms in; it's quite small. Jump into here.

#### Description

It is what it sounds like: a vertical level; its not particularly exciting, but there is a secret level to be found (see stars, below). And yes, if you fall off the mountain, you die.

#### \*1 Scale The Mountain

Run along and jump the gaps. Climb up the platforms by the moles and avoid the bowling balls. Run past the goombas and jump. Keep going until you reach the summit. The star is yours!



## \*2 Secret of the Monkey Cage

Must have got \*1

Go up the mountain again and near the top you will see a cage with a star inside. Run to where \*1 was and there is a monkey instead; catch it and talk to it; let it go and follow it to the cage. It will open it. Jump down and grab the star (it is close to the monkey and the Shy Guy).

## \*3 Scary 'Shrooms, Red Coins

This shouldn't be too hard:

i) to iv) On the mushroom platforms near the start.

v) to viii) On the ledges above the moles.

The star appears on a mushroom near the moles; this is within jumping range.

## \*4 Mysterious Mountainside

Go up the mountain, until you get to the bit where you see a cloud with a face (which will try and blow off your hat). Nearby, press the walls and one will ripple. Jump inside and you will find a slide! Simply make it to the bottom, but it is harder than the last two. About half way down, make sure you head right, where the coins are or you will come face to face with a skull. And yes, you do die! At the end of the slide, drop down the hole to reach the star.

## \*5 Breathtaking View From The Bridge

I'm sure you must have seen the star behind the waterfall when going to get \*1. There's no trick; just take a big jump from the bridge by where the monkey cage was and you'll get it!

elmo198202@yahoo.com writes: "All you have to do is step on the ! block after the

goombas and a block appears directly in front of the star."

It is possible to do it by long jumping but I guess the other way is simpler.

## \*6 Shoot To The Lonely Mushroom

Find the Bob - Omb; its hidden near where the monkey and the Shy Guy are. On the mushroom platforms with some of the red coins on is a warp to near the cannon; use it and get to the cannon (very tricky, as you're on a narrow ledge). Now use the cannon to get to the mushroom with a star on. It's very tricky! Aim for around the top of the clouds straight ahead of you and you should be okay.

## \*7 100 coins

Go to the slide first; you should manage to get at least 45 coins (including the blue ones), then go to get the ones on the mountainside; it shouldn't be a problem.

## 7.15 Tiny - Huge Island

### Location

Enter the star door on level two that does not lead to the mirror room (left of the entrance to this level). Enter a room with three paintings (you can only enter the left and right ones).

### Description

This is a strange world; if you run to the painting on the right, you will find that Nintendo used a trick of perspective; although all the paintings LOOK the same size, this is a larger one, set back further. Enter this and the island and the goombas will be huge! If you stomp a big goomba, you get a blue coin. On the other hand, turn left and you will approach a smaller painting, that's up a short hallway. Jump in here and you'll be in some sort of parallel universe where the island is like a model village! The Goombas are tiny; they blow up on impact with Mario (you don't get any coins though, unless you stomp them); also, killing the piranha plants in this mode only gives you a yellow coin. However, when you're huge, it is a lot easier to go tumbling off the edge of the island into oblivion (basically, by hitting a steep slope near a cliff and then losing control).

You can warp between the tiny and huge islands by jumping down the green tubes, placed around the level at strategic points (essential for stars 2, 5, 6 and 7).

#### \*1 Pluck the Piranha Flowers

The best way to do this is to enter the small painting and jump over the water to the green pipe. Jump in and fight the Piranha Plants. There are five in total.

#### \*2 To the Tip Top of the Huge Island

Enter the large painting. Simply run all the way up to the top of the island. Jump down the first tube and the bowling balls will shrink (which makes them easier to get past). The obvious route is pretty tough though, as there is a gap which you must rely on the wind to get past, and more often than not, it'll drop the moment you jump out into thin air and you'll die. If it gives you problems, enter the small painting and go to the ! switch by the Piranha Plants, causing the temporary platforms to appear. Do a backflip up to the narrow plank with the Bowling Balls on and use the next tube to shrink yourself.

#### \*3 Rematch With Koopa the Quick

Must have got \*s 1 and 2

Enter the large painting and take the route you took for \*2 and run past the hole the bowling balls are appearing from (do this tiny). You will find Koopa The Quick. Race him again and he's harder than before. Run down the platform with the bowling balls on and across the plank to where the Koopa flag is (you will probably have seen this already). The last bit is really hard as the wind will slow you down considerably, so it is important that you get as much speed in the first bit as you can. Take a short cut at the start by jumping over the fence, rather than running round it and try long jumping too.

#### \*4 Five Itty Bitty Secrets

Enter large; you need to get five numbers again:

- i) By the hole where the bowling balls are appearing
- ii) The pool at the top of the level
- iii) Go to the tiny version of where Koopa The Quick was; you will see a plank leading into a hole nearby. Jump down onto the beach, then backflip up to the hole; another number!
- iv) From here, go to the door that would lead to the start point if you were little, and get the number.
- v) Swim to where the cannon is (there's a gigantic pink Bob - Omb by it). Stand on top of the cannon (you can't fall into it, but you get a number).

To get the coin, go to where the Piranha Plants are and press the ! switch. A bridge will appear, and you can cross to the island where the star is.

#### \*5 Wiggler's Red Coins

Go in large and talk to the Bob - Omb, then shrink and go to the cannon; aim so you land in the tree nearby (you'll need to aim some way above the treetop) and cross the narrow bridge to the doorway. Ignore Wiggler (who is in the room above) and get the coins by jumping over the platforms. Head to the right, then get the first four; for the fifth, long jump to it or use wall jumps, then drop down, jump to the next two coins and double jump to the last (beware of the flame shooter).

You'll want to weep if it hits you as you will almost certainly plunge over the edge to your doom :\*(

#### \*6 Make Wiggler Squirm

I found this by accident! Enter huge and go to the lake. This has the only secret that's not above an opening (i.e. the cannon, entrance to Wiggler's cave, etc.), or is it? Stomp the water and it'll drain. Go to the pipe that's close by and become small, then go to where the lake was ... there's a hole, so drop down. Wiggler isn't pleased; you've flooded his home, so now you must fight him (see boss section) for a star.

#### \*7 Get 100 coins

This is tricky! Here is the way I did it. Enter the small island and kill the tiny Goomba; head towards the Piranha Plants and kill them while huge. Activate the switch and run to the island, getting the single coin, then warp back to the main area. Trip the switch again and run on the bridge, then backflip to where the bowling balls are. Run left and jump in the pipe, becoming small. There will be two large Goombas; stomp them for a blue coin each, then get the coins on the narrow ledge nearby before entering the pipe and becoming big again. Kill any small Goombas and head back past the bowling balls. Kill the Goomba, then head for the summit, getting coins and jump down to the beach, where you can get more coins. Jump to the ledge with the TINY Koopa and kill it, getting a blue coin. Run past the bowling balls and get in the pipe, becoming small. There is a Goomba on the ledge above you; stomp it, then get the coins by where the bowling balls are appearing and go and stomp the Goombas in the area where you meet Koopa the Quick. Drop down to the beach, then swim to the start point where you will find more Goombas and a post you can run round for more coins. Swim back to the beach, kill Lakitu and the Shy guy, then get the two coins at the back and the 1 up that appears. Kill the Koopa, getting a blue coin and use his shell to skim to where the cannon is (avoiding any risk of being swallowed). Kill the Goomba and if possible the Shy Guy, and fire up to the tree (like when you did \*5), but then drop down to a ledge with another Goomba on. Return to the cannon and fire yourself back up; kill another Goomba. Now, if you haven't got 100 coins, go into Wiggler's cave. If you fail to stomp about four or more Goombas you should start again.

#### 7.16 Tick Tock Clock

Must have 50 stars

Location

Behind the third big star door. Jump into the clock face! Another wierd thing to look out for here; the hands keep moving... wait until the minute hand (i.e. longest one) is on 12 and enter and the clock will be stopped. I should point

out that either the clock is super fast or time goes faster in Marioland - the minute hand takes about five seconds to go right round!

## Description

Set inside a clock, this level will tax your patience. It basically a long climb up around a bottomless pit. Entering the clock at certain times can affect the way it works:

On 6, it stops and starts intermittently

On 9, it is fast

On 12, it stops altogether

On 3, and any other time, it goes slowly

### \*1 Roll Into The Cage

Cross the first gap with the pendulum in and basically head upwards, avoiding the traps until you come to a cage with a star in. Jump carefully to the conveyor belt and run into the cage.

### \*2 The Pit and the Pendulums

Enter on 3; go to the cage, but jump over it and carry on. Eventually (if you don't get waylaid), you'll come to two pendulums. Carefully pass them, and you can see the star on the other side.

### \*3 Get a Hand

The easiest way to do this is to go to the cage where \*1 was. Drop down and you should find yourself in an alcove with the star inside. This isn't the proper way though, so I guess I cheated :)

Okay, the proper way (and I read this in various other FAQs) is to enter the clock when it's on 3. Go up to the point just after the 3 rotating blocks. When the clock is stopped there will be a large hand (as in a clock's hand, duh!), but now it's gone. It hasn't, it's nearby; wait for it to arrive at the platform and jump on; it will carry you over to the star!

### \*4 Stomp on the Thwomp

This is one of the most frustrating stars in the game! It took me about an hour to get. There are about 20 different things that can go wrong.

Enter when the hand is on 3. You have to make your way up, past all the traps, the same way as when you got \*2. But this time, when you reach the top of the pole with the 1 up mushroom on, turn and jump onto the platform with the heart on. Jump onto the floating platform and then onto the turning platform and get to the two rotating cubes. Climb up using these (you can tell when they're about to turn as they jerk slightly just before doing so, so jump up at this point.) Backflip to the first, long jump to the second and backflip to the third, then backflip to the next platform. There is then a platform you can only get to by double jumping, followed by four wall monsters in a row. Cross three conveyor belts carefully, followed by two constantly rotating platforms, then two triangles, which behave the same way as the cubes. On the next platform, you will see a hand (like before). You will probably have just missed it, so wait for it to return, but watch out for the flame spewer. Stand just off the point of the hand and wait until you get to a conveyor belt with a Thwomp at the end. Jump onto the conveyor belt and face away from the Thwomp and crouch. If your timing is right, you will land on top of the Thwomp. Jump onto the platform that holds the star.

### \*5 Timed Jumps From Moving Platforms

This is easier! Follow the path for the previous star, until you reach the rotating cubes that are close to \*2 and go past these. You will see some wall creatures (well, they're similar to them), which you must use as platforms to enter a cage with a star in.

#### \*6 Stop Time For 8 Red Coins

This is easy, if you know how to stop the clock! Run forward and you will see a set of platforms. Climb up using these to collect all the eight red coins. This is practically impossible with the clock moving.

#### \*7 Get 100 coins

This is hard; you'll have to search everywhere, and make sure you get all the blue coins, which is pretty easy. Enter with the hand on 3. Kill the two Bob - Ombs and get their coins, then get all 10 coins in the ! box by the heart; if you can get 2 of the red coins (possible if agile), then head up the clock getting any coins on the way. Before you reach the second heart, head towards \*2, but use the blue coin switch instead; the Blue Coins are easy to get as long as you don't fall (if you do, start over). Continue up, passing the three rotating platforms, and long jump to some more coins above \*5. Continue again and get the coins above the four wall monsters. You will probably be nearly finished, so there is one ! box ahead, then two by where you get the second hand (one has coins, the other a 1 up). There are also coin boxes under the Thwomp and in the platform in the middle (long jump to this).

### 7.17 Rainbow Ride

Must have 50 stars

#### Location

Go through the door leading to the clock and run right. There is a high platform you must back flip up to. See the hole in the wall? Long jump into it and jump down the hole.

#### Description

One of the hardest levels, this is in the sky, and is above a bottomless pit. It's also kinda wierd as its full of odd structures (the 3D maze, the house and the large ship). The level takes its name from the flying carpets that travel along rainbow paths. A few things to note here:

- 1) When a carpet reaches the end of its path, it will fall, so jump off.
- 2) If you leave a carpet for too long, like most moving platforms, it will vanish, and this could leave you stranded.

#### \*1 Cruiser Crossing the Rainbow

Jump on the flying carpet and let it carry you along, jumping over the obstacle. When you get close to the fire spouter it's best to jump off and quickly jump on again when you've passed.

N.B. james@celliott.net writes: "On Rainbow ride the bit at the start with the flame thrower. You can just duck by pressing Z".

From the turning platforms, go right and jump on the next carpet. You will come to a T junction with two carpets on either side; take the one on Mario's left and it will fly around a platform with a 1 up on top. Avoid the rotating planks and then jump over some more obstacles. Jump on the platform at the end and quickly double jump onto the

platform above as it will collapse. Cross over onto the ship and get the star.

#### \*2 The Big House In The Sky

Do what you did before, but at the T junction, take the carpet on Mario's RIGHT. Carefully get over the large obstacles and you will float into a castle. Avoid the flames from the fire and fly out again. Ride round the house, avoiding the obstacles again and you will re „ enter the castle. You will start to go vertically upwards to the roof. Jump off and collect the star.

#### \*3 Coins Amassed in a Maze

Go along to the rotating platforms and then go straight ahead towards the large, tall structure. It's a vertical maze and all the red coins are somewhere in it.

The star appears at the bottom.

#### \*4 Swingin' in the Breeze

Ride the first carpet, then head left from the rotating platforms. Jump onto a pole and slide down, then jump onto the teeter - totter. Head right, using the platforms (including the swinging one), and follow a series of platforms until you reach one with a Goomba on. Go up the slope on this platform and cross over a gap, using another swinging platform, and you will end up on a platform with a star on (watch out for the flame thrower).

#### \*5 Tricky Triangles!

Same as before, but when the path splits, go straight ahead across more collapsing platforms. Flick the switch to turn all the triangles upside down and get to the star before they flip over again (knocking you, quite possibly, to your doom.) Hint: Avoid getting the 1 up mushroom as it delays you.

N.B. TECCKA@aol.com writes: "In the Rainbow ride level, for stars #4 and #5, you do not need to go the long way on the carpet and spinning platforms. From the starting point, change the view so you can see the area behind you, then long jump to the striped pole. It takes practice, but it saves time."

#### \*6 Somewhere Over the Rainbow

Go to the bottom of the vertical maze and find the blue coin switch; above is a shaft which you must wall jump up to find the pink Bob „ Omb, who will activate the cannon, which is on the boat. Get there and then fire yourself at the circular rainbow and you'll grab a pole. Slide down it and get the coin from the box, but beware of Chuckya.

#### \*7 Get 100 Coins

This is easily the hardest star in the game! To get it, you must get at least three of the blue coins and most of them are next to the pink Bob Omb. This means that you must get all the wall jumps right first time as the blue coins vanish quickly.

The best method to getting the star is to go use the first carpet, then jump to the platform with 8 red coins on and get them, then jump back on the carpet. There

are 16 coins on the revolving platforms, and you can get 5 more from killing Lakitu. Go to the Blue Coin switch and try and get at least 4 blue coins (if not, restart). Then drop down to the maze again and get all 8 red coins, and kill both Bob Ombs if possible. Return to the revolving platforms and go to the carpet. Jump on and get any stars, then head towards the ship. Get all coins,

including killing Lakitu and the Bob - Omb, then get off and go to the three collapsing platforms that you climbed on to reach the ship. Stand on one and you will be dropped on the revolving platforms (use the heart if you lose energy). To get the rest of your coins, if any are needed, head towards \*s 4 and 5.

#### 7.18 Bowser In The Sky

##### Location

Behind the last star door, run up the "endless stairs". You must have 70 stars, or the stairs really will be endless (actually, you just run a long way and get nowhere; its really wierd, beause if you turn around, you are still in the same place). Jump down the pit.

The red coins are in the following locations:

- i) On the platform with the grey box, push the box in the direction of the sliding platform. Back flip off it to get the coin.
- ii) Continue along the path and crawl up the steep (and I mean steep as in almost vertical) slope. There's another, in plain sight by the first Piranha Plant.
- iii) After ii), drop down to a large platform below the main one, and go to the right. You should see a red coin on a small platform on the edge.
- iv) Continue along, back flipping from the three moving platforms that revolve round a 1 up onto the grey platform above (this skips a tricky bit and Chuckya) and you will get to a steep grey slope (N.B. you do not need to crawl). Avoid the flames; at the top is a red coin.
- v) On the next floating platform section, grab the red coin on a platform, overhead.
- vi) On the platform nearby with the electric ball.
- vii) Climb another pole, and as you cross between two sliding platforms, there is one on a pole in between.
- viii) Continue, using some TRICKY moving platoforms and pass some Goombas in a windy area. Look under the steps leading to Bowser's pipe for the last coin.

\*\*\*\*\*

#### 8 Secret Stars

You cannot die when on these courses, even if you fall off the side or drown (you'll appear in the palace or outside, but you WON'T lose a life). The castle has 15 secret stars!

##### 1 The Princess's Secret Slide (1)

Must have got 1 star

Go up the stairs in the lobby and turn right to enter a door. Jump through the picture of the princess that's on the right and slide down the slide. At the bottom is a box with a star in.

##### 2 Secret Slide (2)

Must have got 1 star

Do the slide again, only you must do it in a faster time than 21 seconds. When you come out of the enclosed area, try jumping off to the left; it'll take some practice but you'll eventually land on another part of the slide. Make sure you don't fly off and slide down again and you should beat the time. Of course it

is possible to do so without doing this; hold the control stick forward and when you come to a corner, try to take it on the inside.

### 3 Outside Jolly Roger Bay

Must have got 3 stars

Back flip into one of the holes in the wall outside this level and you'll go to a big fish tank. Collect all eight red coins for a star.

### 4 Toad (1)

Must have: Got 8 stars

Beaten Bowser in the dark

Go to the entrance to Hazy Maze Cave and Toad's nearby. Talk to him; he'll give you a star.

### 5 Mips (1)

Must have: Got 15 stars

Beaten Bowser in the Dark

He appears outside Lethal Lava Land; chase him and grab him. When you manage it you'll get his star.

### 6 Toad (2) (or possibly Toad's clone?)

Must have: Got at least 31 stars (including Dire, Dire Docks \*1)

Beaten Bowser twice

Outside Tall, Tall Mountain is the section where you can see Toad in two places at once. Talk to the one by the brick wall and he will give you a star.

### 7 Mips (2)

Must have got 50 stars

Same place as before, catch Mips again!

### 8 Toad (3)

Must have: Got 50 stars

Beaten Bowser twice

He's outside the Tick Tock Clock entrance. Talk to him.

### 9 Wing Mario Over the Rainbow

When you reach Tick Tock Clock, go to the raised platform on the left and jump onto it; long jump to the opening in the wall and jump down the hole. You will find yourself in the clouds! Grab a wing cap and get all the red coins. There are loads of red blocks here. You will need to use the cannons to reach some of them. The best way to do this is use the lower cannon \*by the pink Bob - Omb and fire yourself at the higher one (aim at the top of the platform), then aim as high as you can, in the direction of the highest cloud, which has two red coins. If you fall out of the level you will land in the lake outside the castle, so you don't get hurt. Getting the star is harder than it looks!

### 10 - 12 Cap Courses



You can get stars here (see below for details)

### 13 - 15 Bowser Courses

These too have red coins (see Walkthrough)

\*\*\*\*\*

### 9 Cap Courses

To activate the caps, hit the ! switch found on the course. The Wing Cap one is Red, the Vanish cap blue and the metal cap green. Just mentioning it because I've been informed I didn't make it clear enough.

#### The Tower of the Wing Cap

Must have got 10 stars.

When you have 10 stars, a light will appear in the middle of the lobby. Stand in it and press C and up, then look up to be warped to it. You'll land on the switch to activate the wing cap immediately; that's all there is to it. Fall and you return to the lobby; you won't die.

The light may have vanished but you can still go back into the course; to get the star, you must get all of the red coins before your wing cap runs out (you can get one from the central tower, where the switch is, but you won't be able to go high enough :(

They're all in pairs and are located on all four sides of an imaginary square described by the four towers. Then get to the middle before the cap runs out and hit the switch. To take off with the Wing Cap, you must press A three times; press Z to land.

The wing cap appears on the following courses:

- Bob - Omb Battlefield
- Lethal Lava Land
- Shifting Sand Land
- Tower of the Wing Cap (obviously)
- Wing Mario Over the Rainbow
- On the castle roof

#### Vanish Cap Under the Moat

Must have: Got 8 stars,  
Beaten Bowser in the dark

Go into the cellar (via the first locked door) and go right. Go right on the other side of the door and find a door without a star on; swim through the pool to the other side. Pound the two pillars in the next pool and the water will drain. Go through the door and you'll be in the moat (only the water's drained). Find a hole in the ground and jump in. Complete the course to get the cap. If you fall you'll end up in the lake nearby with no loss of life. The red coins are hard to get, the first four being on the steep slope at the beginning. Look carefully to see where the next one is before jumping; if you miss, it's advisable to start again. The next two are on a teeter totter between two sets of moving platforms, the seventh is as you jump off the last moving platform and the last is by the switch. To get the star, take the Vanish Cap and run through the cage.

The Vanish Cap appears on the following courses:

- Big Boo's Haunt

Dire, Dire Docks  
Snowman's Land,  
Wet - Dry World  
The Vanish Cap Course (duh!)

Cave of the Metal Cap

Must have: Got 8 stars,  
Beaten Bowser in the Dark

Go to the Hazy Maze cave and find Nessie. Ride him (if you'll pardon the expression) to the big metal door and jump to the platform. Enter the door and jump into the metallic pool. You'll become Metal Mario; run to the switch (it is on a large island surrounded by two red coins) but make sure that when you lose your powers you don't go in the water or you'll be swept away to land at the side of the castle. You'll have to return to Nessie and try again (this is really annoying...) Get all the red coins for a star (some coins, and the star, are underwater, so use the metal cap for this.

The Metal Cap appears on the following courses:

Whomp's Fortress  
Jolly Roger Bay  
Hazy Maze Cave  
Dire, Dire Docks  
Wet - Dry World  
Metal Cap Course (I would never have guessed...)

\*\*\*\*\*

10 Secret Warps

Some levels have secret warps and, if you stand on them, you will find an easy way to a separate location. Here they all are:

Bob - Omb Battlefield

- 1) The flowers in the field near Chain Chomp to the flowers in the field at the base of the mountain.
- 2) Between the two niches that spew out balls.

Whomp's Fortress

A corner of the platform where the Thwomps are to the pole above \*3.

Cool, Cool Mountain

The broken bridge by the start point to the broken bridge by the mother penguin.

Lethal Lava Land

Under the eyeball near the start to an island with a wing cap.

Shifting Sand Land

- 1) When climbing the inside of the pyramid stand in the corner near the top of the first pole and you will be warped to a 1 up, above the grate you saw earlier.

- 2) There's also a warp from the platform with the cannon to the tree by the

pink bob - omb (which makes things a lot easier when activating it).

#### Cool, Cool Mountain

As you run from the start round to the bully, you can warp from the second tree along to one next to a ! box with a 1 - up. Not much point, really.

#### Wet - Dry World

When the water has been drained to the bottom, find the stairs leading to a tap, with a ball flying round them and you can be warped to a point just above \*1 (by the cannon.)

#### Tall, Tall Mountain

Stand on one of the small mushroom platforms (near the start) and it warps you to a platform near the cannon.

#### Tiny - Huge Island

When you're huge, press the ! button near the Piranha Plants, cross the bridge to the island nearby (where \*4 appears). Take the coin and you'll be warped back to the button (this is the only way off when the bridge vanishes).

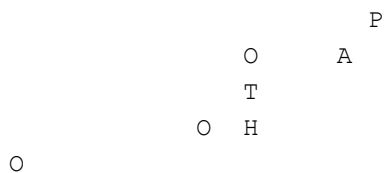
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#### 11 1 - up Locations

##### The Castle

- 1) Outside Jolly Roger bay, jump into the alcove that doesn't lead to a secret level.
- 2) im\_very\_very\_good@hotmail.com writes: "Go under the bridge in the castle (over the moat) and look up and you will see 2 coins, get both by doing a wall jump and the life will appear"
- 3) Bballgirl022@aol.com writes: "if you walk towards the waterfall to the left of the stone bridge you will come to the last 3 trees positioned approx. like this:

##### Waterfall



the red circle is the tree where if you do a hand stand on it there is a 1-up." (This refers to the very leftmost circle in case this FAQ ends up in black and white).

##### Bob - Omb Battlefield

- 1) In the field outside the entrance to the mountain, is a ring of flowers. Run round it for an extra life.
- 2) Go under the bridge that leads to the mountain.

##### Whomp's Fortress

- 1) Climb up the pole above \*3

2) On the rotating bridge, get the red coin and the coins around it and a mushroom will appear. It's hard to get though as it drops onto the slope underneath.

#### Jolly Roger Bay

1) In the entrance to the cave is a ring of coins; collect a few and a 1 up will appear.

#### Cool, Cool Mountain

1) In a ! box near the snowman.

2 - 4) trav\_is@hotmail.com writes: "you left out a few 1-up location on cool cool mountain, thiers one near the hairpin on the slide on the side of the mountain, another is on the landing on the steep hill, where you get a red coin, and another 2 are in the penguin race short cut."

#### Big Boo's Haunt

1) When going to collect \*5, get the 1 up from the ! box on the roof.

#### Hazy Maze Cave

1) When using the lift to go down to the lagoon, there is a ! box nearby with a mushroom inside.

2) There's one that can be reached using the grating near to \* 5

#### Lethal Lava Land

Get the Koopa shell on \*s 5 and 6 and you'll find some on platforms at the corners of the level, one behind the platform where \*1 appears and some by the volcano (about six in total).

#### Shifting Sand Land

1) Go to Mario's left on entering the pyramid to the dead end. It's in a ! box.

2) Go right in the pyramid and past the Thwomp, and cross a series of platforms in the sand. A mushroom will appear on the last one, but it vanishes very quickly.

3) As you climb the pyramid, you'll see one on a grate. You can be warped to it (see warps section, above).

#### Snowman's Land

1) In a box near to the bully (it's next to the warp).

#### Wet - Dry World

1) In Downtown, in a ! box in one of the far corners.

2 and 3) Near the platforms leading to star 2 is a tube containing two mushrooms.

#### Tall, Tall Mountain

1) At the start, turn and there's one on a narrow ledge.

2) On a ledge near the moles

3) Just before you long jump to the area with the entrance to the slide, stop and there's a mushroom just before the edge of the platform.

4) In the ! box on the set of mushroom platforms.

#### Tiny - Huge Island

1) When you're tiny, grab both the coins on the beach.

2) When tiny, climb the tree near to the platform that leads to Wiggler's cave.

3) On a high ledge in Wiggler's cave.

#### Tick Tock Clock

1) Climb the pole that leads to the scoop ,, throw monster (near \*2) and do a handstand.

#### Rainbow Ride

1) Climb to the top of the mast of the boat and handstand.

2) On the thing that's sticking out at one end of the boat.

3) Get to the ! box on top of the maze.

4) After getting that, descend using the wooden platform at one end of the maze for another 1 - up.

5) I think there's one on the ! box on the roof of the house.

6) When you take the path to \*s 4 and 5, drop onto the platform under the first swinging platform, and there is a ! box containing a star.

7) I believe it is possible to get a star by jumping on one of the platforms that block the carpet going towards the big house, but I forget the exact details.

#### Bowser in the Dark

There are some near the teeter totters at the end, and:

1) In a ! box just before the section with the Amps

2) At the point where you make a detour to get a coin by a flying ball.

There are also a few on one of the ledges near the end, and above the teeter totters.

#### Bowser in the Fire Sea

1) In plain sight, on a platform you pass near the start.

2) Just before the third red coin, do a handstand on the pole you climb up.

3) As you climb up to the third level, there's one in a ! box.

4) In a box on the ledge you have to cross to get to the star!

#### Bowser in the Sky

1) At the top of the steep slope is a spinning platform with an electric ball bearing on; in the middle is a ! box with a 1 up.

2) On the first set of vertically rotating platforms, there's on in the middle.

3) At this point, drop down and climb up using the only possible way and you will see another mushroom.

4) I believe there's a tricky one near to coin no. 5...

#### Princess Toadstool's Secret Slide

There's one here ... if you're quick to get it! Also, when you reach the bottom, slide across the podium under the ! box and off the back and a mushroom will appear.

#### Vanish Cap Under the Moat

There are three on the steep slope with four red coins. It is possible to get all of them too; after the second coin, jump towards the ! box and then get the mushroom, then you will see two other mushrooms you can easily get.

#### Cave of the Metal Cap

Run through the water and cross the bridge, where you will find an are with 2 red coins and a mushroom.

#### Wing Mario Over the Rainbow

1) Climb the pole by the pink Bob - Omb and do a handstand.

2) There's one in the middle of one of the grey clouds (get this when you're flying).

3) On the highest cloud (containing two coins), there is a ! box, containing a star.

There may be a few I missed; if so, please email me!

\*\*\*\*\*

#### 12 Blue Coin Switch Guide

Here are the locations of the blue coin switches ... just to make things a bit easier.

#### Whomp's Fortress

Location: Near the pink Bob - Omb.

Coins: Right next to here.

#### Jolly Roger Bay

Location: In the treasure cave.

Coins: Next to the switch, again.

Cool, Cool Mountain

Location: Near the 4th star.

Coins: Right by the switch (again).

Big Boo's Haunt

Location: In the attic.

Coins: On either side of the switch.

Hazy Maze Cave

Location: Run into the Hazy Maze and take the second path on the right.

Coins: Turn, and run back, then right, collecting them as you go. Do a backflip up the the door that leads to the 5th star.

Shifting Sand Land

Location: On the left, as you enter the pyramid.

Coins: Nearby, over the railings.

Dire, Dire Docks

Location: On a platform in above Bowser's sub (only accessible when you beat Bowser in the Fire Sea and the poles have appeared).

Coins: Thankfully, they're on the same platform.

Wet - Dry World

Location: With the water right down, they're on a platform that's easy to find.

Coins: They appear on the edge of the platform. Watch out for the flame shooter as you get them.

Tiny - Huge Island

Location: This is in Wiggler's cave.

Coins: When getting the coins (just two, on the same ledge), watch out for the flame shooter, as you will almost certainly fall off the edge as Mario runs around madly.

Tick Tock Clock

Location: Near star 2.

Coins: Run back along the narrow ledge and grab them all on the large platform.

Rainbow Ride

Location: At the foot of the maze.

Coins: VERY hard to get. You must immediately do wall jumps up the shaft above

you, and get thge coins at the top of the maze (you will need to jump up). If you miss a jump, kick yourself, exit the level and climb all the way up the tower again.

#### Princess Toadstool's Secret Slide

Although you cannot get 100 coins on this stage, there is a Blue Coin Switch. After you enter the level, turn right.

Coins: Immediately make a bee line for the slide; the coins are in a row at the top.

\*\*\*\*\*

#### 13 When You Get 120 Stars...

There are a few bonuses you can get from retrieving all the stars!

##### Finding Yoshi

Yoshi is a hidden character in the game and when you go outside you will see a cannon that was previously locked up! Well, use it to get to the roof of the castle and there will be some extra lives and a wing cap, but also... Yoshi. He will say he's been waiting on the roof for ages, then give you a present from the Nintendo staff that gives you the maximum 100 lives, before hopping into the waterfall.

Thanks to bluevolcano@yahoo.com for pointing out that I failed to mention that Yoshi also upgrades your triple jump so it makes you temporarily invincible.

##### Fat Penguin Race

If you go back to Cool, Cool Mountain and race the penguin again, he'll comment that he's "out of shape". Considerably, since he's a lot fatter than he used to be. Somehow he manages to slide down the ice slide without breaking it!

##### Bowser Says Some More

At the end, Bowser will have an extra line about how amazed he is at how many stars there were in the castle.

#### 14 How to Beat Bowser

##### 1 Bowser in the Dark

Avoid his fire and grab his tail, then spin him around. Throw him into one of the bombs at the edge and you'll get the first key. When he breathes fire, coins will appear temporarily, so use them to replenish your energy.

##### 2 Bowser in the Fire Sea

If you thought Bowser didn't rock, think again. Not only is this battle a lot harder than before, but the Koopa King has learned a few new tricks. When he lands he will rock the platform by jumping up and down (he also does this if you throw him off the edge). Press Z and start crawling away from him (i.e. upwards). Bowser can also teleport (did he learn this off Toad?) but you can see where he's going because of his shadow. He spins round fast, so you'll have to be quick in grabbing his tail. He breathes fireballs, not flames this time and they don't leave coins behind!

##### 3 Bowser in the Sky



This is the hardest of all! Not only does Bowser have loads of new moves, including covering the battlefield with fire (note that the blue flames create coins for you to collect), charging at you and pounding the floor to create shockwaves (which you must jump over or you'll be stunned long enough for him to ram you), but he takes three hits and after the second hit, he'll knock bits off the battlefield to make it star shaped, meaning it is harder to get him at the bombs. He will also knock off a bit if you throw him off the edge before this. The good news is he doesn't warp, or tilt the arena.

Note: bluevolcano@yahoo.com send in this tip: "he best strategy I've ever found for fighting Bowser is standing far away from him on the opposite edge of the platform, then waiting for him to charge at you. It's risky, but if you can manage to jump over him, or run to the side at the last second, he will hit the edge of the platform and teeter for a few seconds. Then you can run in, grab his tail, (and the easiest part) and if you were standing on the edge near a bomb, easily throw him into it (you don't have to spin him very fast because the bomb isn't far away, so it's a piece of cake). This works on all of the Bowser fights, and is useful during the lava fight too, because if he jumps and tilts the platform, you'll be on the opposite edge so you won't be in danger of falling off right away."

When you beat Bowser, another star will appear, and when Mario takes it to the castle entrance it transforms (evidently) into Princess Toadstool. Oh, and there really are two Toads after all (which explains the oddity on the second floor).

15 F.A.Q.

Please check this section before posting and see if your question is answered here. Note: I will not reply to any mail that asks a question clearly stated in here.

Why didn't you reply to my Email?

The possible reasons are:

- 1) You didn't put "Super Mario 64" in the title. There are some people that insist on putting "Question", "Hey", "Hi" or leaving the subject column blank. Please put the name in the title.
- 2) Your question was answered here.

\*\*\*

Why are you blocking Email from me?

I will only block mail from people that harass or flame me; understood?

\*\*\*

How Do I Access Those Transparent Green, Red and Blue Blocks?

Visit the Cap Courses

\*\*\*

Exactly HOW do I do that???????

See Part 9 of this guide

\*\*\*

Where is the Tall, Tall Mountain painting?

It's the small painting with mushrooms on on the 2nd floor

\*\*\*

Where is the Snowman's Land painting?

Go into the room with the mirror and jump into the wall on the left

\*\*\*

Why is your FAQ so absoulutely useless?/Your FAQ stinks/You are a \$%^&&\*

INSTEAD of resorting to this, why not tell me what the problem with my FAQ is instead of resorting to rudeness and maybe I can rectify it. I am sad to say that there is a small minority of people that do resort to this.

\*\*\*

How do I reach the top of the castle?

You have to wait until you get 120 stars and the cannon in the courtyard opens

\*\*\*

How do I access Luigi?

You can't. All the rumours are fake.

\*\*\*

What does the "L is real 2041" in the fountain mean?

No - one's figured it out yet; it is rumoured to relate to Luigi.

N.B. TexasCoady@aol.com writes: "That L is real 2401 thing has annoyed me so much that I sent a letter to Nintendo. com but they haven't replied yet so i'll get back to you on that!!!"

N.B. The response from Nintendo was that they had no idea what it was doing there, so it remains a mystery to this day.

\*\*\*

Could it be ... A GAMESHARK CODE???? DUH!

No, it isn't

\*\*\*

How do I get the snowman head and body together?

Stand on the other side of the head from the body as it is rolling.

\*\*\*

What the \*&^% do you mean by "the other side", you idiot GavLuvsGA?

The other side from which you came. I will not explain further.

\*\*\*

What's that worm thing I saw in the credits?

Wiggler - and he is in Tiny Huge Island. See the walkthrough.

\*\*\*

Is it true that there's a secret Bowser with three heads?

No

\*\*\*

Do you have to obey that sign on the 2nd floor requesting that you walk quietly?

No, walk as loud as you like. If I could go there in real life I'd ignore that sign on purpose. Nobody tells me to walk quietly. Noise rules! Okay, calm down...

\*\*\*

Can you earn a Ghoul Medal?

No

\*\*\*

How do I reach the coins in Wet Dry World

Go downtown (see the Walkthrough), drain the water and use wall kicks.

\*\*\*

How do I get Big Boo in the garden?

Beat Bowser in the Dark

\*\*\*

Where does Toad give you stars?

I said so in the walkthrough, but:

- 1) Outside Hazy Maze Cave
- 2) On the 2nd floor
- 3) By Tick Tock Clock

\*\*\*

Could you send me a walkthrough of (name of level)?

No. I am not your slave. Read what I wrote in this guide and if there is something you don't understand, just TELL me and I'll explain further.

\*\*\*

How do I get a key?

(Sigh) Beat Bowser in his first two battles. The first one gets you the basement key; beating him twice allows you to access the tower

\*\*\*

Is it possible to get to the top of the castle with no stars?

I've heard it is, but I never managed it.

\*\*\*

What is the "Dark Room of Death"?

You get at it by firing yourself out of the cannon in the courtyard (with 120 stars, of course) and hitting the tower near the top. If you do it right, you will fall into a weird room where you seem like you're inside, but try to leave and you'll end up in the castle lobby.

THE END

If you have any comments, complaints or hints, please email XPhileScaper1121@aol.com (so long as it's nothing patronising like pointing out a spelling mistake!)

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