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Table of Contents
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NAVIGATING THIS FAQ: For ease of browsing through this FAQ, all major sections have a search code listed on the right-hand side of the ToC. Press Ctrl + F on your keyboard and this will bring up a search box in your web browser. Type or copy in the search code for the section you wish to navigate to, press Enter, and this will take you to the beginning of that section.

i. Introduction

1. STORY	[0100]
2. GAME OVERVIEW	[0200]
2.1. Controls	[0201]
2.2. Basics	[0202]
3. WALKTHROUGH	[0300]
3.1. Bob-Omb Battlefield	[0301]
3.2. Whomp's Fortress	[0302]
3.3. Jolly Roger Bay	[0303]
3.4. Cool, Cool Mountain	[0304]
3.5. Big Boo's Haunt	[0305]
3.6. Hazy Maze Cave	[0306]
3.7. Lethal Lava Land	[0307]
3.8. Shifting Sand Land	[0308]
3.9. Dire, Dire Docks	[0309]
3.10. Snowman's Land	[0310]
3.11. Wet-Dry World	[0311]
3.12. Tall Tall Mountain	[0312]
3.13. Tiny-Huge Island	[0313]
3.14. Tick-Tock Clock	[0314]
3.15. Rainbow Ride	[0315]
3.16. Bowser in the Dark World	[0316]
3.17. Bowser in the Fire Sea	[0317]
3.18. Bowser in the Sky	[0318]
3.19. Wing Cap Course	[0319]
3.20. Vanish Cap Course	[0320]
3.21. Metal Cap Course	[0321]
3.22. Castle Secret Stars	[0322]
4. ENEMIES	[0400]
5. ITEMS	[0500]
6. MISCELLANEOUS	[0600]
6.1. Coin Lists	[0601]
6.2. 1-Up Mushroom Locations	[0602]
6.3. Teleport Locations	[0603]
6.4. Pink Bob-Omb Buddy Locations	[0604]
7. CHEATS	[0700]
8. LUIGI?	[0800]

ii. Credits

iii. Legal Disclaimer/Contacting Us

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i. Introduction
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Nick Intro

I can remember way back in 1996 just after the Nintendo 64 was released. I was too poor to buy myself a Nintendo 64 (\$149.99 was the price tag for a Nintendo 64 back then, plus \$59.99 for each game). However, that would not stop me from playing it. I would bug my parents to take me to my cousins house to play his Nintendo 64. He only had two games. He had Super Mario 64 an Cruis'n USA. I used to go to his house all the time just to play those two games in stunning, top-of-the-line 64 bit graphics.

Now the year is 2004. Nine years have passed since I have first played Super Mario 64. And, I am still just as much of a fan of the game as I was when it was released.

Super Mario 64 is one of those legendary games that has that addictive trait that you cannot put down the controller until you beat the game. 20 years from now, I will be able to pick up this game, and despite the outdated graphics, it will still be just as great of a game as it was when it was released June 23rd, 1996.

Super Mario 64 was one of the two launch titles for the Nintendo 64. Without this game, the Nintendo 64 would have been nothing more than a powerful system at launch. I mean, sure it would have had one game at launch, Pilotwings 64. But have you ever played Pilotwings 64? If you have, then you'd know that it's not that great of a game.

While you're playing this game, just remember that you are playing one of the few games that awesome enough to stay popular for many, many years to come.

Ryan Intro

Hello and welcome to mine and Nick's FAQ/Walkthrough for the all-time classic 3D Adventure launched with the Nintendo 64 console, Super Mario 64. What can I say about Mario 64? It's not just a 3D Platformer, it's THE 3D Platformer. Mario steps into a 3D world and the old formulas mixed with some new ones have sparked some terrific results. It came out here where I live in 1997, but after a six-month wait from America's release, I'd say it was well worth it, wouldn't you? You can use new caps, moves and even find new enemies and items, but it still stays true to the old Mario foundations (and storyline), and it's well worth owning for any N64 owner. Enjoy the guide!

=====
1. STORY
=====

[0100]

Will Princess Toadstool be kidnapped again?

Is there no end to the constant feuding between Mario and Bowser?

"Mario, please come to the castle. I've baked a cake for you. Yours truly,

Princess Toadstool."

"Wow, an invitation from Peach! I'll head out right away. I hope she can wait for me!"

Mario is so excited to receive the invitation from the Princess, who lives in the Mushroom Castle, that he quickly dresses in his best and leaves right away.

"Hmmm, something's not quite right here... it's so quiet..."

Shaking off his uneasy premonition, Mario steps into the silent castle, where he is greeted by the gruff words,

"No one's home! Now scram! Bwa, ha, ha."

The sound seems to come from everywhere.

"Who's there?! I've heard that voice somewhere before..."

Mario begins searching all over the castle. Most of the doors are locked, but finding one open, he peeks inside. Hanging on the wall is the largest painting he has ever seen, and from behind the painting comes the strangest sound that he has ever heard.

"I think I hear someone calling. What secrets does this painting hold?"

Without a second thought, Mario jumps at the painting. As he is drawn into it, another world opens before his very eyes.

And so begins the grandest of all adventures!

Once inside the painting, Mario finds himself in the midst of battling Bobombs. According to the Bob-omb Buddies, someone...or something...has suddenly attacked the castle and stolen the "Power Stars." These stars protect the castle; with the stars in his control, the beast plans to take over the Mushroom Castle.

To help him accomplish this, he plans to convert the residents of the painting world into monsters as well. If nothing is done, all those monsters will soon begin to overflow from inside the painting.

"A plan this maniacal, this cunning... this must be the work of Bowser!"

Princess Toadstool and Toad are missing, too. Bowser must have taken them and sealed them inside the painting. Unless Mario recovers the Power Stars immediately, the inhabitants of this world will become Bowser's army.

"Well, Bowser's not going to get away with it, not as long as I'm around!"

Stolen Power Stars are hidden throughout the painting world. Use your wisdom and strength to recover the Power Stars and restore peace to the Mushroom Castle.

"Mario! You are the only one we can count on."

=====

Basic Controls

Control Stick: Move Mario in corresponding direction
 Side Step against walls
 Direct Mario's swimming path

Start: Pause/unpause game

A: Jump
 Swim
 Wall Kick

B: Punch
 Kick
 Talk to people
 Read signs
 Pick up certain enemies
 Throw certain enemies

C-Down: Zooms camera angle out

C-Left: Rotates camera angle to the left

C-Right: Rotates camera angle to the right

C-Up: Zooms camera angle in

R: Changes camera mode

Z: Crawl
 Crouch
 Slide (if you are running)

Advanced Controls

Walk: Slightly tilt the Control Stick in any direction.

Run: Harshly tilt the Control Stick in any direction.

Side Step: When leaning up against a wall, slowly move yourself to either the left or the right. This is useful for getting across narrow ledges.

Read Signs/Talk: Press the B button.

Swim: While underwater, press the A Button. Mario will move in the direction of the Control Stick.

Breast Stroke: While underwater, tap the A button repeatedly.

Flutter Kick: While underwater, hold the A button.

Water Jump: While on the surface of the water, press down on the Control Stick, and A Button at the same time.

Crouch: While stationary, press Z Button.

Crouch & Slide: Press the Z Button while running.

Crawl: Crouch, and then move the control stick in your desired direction.

Jump: Press the A button while on solid ground.

Double Jump: Jump once, then press the A Button again as you land.

Triple Jump: Get a running start, do a double jump, then press the A Button again as you land.

Side Somersault: While running in any direction, change the direction of your motion by 180 degrees, then press A to jump.

Wall Kick: Jump into a wall, then press A button as you hit the wall.

Backward Somersault: Crouch by pressing Z, then press A Button.

Long Jump: Get a running start, press the Z button, then press A. Mario will say "Yahoo!" when you do this. This is useful for getting across large gaps.

Cannon Shot: While in a cannon, aim at your desired position, then press A Button.

Swing/Climb: When you grab onto a ledge, tilt the Control Stick in the direction you are facing to climb onto it. To drop off, tilt the Control Stick in the opposite direction that you are facing.

Hang on Poles/Trees: While on a pole or a tree, tilt the Control Stick either left or right to spin around the object that you are on.

Climb Poles/Trees: While on a pole or a tree, tilt the Control Stick up or down to either climb or descend the object you are on. If you get to the top of the object, tilt the Control Stick up just once more to do a handstand ontop of it.

Hang from Wire Net: When you find a wire net, you can jump up and grab onto it by holding the A button. While hanging on, you can move around by tilting the Control Stick in your desired direction. This also works with a few other objects other than wire nets.

Punch: Press the B Button. This is used to either kill or pick up many enemies.

Kick: Press the B Button repeatedly 3 times. On the third time, you will jump.

Jump Kick: Press A to jump in the air. While in the air, press B Button and you will kick.

Hold & Throw: To hold something (enemies, objects, etc.), approach it and press the B Button. To throw it, press the B Button again.

Swing Bowser: When you get to a Bowser, approach his tail and press B to grab

onto it. Swing in around by rotating the Control Stick. Press B again to throw him. The faster he is spinning around, the farther he will be thrown.

Slide Attack: Run as fast as you can and press the B Button once.

Ground Pound: Jump into the air by pressing A Button. Press the Z Button while you are in the air to do a Ground Pound. This move is also known as a 'Butt Slam.'

Trip: Press Z to crouch, then press B.

Slide Kick: Get a running start, press Z to slide. As soon as you begin to slide, press B and you will perform a Slide Kick.

2.2. Basics

[0202]

o-----o
| Characters |
o-----o

Mario: He's the world's most popular plumber and video game character, and although he's usually teaming up with his brother Luigi to battle for the Mushroom Kingdom's honour, this time he's going it alone. Mario dresses in blue overalls, a red shirt and red cap and has a big, thick moustache.

Toad: Toad is found in many locations throughout the castle. Well, he's trapped within the castle walls with the princess and other hostages who were captured by Bowser when he invaded. When you talk to him, he can give Mario some useful game-play tips that could help a lot in the adventure, and even a secret star at times!

Princess Toadstool (AKA Peach): Princess Toadstool is the ruler of the Mushroom Kingdom, and like the past few Mario games, has been kidnapped by Bowser and is relying on Mario to come to her rescue. In this game she sends Mario a letter inviting him to the castle as she has baked a cake for him. But, before Mario can arrive, she is kidnapped by Bowser. Viola, a new adventure!

Yoshi: Mario's faithful dinosaur friend. He was not excluded from this game the way Luigi was. The only time you will see Yoshi in the entire game is when you get onto the roof with 120 stars. When you talk to him, he will deliver a message to you from the Super Mario 64 Team, then he will grant you with 100 lives and an enhanced triple jump.

Bob-Omb Buddy: These are pink Bob-Omb's that have the ability to talk and will not attack Mario unlike the black Bob-Omb's. They'll open up all cannons on any particular course when you talk to them or give some helpful tips - e.g. the Bob-Omb battlefield.

Koopa The Quick: This giant Koopa Troopa enjoys giving footraces when you talk to him - you'll first meet him on the second course on the Bob-Omb Battlefield. He'll reward you with a star if you can beat him in the footrace.

Lakitu: Your personal camera man. Throughout the entire game, this turtle will follow you around with a video camera in a cloud and record your every movement. What Lakitu videotapes will come up on the screen. You can adjust Lakitu by messing with the C buttons. You can also turn him off by pressing R, but I don't recommend turning him off. In fact, I highly advise you not to.

Bowser: The name of this section is 'characters' not 'good guys', therefore, Bowser is allowed in this section. Bowser is one of the most important characters of the game. For every hero, there is a villain. Bowser is the villain in this story. He rampaged through the Castle and stole 105 of the power stars and hid them within paintings. He also kidnapped Princess Toadstool. Your goal is to go through the game and defeat this vile koopa.

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3. WALKTHROUGH

[0300]

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Introduction

As you start your game up and pick your file, the game begins with you seeing a letter being read by Princess Toadstool (or as she was called for the first time in this game, Peach). We then see Lakitu, a former Mario enemy but now neutral Koopa guy, flying around the castle with a big camera. The Lakitu Bros. are going to cover all the action by being your cameramen. We then see a warp pipe emerge from the ground and enter Mario! He's come for that huge cake... better not disappoint him! So do as the box says and walk towards the castle using the Analogue Stick on your N64 controller. You can read some of the signs around, but once you're ready and all, go to the castle drawbridge where Lakitu appears, and tells you the basic things you need to know about the camera. When he's done talking, approach the castle door and enter.

Upon entering, Mario is greeted with the words, "Welcome. No-one's home! Now get lost and don't come back! Gwa ha ha!" Wait a minute...that laugh sounds familiar...it could mean only one thing! Head into the hall and find Toad to your left and talk to him and he tells you that everybody is trapped inside the castle walls! Bowser has taken all the Power Stars and sealed off all the doors in the castle and made his own world within the paintings. As you acquire more Power Stars, you can open up doors that Bowser has previously sealed and explore new locations. You need to start with the door that has not been sealed (the only room you can enter for now) on the first floor with the Bob-Omb painting inside, and once you have eight stars, you can open the big door with the huge star on it. So do as you're told and enter the room with the Bob-Omb painting inside (it has a door with a star with no number on it). Jump into the big Bob-Omb painting, and let's begin this adventure!

3.1. Bob-Omb Battlefield

[0301]

Star 1 - Big Bob-Omb on the Summit - Bob-Omb Battlefield

The first star of the game you need to get is at the top of the huge mountain you see in the middle of this battlefield, and you must fight King Bob-Omb and beat him in order to claim it. You start by seeing Mario drop into the battlefield and a text box will appear, telling you to talk to the Bob-Omb Buddy using the B Button, as they will be able to help you on your way. It'll also tell you how to interact with other people and reading signs. You can talk to the Bob-Omb buddy and heed their advice; the nasty Bob-Omb's love dropping down water bombs, so be careful if you see one! When you're through with talking to them, let's get on with what to do.

Head up the dirt path you see leading up the hill, fight the Goombas and collect any coins if you wish. Go up the wooden slope and go along the path, past the giant Chain Chomp (stay away from him as he can lunge at you and take away some of your health). Keep on following the dirt path and cross the seesaw over to the next patch of land. Go up the stone steps, turn right and walk through the opening you see in the bars. Start getting up the hill by first crossing the pit with the cannonballs rolling around in it. Head up the dirt path and avoid cannonballs that roll down. At some point up the mountain you'll see a hole in the wall. Step inside it and stay stationary for a couple of seconds and you'll be teleported to a new location near the top of the mountain. Finish scaling it, and on the summit you'll see a giant Bob-Omb with a crown staring into space on the edge. Approach him and he will confront you into a battle for your first Power Star.

The Big Bob-Omb claims to be the most explosive force in the universe and is angry at you for scaling his mountain and he's going to take you on! You must prove yourself in battle by defeating him - you must pick him up and throw him down. You just simply need to quickly walk behind him and get just close enough to his back and press the B Button to pick him up. Once you have hoisted him up, press A again to throw him down. Whatever you do, DON'T THROW HIM OFF THE MOUNTAIN. If you do, he'll come flying back up and disqualify you for cheating. You need to throw him on the mountain-top three times before he blows his fuse, submits to you and hands over the Power Star. Simply grab it to finish the level!

With this, you can now unlock some of the other doors in the castle, including the Secret Slide room on the second floor in the main hall of the castle, which you should have a go trying out.

Star 2 - Footrace with Koopa The Quick - Bob-Omb Battlefield

The task of getting this star is rather simple. As you start the level, you'll see a Koopa Troopa standing still at the start area. When you approach him, he tells you that he is very impressed with how you took out the Bob-Omb King and thinks you must have some speed and challenges you to a footrace with him. He'll race you to where the Big Bob-Omb was. When he says "Ready...", select "Go!" and the race begins! This level is incredibly easy. Just go the same way you did to get to the Bob-Omb King, but remember, DON'T take shortcuts and DON'T use the teleports, or he'll accuse you of cheating and denies handing the star over. Be careful when crossing the small plank of wood over one of the gaps on the mountain, by the way. When you reach the top, touch the flagpole and hear the victory music, just wait for him to eventually catch up. He congratulates you and hands over the star!

Star 3 - Shoot to the Island in the Sky - Bob-Omb Battlefield

From the start, talk to the Bob-Omb Buddies so they open up the cannons for you to use. Then head up the dirt path and find the place where the Chain Chomp is. In the field to his right you should see a pyramid-shaped rock. Climb up it and drop into the cannon that is well-hidden in the top. You'll see an island floating in the sky from the cannon's point of view. Look to just about the middle of the island, then aim the cannon high into the sky, so when you shoot, Mario will fly directly up and should come back down onto the island. Once you are on the island, bash the yellow '!' Block and out comes your star!

Now with three stars, you can open more doors in the castle (ones that have '3' marked on them). But we're still quite a way off rescuing the Princess, so we must carry on.

Star 4 - Find the 8 Red Coins - Bob-Omb Battlefield

Like all the other 8-Red-Coin levels in SM64, you need to find eight red coins scattered around the course, and once you do have them all, a Power Star will appear in the star marker that is in the field with stumps and Goombas in it.

- [] Coin 1 - Head towards the stone slope at the start again, but instead of going up it, go to the left of it. Stand on the cycling elevators and as it takes you up you'll see the first red coin.
- [] Coin 2 - In the field where you earlier used the cannon to shoot to the island in the sky, go up the other steep rock and collect it from the top.
- [] Coin 3 - On top of the stake that the Chain Chomp is tied down to.
- [] Coin 4 - In the field where the star marker is (turn left before you come to the stone steps after crossing the seesaw after passing the Chain Chomp).
- [] Coin 5 - See Coin 4.
- [] Coin 6 - Head to where the opening in the bars were, but go down the slope you see just below the bars. In the next area you'll find the coin and a 1-Up Mushroom along with a switch that opens the gate leading back into the starting area.
- [] Coin 7 - Go through the opening in the bars that lead into the mountain, and you'll spot the coin on a slope in front of you. You can just barely reach it by walking.
- [] Coin 8 - Shoot onto the island in the sky again. You'll find the coin on top of the tree there. You can use the cannon to blast over the field to collect the star quicker. =P

Star 5 - Mario Wings to the Sky - Bob-Omb Battlefield

Note, to beat this course you must acquire the Wing Cap, and that requires getting 10 stars from other courses. So do that now if you haven't already done so.

Now, go to the field and use the cannon to blast to the floating island in the sky again. You'll notice a cannon hole here, but before you go into it, get the

Wing Cap from the nearby Red '!' Block that you should have uncovered from beating the Wing Cap Course (which is of course why you needed to acquire the Wing Cap first). Equip the Wing Cap and then jump into the cannon.

Now the trick here is to blast Mario out of the cannon, and while you are flying, you need to collect the middle coin of the five rings in front of you. So when you are aiming the cannon, try to aim it as precisely as you can at the middle coin in the ring of coins ahead of you and shoot out. You should pass through some more rings - you need to go through five. Every time you collect the middle coin in the sets of rings you will be awarded a number. You need to use the Wing Cap to stay aloft and try to get any coins if you missed any. It is indeed quite tricky and can take a few attempts, so don't be too concerned if you don't succeed on your first try.

Once you have flown through all five rings, you should see a Star appear in the field below. Fly down and land in the field and grab the Power Star to beat the level.

Star 6 - Behind Chain Chomp's Gate - Bob-Omb Battlefield

You remember seeing the big black Chain Chomp trying to attack you as you went along the path earlier? Well, the time is now to confront it for a Power Star. So from the start of the stage, walk along the path and go up the wooden slope, turn left and run along the dirt path to see the Chain Chomp.

Now, you will notice two things. The Chain Chomp is attached to a wooden stake, and the cage behind it holds a Power Star. Quickly get behind the Chain Chomp and before it gets a chance to lunge at you, jump on top of the stake and then use a ground pound on top of it to drive it down into the ground a little. Do this two more times to plant the stake firmly into the ground and the Chain Chomp rushes into the gate to destroy it, revealing the Power Star!

What you need to remember in this stage is to be QUICK when you're trying to drive the stake into the ground. When you get to the stake, the Chain Chomp will turn towards you and once it has Mario in its sights, it'll lunge. You can lose all your health in a matter of hits, so always try to outrun it. If you do start to get low on health, then collect some coins from nearby to refill your health meter.

Star 7 - 100 Coins - Bob-Omb Battlefield

Here are some good ways to get the 100 coin star target in this course (which isn't too difficult). First of all, the 8 red coins (obviously) bump your total up to 16, a good start. From the beginning of the stage, there are some brown stones that you can destroy (throw the smaller brown stone at the bigger brown stone or punch them) that release some coins. Before the wooden bridge, stomp the Goombas and blow up the Bob-Omb's for some coins (there are lots of Bob-Omb's on the left side of the wooden bridge). There is a row of yellow coins beneath the wooden bridge to bump up your total some more.

After going up the wooden bridge, you can take out the Goombas (1 coin each) for a good sum of coins, and the Koopa Troopa for a blue coin (which gives you 5 coins). After you have collected the coins here, you can go across the seesaw and head into the field to the left of the stone steps, where you can fight some Goombas and gain coins. Now also in this field you'll find some wooden stakes. Run around them in circles quickly, and each of them release 5 coins

each, to give a lovely sum of 20 coins.

In the nearby area (just before the gate that leads into the mountain you can take out some Bob-Ombs (pick 'em up and throw 'em) to get a few more coins. There is also a ring of eight coins around the shrubs nearby to get (collecting these also releases a 1-Up Mushroom). Finally, you can go to the floating island, equip the Wing Cap and blast off in the cannon to get the rings of coins in the sky - and you should then have enough to get the Power Star, which appears above the last coin you collect - so grab it and finish the task and walk away with another Power Star, and finishing the entire course!

3.2. Whomp's Fortress

[0302]

Star 1 - Chip Off Whomp's Block - Whomp's Fortress

To get this star, you will have to get to the very top of the fortress and fight Whomp. To get to the top of the fortress, you will have to follow the trail.

At the area where you start off, you will see an elevated hill type thing, which is the start of the trail to the top. Jump onto the elevated hill, and press yourself up against the nearby stone wall. Perform a double jump, and you will grab hold of the top of the stone wall, then pull yourself completely up. Look around and you'll see five coins ontop of the stone wall that you just climbed. Get these five coins. Stay on the platform that had the five coins and follow it to the top until the platform ends and merges with a brick platform. Climb up the nearby stairs, and kill the Pirahna Plant by jumping on it. Collect the blue coin that the Pirahna will drop, you can also get the red coin that the Pirahna was guarding. Continue to follow the Brick platform, and you'll come to a silver colored bridge. As soon as you jump onto this bridge, it will begin to fall into pieces. So, to get across the bridge, be quick! Once you cross the silver bridge, you will come to another bridge, this one is wooden and very narrow and has five coins on it. Slowly cross this bridge, do not rush it, you you may fall off. Once across the bridge, you will see a rotating platform. Wait for the rotating platform to come to you, and jump on it. As soon as you jump on the rotating platform, go to the center region of the platform, if you fail to do this, you will get pushed off as the platform spins. Now, wait for the rotating platform to spin 180 degrees (half rotation) around, when this happenes, quickly dart to the other side of the pit. Continue following the path past two Whomps (you can kill the Whomps if you want for extra coins). When you pass the two Whomps, you'll see two rotating platforms that serve as elevators. Jump ontop of the 'elevator' platforms and use them to get to the very top of the level.

Once at the top of the level, you'll see Whomp. Talk to Whomp. He will seem very angry at you humans for walking on their race without even giving them respect. He'll become very angry and begin to fight you. To kill him, you will need to knock him down and butt-slam him 3 times. To knock him down, stand directly infront of him and he will attempt to piledrive onto you. As soon as he attempts to piledrive, quickly move out of the way, if done correctly, you will leave him flat on his face. Now is your chance: quickly jump on top of him and butt slam him. Repeat this process 3 times to get the very first star of Whomp's Fortress.

Star 2 - To the Top of the Fortress - Whomp's Fortress

For this star, the star is waiting for you at the very top of the fortress. The problem is getting there. There is a trail-type thing that will lead you to the very top that you will have to follow.

At the area where you start off, you will see an elevated hill type thing, which is the start of the trail to the top. Jump onto the elevated hill, and press yourself up against the nearby stone wall. Perform a double jump, and you will grab hold of the top of the stone wall, then pull yourself completely up. Look around and you'll see five coins on top of the stone wall that you just climbed. Get these five coins. Stay on the platform that had the five coins and follow it to the top until the platform ends and merges with a brick platform. Climb up the nearby stairs, and kill the Pirahna Plant by jumping on it. Collect the blue coin that the Pirahna will drop, you can also get the red coin that the Pirahna was guarding. Continue to follow the Brick platform, and you'll come to a silver colored bridge. As soon as you jump onto this bridge, it will begin to fall into pieces. So, to get across the bridge, be quick! Once you cross the silver bridge, you will come to another bridge, this one is wooden and very narrow and has five coins on it. Slowly cross this bridge, do not rush it, you may fall off. Once across the bridge, you will see a rotating platform. Wait for the rotating platform to come to you, and jump on it. As soon as you jump on the rotating platform, go to the center region of the platform, if you fail to do this, you will get pushed off as the platform spins. Now, wait for the rotating platform to spin 180 degrees (half rotation) around, when this happens, quickly dart to the other side of the pit. Continue following the path past two Whomps (you can kill the Whomps if you want for extra coins). When you pass the two Whomps, you'll see two rotating platforms that serve as elevators. Jump on top of the 'elevator' platforms and let them take you higher, then jump off them onto the top area of the level. Now you will see a lighthouse looking building in the middle of the platform you are on. The star is at the top of the 'lighthouse'. To get to the top of the 'lighthouse', there are several platforms sticking out of the sides that you will have to use to climb up. Find the first one and jump on it. The second platform is a moving one, it will go in and out, so you will have to jump on it when it is at its out position. Continue to jump on these platforms sticking out of the 'lighthouse' building. As soon as you jump on the very last platform, it will begin to rise to the very top. When it stops, jump off of it onto the top region of the building. Go around to the other side of this area, and LOOK, it's the star! Grab it and call yourself victorious.

Star 3 - Shoot into the Wild Blue - Whomp's Fortress

At the area where you start off, you will see an elevated hill type thing, jump on it. Press yourself up against the nearby stone wall so that your face is facing the wall. Now perform a double jump and you will grab hold of the top of the stone wall, then pull yourself up to the top. Now walk in the water area and keep going to the left until the water stops and you see a pink Bob-Omb. Talk to the pink Bob-Omb to activate the cannon. Now jump into the cannon. Aim your cannon so that you will hit the farthest brick pillar located underneath the giant flagpole. When you have done the preceding, blast off, you should hit the farthest brick pillar and drop onto a brick platform with eight coins on it. Get the eight coins, and then use the pole in the middle to slide down onto a new brick platform. The star is sitting right next to you by now, so get it!

Star 4 - Red Coins on the Floating Isle - Whomp's Fortress

There are 8 red coins that you will need to get for this star. When you get all 8 of these coins, the star will appear at the very bottom section of the level, at the area where you start out at. Follow the checklist below for the 8 red coins

- [] Coin 1 - Located on the dirt path at the beginning part of the level, just above the second fake-platform that darts out of the wall to try to push you off the edge.
- [] Coin 2 - On top of the second Thwomp. Jump ontop of the second Thwomp (best way to do this is to perform one of those Hold Z, Press A jumps) and let him rise up to get the coin.
- [] Coin 3 - Behind a sleeping Pirahna plant right after the Thwomps.
- [] Coin 4 - On the narrow ledge made of bricks just after the sleeping Pirahna Plant from Coin 3.
- [] Coin 5 - This one involves the rotating platform: you will need to stand on the edge of the rotating platform and let it take you past the red coin. (It will also take you past 4 ordinary coins, if you get the 3rd ordinary coin, a 1-up mushroom will appear in the middle of the rotating platform.)
- [] Coin 6 - Located above a giant slope directly underneath the rotating platform.
- [] Coin 7 - Get to the very top platform of the level, the platform that has the lighthouse type looking building on it. Look around and you will see a large wooden board standing up. Press yourself up against this wooden board so that your face is facing the board. Now punch the board repeadidly, and it will eventually fall down and create a bridge onto an arrow shaped platform. Jump off of the arrow shaped platform, and onto the platform that the arrow is pointing to for red Coin #7.
- [] Coin 8 - Do the same exact thing that you did for Coin #7 (punch the wooden board down). Get onto the platform that Coin #7 rested on. Look around, and you should see three grassy, rotating platforms. The third, and farthest grassy rotating platform holds Coin #8.

Star 5 - Fall Onto the Caged Island - Whomp's Fortress

Ok. This star is pretty fun, but might take you several tries to get. Start off by climbing in the tree located at the very beginning of the level. Climb to the top of this tree, and an owl will appear. The owl will tell you that as long as he is awake, he will give you a free ride. Jump onto him and hold on by holding the A button. The owl will take you high into the sky. Now, look out for a tiny, tiny island with a cage around it and a star inside the cage, it's located a little bit higher than the grassy rotating platforms that red Coin #8 was on. When you get to about the same exact vertical position as the caged island, let go of the A button to release yourself from the owl and drop down (hopefully) into the caged island. This usually takes me 2-3 trys, so don't get discouraged.

Star 6 - Blast Away the Wall - Whomp's Fortress

At the area where you start off, you will see an elevated hill type thing, jump on it. Press yourself up against the nearby stone wall so that your face is facing the wall. Now perform a double jump and you will grab hold of the top of the stone wall, then pull yourself up to the top. Go into the water area and to all the way to the left until you are at the area with the pink Bob-Omb. By now, you should have already activated the cannon, but if for some reason you didn't, talk to the pink Bob-Omb. Now jump into the cannon. Aim the cannon so that you'll hit the top right corner of the far wall (the wall farthest from the rotating platform). Blast yourself so that you hit this corner, upon impact, you will blast away the corner portion of the wall! This will also reveal a hidden star. Depending on your shot, you may have to go back up there to get the star.

Star 7 - 100 Coins - Whomp's Fortress

The 100 coins in Whomp's Fortress is not very hard to get. In fact, it's quite easy compared to the other stages of the game. Just remember to get every blue coin from killing the Pirahna Plants, hit the blue coin switch located near the pink Bob-Omb, and the mini-Whomps will give you a coin for every time you jump on their heads. Also, be sure to get all of the loose yellow coins scattered all about the stage. If you remember those four things, this star should be a piece of cake.

3.3. Jolly Roger Bay

[0303]

Star 1 - Plunder in the Sunken Ship - Jolly Roger Bay

It's now time to do a bit of testing out your swimming skills, so make sure you know how to control Mario's swimming (use B for slow swimming or A for breast stroke). You can practise in the water outside the castle if you'd like. So, once you're ready jump into the painting and here we go.

You arrive on a bit of land next to the bay. Jump into the water, submerge and start swimming ahead. Remember that while you swim your life meter gradually depletes, so grab coins or emerge from the surface to regain your life. Find the deepest area of the bay and start swimming downwards, to see a ship at the bottom of the ocean. This is where you need to be headed. So, swim towards the ship right now.

In the entrance to the ship you will see a pink eel blocking the way in. You need to lure the eel out so that you can swim through the hole it was inside, that makes an entrance to the ship. Swim close to it (but not too close, otherwise you will be harmed) then swim back to the surface to gain your breath then swim back down again. The eel should now be out of the hole. Swim inside that hole to enter the ship.

At the end corner of the ship there is an area where you can catch your breath by poking your head above the meniscus of the water. Now, to complete this task you will find four chests. You need to open each one in a certain order to lower the water level. Here is the order in which you need to open the chests (use this diagram for help);

[##] <- open this chest first

[##] <- open this chest last

[##] <- open this chest second

[##] <- open this chest third

Each time you open a chest it will release an air bubble that you can swim through to replenish your health meter. So, once you have opened all four chests successfully, the water level will lower and now you have to make your way to the bottom end of the ship and open the yellow '!' Block there to get the star. So carefully climb all the ledges covered in seaweed leading up the slope and hit the block to get your Power Star and finish the level.

Star 2 - Can the Eel Come Out to Play? - Jolly Roger Bay

You will notice that the sunken ship has now floated to the surface of the bay thanks to you draining the water out of it! Now, you need to locate the giant pink eel that you lured out of it before. So do the same again and jump into the bay and locate the deepest area of the water and swim down. You should see the eel inside a little tunnel in the wall.

Swim near the eel just so close enough that it looks around and decides to swim out. You'll notice that when it comes out, the Power Star is stuck onto its tail! You need to swim around after the eel and touch the star to knock it off its tail to be able to grab it. Remember not to touch the eel or you will lose health, and to do this quickly otherwise it will go back into the tunnel and you'll have to lure it out again. If you run low on health, emerge to get it back.

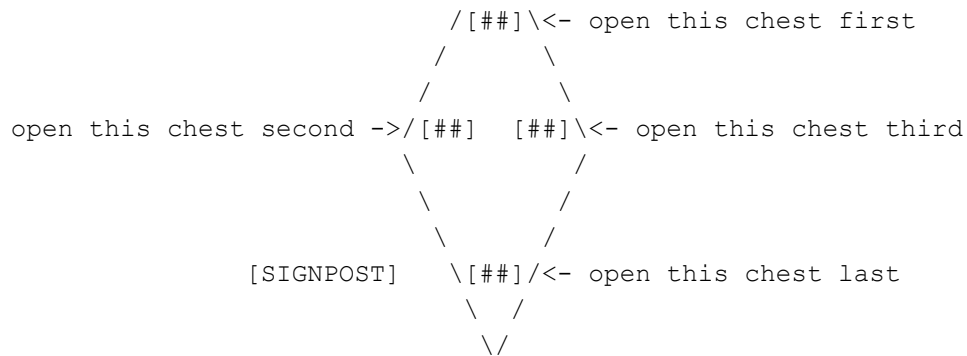
Once you manage to successfully touch the star on the eel's tail, it will flick off and go over to where the eel was waiting before. Swim over and collect it to finish the level.

Star 3 - Treasure of the Ocean Cave - Jolly Roger Bay

Jump into the water and for the third time, find the deepest area and swim down to the area where the ship was sunken before. You need to swim up the tunnel that was behind the ship (there's a ring of eight coins in front of it, to help you find out where it is). When you find this tunnel, swim up through it and emerge out of the water where it takes you. You should see a sign that notifies that you'll meet certain disaster.

Go in the cave and head left, fighting the Goombas if you wish. You need to go through the cave, but watch out for the pillars that come falling down trying to squash Mario. Go through this area until you find a round platform with four chests on it. This is where you acquire the Power Star. In similar fashion to the first star of this course, you need to open these chests in the correct order to claim the star. Use this diagram to find out which order to open them:

/\
/ \



After opening the last chest, the Power Star flies out of it to the middle of the platform, where you can simply grab it to claim it and beat the level!

Star 4 - Red Coins on the Ship Afloat - Jolly Roger Bay

This course isn't hard at all. The procedure I have laid out here is so you get the underwater coins FIRST, then the ones on the ship so you can collect the star straight after it.

- [] Coin 1 - Start the level by running right, down the sand and you should see a platform with a pole next to it. Jump onto this pole, climb it and do a handstand at the top to collect the first coin.
- [] Coin 2 - Jump into the water where the bottom of this pole is. On the same platform is an oyster shell with the coin in it. Approach very slowly to get it otherwise the shell will snap shut and hurt you.
- [] Coin 3 - Jump into the water from the beginning area. The oyster to your left has the coin in its shell; swim up very slowly to just barely grab it.
- [] Coin 4 - Jump into the water from the beginning area and swim forward until you reach the THIRD oyster shell you come to. The red coin is in its shell; swim up very slowly so you can just barely grab it or the shell will hurt you when it snaps shut.
- [] Coin 5 - Go to the deepest area of the bay and swim down. Near the little hole with an updraft of bubbles emerging from it with a Power Star in, the coin is inside another oyster shell.
- [] Coin 6 - Swim back up to the surface of the water and near the ship you'll see a platform. Jump onto this platform from the ground against the side wall. On this platform is a switch. Press it and a pathway is created on the ledges in front of you. Quickly but carefully cross over this pathway you have made and jump onto the ship. You'll find the coin floating above the tip of the bow of the ship.
- [] Coin 7 - Go to the back of the ship and use a double jump to get onto the high ledge to collect this coin and the other one.
- [] Coin 8 - Across from Coin 7. You can't miss it.

Get the star that appears nearby on the stern and you finish the level!

Star 5 - Blast to the Stone Pillar - Jolly Roger Bay

Remember the platform next to the pole with the red coin on from the previous course? Go there and talk to the Bob-Omb Buddy on it. He'll then prepare the cannon, which is near the beginning of the level. Once he has happily done so, jump into the cannon (the trapezoid-shaped gray rock sticking out of the water near the start of the level). Now look forward and you should see three poles. Aim towards the one on the left-hand side and then aim the cannon at the top of the pole and shoot Mario out, and he should land on the top of this pole and grab it. Now aim his back at the grey platform sticking out of the wall and jump, and he should manoeuvre backwards and clinch the edge. Jump up and hit the yellow '!' Block to get the star. Quite tricky to pull off, this one.

Star 6 - Through the Jet Stream - Jolly Roger Bay

To be able to get the Power Star in this course, you need to collect the Metal Cap. So if you haven't done it already, please find the Metal Cap Course and get it.

There is a Green '!' Block next to you when you start, but there's no point in busting this one as you won't have enough time to get to the jet stream. So instead, jump in the water and swim close to the right-hand wall until you see a platform with five coins in a vertical line next to it. Jump onto this and you will find the switch you used to reach the ship earlier, and another Green '!' Block!

Bash it, and quickly jump into the water and allow Mario to sink to the bottom of the deepest area, and you'll find the Power Star inside the jet stream. Quickly approach it and jump to it to collect it and beat the level!

Star 7 - 100 Coins - Jolly Roger Bay

The amount of coins in this level is scarce. It's not hard, but there are only 104 coins, so make sure you look everywhere. Getting the 8 red coins as usual gives you 16, in the little pit in the water at the beginning of the level is a ring of 8 coins, then if you swim over to the set of three poles in front of these you'll find 8 coins around one of the poles on the surface; and don't forget the treasure cave! There's another ring of 8 coins in front of the entrance, and when you are actually in the cave, you can pound the blue coin switch to make six blue coins appear for 30 coins. There are three Goombas each worth a coin when you stomp them, and near the platform with the four treasure chests on there is another ring of 8 coins. You should also note the line of five coins in front of the platform with the '!' Switch and Green '!' Block on it. That should make your total just over 100.

3.4. Cool, Cool Mountain

[0304]

Star 1 - Slip Slidin' Away - Cool, Cool Mountain

The level will start out with a small tree covered in snow followed by a very small cottage with a chimney on top. Jump on top of the small cottage, and fall into the chimney. You will arrive in a new room. In the new room, you will find

yourself at the very top of a rather large ice slide. Fall onto the ice slide and you will start sliding toward the bottom. Remember, press the control stick up to speed up, and down to slow down. Follow the ice slide down to the very bottom. Take your time, though, because you are not racing anybody but yourself. When you get to the very end of the slide, you will end up inside another tiny room. Leave this tiny room via the door, doing this will make the star appear directly in front of you, grab it to complete this star mission.

Star 2 - Li'l Penguin Lost - Cool, Cool Mountain

The level will start out with a small tree covered in snow followed by a very small cottage with a chimney on top. Jump on top of the small cottage, and then on top of the chimney, but do not go in the chimney. Instead, jump up and grab onto an even higher ledge with a small penguin on it. Pick up the penguin, as soon as you pick him up, he will start crying. Carry the small penguin to the left down the mountain, you should start sliding. Slide slowly down the outside of the mountain. While sliding down the mountain, try not to bump into any walls, or you will drop the baby penguin. When you make it to the bottom region of the mountain, you should stop sliding. Carry the baby penguin farther to the right-ish across a large wooden bridge with two hopping snowmen guarding it. Take your time getting past these hopping snowmen, because if they hit you, you will drop the baby penguin. Once you cross the wooden bridge, you will come to a small patch of snow, a snowman will appear out of this patch of snow and throw snowballs at you. When you clear this patch of snow, you'll come to another wooden platform. Follow this wooden platform all the way down to the very bottom, this will bring you to a very large penguin soaking in some water. Show the baby penguin to the large penguin. The large penguin will be so grateful for finding her precious baby, and will reward you with the star.

Star 3 - Big Penguin Race - Cool, Cool Mountain

By now, you should already know about the chimney on top of the small cottage. Jump into this chimney, and you'll be taken into a new room. In the new room, you'll see a penguin standing in front of the ice slide. Talk to the penguin, and he will challenge you to a race down the slide. Race the penguin down the slide. Don't go too fast at the very beginning of the race, or the penguin will try to knock you off. Instead, go slow (not too slow) at the beginning of the race, but at about half way through the race (just after the shortcut), speed up. At the very end of the race, if you win, you will be rewarded with the star. If you lose, you will have to start the race over again.

Star 4 - Frosty Slide For 8 Red Coins - Cool, Cool Mountain

There are 8 red coins that you will need to get for this star. When you get all 8 of these coins, the star will appear in the middle section of the mountain. To get to where the star is, I take the ice slide around the outside of the mountain (not the ice slide inside the chimney), when you go across the area of the ice slide with the rapid slope (right before the U turn), jump up to access a new platform, which leads to a blue coin switch, and more importantly, the star. To get the 8 red coins, follow the checklist below.

[] Coin 1 - Located on top of the tree at the very beginning of the level.

[] Coin 2 - Slide down the ice slide around the outside of the mountain (not

the slide inside the chimney). Red Coin #2 is located at the very end of this slide, pressed up against the rocky mountain.

- [] Coin 3 - This one's hard to explain, but it is at the very top of the ski-lift. If you don't know where/what the ski-lift is, the top of the ski-lift is located sort of around the giant snowman body, which is located near the wooden bridge with the two hopping snowmen on it.
- [] Coin 4 - Cross the wooden bridge with the two hopping snowmen on it. After you cross it, there is a broken bridge. The red coin is on your side of the broken bridge. Thankfully, it is not on the other side of the bridge.
- [] Coin 5 - Remember where the large mama penguin is located, the penguin you helped out earlier on in "Li'l Penguin Lost"? Well, red Coin #5 is located on top of a tree right next to the mama penguin.
- [] Coin 6 - Get to where the mama penguin is located. There is a bridge located on the right side of the mama penguin. Cross the bridge, and the coin is sitting right on a block of snow.
- [] Coin 7 - Get to where the mama penguin is located. Go to the right side of the mama penguin, past where the bridge is that led to red Coin #6. In the very corner of the mountain is the red coin. Be careful that you don't go too fast, you could possibly slide off the mountain!
- [] Coin 8 - Get to where the mama penguin is located. Go to the right until you see the bridge that led to red Coin #6. Go across the bridge, and you'll be on a small patch of snow with another (broken) bridge. Go onto the broken bridge and stand still at the very end of it. This will transport you on the end of another broken bridge at the very top of the level. In the newly transported area, fall off the end of the bridge (I know it sounds crazy, but it's what is needed to be done). This will take you to a new area with a large sheet of ice, a yellow '!' block, and (most importantly) red Coin #8.

Star 5 - Snowman's Lost His Head - Cool, Cool Mountain

Jump on top of the chimney located above the cottage (not into the chimney). Jump up to pull yourself onto the platform where the baby penguin is. Go to the left a little bit and you'll come across a giant ball of snow sitting on top of a wooden circular platform. Approach this giant ball of snow, and it will begin to tell you that it needs a good head. Then, it will start to roll down the mountain! This is where you need to make haste: chase after the giant ball of snow as if you were racing it, and get ahead of it. Slide all the way down the mountain. When the 'slide' part of the mountain ends, quickly get up and run behind the snowman head located ontop of a wooden circular platform similar to the one that you saw at the top of the mountain. If done correctly, the giant ball of snow should roll toward you and bump into the wooden circular platform and create a perfect snowman. When this happenes, talk to the newly created snoman, and you will receive a star for your good deeds.

Star 6 - Wall Kicks Will Work - Cool, Cool Mountain

Navigate yourself down to the very bottom area of the level where the mother penguin is located at. Go to the left a little bit where the ski lift is. To get this star, you will have had to have access to the cannons. If you have not already accessed the cannons, jump on the ski-lift, the ski-lift will take you past an 'island' platform with the pink Bob-Omb on it. Jump onto the island platform and talk to the pink Bob-Omb to access the cannons. Then wait for the ski-lift to come back down and jump on it and let it take you all the way back down to where you began.

Jump inside the nearby cannon located next to the ski-lift and the tree. There is a whole new area of the level across the pit that the ski-lift goes over, which is where you need to go. Aim the cannon so that you will land on the tree in the new area. Fire your cannon, if done correctly, you should shoot across the huge pit, and land on the tree. Let go of the tree, then continue across a narrow snow platform with two of those spinning flower enemies on it. Once past this narrow platform, get the 8 coins that form an arrow. To get across the next pit (the pit that the coins pointed to), you should do a long jump. To perform a long jump, run, press Z, then jump. Across the pit, there is a spinning heart, run through it to max out your energy. Now run to the right and you'll come to a wall. Run up to the wall, and use the wall kick technique to launch up to the platform above (if you don't know how to do a wall kick, jump at the wall and press A as you hit the wall to 'bounce' off the wall). Once on top of the new platform, go all the way to the right and do a double jump / wall kick to get onto the highest platform. There is a large sheet of slippery ice that you will need to get across for the star, so take your time walking across your you could slip off! The star is right at the end of the sheet of ice, just be careful not to fall, or you will have to wall kick your way back up all over again!

Star 7 - 100 Coins - Cool, Cool Mountain

This star is extremely simple. It's probably the easiest 100 coin star in the entire game. Start out by jumping into the chimney of the small cottage. There are a total of 77 coins inside the ice slide. Fall down the ice slide, and get as many of these 77 coins as you can. There is an additional 20 coins located on the ice slide around the mountain (not the one inside the cottage). Be sure to get the majority of the coins of the two slides. Get every coin you see laying around, including the red coins. Kill the spinning flower enemies for extra coins. There is a massive 154 coins in the level, so it's okay if you miss a few.

3.5. Big Boo's Haunt

[0305]

Star 1 - Go on a Ghost Hunt - Big Boo's Haunt

First things first, to get to this stage, you need to go to the back garden of the castle where the Boos are located. Find the Boo with the stage inside it. Sneak up from behind and punch it, and it'll release the stage. Walk over to it and Mario will jump in to access the level.

When you start, you'll see a big haunted house in front of you. Walk straight up to it and go through the front door. In the big hallway you enter with lots of doors surrounding you, enter the first one to your left. Go past the Mad

Piano and enter the door at the back of the room. In here, watch out for the flying chairs. There is a table here with a Boo poster behind it. Stand on this table and look away from the poster to lure two Boos out. Take them out with a punch (sneak up from behind or it'll disappear when it makes eye contact with you) and you've taken out two of the five Boos needed.

Now exit the room via the back door and you'll come out another door in that main hallway. Enter the next door to the right of this one to enter a room with a Mr. I and a Boo in. Take out the Boo for three out of five, and kill the Mr. I by running around it in circles. Now leave the room via the way you came in, and go through the next door to the right of this one.

In here, you'll see a bridge leading to a small platform with a door in the wall, and a Boo as well. Cross this bridge VERY QUICKLY as it crumbles when you step on it. Once you get across, punch the Boo from behind to make that one four. Go through the door to enter a small room with a big pit in. From the platform you are on, jump over to the next platform and take out the fifth Boo and after you have beaten it, you see a message that you are about to face Big Boo. Go back into the hallway with all the doors and there he is.

This challenge is actually not to hard. What you need to do is run behind him and perform the rugby-tackle dive into his back (press B while running) and if you successfully hit him, he'll start to shrink. Hit him three times (he gets quicker each time but it's not difficult) and he'll relinquish the Power Star, which flies to the top of the balcony above. The platform in the middle of the room converts into some stairs, so you can climb up them and claim your Star.

Star 2 - Ride Big Boo's Merry-Go-Round - Big Boo's Haunt

Start by running to the left and you'll see a shed. Go into it via the door on it. Inside you'll notice a Mr. I, so take him out by running circles around him to get a blue coin. Then, step on the red-coloured mesh in the floor, which turns out to be an elevator. Let it take you down to the bottom, and once it has, jump into the shallow water and go down the corridor and through the door at the end. Walk through this next empty corridor and through the door at the end, and in this next area, you should hear some carnival-like music.

Head left then jump onto the platform to the right and go through the door ahead of you and you should be in an area with a spinning, wooden floor. Lots of Boos come out of the posters of Boos around here. Once you beat five, Big Boo appears again! Take him out the same way as before (using those running rugby dives) and after three hits, he'll release the star, which goes over to the entrance door. The spinning floor will stop, so you can go over to the door and claim your star!

Star 3 - Secret of the Haunted Books - Big Boo's Haunt

You'll see that big, scary mansion in front of you when you start as usual. So approach it and go inside. Go up the stairs in the middle of the room that you created previously and enter the door that is second from the left and then you'll come into a room full of books. When you come in here, some books will fly out of the shelves trying to harm you, so run through the tiny corridor with caution! When you go round the corner and come to the end of the corridor, you'll see three books stick out of the shelf when you approach it. You need to push them in the correct order by hitting them. Hit the centre book first, then the book on the right, then the one on the left. When you hear the tune, the

book shelf creates a secret passage for you! Go through the doorway that is revealed and collect the Power Star that is waiting for you!

Star 4 - Seek the 8 Red Coins - Big Boo's Haunt

This eight red coins level is really easy =). Once you get them all, the star appears on the top balcony of the hallway.

- [] Coin 1 - Enter the mansion and go into the room with the Mad Piano in it (first door to the left from the hallway). Lure the Mad Piano from the corner and grab the coin lying there.
- [] Coin 2 - Go through the door in the back of this room and you'll see it on top of the bookcase next to the door. Do a double jump to get on top and snag it.
- [] Coin 3 - On top of the other bookcase in this room. Use a double jump to get up here as well and grab that.
- [] Coin 4 - Go all the way back to the hall with all the doors in it. Enter the right-most door of the ground floor to enter the room with the big pit and small platforms on it. Jump over to the platform to the left with the Boo on. The red coin is here.
- [] Coin 5 - Go back through the door you just came through, and climb up the stairs in the hallway to the balcony. Enter the door that is third from the left wall and you should enter a room with red mesh on the floor. The coin is directly opposite of you (jump over the gap in the mesh to reach it).
- [] Coin 6 - Go back to the hallway, and enter the door that is second from the RIGHT on the balcony. You'll come into a room with a Mr. I in it. Run round it if you want, then go through the arc-shaped doorway nearby to enter a room full of coffins. Three of the coffins lift up, two reveal red coins, then quickly shut again. This red coin is under the coffin in the bottom-right-hand corner of the room. Quickly run under the coffin and grab it before it shuts on you.
- [] Coin 7 - Under the middle coffin on the left-hand side of the room.
- [] Coin 8 - Go back to the hallway and enter the doorway on the very right of the balcony to come into a room with a book case in. Run around the book case and collect the coin (be careful not to fall down the trap door!)

The star appears on the balcony in the hallway. Go back through and get it.

Star 5 - Big Boo's Balcony - Big Boo's Haunt

Go into the mansion and climb up the steps in the hallway onto the balcony and enter the door on the very right to go into the room with the sole bookcase in it. In front of the doorway you come through you'll see a small platform. Above the doorway is a high ledge. To reach this, stand on that little platform and face the door and then make a sharp turn and jump at the same time so that Mario does the high side somersault, and do a wall kick and move the control stick to the door's direction as much as possible so that you grab the ledge.

When you manage to do so, climb up and go through the door.

In this next room, you can slam the blue coin switch and get the blue coins. Then go to the Boo poster at the bottom of the room and take out the Boo that emerges from it. Now that you will not be disturbed, go through the doorway to the right to emerge on a small balcony with Big Boo. It's going to be tricky to beat him because if you fall off, you'll land at the start of the level again. Just try getting behind him and punching repeatedly and after three hits and he's out, the star floats up to the rooftop.

From this balcony, if you look to the right you'll see an area of the rooftop that sticks out with a little ledge on. Perform a running long jump onto this and get onto the top of this ledge where you can relax so that you don't fall. Now hold Z and crawl across the rooftop until you get to the ledge with the '!' Block and star on so that you can grab it!

Star 6 - Eye to Eye in the Secret Room - Big Boo's Haunt

You need to have unlocked the Vanish Cap before you can play this course and beat it. So if you have not done, please read no further until you have gotten the Vanish Cap Blocks filled.

Yet again, begin the level by going to the mansion in front of you and entering into the hallway. Climb the stairs and enter the door you went through before (to get to the secret balcony). Run around the book case and watch out for the trap door. Go through the door at the back of the room and you will re-appear on a little balcony in the hallway with a Vanish Cap Block. Bash the Vanish Cap Block and collect the cap.

Now very quickly run back into the other room and jump onto the little platform in the corner and use a double jump/wall kick combo to reach the high ledge above the door that you went through in the previous course. Go through this door to enter the loft, and quickly run through the Boo poster to come into a run with a Boo and Gigantic Mr. I. Defeat the Boo and then defeat the Gigantic Mr. I by simply running around him a few times, like you would any normal Mr. I, and when he vanishes, he leaves behind the Power Star for you to pick up!

Star 7 - 100 Coins - Big Boo's Haunt

Another easy 100 coin course. Things to remember for this one is to just look around every room. Boos and Mr. I's are worth a blue coin when defeated, adding 5 coins to your total, making this one pimps. Also, in the first room to the left on the first floor of the hallway, you can hit the Vanish Cap and go through the Boo poster to come to the back yard where you can kill some Spiders for three yellow coins each. Also, the stones near the shed release coins when they are punched. There is a blue coin switch in the loft to give you another easy 20.

3.6. Hazy Maze Cave

[0306]

Star 1 - Swimming Beast In The Cavern - Hazy Maze Cave

Drop to the platform below and kill the spider enemy for 3 extra coins. Take a left in the pathway and do a long jump to get across the huge pit. Go in the door, on the other side, you will be on a red steel platform. There is a huge pit in the middle of this room, so be sure not to fall into the pit. Do a long jump to the front left onto a platform that has a spinning heart, then do another long jump onto the area where all the boulders are rolling from. Work your way through this hallway type area while avoiding the rolling boulders. When you get to the end of the hall, turn right and go into the metal door. In the middle of this room is a yellow platform. This yellow platform is actually an elevator that will lower as soon as you step on it. Before you go on the elevator, be sure to get the 8 coins and hit the '!' box for a 1-Up Mushroom. Now, walk onto the elevator, and it will slowly descend into a new area. When the elevator finally comes to a complete stop, fall off of it, and follow the path into the water. In the water, there is a weird looking dinosaur type Beast swimming in the water. Despite her (yes, it's female) threatening appearance, she only wants to help. So, swim onto her back (she wont bite). Once on her back, do a butt slam. The butt slam will cause her to lower her head. When she lowers her head, walk up her giant neck and onto her head. When you get onto her head, she will rise again and continue to swim around in the water. The 'beast' will now swim in the direction in which you are facing. To get this star, you will simply need to get onto the large platform in the center. So, steer the beast so that she is really close to the center. When you are close enough to jump and land on the large platform in the center, do so (if you mess up and fall back into the water, you'll have to repeat this process over again). The star is in the middle of the center platform, all you have to do now is grab it.

Star 2 - Elevate For 8 Red Coins - Hazy Maze Cave

Drop to the platform below and kill the spider enemy for 3 extra coins. Take the right path this time. As you progress, another spider enemy will hop out of a hole and attack you, so watch out for him. Continue through the narrow edge for 5 more coins, then you'll come to a pit with fire shooting out of it. To safely get across this pit, you need to jump when the fire is not there. If you jump across the pit and hit the fire, you'll fall into the pit and lose a life. Once you cross the pit, go into the door. In the new room, look to the front left and you'll see a pole. Grab onto the pole and slide down to safely descend into the new area. In the new area, walk to the very right corner and climb up the huge steps and you'll find a 'work elevator'. To operate the work elevator, simply step on the arrow in which you want it to go. If you leave the work elevator for too long, it will disappear and reappear back where it started. Navigate the work elevator around the room and you'll find three wooden boxes. There is a single red coin inside each of these wooden boxes, you will need to punch the wooden boxes to break them open. Navigate the work elevator around this room until you get the 3 red coins inside these wooden boxes. There is also another red coin in the corner opposite where the work elevator started from, so be sure to get that one too. By now, you should have a total of 4 red coins. Now, jump off of your work elevator and wait for it to disappear. Go back to where the work elevator started out at, and it will be there again, but don't jump on it just yet. Instead, look straight ahead, and you will see another pole that leads up to a new area. Use the work elevator to get onto this pole. Once you get to the pole, climb up it to the new area.

In the new area, you will see a blue and yellow checkerboard platform. Walk onto this blue and yellow checkerboard platform and it will start to move to the left. It will take you right through a wooden platform, punch it to break it. Stay on this blue / yellow checkerboard platform and it will lead you right through red Coin #5, then right through red Coin #6 (red coin #6 is above a

grassy platform, you'll have to jump or you'll fall off). Stay on this blue / yellow checkerboard platform some more, and it will lead you to a platform with the remaining two red coins on it. Jump onto this platform, grab the two remaining red coins. Now you should have all 8 red coins. The star will appear in the very bottom-middle of this room. So fall down to the bottom of the room and collect it.

Star 3 - Metal-Head Mario Can Move! - Hazy Maze Cave

To get this star, you'll need the Metal Cap. If you don't already have the Metal Cap, refer to the Metal Cap Course section of this walkthrough for help getting it.

Drop to the platform below and kill the spider enemy for 3 extra coins. Take a left in the pathway and do a long jump to get across the huge pit. Go in the door, on the other side, you will be on a red steel platform. There is a huge pit in the middle of this room, so be sure not to fall into the pit. Do a long jump to the front left onto a platform that has a spinning heart, then do another long jump onto the area where all the boulders are rolling from. Work your way through this hallway type area while avoiding the rolling boulders. When you get to the end of the hall, turn right and go into the metal door. In the middle of this room is a yellow platform. This yellow platform is actually an elevator that will lower as soon as you step on it. Before you go on the elevator, be sure to get the 8 coins and hit the '!' box for a 1-Up Mushroom. Now, walk onto the elevator, and it will slowly descend into a new area. When the elevator finally comes to a complete stop, drop off the yellow elevator and onto the ground. Look around, and you should see a green '!' box nearby. Hit the green '!' box and a Metal Cap will appear. Now, here is where you will have to be quick: Without any delay, walk down the dirt path into the water. The dirt path continues underwater, so don't slow down any when you get to the water. The dirt path will lead right to a purple exclamation switch located under the water. Hit the purple exclamation switch (note: you must be Metal Mario to hit the purple exclamation switch, if your metal mario cap faded away, you were too slow; you'll have to start over). Hitting the purple exclamation switch will cause a nearby gate to open. Go into the wooden door that the gate once blocked off. Inside the door, you will see a huge pit followed shortly by another huge pit. You will have to long jump twice to get across these pits. Once you cross the two huge pits, the star is sitting right there just waiting to be grabbed.

Star 4 - Navigating The Toxic Maze - Hazy Maze Cave

Drop to the platform below and kill the spider enemy for 3 extra coins. Take the right path this time. As you progress, another spider enemy will hop out of a hole and attack you, so watch out for him. Continue through the narrow edge for 5 more coins, then you'll come to a pit with fire shooting out of it. To safely get across this pit, you need to jump when the fire is not there. If you jump across the pit and hit the fire, you'll fall into the pit and lose a life. Once you cross the pit, go into the door. In the new room, look to the front left and you'll see a pole. Grab onto the pole and slide down to safely descend into the new area. In the new area, go into the second hallway, and into the wooden door at the end of the second hallway. In the new room, get the five coins and drop down the hole. In the new room, you'll be in an area with toxic gas. As long as you remain in the toxic gas, you'll lose energy, so always try to stay on the higher ground. Go straight ahead on the higher ground, and continue past the higher ground back into the toxic gas. You can get the Metal

Cap now if you have already accessed it. Turn right, then turn left at the next intersection. Follow this hallway all the way down to the end, you'll go past a section of higher ground with a mole in it. Keep going down the hall past the U turn, and past another Snifit (enemy that launches balls out of his nose). Now, take close attention of the wall. Eventually, you should see what looks like four streaks of light in the wall. When you see this, stand against this part of the wall so that your face is facing the wall, and do a double jump. You will grab onto the bottom of an alcove in the wall. Pull yourself completely into the alcove, and then into the steel door. In the new room, go left past a few bats and two fire-shooting balls. Get the line of coins, then jump on the yellow elevator. The elevator will lead you to a small room with a star in it. Grab the star. Good job.

Star 5 - A-Maze-Ing Emergency Exit - Hazy Maze Cave

Drop to the platform below and kill the spider enemy for 3 extra coins. Take the right path this time. As you progress, another spider enemy will hop out of a hole and attack you, so watch out for him. Continue through the narrow edge for 5 more coins, then you'll come to a pit with fire shooting out of it. To safely get across this pit, you need to jump when the fire is not there. If you jump across the pit and hit the fire, you'll fall into the pit and lose a life. Once you cross the pit, go into the door. In the new room, look to the front left and you'll see a pole. Grab onto the pole and slide down to safely descend into the new area. In the new area, go into the second hallway, and into the wooden door at the end of the second hallway. In the new room, get the five coins and drop down the hole. In the new room, you'll be in an area with toxic gas. As long as you remain in the toxic gas, you'll lose energy, so always try to stay on the higher ground. Go straight ahead on the higher ground, and continue past the higher ground back into the toxic gas. You can get the Metal Cap now if you have already accessed it. Turn right, then turn left at the next intersection. Follow this hallway all the way down to the end, you'll go past a section of higher ground with a mole in it. Now look out for a hole high in the wall that contains a door. It isn't much past that mole you just passed. Once you find this hole in the wall, jump up into it, and go into the steel door. In the new room, follow the path all the way to the end, once you get to the end, jump on the elevator and let it take you up. When the elevator takes you all the way up, go into the next steel door. If you look down below, you'll find that you're in that room with the rolling boulders again. If you look ahead, you'll see the star on a platform. To get to the star, you will need to climb on those red bars as if they were monkey bars (jump up and hold A to do this). Be sure to continue holding A, or else you will drop. Climb across the pit, and drop yourself when you are above the platform with the star. The star is now right in front of you, so grab it!

Star 6 - Watch For Rolling Rocks - Hazy Maze Cave

Drop to the platform below and kill the spider enemy for 3 extra coins. Take a left in the pathway and do a long jump to get across the huge pit. Go in the door, on the other side, you will be on a red steel platform. There is a huge pit in the middle of this room, so be sure not to fall into the pit. Do a long jump to the front left onto a platform that has a spinning heart, then do another long jump onto the area where all the boulders are rolling from. Work your way through this hallway type area while avoiding the rolling boulders. When you get to the end of the hall, turn right, but don't go into the metal door. Instead, start doing wall kicks between the two walls. If you forget how to do a wall kick, jump into a wall and press A as soon as you hit the wall.

Jump from wall to wall to wall to get up into a new area ontop of the ceiling. Depending on which wall you did the first wall kick from, you may have to jump across a tiny pit to be on the platform with the star. The star is right near you, so grab it. Good job.

Star 7 - 100 Coins - Hazy Maze Cave

Ok. This is a very hard star to get. Even though there is a massive 143 total coins in the level, it is still very hard. It's probably because the level is so big, and confusing. Anyway, if you ever want to get this star, be sure you hit the blue coin switch down in the toxic maze. The blue coin switch will reveal 7 blue coins, which will amount to a total of 35 extra coins. Be sure to kill every enemy you see, especially the spiders/snifits. They will give you a few coins each. I recommend going through and getting the 8 red coins again, that will total out to 16 extra coins. Other than that little bit of information, I can't really help you out for this one. It will probably take you a long time, so don't get discouraged!

3.7. Lethal Lava Land

[0307]

Star 1 - Boil the Big Bully - Lethal Lava Land

Start the level by going to the end of this platform you start on and jumping onto the next platform across from it. Walk across it and you'll see some sort of arch with a gold-coloured platform in front of it. Be careful as you cross it, as some Podoboo enemies (fireballs from SMB) leap up and try to catch you, and it'll be disaster if they do. So use the most caution when you cross over this platform.

Once you get across, you'll be on a ledge with a Bully on it. When the Bully charges towards you, try knocking it into the lava with a punch. From the platform, go left and cross the little drawbridge once it is closed and you'll land on a platform of steel mesh with a Mr. I on it. Run around the Mr. I to kill it and be rewarded a blue coin. Then, go to the gold-coloured steps, and from them, jump onto the platform that is emerging and submerging in the lava.

Remember that on this platform, stay on the middle part when it dips into the lava. Now go across the platform, and across from it, you'll see one of those shape-shifting puzzles with a picture of Bowser on it. Jump onto this. Be careful as you cross, because a random piece of the puzzle moves every moment. You'll know when you see the piece shake. You want to get across this puzzle platform and get onto the next gold platform that is at the top of the puzzle.

Then on this next platform, you'll notice two more Bullies. Punch them off the platform and into the lava for some coins. Now cross this platform and you'll see some sort of a plate structure that has a double-sided flamethrower on it that circles the platform. To the right of this plate-platform, you'll see a wooden platform bobbing up and down in the lava. Cross the plate (be aware of the flames and time your jumping) and jump onto this wooden platform, then cross the platform next to it, then jump onto this last platform that has the Big Bully on it.

The Big Bully is a lot tougher to beat than any normal Bully. He does the same attack as a normal Bully of charging at you, but when he makes contact with you

it'll knock Mario down and the Big Bully will charge at him again, giving you very little time to recuperate, and he'll keep charging at you to knock you into the lava. So what you should do is lure him to the edge of the platform and jump around him, then quickly punch him and knock him in. You can't fight him from the middle of the platform since punches normally don't knock him very far and he just begins charging again after he is knocked back.

Once you have "boiled" him as the level so states, the Power Star he releases lands on top of a huge pillar in the middle of the lava. Some steps appear in front of it for you to climb. Be quick when you do this, because they fall when you step on them! When you get on this pillar, collect your star!

Star 2 - Bully the Bullies - Lethal Lava Land

If you look behind you when you start, you'll notice a round, grey island with a Red '!' Block on it. So do a long jump (run, hold Z + press A) to make it to this platform. Bump the block from below to reveal a Wing Cap. Now stand still and jump three times in a row (triple jump routine) and Mario will take off and start flying. Now guide him to the very opposite corner of the level to find a platform with three Bullies on, and some coins.

Now beating these Bullies is not as simple as it seems. They'll all charge at you at once and try to hit you simultaneously to knock you into the lava. And when you try knocking one of them off, one of his buddies will charge at you to try to prevent you from carrying on doing so. So try luring them to the edge of the platform before knocking them in. But once you have beaten them all...

The Big Bully appears! Well, the platform you are on is wider so you have a bit more room for movement, but it's still tricky. Use the previous method of luring him to the edge before punching him in. Once you beat the Big Bully and watch him fry, he releases the star, which lands on your platform, and now you can claim it.

Star 3 - 8-Coin Puzzle with 15 Pieces - Lethal Lava Land

This is probably the easiest Red Coin stage in a Course in the whole game, because they're all in the same area along with each other! You'll find it at the shape shifter puzzle, and all you must watch out for is the pieces that suddenly move when you're on them, and the star appears above the star marker in the north-east corner of the puzzle. Now seeing that this stage is very simple, I'm going to leave you on your own for this one. But you'll have no difficulty, trust me, it's easy.

Star 4 - Red-Hot Log Rolling - Lethal Lava Land

From the beginning, go across the platform you start on and jump onto the next platform and pass under the arch, and run along the gold-coloured platform. Knock away the Bully on the next ledge then go right this time, and when the flamethrower isn't shooting flames up, cross onto the gold steps, and in front of these, you should see some small, square platforms. These tilt when you step on them, so be careful and watch your footing.

Cross over the tilting platforms and jump onto the platform that submerges in the lava from time to time (jump onto it when it has less lava coating it), and

go across it, and then next to it you should see another lava-submerged platform. Jump onto this and go across it to land on another gold-coloured platform. From this, jump onto the round platform with the Bullies and coins on it, and yet again, get rid of the Bullies.

Once you have pushed the Bullies off the edge, jump onto the little black wire platform at the edge of this platform you are on, and it'll take you across the lava. Watch out for flamethrowers that shoot up at you while you are taken across the lava. While you are taken across the lava, you'll notice a giant log resting on two squats behind you. As the name implies, this log is going to have something to do with getting the star on this level.

You need to roll the log so that it moves towards the big cage you see to your left as you climb the slope to get on the log. The trick is to keep on the left side of the log and run across it but keep on the top otherwise you'll fall in. If you go onto the right side, it'll roll in the wrong direction. You have to get it to the ledge at the other side, and I usually do a long jump to grab the ledge, although this could be a bit risky. Anyway once you do manage to reach that side, go down the slope and collect the Power Star to finish this quite annoying level.

Star 5 - Hot-Foot-It Into the Volcano - Lethal Lava Land

Get across the platform and jump onto the next one, go through the arch and across the platform, avoiding the Podoboos. Knock away the Bully on the next ledge then run to the right and go onto the gold steps once the flamethrower is not firing up. You'll see those tilting platforms again - this time, cross onto the second one (nearest the volcano) and jump onto the spinning ring that is surrounding the volcano. Every now and again the volcano erupts, firing out little fireballs, so be sure to dodge these. You need to somehow jump into the volcano. I jump onto the volcano, run up it and jump, then dive to go through the top. Either way, just get inside that volcano.

Now that you're inside, you'll land on a small, circular platform surrounded by lava. Jump onto the rocky platform to the right (once the platform you are on floats towards it), and carefully go across it, getting the coins and avoiding the Podoboos. At the end of this platform, you'll see a brown ledge sticking out of the wall that you need to jump onto. Start running up this, getting the coins, and watch out for the flamethrowers emitting fire from the wall.

At the end of this brown platform, there's another to jump onto with a Bully on it. Either fight it or get past it (preferably the latter, as fighting it could possibly result with you being pushed off), and jump onto the next platform. Now carefully cross it here, because there is a part of the wall that comes out to try to squash Mario. You can spot it (crack in the wall). So go past once it is raised, and jump onto the next platform.

From here, you'll see some small floating platforms with coins on them, and one at the side with a health heart on it. Use this to recover health if you need to. Carefully jump up these platforms and onto the next long platform (with two flamethrowers in the wall). Go across it when the flames aren't shooting out. On the next ledge, you'll need to be aware of a Bully charging at you, and try not to fight it, because it can push you off. Carefully go across the little ledge in front of the lava waterfall, getting the coins on it, and at the end of this platform grab onto the pole.

Now here is a nasty part. You need to jump across the very small platforms with the poles on. You need to position yourself so that Mario's back faces the next

pole to jump onto, then jump so you should land on it. From the last pole, you can jump onto the last ledge and get the star next to the stones.

Star 6 - Elevator Tour in the Volcano - Lethal Lava Land

From the start, go across the platform, jump onto the next ledge, go through the arch and across the gold ledge, dispose of the Bully, go right and go onto the gold steps (watching out for that flamethrower), going across the tilting platforms and onto the rings surrounding the volcano, then jumping in through the top when it is not erupting.

When you land on the little rock platform again, instead of jumping onto the platform to your right, turn around and jump onto the even smaller one to your left. From this one, get a good running jump onto the platform with the little yellow and black squared platform next to it. Jump onto this platform and it will start going up those black spheres.

When the course of the black spheres finish, you'll spot another elevator platform. Quickly jump onto this before the elevator plunges into the lava. Not long after the elevator starts going along the course of the black spheres, you will see a pole in the background that the spheres lead to before they stop. When the elevator gets near the pole, jump onto it and grab hold. When you climb to the top of this pole, you'll see a platform with a spinning double-sided flamethrower on it.

Jump onto this platform and do your best not to touch the flames. Grab the pole on this platform and climb it, and jump on the floating platform next to it at the top. Now very carefully cross those tiny platforms to the last one and grab the star to finish the level.

Star 7 - 100 Coins - Lethal Lava Land

This star is very tough to get - and remember, GET EVERY COIN YOU CAN BEFORE JUMPING INTO THE VOLCANO. It is possible to get 100 coins in the overworld before actually going into the volcano, but it's still quite hard, and you must remember to look absolutely everywhere you can before you go into the volcano.

The platform behind where you start contains a Wing Cap that you can use to explore around for platforms with coins on. There are two Mr. I's around that give a blue coin each, equalling ten coins. Push Bullies off ledges wherever you can for coins, and remember to get the red coins on the shape-shifting puzzle (five coins also erupt from the middle of the puzzle, be sure you get them). Also, if you look on the black platform to the right of the arch on the platform next to the one you start on, you'll find a '!' Block, that has a Koopa Shell in. Ride this and jump over the gold bridge connected to the arch and go under the drawbridge for five coins. Once you have gotten all the coins you possibly can, then you can enter the volcano to look for more if you have not found 100 already.

There are around 20-30 coins in the volcano, which should give you a nice 100. Also beware not to fall into the lava, which is one of the biggest threats you have to face while doing this challenge.

Star 1 - In The Talons Of The Big Bird - Shifting Sand Land

Start out by running to the right until you come to a Pokey (cactus enemy) who is crawling around a grey stone structure. Jump on top of the grey stone structure, you will need to do a triple jump to get up. Now press up angle to look around the level. Look around the pyramid and you'll see four pillars. You should also see a big bird. The big bird is carrying the star in his talons. The big bird will constantly fly around the four pillars. You can jump on any of the pillars and wait for the bird to fly your way, but this is the easiest way:

Fall off the grey stone structure. Now advance to the upper direction and you should come across a second Pokey. Right near the second Pokey is a bunch of stone tiles that have giant stone blocks rolling on it. Venture onto these stone tiles, be careful not to fall into the quicksand, if you do, you will get an instant death. Also, be careful not to get squashed by any of those giant stone blocks with mean faces that are rolling on the stone tiles. Navigate your way through the stone tiles so that you end up on the northwest side of where you started from. You should now be at the part of the level with a small patch of water next to the pink Bob-Omb. Approach the nearby pillar, despite the steepness of the pillar, you can walk right up it. So, walk right up it so that you are on top of the pillar. Stand on top of the pillar and wait there for the huge bird to come along. When the bird comes along, he will fly directly over the pillar. As he flies over the pillar, jump up so that your head hits the star, this will knock the star out of the bird's claws. Now walk down the pillar and grab the star.

Star 2 - Shining Atop The Pyramid - Shifting Sand Land

Navigate your way to the right past a Tox-Box, 2 Bob-Ombs, and a Shyguy. You will come to a Pokey cactus enemy who is right near a grey stone structure. Walk past the grey stone structure, and you should come to another Pokey. Avoid the Pokey, turn left, and go straight toward the tall pillar. Despite the steepness of the pillar, you can walk right up it. Walk up the pillar, and do a long jump toward the pyramid. If you perform your long jump correctly, you'll jump over the fatal quicksand and land on the lowest part of the pyramid. There should be a yellow '!' block nearby, hit it to reveal a 1-Up Mushroom. Now, on the outside of the pyramid is a path that you can walk up. Start walking up this path. Follow the path to the end, and you'll come to a ball that shoots fire. Ignore this ball, then jump up to the next portion of the path. Get the five coins, then jump up to the next portion of the path. This next part is immensely hard because of how narrow it is and the fact that there is a red Shyguy that you have to deal with. When you get to the end of that ledge, jump up to the next ledge, which is equally narrow. Walk to the middle of this ledge, and grab the star.

Star 3 - Inside The Ancient Pyramid - Shifting Sand Land

Navigate your way to the right past a Tox-Box, 2 Bob-Ombs, and a Shyguy. You will come to a Pokey cactus enemy who is right near a grey stone structure. Walk past the grey stone structure, and you should come to another Pokey. Avoid the Pokey, turn left, and go straight toward the tall pillar. Despite the steepness of the pillar, you can walk right up it. Walk up the pillar, and do a

long jump toward the pyramid. If you perform your long jump correctly, you'll jump over the fatal quicksand and land on the lowest part of the pyramid. There should be a yellow '!' block nearby, hit it to reveal a 1-Up Mushroom. Now walk up a little bit and you should see a small opening in the pyramid. Walk into this small opening. You are now inside the ancient pyramid.

Although you are inside the pyramid, you still need to worry about getting the star. The star is at the very top of the pyramid. You will have to worry about getting past a bunch of obstacles to get to the top. Start by walking forward and taking a right when you get to the fence. Go past the three Goombas and around the corner. Go past the Krazy Thwomp by going underneath him. Continue past one more Goomba, then around the corner. Jump over two sand pits, and then up the stairs. The stairs will take you to the second story of the pyramid. Head past the Spark and around the corner. Go past another Goomba, over the Krazy Thwomp, then approach the next two Goombas that are hanging around a pole. Climb up the pole to story 3 of the pyramid. Now go to the right up the slope. Grab onto the wire type stuff above you, and hold on to it by holding A. If you let go, you'll get pushed into raging quicksand, so don't let go. Climb the wire type stuff all the way across, when you get to the end, you can let go of the A button to drop down. Use the four elevated platforms to get up to story 4 of the pyramid. You'll now come to a rolling Krazy Thwomp. To get past this Thwomp, there is a small cubbyhole in the wall that is there for you to get past this Krazy Thwomp. Go into the small cubbyhole, and let the Krazy Thwomp roll past you. Leave the cubbyhole, and advance farther up the pyramid. Go around the corner, and you'll come to a spinning energy heart, use this heart to get full energy. Now continue through the pyramid and go up the moving brick steps to get to the next story of the pyramid. Continue on, and two Sparks will appear from mid air. Then, you'll have to go across a narrow ledge while the two Sparks try to attack you! Luckily, the Sparks aren't very accurate. Anyway, when you pass the narrow ledge, climb up the pole into the next story of the pyramid. In this next story, there is a bridge with a Krazy Thwomp hopping on it, you will have to cross the bridge while avoiding the Krazy Thwomp. Once you cross the bridge, go up the slope with the coins on it. Follow the coins, and do a double jump when the coins start to lead up. Grab onto the next ledge. The star should now be right in front of you, so grab it! Good job.

Star 4 - Stand Tall On The Four Pillars - Shifting Sand Land

For this star, you will have to stand tall on the four pillars, hence the name of the star. I am going to explain how to get this star with the Wing Cap. If you do not already have the wing cap, please refer to Wing Cap Course section of this walkthrough.

Navigate your way to the right past a Tox-Box, 2 Bob-Ombs, and a Shyguy. You will come to a Pokey cactus enemy who is right near a grey stone structure. Get onto the grey stone structure by doing a triple jump. There is a red Wing Cap box on top of this structure. Hit the box, and grab the wing cap. Face the pyramids and do a triple jump to start flying. Fly onto each of the four pillars, and stand on them (without moving) for about 3 seconds each. As soon as you stand tall on all four pillars, the very top of the pyramid will suddenly start spinning around, then it will break into a million pieces and vanish in thin air! Now, fly to the very top of the pyramid (or get there by walking, you don't necessarily have to fly). You will notice a small hole in the top of the pyramid. Jump in it. As soon as you jump in the hole, you'll fall into a cage at the very top of the pyramid. The cage will slowly start to fall downwards, it will stop eventually. Stay in the cage until it stops falling downwards. The cage will conveniently stop right in front of a hole in

the wall. Jump into the hole in the wall, and follow it downwards. You will now see a pile of bricks in front of you, jump on the bricks. As soon as you jump on the bricks, they will rip apart and turn into two giant hands with one eye each. The hands will then talk to you and seem very angry, then they will engage in a battle against you.

The hands aren't that hard to beat. To kill them, all you need to do is hit each hand 3 times in the eye, a total of 6 hits to defeat both hands. You can only hit the hands when their eyes are open though. To damage an eye, you will have to punch them with the B button. The hands only have a few attacks, but the ones you have to really worry about is when they try to push you off the edge. When you defeat both hands, the star of power will appear, grab it.

Star 5 - Free Flying For 8 Red Coins - Shifting Sand Land

To get this star, you absolutely need the Wing Cap. If you do not already have the wing cap, go to the Wing Cap Course section to learn how. Ok, there are 8 red coins that you will have to get for this star, four of them are in the air, which is why you'll need flying abilities to get this star. When you get all 8 coins, the star will appear on top of the grey stone structure at the beginning of the level, near the first Pokey enemy. Below is a checklist of all the red coins.

- [] Coin 1 - As soon as you start the level, go left. There is a red coin jammed in the very corner of the level. Don't go too fast, though or you could possibly fall into the quicksand and die.
- [] Coin 2 - Get to the grey stone structure at the beginning part of the level, right near the first Pokey enemy. Red Coin #2 is located inside the farthest of the 3 wooden blocks, you will have to punch it [the wooden block] to get the coin.
- [] Coin 3 - You know where all those boxes are that roll back and fourth to try and crush you? Well, red Coin #3 is in there, you will have to find it yourself, because I don't feel like explaining where exactly it is.
- [] Coin 4 - When you cross the path where all those boxes are (the area where the big bird usually hangs out at), you'll see a tree next to a small body of water. Red Coin #4 is in this water.
- [] Coin 5 - Floating in the air next to pillar #1, you will have to pick up a Wing Cap and fly to it to get it.
- [] Coin 6 - Floating in the air next to pillar #2, you will have to pick up a Wing Cap and fly to it to get it.
- [] Coin 7 - Floating in the air next to pillar #3, you will have to pick up a Wing Cap and fly to it to get it.
- [] Coin 8 - Floating in the air next to pillar #4, you will have to pick up a Wing Cap and fly to it.

Star 6 - Pyramid Puzzle - Shifting Sand Land

Navigate your way to the right past a Tox-Box, 2 Bob-Ombs, and a Shygyu. You

will come to a Pokey cactus enemy who is right near a grey stone structure. Walk past the grey stone structure, and you should come to another Pokey. Avoid the Pokey, turn left, and go straight toward the tall pillar. Despite the steepness of the pillar, you can walk right up it. Walk up the pillar, and do a long jump toward the pyramid. If you perform your long jump correctly, you'll jump over the fatal quicksand and land on the lowest part of the pyramid. There should be a yellow '!' block nearby, hit it to reveal a 1-Up Mushroom. Now walk up a little bit and you should see a small opening in the pyramid. Walk into this small opening. You are now inside the ancient pyramid.

Now you will have to get to the very top of the pyramid. There is a "puzzle" at the top of the pyramid that you'll have to complete to get the star. To get to the top of the pyramid, you will have to get past a bunch of obsticals. Start by walking foward and taking a right when you get to the fence. Go past the three Goombas and around the corner. Go past the Krazy Thwomp by going underneath him. Continue past one more Goomba, then around the corner. Jump over two sand pits, and then up the stairs. The stairs will take you to the second story of the pyramid. Head past the Spark and around the corner. Go past another Goomba, over the Krazy Thwomp, then approach the next two Goombas that are hanging around a pole. Climb up the pole to story 3 of the pyramid. Now go to the right up the slope. Grab onto the wire type stuff above you, and hold on to it by holding A. If you let go, you'll get pushed into raging quicksand, so don't let go. Climb the wire type stuff all the way across, when you get to the end, you can let go of the A button to drop down. Use the four elevated platforms to get up to story 4 of the pyramid. You'll now come to a rolling Krazy Thwomp. To get past this Thwomp, there is a small cubbyhole in the wall that is there for you to get past this Krazy Thwomp. Go into the small cubbyhole, and let the Krazy Thwomp roll past you. Leave the cubbyhole, and advance farther up the pyramid. Go around the corner, and you'll come to a spinning energy heart, use this heart to get full energy. Now continue through the pyramid and go up the moving brick steps to get to the next story of the pyramid. Continue on, and two Sparks will appear from mid air. Then, you'll have to go across a narrow ledge while the two Sparks try to attack you! Luckily, the Sparks aren't very accurate. When you pass the narrow ledge, climb up the pole into the next story of the piramid. In this next story, there is a bridge with a Krazy Thwomp hopping on it, you will have to cross the bridge while avoiding the Krazy Thwomp. Once you cross the bridge, go up the slope with the coins on it. You should now notice a small spot on the edge of the platform that you are now on where part of the stone ledge is missing. There is a platform right under where the part of the stone is missing (if you're not sure what I'm talking about, use up angle button and look around). The platform has a single coin on it. Drop down onto this platform and get the single coin, a number 1 will appear in the air along with a chime sound. Now look off the edge of the platform you are currently on and you'll see another platform below you with another single coin on it. Drop onto that platform, and a number 2 will appear in the air. Now look off the edge of the platform you are on (again) and you'll see another platform with a coin on it. Drop down onto that platform and get that coin, a number 3 will appear in the air (you're getting closer). Now, look down again and you'll see a "river of sand". Drop into this flowing chain of sand, and walk with the flow of the sand. You'll come to a fourth coin, as soon as you get it, a number 4 will appear in mid air. Continue to follow this flow of sand until you come to another coin, as soon as you get this coin, a nice shiny power star will appear at the end of the 'sand river'. Stay on the sand river to the very end and get the star of power.

Star 7 - 100 Coins - Shifting Sand Land

This is a moderately difficult 100 coins star. Be sure to get most of the coins

outside the pyramid before you actually go into the pyramid, because once you go into the pyramid, you can't leave. Be sure to kill all four of the Pokey cacti, they give you one blue coin each. Get all the red coins for 16 extra coins. Kill all the enemies you come across. Be sure to pickup the Tox-Box at the very beginning of the stage. Once you are finished with the outside of the level, venture into the pyramid. Inside the pyramid, be sure to hit the blue coin switch and get the 3 blue coins. Other than that little bit of help, you're own your own. Good luck.

3.9. Dire, Dire Docks

[0309]

Star 1 - Board Bowser's Sub - Dire, Dire Docks

You start the stage splashing into a big pool of water. You will notice that in the middle of the bottom of this pool is a strong current that pulls you down and causes you to lose a life, so avoid swimming near it at all costs. So anyway, when you start, you'll see a tunnel in the wall just to the left of your starting position. Swim towards that, and you'll see a ring of coins in front of it. Get these to catch your breath if you need to, and swim through the tunnel, and on the wall you'll see an arrow pointing upwards. So do as it recommends and swim upwards.

At the top you can surface to catch your breath and then continue swimming forward, and on the next wall you'll see an arrow pointing down. So swim up to it and then submerge and swim downwards, like you are told to. Then there's an arrow on the ground pointing through the next phase of the tunnel, so swim through it and you'll come into an open area. Swim up to the surface.

You should notice the giant Koopa Sub in the middle of the pool at the surface. The next objective now is to get on top of it to claim the star. To do this, swim around to the other side of the sub and you'll see a platform against the wall with some wire cubicles on it, a green '!' block, a blue '!' block, and a '!' Switch. Ignore the '!' Blocks for now and simply jump onto the platform and hit the switch.

A set of brown stones, arranged like a stairway, appear in front of the switch. Now quickly climb up these stairs you have created, and from the top step, make a jump onto the flat top of the sub. It's now just a matter of walking to the sub's bow and grabbing the star, located in front of the funnel.

Star 2 - Chests in the Current - Dire, Dire Docks

Getting this Power Star isn't as hard as it seems, but remember that you will still need to be aware of the current (whirlpool in the middle of the starting area) that sucks you in if you don't swim out of it fast enough (press A repeatedly and in a smooth motion to do a fast breaststroke). This diagram represents the order of the chests that you need to open them:

[##] <- Open this chest second

/ [##] <--\-- Open this chest last
: :

```

      |      @@@@      |
      |      @ CU @   |           (CU = Current)
      |      @@@@      |
      |      :        |
      |      \        /   [##] <- Open this chest first
Open this -> [##]   `.`   `.`
chest third      -----

```

Note that this is a bird's eye view of the current area when you look straight down from the angle you begin the level in.

Once you have managed to successfully open all four chests, the Power Star flies out of the last one to a nearby wall, where you can just swim over and pick it up to finish the level.

Star 3 - Pole Jumping for Red Coins - Dire, Dire Docks

To be able to beat this level, you must beat Bowser in the Fire Sea first. Bowser in the Fire Sea is located in the little hole near the water wall you enter to reach Dire, Dire Docks. You can enter it once you have gotten the first star in Dire, Dire Docks.

Once you have beaten the stage and returned here, we'll begin with what to do. You'll start with landing in the water, now swim down and find the tunnel in the wall and swim through it. Follow the arrow signs and swim through the tunnel until you come into the huge, open area where the sub used to be.

Swim up to the ledge that has the '!' blocks and '!' switch on it that you used to board the sub before. Jump onto the '!' switch to make the brown stone stairs appear again. Instead of climbing up the ones you used to get on top of the submarine however, this time go over to the left of the switch that are on top of the ramp going up from the water leading to a floating platform in the air. Now here is the checklist for the coins...

- [] Coin 1 - On the ledge you just climbed up using the brown stone blocks that appeared nearby to the '!' switch that you pushed.
- [] Coin 2 - Stand on the part of the ledge that sticks out the most, facing the left. Wait for the yellow-and-black striped pole moving along the ceiling to arrive. It will move across paths with three red coins. The first one is at a level at about the top of the pole.
- [] Coin 3 - After getting Red Coin #2, slide down a very small fraction on the pole so you get this coin as you move along.
- [] Coin 4 - On the ledge that the pole takes you to, after Red Coin #3.
- [] Coin 5 - Go back to the platform where Coin #1 was. This time, jump onto the pole that goes in the other direction onto the platform across from this platform. From that platform, jump onto the platform that arrives to your left then let it take you along a ways, then it stops next to another pole. Jump onto this when it does. This pole moves along a little, then stops next to another pole to jump on, and let this take you to the platform with the blue coin switch on. Then another pole appears to the right. Jump on this and let it take you to the platform with the cage around it. This coin is on this platform.

[] Coin 6 - Go back to the platform that had the blue coin switch on with the pole when it re-arrives at the platform. Then get back to the platform you were on before this one using the poles that you have to jump across as they move. Now stand on the very little part of the platform that sticks out next to the star marker and wait for the pole to arrive. Grab it and let it take you near the red cage and you will have to jump to the pole that appears nearby and goes to the left. Let it take you all the way across its path and collect the coin (slide down to the level it is so you can grab it).

[] Coin 7 - Let the pole take you across, and when you see the opening in the cage, you have to jump across and grab the pole on the other side that is moving in the opposite direction. Let it take you to one side and collect the floating coin.

[] Coin 8 - On the opposite side of Coin #7.

Once you have all the coins, find your way back to the last platform so you can collect the Star, which has appeared above the Star Marker.

Star 4 - Through the Jet Stream - Dire, Dire Docks

You'll begin with falling into the water, and swim down and go through the tunnel in the wall that leads into the area where the sub was, after you follow all the arrows and stuff (you should be used to doing all this by now).

If you look near the bottom of the water, you'll see a jet stream, but you'll also notice some clear hoops that the stream emits. You need to swim through five of these hoops in a row (without resurfacing). A number appears when you go through a hoop to let you know you've done it right. Once you have gotten through five hoops, the star appears at the bottom of the jet stream. The problem is that you can't swim down there, so you'll need a metal cap.

Swim to the surface and you should find that ledge with the '!' blocks and '!' switch on. Climb onto the part with the Green '!' Block on, bash it and equip the Metal Cap. Now do a long jump into the water so that you land closer to the stream. Quickly run up to it and grab the star to finish the level.

Star 5 - The Manta Ray's Reward - Dire, Dire Docks

When you land in the water, look around to see that fat, grey fish swimming around. When you swim up close to it, you'll see that it leaves a series of those hoops. Like the last level, you must swim through five hoops in a row in succession, and do it quickly because the rings faint. Keep close to the Manta Ray so that you go through the rings easily. After you get through five rings, the star appears above the current. Swim around it and pull yourself out of the current if you get sucked in. It's not too hard, so just get that star and beat the level.

Star 6 - Collect the Caps... - Dire, Dire Docks

Swim through the tunnel in the wall below you when you start. Go through the tunnel, following the arrows into the big open area where the sub was. Swim

over to the ledge where the '!' blocks are. Jump onto the area with the Blue '!' Block on first, and bash it to get the Vanish Cap. Walk through the red mesh to the left and bash the Green '!' Block here for a Metal Cap, so you are both invisible and metal Mario. Now make a long jump into the water, and on the other side of the jet stream, you'll see a red cage with the star in. Quickly walk in and collect it!

Star 7 - 100 Coins - Dire, Dire Docks

This is a very hard, and painstaking star to get. Not only is there barely enough coins in the level to pass the 100 mark, there are two threats that could emit you from the stage when you are trying. Remember to collect EVERY COIN YOU POSSIBLY CAN. You cannot afford to spare any. Remember that there are five coins going down the slope behind you when you start, two bars of five coins near the current for ten, three coins around the current on the floor, and three rings of eight coins in the tunnel (in total, you should get 42 here) and then in the open area where the sub is/was, if you swim to the left, you'll see a square black hole in the wall. Try to keep as far away from it as you can because if you get sucked in by a strong current in it, you'll reappear outside the castle and you'll have to go all the way back. On the sea bed near the current in the wall however, is a bar of five coins. Be as careful as you can collecting them, because if you get sucked into the vicinity of the hole, you are knocked out of the level. There is a ring of eight coins on the sea ground as well near the platform with the caps on. Also, get all the red coins, and find the blue coin switch on the platform on the far wall that makes 6 blue coins (making a good total of 30) appear on the ledge. You should just barely manage to get 100 coins.

3.10. Snowman's Land

[0310]

Star 1 - Snowman's Big Head - Snowman's Land

As soon as you start out the level, turn around and you'll see a large wall made completely of snow. Follow the wall to the left past a snowman, you will soon come to a tree. Continue to the left and you'll come to another tree (right next to a red coin). Go under this tree, and you'll be transported to another tree in a different portion of the level. Now, move ahead a little bit and you'll come to some water. Due to the freezing atmosphere, if you fall into this water, you will start to lose health. Jump over the water onto the next snow platform with one of those spinning flower enemies on it. You can ignore this spinning flower enemy or kill him, your choice. You will also notice 'waves' of flowing snow. You will have to get to the source of the flowing snow. So, navigate against the snow as if you were a salmon swimming against current. When you get to the area where the waves start from, perform a double jump up to the platform above. Now, follow the trail up the mountain. Go past the narrow wooden ledge with the two coins on it, then jump to the platform above, the platform with the tree on it. Continue going up the trail using the wooden platform. When the wooden platform ends, you'll come to an ice platform with a giant penguin on it. Step onto the ice platform, as soon as you step onto the ice platform, the giant snowman head will notice you and try to blow you off. If the giant snowman head succeeds in blowing you off the cliff, you will lose your hat (Without your hat, you will take damage twice as easily. If you lose your hat, look for it, then find it and pick it back up again.). To get across this ice platform without getting blown off, you will have to use

the giant penguin. You see, the giant penguin is heavy enough to not be affected by the blowing of the snowman head. Wait for the giant penguin to come to you, when he does this, stand on the left side of him. The penguin will slowly start to walk to the other side of the ice platform. Stay on the left side of the penguin as he walks to the other side, or you will get blown off! Once you get to the other side, use the wooden platform to get to the top of the snowman's head. The star is on top of the snowman's head, but you will have to cross a narrow ledge to get it, be sure not to fall while you navigate through this narrow ledge.

Star 2 - Chill With The Bully - Snowman's Land

As soon as you start out the level, turn around and you'll see a large wall made completely of snow. Follow the wall to the left past a snowman, you will soon come to a tree. Continue to the left past a second tree (near a red coin), and continue until you come to a third tree. Now look to the front-left area, and you'll see a small hill that leads up to an Ice Bully. Go up this small hill and go onto the same platform as the Ice Bully. As soon as you set foot on the Ice Bully's territory, he will attack you! To get this power star, you will have to push the Ice Bully off the edge. However, he will constantly be trying to knock you off the edge (if he knocks you off the edge, you will probably burn your butt on the ice water, and you will have to get back up there to fight him again.). To knock him off the edge, you will have to bump him off the edge. To bump him, you will have to face him and jump into him. The force of your body will cause him to fly backwards. If your back is turned to him when you bump into him, you will get knocked back. Once you knock him off the edge, he will burn in the cold water, and the star of power will appear on the ice platform that you knocked him off of.

Star 3 - In The Deep Freeze - Snowman's Land

As soon as you start the level, look to the left and you'll see a very large structure made solely of ice with a star inside. To get the star, you will have to go inside this ice structure the right way. This ice structure is like a maze, you need to know the right way to go.

Start by going to the side of this ice structure closest to the snow wall, the side farthest from the 3 coins. Notice the row of ice blocks that overhang the wooden base of the structure. There is only one spot of the overhanging region that you can jump into, FIND IT, and jump into it. Now you'll be in an area surrounded by ice blocks. Start jumping. There is only one spot where the ice blocks above you aren't present, find that spot and do a double jump that area. You should grab onto another ice block toward the top of this ice structure. When you grab onto that ice block, climb all the way up and jump onto the top of the ice structure. Now navigate to the same vertical position as the star. You should drop right through the ice blocks, and land smack on top of the star (sorry if that was confusing, it's difficult to explain).

Star 4 - Whirl From The Freezing Pond - Snowman's Land

As soon as you start out the level, turn around and you'll see a large wall made completely of snow. Follow the wall to the left past a snowman, you will soon come to a tree. Continue to the left and you'll come to another tree (right next to a red coin). Go under this tree, and you'll be transported to

another tree in a different portion of the level. Now, move ahead a little bit and you'll come to some water. Due to the freezing atmosphere, if you fall into this water, you will start to lose health. Jump over the water onto the next snow platform with one of those spinning flower enemies on it. Walk past the 'waves' of snow flowing toward you. If you look ahead, you'll see a wall just past the water. You will have to get up this wall to get the star. To get up the wall, walk to the edge of the snow platform. Jump onto the top of one of those twirling flower enemies, that will propel you high into the air. When you propel into the air, make sure you land on top of the large wall made of bricks. Look around and you should see two '!' blocks. The left of the two '!' blocks is that one that holds the star.

Star 5 - Shell Shreddin' For Red Coins - Snowman's Land

To get this star, you will have to collect all 8 of the red coins that are in this level. Once you collect all 8 red coins, the star of power will appear right next to the spot where the level starts at. To get this star, you will need to get the turtle shell to get the turtle shell, you will have to break open the rightmost '!' box in the spot where you found Star #4 (Whirl From The Freezing Pond). Once you get that turtle shell, then you can start getting the red coins. Use my checklist below to find all of the red coins in this level.

- [] Coin 1 - At the area where you recieved the turtle shell, turn right and you'll notice a large platform of snow. Coin #1 is at the very beginning of this snow platform. If you try to get onto this snow platform without the aid of the shell, you will most likely fall off into the water.
- [] Coin 2 - At the area where you recieved the turtle shell, turn right and you'll notice a large platform of snow. Coin #2 is on this snow platform, except a little bit farther down.
- [] Coin 3 - At the area where you recieved the turtle shell, turn right and you'll notice a large platform of snow. Coin #3 is on this snow platform, except a little bit farther down.
- [] Coin 4 - At the area where you recieved the turtle shell, turn right and you'll notice a large platform of snow. Coin #4 is at the very end of this snow platform.
- [] Coin 5 - Just after you get red Coin #4, drop off the platform of snow. You will fall back onto ordinary ground. The red coin is right there.
- [] Coin 6 - Continue to go straight, and you'll come to the burning water underneath where you fought the Ice Bully. With the shell, you can glide right over this water without getting burned! Red Coin #6 is sitting ontop of this burning water.
- [] Coin 7 - This one is sitting ontop of the burning water underneath where you fought the Ice Bully. It's sitting right next to red Coin #6.
- [] Coin 8 - This one isn't really near any of the others, which makes it hard to explain. At the start location of the stage, turn around and you'll see a large wall made completely of snow. Follow the wall to the left past a snowman and two trees. Red Coin #8 is right next to the second tree that you'll come across.

Star 6 - Into The Igloo - Snowman's Land

To get this star, you must have access to the Vanish Cap. If you haven't yet unlocked the Vanish Cap, refer to the Vanish Cap Course section to find out how.

You may or may not have already known this, but there is a very tiny igloo in this level. To get to the igloo, you will need to get to the turtle shell. The turtle shell is located right next to where Star 4 is. If you don't know where Star 4 is, go back up and read the contents of Star 4. Anyway, once you get the turtle shell, hop on it, and ride it to the body of water to the left of where the 'Waves' of Snow are (the shell will glide above the water). Pay close attention at the wall, you will notice a portion of the wall that looks like a steep hill, it has 3 coins going up it. Ride the shell up that hill. At the top of the hill, you will see a small igloo inside a fence. Jump inside the fence, and crawl (Z+A) inside the igloo.

Although the igloo is very small on the outside, the first thing you will notice is that the inside is gigantic. Go straight down the pyramid and look up, you will see the star covered in ice. To get the star, you will have to go through the ice, to get through the ice, you will need the Vanish Cap. The Vanish Cap Box is located at the front right of this room. To get to the Vanish Cap, turn right at the first opportunity you have to turn right, then turn left at the first opportunity you have to turn left. The Vanish Cap should now be right in front of you, except covered by a sheet of ice. Luckily, there is enough room in between this sheet of ice and the ceiling that you can jump right over the sheet of ice. Hit the Vanish Cap, quickly run back to the beginning part of the pyramid where the star is, jump through the sheet of ice blocking you from the star. Grab the star. Good job.

Star 7 - 100 Coins - Snowman's Land

This is a moderately difficult 100 coins star to get. It could be harder, but then again, it could be easier. Anyway, you know those enemies that look like spinning flowers that cause you to spin into the air when you jump on them? Well, they give you 3 coins each, and there are 14 of them in the entire level. That's a total of 42 coins just from one type of enemy! There are 26 coins inside the pyramid, so be sure to go in there. I highly recommend getting the 8 red coins for an additional 16 coins. Be sure to kill all the other enemies for their coins, too. There is a whole bunch of other coins randomly scattered about the level, be sure to collect on them. Other than that bit of information, you're on your own for getting this one.

3.11. Wet-Dry World

[0311]

What is so special about this stage is that it does have a water level, but the height at which you jump into the painting that holds this course determines how much water there is. If you jump into the painting at a low height, the water level is lower, while at a higher height makes it higher. For each star level, I will recommend the water level you should use.

Star 1 - Shocking Arrow Lifts! - Wet-Dry World

You begin the level landing onto a huge wooden pallet in the middle of an immense pool of water. Look behind where you start, and you should see a long platform. Jump onto it, run to the end of it and hit the '!' switch, which causes some brown platforms to appear. Now cross them and after a few, there's a platform to your right that has some coins on it. Quickly get on top of this and you'll also see a diamond-shaped object there. Run through it to raise the water just barely up to your level.

Across from you, you'll see some wooden platforms bobbing up in the water near a giant structure with yellow arrows on and an Amp nearby (to the left, not the one on the right). Swim over, and using the platforms and your jumping, get onto the ledge with the Amp nearby. Stand on the small, white block with the blue up/down arrow on it and it will transport you to beside the next one. Step on that and it'll go to the next moving platform...and keep on doing this until you get to the far ledge and hit the '!' block for the star! Watch out for the fireball-shooter on this platform though.

Star 2 - Top o' the Town - Wet-Dry World

The easiest way to beat this level is to enter the painting at the highest part you possibly can. To do this, take a couple of steps away from the painting, facing away, and doing a backflip. Triple jumps usually cause Mario to bump his head on the top of the painting, so the other way is both better, and easier.

When you begin the level, you'll land on that wooden pallet, as usual, and the place is flooded. Behind the cage ahead of you, you'll see a slanting brick platform with five coins on. Swim over to it and run up, and jump the gap. Destroy the motorised Bob-Omb to prevent being annoyed by it, then you'll see a wooden plank above the ledge. Jump onto it, and CAREFULLY (watch your footing, as it is indeed very narrow) cross it. What makes this even worse is that there are two Amps hovering around the plank.

Once you're across, watch out for the fire-shooter on the opposite platform. Look around and find the rotating platform that looks like an upside-down cone. Jump onto this, then onto the next platform after it and hit the '!' block to get your star, and grab it. Good job.

Star 3 - Secrets in the Shallows & Sky - Wet-Dry World

Enter the painting about halfway up for a less hassling way to tackle this level. When you begin and land on the pallet, jump into the water (try stomping the Water Bug while you do so), and swim over to the curved, grey ledge leading up to the structure. Get onto this ledge and run up it, and remember to keep an eye out for the Fireball-shooter awaiting you at the top to fry you.

Look behind the cage to the left to find a '!' switch. Push this, and a staircase of brown blocks appears next to the cage with the star in (you won't be getting it JUST yet, though). On top of the cage, hit the yellow '!' block, and a number '1' appears, with a lot of coins. One down, four to go.

Now get back to the ground and head over to the pillar surrounded by the ring of coins, an Amp and a Chuckya (the wind-up toy-like thing). Use a running double jump to get on top of the pillar and hit the '!' block for '2' and some more coins. Two down, three to go.

Now jump into the water and swim around the platform that is in front of you when you start, and you should see one of those water level tweakers (green diamond). Swim through it, and it'll cause the water to go down to the lowest level (so that you can run on the ground). Now head to the opposite side of the level, and you'll see a metal crate near a brown block and a floating '!' block that's a little high to reach. Push the metal crate near the block and you'll get '3' while you do so. Keep pushing the crate until it is under the '!' block then climb onto it and hit the '!' block for lots of coins, and '4'. Four down, one to go.

Now go to the right, and climb onto the ledge with the Chuckya on, and you'll see another of those metal crates inserted into the wall. Simply push it, and you've gotten all five numbers! Now, you simply have to re-adjust the water height to be able to collect the star, which has appeared on a high ledge. Near where you are, you'll see a tall pillar with an Amp orbiting it. Run over to it, climb it, and touch the green / blue diamond to raise the water. From there it's just a simple case of swimming over to the area where you start and jumping onto the long platform behind you, and grabbing the star to finish the level!

Star 4 - Express Elevator--Hurry up! - Wet-Dry World

Start by jumping into the painting at the lowest possible height you can (so you are able to run along the ground). Now, when you start, stomp the nearby Water Bug to avoid being annoyed by it, and head over to the black caging you see across from you, and destroy the brown block. Then go to the platform to the left of where you start (which has a blue coin block occupying it). Run along to the end of the ledge to find a Chuckya. Stand facing the brown wall behind you, and let the Chuckya throw you up onto the higher ledge (it throws you high and behind the metal plate it has). It's a bit difficult to explain, but you should get it.

There's another Chuckya on the next highest ledge, which you will have to take advantage of by letting it "chuck" you up to the next highest ledge (you'll need to be just the right distance from the wall, because it can only just barely get you up there). Now, avoid the Chuckya on this ledge and simply run across it to find that huge, black cage with the '!' switch next to it.

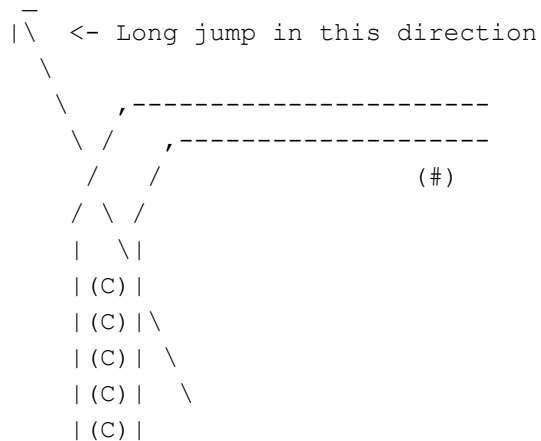
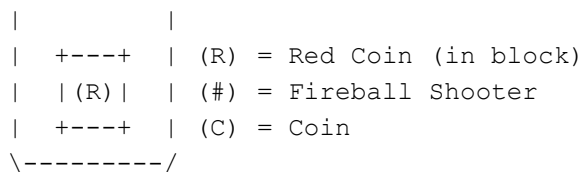
Step on the switch to make the brown block staircase appear next to the cage. Climb up and onto the top, and you'll notice that there is a wooden ledge attached to the end of the cage, and a little bit of the ledge sticks out so you can step onto it. Stand on the very edge of the ledge sticking out (further from the star) and it'll start going down. When it stops, QUICKLY drop down and go through the gap in the cage you exposed after smashing the block here earlier. Use a wall kick to get onto the part of the platform inside the cage that came down with you. It'll go back up, and at the top, you can simply collect the star on the other side of the elevator!

Star 5 - Go to Town for Red Coins - Wet-Dry World

Enter the painting at the highest height you can. Now look to the left of your starting position and you should find a floating red brick platform next to a wooden pallet bobbing in the water. Swim over to it, and use the pallet to jump onto the platform and talk to the Bob-Omb Buddy, who'll get the cannon ready, as you'll need it.

Now swim over to the grey sloped platform just across from you and jump into the cannon that you have just opened. Now aim the cannon at the opposite corner of the level of where you are, and aim the cannon just above the scenery in the background. Fire, and you should plunge inside the closed-in cage in the corner of the area. Now look down and swim through the tunnel. Go under the first cage then over the second, and you'll come into the "Town". Now here is the check list for the Red Coins to get in the level:

- [] Coin 1 - There is a water height adjuster directly below the entrance to the town. Swim through it to make the water come down to the lowest possible level. Head to the opposite side of the area, where you'll see a Vanish Cap Block. Turn right when you come to the Vanish Cap Block and go to the left of the building. Use wall kicks to get up onto the roof. Hit the brown block floating there to reveal Coin #1.
- [] Coin 2 - Do a long jump onto the red brick roof that is across from the building that Coin #1 is on. Punch the brown block to find this coin.
- [] Coin 3 - Head to the opposite corner of the level, where there's a tall cage with a star in it. Wall kick using this and the white building next to it to get on the roof. Watch out for Fireball-shooters on the roof. Punch the brown block to find the coin.
- [] Coin 4 - You need to do a long jump from this building onto another one to get a block. It's hard to explain in words, so here's a diagram:



- [] Coin 5 - Look across from the rooftop that Coin #4 is on. You'll see two brown blocks on top of a very thin wall. Jump onto it (if you miss try using side somersaults and climbing up). Bash one for this coin.
- [] Coin 6 - In the other block that Coin #5 was NOT in.
- [] Coin 7 - Look across the area and you'll see a brown block just settled in front of the church-like building. Bust it open with a good punch and get your coin.
- [] Coin 8 - On the roof of the church.

Once you get the last coin, simply go inside the church and get your star.

Star 6 - Quick Race Through Downtown! - Wet-Dry World

Jump into the painting at the highest height. Swim over to the cannon and fire yourself to the corner and swim into Downtown again.

Once you're there, swim down below the entrance and use the diamond to lower the water level again. Head across the town to find that Blue '!' Block again, and bash it for a Vanish Cap. Put it on, then round around the buildings to find the tall cage you saw before. Don't use the Blue '!' Block in here, though but rather wait for your Vanish Cap to wear off so Mario is solid flesh again. Now wall kick up the thin pillar in the corner, and use the steps at the top to collect your star.

Star 7 - 100 Coins - Wet-Dry World

Being a later stage, where getting 100 coins becomes a more taxing challenge, this one is quite easy as there is a total of over 150 coins in the level, and you can get 100 before going to Downtown to explore for more, if you wish. I suggest starting at the lowest level and work your way up after getting as many coins as possible. Remember the yellow '!' blocks that give you lots of coins, kill Water Bugs for three coins each, and use the blue coin switch to get 30 additional coins, making it even easier. The red coins in downtown also give you 16 easy coins. You'll be able to find other coins without any problems. Just follow these guidelines and you'll do fine.

3.12. Tall, Tall Mountain

[0312]

Star 1 - Scale The Mountain - Tall, Tall Mountain

To get this star, you will have to get to the very top of the mountain. The star is just waiting there to be snagged.

Start by advancing past the three Goombas. Continue down the path until the path comes to a hole. Perform a long jump (Z+A) to get across this hole. Continue down the path and you'll come to another hole. To get across this hole, perform another long jump. You'll now be at a platform with a bunch of giant mushrooms to your left. Ignore the giant mushrooms. Continue on down the path. Once you pass the area with the giant mushrooms, you'll come to an area with a bunch of moles. The moles will throw rocks at you, so take caution of them. Advance past the moles, and you'll come to an area with 3 Bob-Ombs. I recommend ignoring these Bob-Ombs, but you can kill them if you want for a coin each. Once you are finished with the Bob-Ombs, continue down the path and you will come to a giant pink Bob-Omb who is wandering in a more open area. If you want, you can kill this giant pink Bob-Omb by picking him up from behind and throwing him. When you are ready, advance to the narrow bridge on the other side of the open area where the pink Bob-Omb is/was. Get the 5 coins on this bridge. When you get to the end of the bridge, jump to the platform on the other side, the platform with the monkey on it. On this platform, ignore the monkey (if you pick him up, he'll take your hat). Get to the very right of this platform, and you'll see a very large log in its stationary position. Jump on

the left side of the log, and it will start to roll to the left. Now start running opposite the log, this will cause the log to roll all the way to the left. Once it rolls completely to the left, go to the far side of the log and jump onto the new platform. This platform is very small, but there is another platform right next to you, jump up onto that. Follow this platform to the right, eventually the platform will start to rise, and you will notice large steel balls rolling toward you! The steel balls will take away two pieces of health if you get hit, so don't get hit. Once you get past the part of this platform with all the steel balls, the platform will slope downwards causing you to slide. When you stop sliding, go past the 3 Goombas. There is a hidden 1-Up Mushroom sitting at the beginning of the huge pit in front of you. Get the 1-Up, then do a long jump across the huge pit. Quickly run past the cloud and get the five coins. Continue down the pathway and into a section of rough vines. There are 3 Goombas nearby, so watch out for them. Once you get to the end of the rough vines, jump up and you will grab onto the ledge, then pull yourself up. Run past the exclamation switch, continue down the path and you'll come to an extremely narrow ledge with 5 coins on it. Cross the narrow ledge with extreme leisure. When you finally cross the narrow ledge, continue down the zig-zagged surface and up the rest of the way to the very top of the mountain. Congratulations, you have scaled the mountain! The star is now right in front of you.

Star 2 - Mystery Of The Monkey Cage - Tall, Tall Mountain

To get this star, you will have to get to the very top of the mountain and talk to a monkey. It sounds crazy, yes, but it is what is needed to be done to complete this star mission.

Start by advancing past the three Goombas. Continue down the path until the path comes to a hole. Perform a long jump (Z+A) to get across this hole. Continue down the path and you'll come to another hole. To get across this hole, perform another long jump. You'll now be at a platform with a bunch of giant mushrooms to your left. Ignore the giant mushrooms. Continue on down the path. Once you pass the area with the giant mushrooms, you'll come to an area with a bunch of moles. The moles will throw rocks at you, so take caution of them. Advance past the moles, and you'll come to an area with 3 Bob-Ombs. I recommend ignoring these Bob-Ombs, but you can kill them if you want for a coin each. Once you are finished with the Bob-Ombs, continue down the path and you will come to a giant pink Bob-Omb who is wandering in a more open area. If you want, you can kill this giant pink Bob-Omb by picking him up from behind and throwing him. When you are ready, advance to the narrow bridge on the other side of the open area where the pink Bob-Omb is/was. Get the 5 coins on this bridge. When you get to the end of the bridge, jump to the platform on the other side, the platform with the monkey on it. On this platform, ignore the monkey (if you pick him up, he'll take your hat). Get to the very right of this platform, and you'll see a very large log in its stationary position. Jump on the left side of the log, and it will start to roll to the left. Now start running opposite the log, this will cause the log to roll all the way to the left. Once it rolls completely to the left, go to the far side of the log and jump onto the new platform. This platform is very small, but there is another platform right next to you, jump up onto that. Follow this platform to the right, eventually the platform will start to rise, and you will notice large steel balls rolling toward you! The steel balls will take away two pieces of health if you get hit, so don't get hit. Once you get past the part of this platform with all the steel balls, the platform will slope downwards causing you to slide. When you stop sliding, go past the 3 Goombas. There is a hidden 1-Up Mushroom sitting at the beginning of the huge pit in front of you. Get the 1-Up, then do a long jump across the huge pit. Quickly run past the cloud and

get the five coins. Continue down the pathway and into a section of rough vines. There are 3 Goombas nearby, so watch out for them. Once you get to the end of the rough vines, jump up and you will grab onto the ledge, then pull yourself up. Run past the exclamation switch, continue down the path and you'll come to an extremely narrow ledge with 5 coins on it. You should quickly notice a cage next to the ledge with a nice shiny star in it that was not there before. Anyway, cross the narrow ledge with extreme leisure. When you finally cross the narrow ledge, continue down the zig-zagged surface and up the rest of the way to the very top of the mountain. You will now notice a monkey that looks like the one from earlier on in the level, however, he will not come toward you. You will have to grab him by pressing B while you are close to him. A good strategy to do this is to walk really slow. Once you grab him, he will plea for your forgiveness by offering a trade for "something really good." Accept his offer by freeing him. The monkey will now start to slowly walk down the side of the tall mountain. When he stops, talk to him. He will jump on the cage and make it drop. The star will appear back where you saw the first monkey of the game, about halfway up the mountain. Go back to that area and jump across the water to get the star.

Star 3 - Scary 'Shrooms, Red Coins - Tall, Tall Mountain

Everyone I know either says this is an easy star or a hard star. I think it's simple. There are 8 red coins in the level. Once you get all 8, the star of power will appear. When you get all 8 red coins, the star will appear right next to all those rock-throwing moles. Below is a checklist of all eight coins in the level.

- [] Coin 1 - Navigate your way up the path leading to the top of the mountain. At the very beginning of the path, right after the two holes, you will see a giant mushroom. Red Coin #1 is right above that giant mushroom.
- [] Coin 2 - Navigate your way up the path leading to the top of the mountain. At the very beginning of the path, right after the two holes, you will see a cluster of giant mushrooms on your left-hand side. Red Coin #2 is on a moderately small mushroom toward the back. You will have to jump on the other mushrooms to get to it, so be careful!
- [] Coin 3 - Navigate your way up the path leading to the top of the mountain. At the very beginning of the path, right after the two holes, you will see a cluster of giant mushrooms on your left-hand side. Red Coin #3 is on a very small mushroom in the back. You will have to jump on the other mushrooms to get to it, so be careful.
- [] Coin 4 - Navigate your way up the path leading to the top of the mountain. At the very beginning of the path, right after the two holes, you will see a cluster of giant mushrooms on your left-hand side. Red Coin #4 is directly above a large mushroom toward the end of the cluster.
- [] Coin 5 - Just after the cluster of giant mushrooms is a section of rock-throwing moles. You should notice some rock platforms against the wall here. Jump on top of the rock platforms. Red Coin #5 is right there.
- [] Coin 6 - Just after the cluster of giant mushrooms is a section of rock-throwing moles. You should notice some rock platforms against the

wall here. Jump ontop of the rock platforms. Red Coin #6 is right there.

[] Coin 7 - Just after the cluster of giant mushrooms is a section of rock-throwing moles. You should notice some rock platforms against the wall here. Climb these rock platforms higher and higher into the air. You will notice a small set of four rock-throwing moles. Red Coin #7 is on a small rock platform right next to these moles.

[] Coin 8 - Just after the cluster of giant mushrooms is a section of rock-throwing moles. You should notice some rock platforms against the wall here. Climb these rock platforms higher and higher into the air until you get to the very top. Red Coin #8 is directly above the highest of the rock platforms.

Star 4 - Mysterious Mountainside - Tall, Tall Mountain

Start by advancing past the three Goombas. Continue down the path until the path comes to a hole. Perform a long jump (Z+A) to get across this hole. Continue down the path and you'll come to another hole. To get across this hole, perform another long jump. You'll now be at a platform with a bunch of giant mushrooms to your left. Ignore the giant mushrooms. Continue on down the path. Once you pass the area with the giant mushrooms, you'll come to an area with a bunch of moles. The moles will throw rocks at you, so take caution of them. Advance past the moles, and you'll come to an area with 3 Bob-Ombs. I recommend ignoring these Bob-Ombs, but you can kill them if you want for a coin each. Once you are finished with the Bob-Ombs, continue down the path and you will come to a giant pink Bob-Omb who is wandering in a more open area. If you want, you can kill this giant pink Bob-Omb by picking him up from behind and throwing him. When you are ready, advance to the narrow bridge on the other side of the open area where the pink Bob-Omb is/was. Get the 5 coins on this bridge. When you get to the end of the bridge, jump to the platform on the other side, the platform with the monkey on it. On this platform, ignore the monkey (if you pick him up, he'll take your hat). Get to the very right of this platform, and you'll see a very large log in its stationary position. Jump on the left side of the log, and it will start to roll to the left. Now start running opposite the log, this will cause the log to roll all the way to the left. Once it rolls completely to the left, go to the far side of the log and jump onto the new platform. This platform is very small, but there is another platform right next to you, jump up onto that. Follow this platform to the right, eventually the platform will start to rise, and you will notice large steel balls rolling toward you! The steel balls will take away two pieces of health if you get hit, so don't get hit. Once you get past the part of this platform with all the steel balls, the platform will slope downwards causing you to slide. When you stop sliding, go past the 3 Goombas. There is a hidden 1-Up Mushroom sitting at the beginning of the huge pit in front of you. Get the 1-Up, then do a long jump across the huge pit. Quickly run past the cloud and get the five coins. Now, this is the part that is hard to explain: Press yourself up against the wall on the left side of where the 5 coins were. The wall should start to shake the way the paintings do when you jump into them (if it's not shaking, you're not pressing yourself up against the wall at the right spot). Jump into this wall. You will be taken to a new area.

In the new area, walk directly ahead and fall down the large slide. This slide is very long, and pretty tricky. Keep your eyes peeled for arrows pointing to the right, when you see these arrows, you are approaching a fork in the slide. When you come to this fork, follow the direction of the arrows and take the right path (if you continue straight, you'll come to a skull and die). Toward

the end of the slide is a pit, be sure that you have enough speed, or you will not clear the pit. Once you get through the slide, drop down the hole. On the other side of the hole, you will be on a small alcove in the mountain. The star is right in front of you. Grab it.

Star 5 - Breathtaking View From Bridge - Tall, Tall Mountain

Start by advancing past the three Goombas. Continue down the path until the path comes to a hole. Perform a long jump (Z+A) to get across this hole. Continue down the path and you'll come to another hole. To get across this hole, perform another long jump. You'll now be at a platform with a bunch of giant mushrooms to your left. Ignore the giant mushrooms. Continue on down the path. Once you pass the area with the giant mushrooms, you'll come to an area with a bunch of moles. The moles will throw rocks at you, so take caution of them. Advance past the moles, and you'll come to an area with 3 Bob-Ombs. I recommend ignoring these Bob-Ombs, but you can kill them if you want for a coin each. Once you are finished with the Bob-Ombs, continue down the path and you will come to a giant pink Bob-Omb who is wandering in a more open area. If you want, you can kill this giant pink Bob-Omb by picking him up from behind and throwing him. When you are ready, advance to the narrow bridge on the other side of the open area where the pink Bob-Omb is/was. Get the 5 coins on this bridge. When you get to the end of the bridge, jump to the platform on the other side, the platform with the monkey on it. On this platform, ignore the monkey (if you pick him up, he'll take your hat). Get to the very right of this platform, and you'll see a very large log in its stationary position. Jump on the left side of the log, and it will start to roll to the left. Now start running opposite the log, this will cause the log to roll all the way to the left. Once it rolls completely to the left, go to the far side of the log and jump onto the new platform. This platform is very small, but there is another platform right next to you, jump up onto that. Follow this platform to the right, eventually the platform will start to rise, and you will notice large steel balls rolling toward you! The steel balls will take away two pieces of health if you get hit, so don't get hit. Once you get past the part of this platform with all the steel balls, the platform will slope downwards causing you to slide. When you stop sliding, go past the 3 Goombas. There is a hidden 1-Up Mushroom sitting at the beginning of the huge pit in front of you. Get the 1-Up, then do a long jump across the huge pit. Quickly run past the cloud and get the five coins. Continue down the pathway and into a section of rough vines. There are 3 Goombas nearby, so watch out for them. Once you get to the end of the rough vines, jump up and you will grab onto the ledge, then pull yourself up. Hit the exclamation switch that is right in front of you. Quickly (ignore the box that will appear in front of you) run ahead of where you are now and stop when you come to the edge. Look down, and you should see a wooden box in front of the waterfall (if you don't see the wooden box, either you didn't hit the switch, or the switch time has expired). Get a good jump onto this box, try not to fall off the edge. Now that you are on top of the box, walk behind the waterfall for the star of power.

Star 6 - Blast To The Lonely Mushroom - Tall, Tall Mountain

Before you can get this star, make sure you have talked to the pink Bob-Omb so that the cannons will be prepared. If you don't talk to the pink Bob-Omb, you will be unable to get this star. If you don't know where the pink Bob-Omb is located, he is located just before the first monkey, right after the bridge with the 5 coins on it (if you don't know where that is, just search for it, you'll find it).

Anyway, advance past the three Goombas. Continue down the path until the path comes to a hole. Perform a long jump (Z+A) to get across this hole. Continue down the path and you'll come to another hole. To get across this hole, perform another long jump. You'll now be at a platform with a cluster of giant mushrooms to your left. Scan through these mushrooms (with your eyes) for a small mushroom without a red coin on it. There are two of them. Jump on top of the small mushroom without a red coin above it, and stand there, you will be transported to a new area of the level. In the new area, walk down the narrow ledge. Continue to walk down the narrow ledge until you come to the cannon. Jump into the cannon. When you are aiming the cannon, look around for a giant mushroom with a nice shiny star on top. Aim the cannon so that you will land on the star. When you feel as if you have the cannon aimed in the correct position, fire the cannon by pressing A. If you aimed the cannon in the right spot, you will hit the star. If you didn't aim the cannon in the right spot, you will probably fly off the edge, lose a life, and have to star over.

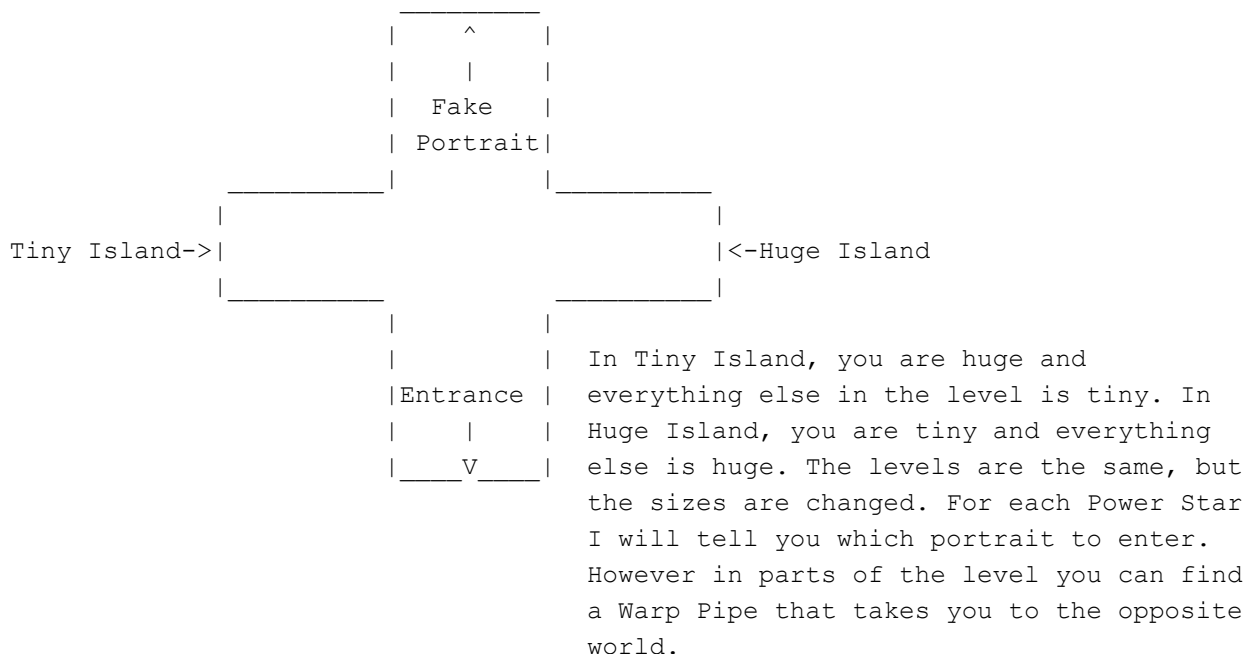
Star 7 - 100 Coins - Tall, Tall Mountain

Ok. Start out getting this star by going to the long slide that is required to get the "Mysterious Mountainside" star mentioned above. There is a total of 63 coins in this slide. Go down the slide and try to get as many of the 63 coins as you can. Be sure to get the Tox-Box and the 8 coins located at the bottom of the very first hole. Kill all the enemies. Get all the red coins. Get every other loose coin that you see. This isn't a hard star to get. Just be sure that the 100th coin you get is not during the slide, it would be an inconvenience to have to go back through the slide to retrieve your star.

3.13. Tiny-Huge Island

[0313]

Note that in this stage, like Wet-Dry World, there is a portrait secret to dictate the level. Look around the room that contains the painting of two Goombas. There is a small portrait in the niche to the left, and a bigger portrait to the right. This diagram explains the level status when you enter each portrait:



Star 1 - Pluck the Piranha Flower - Tiny-Huge Island

Start the level by entering the portrait to the left, which takes you to Tiny Island. When you start, a tiny Goomba will charge into you. Let it hit you, as you'll lose no health and it'll die (you won't get a coin however). Jump into the water to the left of your starting position and swim over to the brown platform. Jump onto it and pull yourself up (watch out for the Fireball-shooter occupying the same platform though). Hit the yellow '!' block to get a 1-Up Mushroom before carrying on.

Carry on swimming further and pull yourself onto the next platform, you will see a green Warp Pipe on it. Stepping into this takes you into Huge Island. Watch out for the Piranha Plants that pop up from the ground to shoot flames at you here. But anyway, carry on with what you need to do and jump into the green Warp Pipe to be taken to Huge Island.

You now find yourself on a bigger version of this platform. What you need to do now is to walk around on the platform to cause Piranha Plants to pop up, then take them out with a punch. There are five Piranha Plants that pop up when you walk over a certain location, so it's quite easy to find them all. When one pops up, get a reasonable distance close to it and hit it with a punch to make it wither away into two coins. After you look around the platform and have knocked out five Piranha Plants, the fifth one will release the Power Star to land near the Warp Pipe, so you can walk over and take it to add to your ever-growing Power Star total.

Star 2 - The Tip Top of the Huge Island - Tiny-Huge Island

Start the stage by going into the portrait to the RIGHT of the entrance, so that you start in Huge Island. When you start the stage, there will be three Giant Goombas surrounding you. Use ground pounds on their heads for a blue coin each. Once disposing of them, head through the little archway in the wall in front of you. Jump into the water and swim over to the left to get onto the sand. Now there are a few enemies around here - a Shyguy, a Koopa Troopa and one of those Bad Lakitus. Try taking the Shyguy and Lakitu out first, then stomp on the Koopa Troopa and jump onto his shell for a ride.

Now, while on the shell, slide across the water you were in just before, turn left and go to the green slope. Also be aware of the Bubba Fish in the water. Don't go anywhere near him, as he'll make mincemeat of you, and you CAN'T beat him. So using the shell, go up the green slope and crash into a fence to lose the shell. Now deal with the Shyguy and Giant Goomba occupying this little strip of land.

Now, across from this little piece of land, you'll see another little platform across a very large gorge across from you. Use a good long jump to get over to it. When you are on this platform, a strong gale will begin to blow. Look to the left and you'll see another platform sticking out of the wall, a little higher than you. Try jumping over to it, and the gust will pull you up so that you can land on it. Bash the '!' block to get a 1-Up Mushroom, and now VERY CAREFULLY walk across the little thin plank against the wall to the next area (hold your Analog Stick in the direction of the wall so that Mario presses his body against it and you can shimmy across).

On the next little grass plateau, use your ground pounding techniques on the

Giant Goombas for a couple of nice blue coins. Now, if you look at the fence, you'll see a gap in it, and a large wooden board going downwards to some more grass plateaus. Go down it quickly, as a gust of wind will blow as soon as you set foot on it, and you don't want to get blown off. Once you have gotten across it, to the next platform, you'll see some black cannonballs rolling down trying to crush you.

Climb up the slopes and run along them, and do your best to avoid being crushed by those huge cannonballs. Once you get up, run up the next slope, and don't go through the pipe. Instead, jump onto the ledge to the right of it and ground pound the Giant Goomba for a blue coin, should you need to regain some health. Then go to the end of the platform and double jump up to the next one and then again, and watch out for the Purple Bob-omb here, who may have plans to lob you off. Look around the side of the mountain to see a wooden plank.

Walk across it (don't try to run because the camera angle changes and you may inadvertently run up the mountain then slide down and fall), collecting the five coins as you go across. Once at the end of the platform, take your time running up the slope then bash the yellow '!' block to reveal the Power Star, which you can then collect to finish the level off.

Star 3 - Rematch with Koopa the Quick - Tiny-Huge Island

Start the level by going into the portrait to the LEFT, which takes you to Tiny Island.

Now, when you begin, let the Tiny Goomba commit suicide by running into you as usual, then jump into the water to your left and swim up to the platform, avoid the Fireball-shooter and hit the yellow '!' block for a 1-Up Mushroom. Then keep swimming along until you get to the next grassy platform, and climb onto it but instead of jumping into the Warp Pipe, drop down the gap behind the Warp Pipe and you should land on a '!' switch.

Now, a row of brown blocks appear floating in the air in front of the switch. Walk a ways across the blocks, and look at the cliff to see a grassy platform with two coins on, and some little cannonballs rolling down. Use a running double jump to reach this little platform and run up it to find the Warp Pipe leading to Huge Island. Jump into it.

Now go past the hole where the giant cannonballs are being emitted, and as you enter the field, you'll spot some Giant Goombas and Koopa the Quick lumbering around nearby. When you talk to him, he tells you that he wants to race you again.

Say "Go!" to start. He's a little harder to beat this time, so this is what you should do; before the gun shoots to begin the race, use the C-Stick to look at the fence. When the race begins, jump into the fenced area, run through it and jump out so you saved a little bit of time running around it. Now you'll see those cannonballs rolling out of the hole. Follow the cannonballs, and where you see them rolling down the green platforms, perform a long jump so you land roughly around the little green platform with the five yellow coins on. Now quickly run across the wooden plank and the wind will begin. As you run up the plank, Koopa the Quick comes up behind you but he'll actually push you along. When you get to the grass platform, run around to the left of the green Warp Pipe and get to the flagpole to beat Koopa the Quick, who gives you the star.

Star 4 - Five Itty Bitty Secrets - Tiny-Huge Island

Start by going into the portrait to the LEFT, which takes you to Tiny Island. Let the Goomba kill itself by running into you as usual. Then jump into the water to your left and swim up to the platform with the yellow '!' block on it, and hit this for a 1-Up Mushroom (watch out for the Fireball-shooter here as well). Then continue swimming further up to the platform with the green Warp Pipe on it. Don't jump in the Warp Pipe though, instead look behind it and you will see a little opening.

Like you did last time, drop down and hit the switch to make the ledge of brown blocks appear in front of you. Walk along them and look at the mountainside to see a slope with little cannonballs rolling down, and a part with two coins on. Use a double jump to reach this part. Now advance up the mountain, but this time, don't jump into the Warp Pipe. Rather, jump onto the ledge beside it. Let the Tiny Goomba kill himself if you want to, and climb up the next two higher ledges, and at the second one, fight another Tiny Goomba. Now you'll see that plank hanging off the mountainside again, but this time it's a lot thinner. So CAREFULLY cross it. Take your time as well, there's no need to rush things either (running may cause you to unintentionally run up the mountain due to the camera angle, and slip down, which you do not want). At the end of the plank, run up the slope and stand in the middle of the pool of water at the top of the mountain to discover one itty bitty secret (1).

Now look on the opposite side of the mountain of the slope you came up to see the foot of the mountain (with the Warp Pipe next to the hole in the wall letting the cannonballs out). Slide down so you land safely here. Walk in front of the hole in the wall, and that's two itty bitty secrets you've discovered so far (2).

For the next secret, run around the mountainside to the area where Koopa the Quick would be (if you were in Huge Island). You'll find a tiny version of him wandering around. Stomp his head for a blue coin. Now go to the end of the ledge and jump down and you should land on the sandy area. To the right you should see a little wooden plank leading into the wall. Jump near the hole where the plank is being fed into the wall and you'll discover the third itty bitty secret (3).

Now go down the sandy slope and into the water. Swim over towards the archway that you would've used in Huge Island to get here from the entrance. Step in front of the archway and that's the fourth itty bitty secret (4). The last secret to find isn't far away; go back into the water again and swim to the opposite side, so you come to the little green slope. Go up it and step over the little square hole in the ground to find the last itty bitty secret (5)!

Now you just need to get the star. Whilst avoiding the flames being shot at you by the annoying Fireball-shooter on the ledge, you'll see a Bob-Omb Buddy waiting there. If you haven't activated the cannons already, talk to him. Then jump over to the next platform behind him, and watch out for this Tiny Goomba because he can knock you off the ledge! Ground Pound him or simply get past him and jump onto the ledge to the left with the yellow '!' block on it. Hit the block for some coins. Now you will notice a VERY THIN plank against the wall, but it is physically impossible to use it to get to the next ledge as you'd normally do in Huge Island, so instead, use a long jump to get there (land on the part sticking out).

Now take out the Goombas around the Warp Pipe, and look around the other side of the Warp Pipe to see a little plank leading across a gorge to the next platform, that has little cannonballs rolling down it. VERY CAREFULLY walk down it to get to the platform, then while avoiding the little cannonballs, start

going up the slope to the next Warp Pipe. Now, if you look down over the cliff face, you'll see the little platform with the Warp Pipe on it that's near the start of the level. Drop down and get onto it. Look around the Pipe to see that '!' switch again and hit it to activate the ledge of brown blocks. This time, go along the full length of the ledge and you'll find that it leads to a little floating platform that has the star on it.

Star 5 - Wiggler's Red Coins - Tiny-Huge Island

Jump into the portrait leading to Tiny Island as you start the level. As you start, ignore the Goomba and jump into the water. Swim over to the little platform with the '!' Block (contains a 1-Up Mushroom) and the fireball shooter, then swim past it and jump onto the next platform with a warp pipe on it. Drop down off the side of the ledge as usual to hit the switch that causes the brown blocks to appear. Walk across the brown blocks a ways then jump over to the cliff edge to grab onto it, then pull yourself up and go up the slope (avoiding the small cannonballs rolling down).

You'll arrive near the warp pipe. Go past the square hole in the wall and get to the field where Koopa the Quick is waiting. Drop off the ledge to land onto the sand. Watch out for the fireball shooter here. Go into the sea and swim over to the little grassy island in the corner where the Pink Bob-Omb Buddy is. Talk to him to activate the cannon if you haven't done so already. Now head all the way back to the Warp Pipe that is just before the field where Koopa the Quick is located and jump into it to switch worlds.

Now, in small state, go back to the island in the corner of the water and jump into the cannon. Now aim the cannon to the right and look at the mountain - you should see a tree there. Aim the cannon high so that the tree is visible at the bottom of the scope and fire. If done correctly, you should hit the tree. Now dismount and head left, past the giant Goomba, then walk across the narrow plank and go through the hole in the mountainside that it leads to. In this next area, you can find the red coins.

- [] Coin 1 - Walk slowly along the little platform you start on and you'll notice it at the edge of the platform.
- [] Coin 2 - Jump onto the next platform across from the one you start on to get this.
- [] Coin 3 - Jump onto the next platform to get it.
- [] Coin 4 - Jump onto the next platform to get it.
- [] Coin 5 - From the platform that coin #4 is on, look to your left and you'll see it on a platform at a little lower altitude. Jump over and get it.
- [] Coin 6 - Jump onto the platform in front of the one with coin #5 on to get this one.
- [] Coin 7 - Double jump up to the next ledge. Avoid the fireball shooter and get the coin, on the end of the ledge. Also use the blue switch to get some blue coins.
- [] Coin 8 - Jump back to the previous platform, then make a long jump onto the platform in the corner. Use wall kicks to get up the two parts of the wall sticking out to get this, the star, and finish this

level!

Star 6 - Make Wiggler Squirm - Tiny-Huge Island

Enter the left portrait to start in Tiny island to begin this level. Now do all that stuff stated before - swim past the first platform to the left, climb onto the second one, drop off it and hit the switch, jump onto the cliff, run up the slope, and you'll end up at the warp pipe. Now go onto the platform that the tiny Goomba is on and climb the little steps and take out another tiny Goomba. Now walk across the tiny plank on the edge of the mountain with the coins on it. Now carefully proceed to make your way to the summit like you did previously, then stand in the pool of water and perform a ground pound to create a hole that drains the water.

Now if you look over the edge of the mountain top you'll see the warp pipe lying on a ledge below you, so slide down and jump in. Now, as small Mario, proceed to go all the way back up to the top of the mountain again (beware of the Purple Bob-Omb on one of the ledges). Now that the hole on the top of the mountain is much bigger, drop through it!

When you enter the house, a mad Wiggler confronts you - he's not at all happy that you flooded the place, then a boss battle begins. Quickly jump off the grassy platform you are on and wait in a corner of the room. Wait for Wiggler to approach, then jump onto his head. Like in the previous Mario games, Wiggler gets mad and goes faster. Now you have to jump on his head again, so as he approaches you, make a well-timed jump towards the little flower on his head. Now watch out, as he'll make a little jump at you. As he approaches again, stomp on his head once more and he'll give up, thus you beat this really easy boss and acquire the star!

Star 7 - 100 Coins - Tiny-Huge Island

It's a bit hard to describe how best to get 100 coins in this level. It's pretty simple and there are almost 200 coins in Tiny-Huge World, but you will be required to travel through both dimensions in order to collect as much as possible. Remember to keep in mind that ground-pounding a giant Goomba awards you a blue coin (worth 5). Look for the Piranha Plants on the platform across from you where you start, as defeating them gives you coins too. All else I can say is that you make sure you collect as many coins as you possibly can before going into Wiggler's house (the area with the red coins - these along with the blue coin switch give you 26 coins total). You shouldn't find this too hard, so good luck on this one.

3.14. Tick Tock Clock

[0314]

Star 1 - Roll Into The Cage - Tick-Tock Clock

It is a good idea to enter this level with time stopped. If you don't know how to stop time, enter the level with the minute hand on the 12, that will stop time. Despite this, I am going to explain how to get the star with time still moving.

Start by looking to the left at the swinging pendulum. Jump across the gap onto the other side, but be sure to do this when the pendulum swings out of the way or else you'll get shoved off the edge. Climb up the three steps, and then go onto the treadmill. Walk to the end of the treadmill closest to the giant yellow rotating block. Watch this block, jump on top of it as soon as it rotates, then quickly jump onto the small platform to the right. There is now another pendulum in front of you, take notice of it as you jump across the pit. Follow the brown/white striped platform that you are on now to the left until it eventually ends. You will come to three giant rotating blocks all right next to each other. They will all rotate at exactly the same time. As soon as they rotate, jump onto the top of them. Quickly, climb to the highest of the three of these blocks, then jump off onto another brown/white striped platform (if you are too slow, the platforms will rotate while you are still on them, causing you to fall off). Walk past a bar sticking out of the wall that will try to push you off, and then jump up onto the large tan colored platform. Walk to the other side of this tan colored platform and you will see another yellow treadmill. Jump onto this yellow treadmill and then jump onto the platform above the treadmill. You should now see four (4) circular platforms, all of which are slowly rotating. Use these rotating platforms as steps and make your way to the top. When you get onto the fourth of these circular platforms, jump onto the brown/white striped platform. Follow this platform to the end past a bar sticking out of the wall that will try to push you off the edge. Now drop down onto the rotating platform below and then jump onto the yellow treadmill to your top-left. The star of power in which you have been searching is now right in front of you, so grab it.

Star 2 - The Pit And The Pendulums - Tick-Tock Clock

It is a good idea to enter this level with time stopped. If you don't know how to stop time, enter the level with the minute hand on the 12, that will stop time. Despite this, I am going to explain how to get the star with time still moving.

Start by looking to the left at the swinging pendulum. Jump across the gap onto the other side, but be sure to do this when the pendulum swings out of the way or else you'll get shoved off the edge. Climb up the three steps, and then go onto the treadmill. Walk to the end of the treadmill closest to the giant yellow rotating block. Watch this block, jump on top of it as soon as it rotates, then quickly jump onto the small platform to the right. There is now another pendulum in front of you, take notice of it as you jump across the pit. Follow the brown/white striped platform that you are on now to the left until it eventually ends. You will come to three giant rotating blocks all right next to each other. They will all rotate at exactly the same time. As soon as they rotate, jump onto the top of them. Quickly, climb to the highest of the three of these blocks, then jump off onto another brown/white striped platform (if you are too slow, the platforms will rotate while you are still on them, causing you to fall off). Walk past a bar sticking out of the wall that will try to push you off, and then jump up onto the large tan colored platform. Walk to the other side of this tan colored platform and you will see another yellow treadmill. Jump onto this yellow treadmill and then jump onto the platform above the treadmill. You should now see four (4) circular platforms, all of which are slowly rotating. Use these rotating platforms as steps and make your way to the top. When you get onto the fourth of these circular platforms, jump onto the brown/white striped platform. Follow this platform to the end past a bar sticking out of the wall that will try to push you off the edge. You should see a cage in front of you, do a double jump to grab on to the top of the cage, then pull yourself up to the top of the cage. Proceed to the other side of the cage and you will see more of the brown/white striped platform. Follow this

platform to the end where you will see a small yellow platform that will go up and down. Jump on top of the small yellow platform and then jump onto the platform above you. Get the 5 coins here, avoid the Spark, and climb the pole. When you get to the top of the pole, jump off and you will receive an extra life. You will now be on a very large yellowish platform. If you look to the front-left area, you will see two '!' boxes and a Wind-up Shovel enemy. Avoid the Wind-up Shovel enemy, and continue to the front-left until you come to the edge. Use the yellow triangular rotating platform to get to the platform on the other side of the pit.

Look to the left and you will see a brown/white striped platform and two giant pendulums. If you look across the pendulums, you will see the shiny star that you are searching for. To get to the star, carefully cross the pendulums. Be careful, if you make one foolish step, it could result in falling down the pit below.

Star 3 - Get A Hand - Tick-Tock Clock

Make sure time is moving when you enter this stage.

Start by looking to the left at the swinging pendulum. Jump across the gap onto the other side, but be sure to do this when the pendulum swings out of the way or else you'll get shoved off the edge. Climb up the three steps, and then go onto the treadmill. Walk to the end of the treadmill closest to the giant yellow rotating block. Watch this block, jump on top of it as soon as it rotates, then quickly jump onto the small platform to the right. There is now another pendulum in front of you, take notice of it as you jump across the pit. Follow the brown/white striped platform that you are on now to the left until it eventually ends. You will come to three giant rotating blocks all right next to each other. They will all rotate at exactly the same time. As soon as they rotate, jump onto the top of them. Quickly, climb to the highest of the three of these blocks, then jump off onto another brown/white striped platform (if you are too slow, the platforms will rotate while you are still on them, causing you to fall off). Walk past a bar sticking out of the wall that will try to push you off, and then jump up onto the large tan colored platform. Walk to the middle of this tan colored platform, and you will see an '!' box. Hit this '!' box for 3 additional coins. Now, wait at the spot where the '!' box used to be. There is a ball nearby that will shoot fire at you, so be sure to avoid the fire. Wait for a giant minute hand to come toward you. When you see the minute hand, jump on it. When the minute hand that you are now on makes a 180 degree rotation, you will see a small alcove in the wall. There is a Spark guarding this alcove, so avoid him (if the spark shocks you, it's no big deal). The star that you are looking for is inside this small alcove. Jump into the alcove and grab the star.

Star 4 - Stomp On The Thwomp - Tick-Tock Clock

In my opinion, this is one of the hardest, but most fun stars in the entire game. You will have to get to the very top of the level. When you enter, make sure the time is active. If time is stopped, you will be unable to get this star.

Start by looking to the left at the swinging pendulum. Jump across the gap onto the other side, but be sure to do this when the pendulum swings out of the way or else you'll get shoved off the edge. Climb up the three steps, and then go onto the treadmill. Walk to the end of the treadmill closest to the giant

yellow rotating block. Watch this block, jump ontop of it as soon as it rotates, then quickly jump onto the small platform to the right. There is now another pendulum infront of you, take notice of it as you jump across the pit. Follow the brown/white striped platform that you are on now to the left until it eventually ends. You will come to three giant rotating blocks all right next to each other. They will all rotate at exactly the same time. As soon as they rotate, jump onto the top of them. Quickly, climb to the highest of the three of these blocks, then jump off onto another brown/white striped platform (if you are too slow, the platforms will rotate while you are still on them, causing you to fall off). Walk past a bar sticking out of the wall that will try to push you off, and then jump up onto the large tan colored platform. Walk to the other side of this tan colored platform and you will see another yellow treadmill. Jump onto this yellow treadmill and then jump onto the platform above the treadmill. You should now see four (4) circular platforms, all of which are slowly rotating. Use these rotating platforms as steps and make your way to the top. When you get onto the fourth of these circular platforms, jump onto the brown/white striped platform. Follow this platform to the end past a bar sticking out of the wall that will try to push you off the edge. You should see a cage in front of you, do a double jump to grab on to the top of the cage, then pull yourself up to the top of the cage. Proceed to the other side of the cage and you will see more of the brown/white striped platform. Follow this platform to the end where you will see a small yellow platform that will go up and down. Jump ontop of the small yellow platform and then jump onto the platform above you. Get the 5 coins here, avoid the Spark, and climb the pole. When you get to the top of the pole, jump off and you will receive an extra life. You will now be on a very large yellowish platform. If you look right above the pole that you just climbed on, you will see a yellow colored moving platform followed by another stationary platform. Jump on top of the stationary platform, there is a heart here. Run through the heart multiple times to fill your health, then jump on top of the yellow moving platforms. When the yellow platform rises to its highest point, jump off of the yellow platform, and onto the brown/white striped platform (this is pretty hard to do) located on the right. Walk to the end of this brown/white striped platform, and then jump up onto the small brown platform above. Wait for the giant yellow cube on the right side of you to rotate once, then quickly jump on it. Quickly, long jump ontop of the second giant yellow cube to the left, and then jump ontop of the small brown platform above. From the small brown platform, look to the left and you'll see another platform above you. Get onto this platform by double jumping onto it. Follow this platform past four consecutive bars sticking out of the wall that will try to push you off the cliff. When you come to the edge, jump onto the yellow treadmill. There is another treadmill next to the one you are currently on, so jump onto it. There is a third treadmill next to the second one that you are on now, jump onto it. From the third treadmill, jump onto the brown/white platform. Follow the brown/white platform and eventually you will come across a yellow '!' block. Hit the yellow '!' block for 3 additional coins. Continue down this path, you will soon come to two goldish colored platforms rotating in opposite directions. When the first one is flat, jump onto it and quickly jump onto the third one, and then onto the brown/white platform on the far side. Continue up the path to the top, you will soon come to two consecutive triangular structures. Jump on these triangular platforms and use them to get across to the other side of the brown/white platform. Follow this platform to the top. You will soon come to a black ball that will shoot fire at you when you approach it. Ignore this fire-shooting ball, if you stand at the very end of the brown/white platform, you will be out of its range. Now, wait right here. You are waiting for a minute hand to come around. In the meantime, you can hit the two '!' blocks if you choose to for an extra life and 10 additional coins. When the minute hand finally comes around, jump onto it. Stay on the minute hand until it spins 180 degrees (half way) around. When it does this, jump off the minute hand and onto the yellow treadmill. The yellow treadmill will lead you to a blue colored Thwomp. Jump ontop of the

Thwomp. When the Thwomp rises again, jump off of him and onto the platform above. The star is right here. Grab it. Good job.

Star 5 - Timed Jumps On Moving Bars - Tick-Tock Clock

Time must be active in order to complete this star. I recommend jumping into the clock when the minute hand is somewhere inbetween the 12 and the 3.

Start by looking to the left at the swinging pendulum. Jump across the gap onto the other side, but be sure to do this when the pendulum swings out of the way or else you'll get shoved off the edge. Climb up the three steps, and then go onto the treadmill. Walk to the end of the treadmill closest to the giant yellow rotating block. Watch this block, jump on top of it as soon as it rotates, then quickly jump onto the small platform to the right. There is now another pendulum in front of you, take notice of it as you jump across the pit. Follow the brown/white striped platform that you are on now to the left until it eventually ends. You will come to three giant rotating blocks all right next to each other. They will all rotate at exactly the same time. As soon as they rotate, jump onto the top of them. Quickly, climb to the highest of the three of these blocks, then jump off onto another brown/white striped platform (if you are too slow, the platforms will rotate while you are still on them, causing you to fall off). Walk past a bar sticking out of the wall that will try to push you off, and then jump up onto the large tan colored platform. Walk to the other side of this tan colored platform and you will see another yellow treadmill. Jump onto this yellow treadmill and then jump onto the platform above the treadmill. You should now see four (4) circular platforms, all of which are slowly rotating. Use these rotating platforms as steps and make your way to the top. When you get onto the fourth of these circular platforms, jump onto the brown/white striped platform. Follow this platform to the end past a bar sticking out of the wall that will try to push you off the edge. You should see a cage in front of you, do a double jump to grab on to the top of the cage, then pull yourself up to the top of the cage. Proceed to the other side of the cage and you will see more of the brown/white striped platform. Follow this platform to the end where you will see a small yellow platform that will go up and down. Jump on top of the small yellow platform and then jump onto the platform above you. Get the 5 coins here, avoid the Spark, and climb the pole. When you get to the top of the pole, jump off and you will receive an extra life. You will now be on a very large yellowish platform. If you look right above the pole that you just climbed on, you will see a yellow colored moving platform followed by another stationary platform. Jump on top of the stationary platform, there is a heart here. Run through the heart multiple times to fill your health, then jump on top of the yellow moving platforms. When the yellow platform rises to its highest point, jump off of the yellow platform, and onto the brown/white striped platform (this is pretty hard to do) located on the right. Walk to the end of this brown/white striped platform, and then drop onto the tanish colored cage platform ahead. Jump onto the rised portion of this platform all the way on the right. If you look against the wall, you will see three bars. Jump on the first bar as soon as it pops out of the wall, and then onto the second as soon as it pops out of the wall, and then onto the third as soon as it pops out of the wall. Now go to the left into the caged area. The power star that you've been searching for is right next to you, so grab it.

Star 6 - Stop Time For Red Coins - Tick-Tock Clock

Enter the level with time stopped. If you don't know how to stop time, enter the level with the minute hand on the 12. This will somehow cause time to stop.

You cannot get this star without first stopping time.

When you start the level, head to the right. Drop down onto the lower portion of the level. You should notice several goldish colored platforms against the wall. If you press C^ and look up, you will notice many of these goldish colored platforms high in the air. All eight of the red coins that you need to get are above these goldish colored platforms. I'm not going to explain exactly where every one is, because they are all crammed so close together. When you finally get all eight of the red coins, the star will appear directly above the star shadow that you see when you start the level. HOWEVER, the star is about 20 or so feet high in the air. To get to the star, you will have to climb up these goldish colored platforms.

Star 7 - 100 Coins - Tick-Tock Clock

Make sure you have time active for this. Don't make time too fast, though. Make sure you hit EVERY yellow '!' switch you come across. There is a total of 70 coins that come from these '!' switches. Also, be sure you hit the blue coin switch that is located near "The Pit And The Pendulums" star mentioned above. This blue coin switch will make 7 blue coins appear. If you get all 7 blue coins, that's a total of 35 additional coins. There are not many loose yellow coins in this level, but if you see any, be sure to pick them up. Also be sure to get as many of the red coins as you can. I know you can't get very many of them due to the time, just get as many as you can. Finally, be sure you wander up to the top section of the level, the section with the Thwomp. If you do all the things that I just mentioned, this star should be a breeze.

3.15. Rainbow Ride

[0315]

Star 1 - Cruiser Crossing the Rainbow - Rainbow Ride

Start the level by walking across the wooden bridge in front of you and stepping onto the magic carpet, and it will begin to run along the path (which is of course, the rainbow). After the first grey platform the carpet travels over, you'll have to jump over the next one, so it requires good judgment. You'll then see that the rainbow is heading straight in the course of a flamethrower! Staying on the carpet means you'll be cooked to a crisp, so jump onto the circular platform with the Amp on it nearby and wait for the carpet to go past the flamethrower before quickly jumping back on and continuing the cruise.

The rainbow path soon stops, so make a jump onto the grey platform ahead of you before the carpet falls. Jump onto the rotating platform in front of you and look out for the Lakitu who approaches, so give him a headbutt from below for good measure. Jump over to the rotating platform to the right of this one with a circle of coins on it, then from there, jump onto the grey platform and step on yet another magic carpet.

You'll need to jump a platform, then you'll go under a platform with a coin on it, then you'll fly past a solitary coin lying on the rainbow path before coming to a set of stairs. Quickly climb over them and jump onto the carpet when it comes back out from underneath you, then jump on the next platform and get past the brown block and jump back onto the carpet as it comes out from underneath the platform. You'll come to a crossroads where there are two more

carpets awaiting. If you're facing forward as you move along forward, then it's the one on the LEFT you want to jump onto.

Watch out for the blue flames being thrust from the bottom of the cone-shaped structure, and as you travel up and around it, make quick jumps over the circulating blades. Then at the top you have to make quick jumps over the grey blocks, and make a quick double jump to the wooden plank from the logs. Now go across the patterned platform and jump onto the floating ship via the plank that leads onto it. Now quickly turn left, and braving the wind and Bob-Omb, grab the star, which is waiting for you on the front of the ship!

Star 2 - The Big House in the Sky - Rainbow Ride

Start the level by running across the bridge in front of you and stepping onto the magic carpet, as usual. As the carpet ascends, be ready to make a jump over the grey block floating in the air. You'll then approach the flamethrower again, so to avoid being caught in the path of its flames, wait until you get close to it then jump onto the nearby platform with the coins and the Amp then jump back onto the carpet as it goes past the flamethrower. Remember that the carpet disappears if you're off it for too long, so try to make this as quick as you can.

When the carpet reaches the end of its path, jump onto the grey slab in front of it as usual. Then jump onto the circling platform in front of you, kill Lakitu, then jump onto the platform to the right, run to the end of the ledge and onto the magic carpet, like you did in the last level. Allow it to take you along the path it took last time, getting past the obstacles, but this time, when you get to the crossroads with the two magic carpets on each side, this time take the one on the RIGHT.

Now as the carpet goes along the new path and starts ascending, you'll see some of the falling logs on the way as the carpet ascends. You'll also see that the path moves through some small, floating wooden pallets. You can stand on the front of the carpet and backflip onto the pallets as they move up, or backflip from the logs and onto the next set before jumping back onto the carpet, but you must be quick as the logs fall under Mario's weight.

Once you get past them, the carpet approaches the house, and the path goes around the back and leads into a side doorway. As it takes you in, watch out for the flamethrower by the fireplace. You should dismount the carpet and get the coins on the table while you wait for the carpet to go past the flamethrower before quickly hopping back on. The carpet travels back outside again and approaches a platform with an Amp on it. Jump onto this and wait for the carpet to pull out from the other side then jump back on (watch out for that Amp), then you'll come to another platform to jump onto, get the row of coins, then jump back onto the carpet as it comes out the other side.

The carpet then flies into a high window of the house then goes down a slant. Get off and allow the carpet to get past the flamethrower's flames before quickly jumping back on. The carpet will take you to the roof of the house. Hit the '!' Block for a 1-Up Mushroom, then grab the nearby star to finish the level!

Star 3 - Coins Amassed in a Maze - Rainbow Ride

Start the level by walking across the wooden bridge and stepping onto the

these and jump onto the stone platform (beware of the flamethrower on the side of this platform).

Look across from you and you'll see a set of falling logs and a yellow platform moving to and fro after it. Wait until the yellow platform is moving towards you, then run across the logs and hop onto the yellow platform, then jump onto the ledge it takes you to and kill the Goomba. Now look left and you'll see a slanted wooden ledge with some parts sticking out. Use these to climb up it. Now get lead and you'll see another pendulum-ledge thing that leads to a platform with the star on, but a flamethrower stands in the way! Swing across to the platform and jump on, wait until the flamethrower stops firing, then run across and grab the star to finish the level!

Star 5 - Tricky Triangles! - Rainbow Ride

Do exactly as you did in the last level until you get to the part with the Goomba next to the wooden slant with the small ledges sticking out of it. From there, look ahead and you'll see a triangular-shaped wooden obstacle with some falling logs in front of it. So, jump onto the falling logs and quickly run across them and up the triangle, and at the top of the triangle, jump down to the next set of falling logs (don't slide down it, it takes a while to recover from the skidding and you may fall off the edge of the logs). Make another jump across the gap between some more log platforms (watch out for the flamethrower) and you get to a stone ledge with a '!' switch on it.

In front you'll see the tricky triangles. Hit the '!' switch and they'll become flat, and in a short amount of time, quickly climb them to the top (on the second one make a backflip to the one above you) and jump onto the high ledge. Remember you don't have any time to spare, you must do this as quickly as possible. At the end, collect the star that is waiting there!

Star 6 - Somewhere Over the Rainbow - Rainbow Ride

Go to the maze where you found the red coins. Get past the Bob-ombs and head to the end of the platform, where you'll see the blue coin switch and a Heart Spinner. Now use precise wall kicks to get to the high ledge above you. Talk to the Pink Bob-Omb waiting there, and he'll open the cannon for you. Now run to the end of the ledge and step on the blue platform and it will take you down.

Now use a Long Jump to land on the spinning platform below and use the Heart Spinner to recover any damage upon impact. Jump onto the ledge to the left then step on the magic carpet, and follow all the procedures you made to get the first star of this course all the way until you are on the ship. Now this time, head to the BACK of the ship and jump into the cannon.

Now aim the cannon directly at the centre of the rainbow circle you'll see. Blast off, and you should hopefully clutch a striped pole on a small platform with a Purple Bob-Omb on it. Defeat the Purple Bob-Omb, then bust the yellow '!' Block open to claim the star!

Star 7 - 100 Coins - Rainbow Ride

Well, it's going to be very hard for me to tell you how to do this perfectly, since this stage is VERY big and very diverse, so the only real tip I can give

you is LOOK everywhere. Get every single coin you can find. Explore every area of the stage you've been to. Good places to look are in the floating house and the platforms outside it because there are a good number of coins here, also look on the ship, where you can find 8 yellow coins. Defeat all enemies you can find for them. The first platform you are taken to by the magic carpet has 8 coins, and the spinning platforms after that have some yellow coins, and you can defeat Lakitu for 5 coins. And finally, look in the maze. Go round the back and hit the blue coin switch, and AS QUICKLY AS POSSIBLE wall kick up to the top ledge, and six blue coins created from the switch rewards you with 30 coins, and oh yes - the red coins give you 16. Other than that, I can only wish you luck for this one - just don't give up!

3.16. Bowser in the Dark World

[0316]

Head to the right down the two giant steps and cross the narrow bridge. Walk up the hill, at the peak of the hill is a spot where fire shoots out. Be sure to watch for this fire. Cross the fire area, and go down the hill. Use one of the two square-shaped rotating platforms to cross the pit. Now run up the sloped area just ahead, there is another spot where fire shoots out here, so watch out for it. Now walk up the next slope with the five coins on it. At the top of this slope, you will see a 'ferris wheel' platform. Jump onto this 'ferris wheel' and let it carry you around to the other side. When it takes you to the other side, jump off. You'll now see three Goombas and a yellow '!' block. Kill the three Goombas for 3 extra coins, and hit the yellow '!' block for an additional life. When you are ready, cross the wooden bridge into the new area, getting the five coins as you cross. In the new area, follow the long path all the way up past four Sparks and a bunch of crystals sticking out of the ground. When you finally get to the end, use the yellow moving platform to get onto the grey platform in the middle. You can hit the yellow '!' switch if you want for 3 additional coins. Then jump onto the other side of the yellow moving platform to get all the way across to a new area.

This part is hard to explain: There are two sets of moving platforms. So jump onto the first moving platform set, and then directly onto the second moving platform set, and then onto the solid platform. There is a Goomba here, kill him if you want for an additional coin. If you look to the right, you will see two giant wobble boards which act the same way as sea-saws. Jump onto the left side of the first wobble board and stand there for a little bit to make the other side rise. When the other side has risen, walk onto the right side of the first wobble board and use it to jump onto the second wobble board. Stand on the left side of the second wobble board and wait for the right side to rise a little bit. When the right side has risen, walk onto the right side of the second wobble board and then jump onto the raised platform with two coins on it. From here, drop onto the platform below. You are now on a platform with two Goombas, kill them if you would like for two additional coins. Look at the right side of the platform you are now on and you should see a greenish type colored platform sticking out of a vertical platform. Jump onto this greenish type colored platform, and then onto the next greenish platform above. Hit the nearby exclamation switch and the slope in front of you will turn into stairs. Quickly run up the stairs. At the top of the stairs, go into the pipe to fight Bowser.

Bowser is easy. But look out for his wicked breath! He will try to burn you with it. To attack Bowser, run around behind him and grab him by the tail with the B button. Once you grab hold, swing him around in circles by rotating the control stick. Rotate the control stick as fast as you can. The faster you swing him, the farther he will fly. As you are swinging him, use the C buttons

to look around. Look for the giant spike bombs positioned in the four corners of the room. To kill Bowser, throw him (press B again) into any of these four spike bombs. You will only have to do this once. When you kill Bowser, talk to him. When Bowser is done talking, he will drop the basement key! This is used to unlock the door leading to the basement! Grab the basement key to end the level.

3.17. Bowser in the Fire Sea

[0317]

Start the level by going to the right and step on the blue mesh platform. It will then start to go across the line just visible in the lava. It comes to a rectangular platform blocking its path, so jump onto it, get the 1-Up Mushroom nearby if you're quick, then jump back onto the blue wire platform when it comes out the other side of the platform.

Now you'll then see some of those small, tilting platforms to your left, with coins on them. Jump onto the first one from the platform, as it submerges into the lava momentarily. Carefully jump onto the next tilting platform, then when the wire platform re-emerges from the lava, jump back onto it. Let it take you along some more, then jump onto the stony platform that is on the other side of the platform when it approaches, as once the platform makes contact with it, it travels back.

Now in front of this stony platform, you'll see some blue platforms dipping in and out of the lava every now and again. Cross them when there is no lava on them, and stand on the peak of one of the three parts of the platforms to avoid being touched by the lava when it comes up. Get the five coins if you need to, then jump onto the next platform, and you'll be confronted by a Bully. Lure it to the edge of the platform and punch him in to get rid of him, and be awarded a yellow coin for your trouble.

Next, on the other side of the black mesh, you'll see a platform with three Goombas wandering around in it. Stomp/punch the Goombas to kill them for coins, run through the Heart Container for health if you need it, then continue to advance across the platform and you'll see an Amp circling a pole that is being lowered and raised by a mesh platform (like the one you were on before) bobbing up and down in the lava. Grab the pole and climb it, then let the platform get raised by the lava so you go up as well, and at the optimum height, jump onto the ledge behind you and bump the yellow '!' Block for three coins.

Now jump over to the platform to your left with the Red Coin on it (it tilts, so watch your footing), then make a jump onto the next tilting platform and grab the pole at the end and climb it. You'll emerge inside a cage at the top; a 1-Up Mushroom appears for you to take. Now find the grey stone slab at the edge of this cage and stand on it; it is an elevator that takes you up.

Once you arrive in the next area, step onto the black wire mesh flooring, and you'll see a brown platform moving underneath it to the other side. You need to use this to get across the lava pit - but watch out for the flamethrower at the side as well. Time it carefully, and when you get to the other side, quickly go up the slope (jumping is the best way) and carefully go down the other side.

Here there is a cage hanging above the lava. Stand underneath it and jump, holding the A Button to cling to the cage, then swiftly cross over the lava pit and onto the other side. You can try collecting some of the coins in the ring hanging on the cage as well, if you need the health.

Now go up the slope and you'll spot two platforms going from side to side. Cross them carefully (run across when they join in the middle) and get to the next platform, that has two Bullies on it. Oh great. Either fight them if you're daring, or avoid them if you're playing safe, and run up the wire-mesh slope to the left. Here, you can bash the '!' Block for a 1-Up Mushroom. Now keep on going up the wire slopes until you're at the top part, where you should see a huge grey stone structure moving up and down. Jump onto it when it comes to you.

Now run up this grey slope (avoid the fireball shooter at the bend) and finish running up the slope, getting the coins, and at the top you'll find a Bob-Omb and a yellow '!' Block with lots of coins in it. Next you'll see a huge lava pool with blue platforms dipping in and out of it that you have to cross. What only makes it worse is that this area has flamethrowers and Amps that add to this difficulty. At the end of these platforms, jump onto the next platform and go through the heart container to fully replenish your health.

Then, jump onto the pole going up and down (being carried by the platform bobbing up and down in the lava). Stay on the top of it so you are not touched by the lava when it goes down. You need to have Mario's back facing the gap in the wall and make a jump into it, when you get your timing right. Wall kick up the next area rather than taking the pole that goes up and down through the hole in the mesh platform. At the top, hit the '!' Block for a 1-Up Mushroom then jump onto the platform below and to your right.

Next you'll see a brown-coloured bridge leading to a green funnel. Run across this (it falls as you step on it) quickly, and jump into this warp funnel to encounter Bowser!

Now this battle is a little trickier than the last. You do need to grab Bowser by the tail and swing him round and then throw him into the mines again, but this time whenever you run around him he always turns around to face you. When the fight starts, he makes a huge leap into the air and hits the arena, which tips on its side to try to cause you to fall into the lava. Run towards the side that is facing up to avoid sliding down.

One of Bowser's other nasty moves is that he uses a teleport-like move that makes him appear at another side of the arena. So to beat him, face away from him and he should get close to you (don't let him get too close though) and shoot some little fireballs in quick bursts of three. When he does this, RUN AROUND HIM AS QUICKLY AS POSSIBLE AND GRAB HIS TAIL. That's the only time you're able to do so. He can't turn when he is firing the flames. So press B near his tail to grab it, and move the analog stick in a 360-degree circular motion to swing Bowser around in circles. When you've got a good swing, press B again to throw him, and judge the direction you throw him, and hope he hits a mine. Once he comes into contact with the mine, he's fallen. Approach him and he disappears, leaving behind the key that leads to the third floor of the castle from the main entrance hall!

3.18. Bowser in the Sky

[0318]

You will start off on a yellow colored arrow shaped platform pointing to the right. Go to the end of this platform, and jump to the blue brick platform. Proceed to the right over the other four blue brick platforms. When you get on top of the 4th blue brick platform, walk onto the giant W shaped platform to the right. This W shaped platform will tilt on the direction that you are standing on, so try to stand in the middle as often as possible to avoid

tilting. After the giant W shaped tilting platform, you will find a yellow platform with orange arrows. This platform will get extremely steep, but you will still be able to run up it. Run up this platform until it stops, and you will come to a grey platform with two Goombas on it. Either ignore the two Goombas or kill them, your choice. After this grey platform, you'll come to a circular shaped blue platform spinning around in circles. There is a Spark on this platform guarding a yellow '!' box. Inside the yellow '!' box is an extra life, so be sure to get that. When you are ready, go to the left side of this circular platform and jump on the grey platform. Follow this grey platform, when it makes a 90 degree turn (right next to the red coin), a small pirahna plant will rise from the ground and attack you! So, take caution of this pirahna plant. When you get to the end of this grey platform, jump onto the wooden platform that will follow. This wooden platform will tilt to whichever side you are on, so don't stay on one side for too long, or you will fall off. Get to the other side of this wooden platform, and jump onto one of the four checkerboard platforms that are all rotating in a circle. If you look, there is a 1-Up Mushroom sitting in between these four checkerboard platforms, you can go for it if you want, but you will have to risk falling off the edge. Anyway, when the checkerboard platform that you are on now and jump off onto the grey platforms on the left. Head farther to the left past a Whomp and continue to the left until you come to a blue platform elevated in the air. Jump onto this blue platform, there is a ball here that will shoot fire, so avoid the fire. If you look to the right, you'll see a small triangular shaped platform in the air, jump on it. From there, jump onto the large platform to the right, you will probably have to do a double jump to get onto it. There is a large purple Bob-Omb on this platform. He will charge at you and try to grab you. To kill this purple Bob-Omb, get behind him and pick him up by pressing B, then press B again to throw him. Now head to the right, and you'll come to a blue platform. Walk to the end of this blue platform, and jump on the exclamation switch on the ground, this will turn the slope to the right into steps so that you can get to the top of it. Quickly, jump across the gap on the right side of you and go up the six steps there. Continue to the right up the steep slope. There is a fire-launcher that will shoot fire in the middle of your path, so watch out for it. When you get to the top, make a U turn on the platform (get the 5 yellow coins and the 1 red coin if you want). Follow this platform as it decreases in altitude past two more fire-launchers. You will soon come to a checkerboard platform, there is a pirahna plant that will appear from the middle of the checkerboard platform, so watch out for him. When you get to the end of the checkerboard platform, jump to the right onto the small platform with the arrow painted on it. As soon as you jump on it, it will start moving toward the left. This platform will go right underneath a blue platform, when it does this, jump onto the blue platform (replenish your health with the heart there). Then use this platform to cross six wooden block platforms (four of which are rectangle shaped, two of which are diamond shaped). When you get to the end, the platform will stop moving. As soon as the platform stops moving, jump off of it and land onto the lower platform with the two Bob-Omb's on it. Walk to the left side of this platform and jump onto the circular platform that is twirling around. Get on the left side of this circular spinning platform and you will see another circular spinning platform, jump onto it. On this platform, there are two Sparks guarding a pole in the middle, and three coins around the outside. Get all three coins, and a 1-Up Mushroom will appear in the center. Get the 1-Up Mushroom, then climb up the pole. When you climb the pole to the very top, jump off onto the platform there. Walk to the right past the two Goombas. When you get to the end of this platform, you will see a moving orange platform that will stick out of the platform. When this orange platform is sticking out, jump on it, and then jump onto the pole in the middle. Now that you are on the pole, position yourself so that when you jump off, you will jump to the right. Now, when the second orange platform (the one on the other side) is sticking out, jump off the pole and land on it. Continue to run to the right past two Bob-Omb's and up the grey platform. Follow this grey platform past a ball that

shoots fire, and you will come to a set of four rotating checkerboard platforms. Jump onto one of the checkerboard platforms, and let it take you to another set of four checkerboard platforms. Jump off the checkerboard platform that you are currently on, and onto one of the checkerboard platforms on the second set. Let the checkerboard platform that you are currently on take you past a grey platform, when you see this grey platform, jump onto it. Follow this grey platform until it comes to a large elevated platform. Jump onto this elevated platform, as soon as you get onto it, wind gusts will blow in an effort to push you off the platform. To get to the other side of this platform, just run, do not jump or the wind gusts will push you back. Be sure to run through the heart of power to replenish your health. When you get through the wind gusts, and you are at the other side of this platform, climb up the four blue steps, and go into the pipe to fight Bowser one final time.

The organ will play as the malicious Bowser talks to you. Evil is lurking in the air. This fight with Bowser is much harder than the previous times you fought him. He has much more attacks, moves more quickly, and you will have to throw him into THREE spike bombs as opposed to one. To kill Bowser, you will have to go around behind him and grab his tail with the B button. This can be very hard to do, because when you try to run behind him, he will twirl very fast so that you cannot grab his tail. However, if you are quick enough, you can still grab his tail. When you grab his tail, twirl him around in circles by rotating the control stick. Aim carefully, and throw him into the spike bombs located around the edge of the battle arena. If you miss the spike bombs and accidentally throw him off the edge, he will jump back on the arena, except the force of his jump will knock part of the arena off. If you knock too much of the arena off, this fight will become EXTREMELY HARD, so try to avoid throwing Bowser off the edge. When you hit Bowser with two spike bombs, he will throw a hissy fit, which will somehow cause just about the entire arena to break off, the only part of the arena that will still be left will be a small area in the shape of a Star. Hit Bowser with one more spike bomb, and he will take his last fall. He will then say his last words, and then turn into the star of power. This star is bigger than any of the other stars in the game. Grab it, and you have beaten the game. Good job.

3.19. Wing Cap Course

[0319]

To get to the Wing Cap Course, you must first get 10 Power Stars from the castle. Then go into the main hall of the castle and you'll see a ray of light shining onto the sun symbol in the middle of the floor. Use the C-Stick to look up at where the light is coming from and you'll enter this course. After you beat it, you can still return by looking up at where the light was shining from (although it won't be there after).

Walkthrough

When you start the stage off, you'll see Mario floating around and a text box welcomes you to the Wing Cap Course, and tells you exactly what to do. So fly onto the tower directly below the rainbow rings and you'll see a huge red '!' Switch. Jump on top of it and you'll be notified that all dotted red '!' blocks will become solid and you can find wing caps in them! Save your game if you want here. Hit the red '!' Block for a Wing Cap and you can practise flying around a little. To exit the stage, just fall down the bottom of the screen.

8 Red Coins

- [] Coin 1 - Follow the trail of yellow coins in front of you and you'll easily spot Coin #1 on the other side of the rainbow rings. You can't miss it.
- [] Coin 2 - With Coin #1.
- [] Coin 3 - Swerve left and keep following the trail of coins. You'll eventually reach Coin #3.
- [] Coin 4 - With Coin #3.
- [] Coin 5 - Swerve left and keep following the coins some more, to find Coin #5 inside a ring of coins.
- [] Coin 6 - With Coin #5.
- [] Coin 7 - Swerve to the left once more, follow the coins and at the end of the trail is this one.
- [] Coin 8 - With Coin #8.

Once you've got all the red coins, get the Star which appears above the star marker on top of the tower.

3.20. Vanish Cap Course

[0320]

To get to the Vanish Cap Course, you must first drain the water in the moat underneath the bridge outside of the castle. To do this, follow the next paragraph. If you have already done this, skip the next paragraph.

To drain the water in the moat, you must go into the basement of the castle. To get into the basement of the castle, you must have beaten the first Bowser. If you have not beaten the first Bowser yet, then beat him and come back. Once in the basement of the castle, walk down the stairs in front of you, and walk through the hallway, enter the door at the end of the hallway. Go right at the intersection, then right again at the next intersection, then right again at the next intersection. You should come to a wooden door, go in it. You will now be in a room with a checkerboard floor and water in the middle of the room. Jump into the water, and swim underwater. While underwater, swim to the far side of the underwater area, then swim to the surface. If done correctly, you will now be in a new room! There are two pillars in this new room that are surrounded by water. Do a butt slam on both of those pillars. For some reason, that will cause the water to completely drain. After the water drains, go into the steel door that was previously underwater.

You should now be outside of the castle inside the moat where the water used to be, if you are not there, get there. Walk to the far side of this moat area, you will notice a hole in the ground. Drop into this hole.

You will now see a HUGE hill in front of you. Slide down this hill to the very bottom (you may land on some pillars along the way, if you do, just fall off them and continue your slide). When you get to the bottom of the hill, head to the right. Run past three fire-shooting steel balls, then make a 90 degree turn and go past three more fire-shooting steel balls. Jump onto the wooden platform

that you will see, this wooden platform will tilt in whichever direction you stand on, so try not to stay on one side too long, or you will slide off. When you get past this wooden tilting platform, run past another fire-shooting steel ball and a Spark that is rotating it. Jump up to the platform above and hit the yellow '!' block for three additional coins. You will now notice a set of two moving platforms to the right, jump onto one of them. Let this platform take you to another tilting wooden platform, when it brings you to it, jump onto it. Walk to the other side of the wooden tilting platform, and you will see another set of two moving platforms, jump onto one of these platforms. When this platform reaches it's highest point (just before it flips around to the other side), jump off of the platform, and land onto the next set of two moving platforms, which is just to the right. When this platform reaches its highest point, jump off of the platform, and land onto the next set of two moving platforms, which should be just to the right of you. Stay on this platform, and let it take you to the top, when it get to the top, jump off of the platform and onto the ledge to the right. There is now a large blue switch in front of you, jump on it. Congrats, you have just activated the Vanish Cap! Jump off the edge to finish the level (you won't lose a life).

3.21. Metal Cap Course

[0321]

Hazy Maze Cave

To get this star, you need to access the Metal Cap Course from inside the Hazy Maze Cave. I'll explain how to do this from the start (note, I was playing Level 3 [Metal-Head Mario can Move!] when I got this).

From the start, fight the spider that comes towards you if you want. Now head left and go down the path, do a Long Jump over the pit and enter the door. In the next room you'll see some boulders rolling down a slope into a pit. If you look to your left you'll notice a little platform with a Heart Recovery thing on it. From the red mesh you are standing on, do a long jump onto that platform afore mentioned. From there, make another long jump onto the slope that the boulders are rolling down. Now head up the slope, collecting the coins in the alcove if you wish, and at the top of the slope, turn right and go through the door.

In the next area, stand on the orange platform (which just so happens to be an elevator) and let it take you down to the bottom of the next area. Go down the slope and you'll see a huge lake ahead of you. Find the Loch-Ness Monster-like creature, ride on its back, and guide it to the ledge with the little mesh platform in front of it (on this platform is a grey double door). Ground Pound the creature to make it lower its head, then stand on its head and it'll raise its head, and from there you can jump onto the mesh platform, then go through the doors. Then go through the tunnel and you'll see another pool of that black liquid, like the one you used to enter the stage. Jump in to find the Metal Cap Course!

Metal Cap Course

From where you start, head through the tunnel, fighting the Snifits, and when you come out into the open and see a signpost, turn left. Now remember not to fall in the water when the Metal effect wears off, because the water has a strong current in it that'll take you outside of the castle if you are taken

past the mouth of the stream, and you'll have to go ALL THE WAY BACK to Hazy Maze Cave again!

Anyway, jump over to the little island to your right and fight the Snifit, then jump onto the next platform over to the left and fight another Snifit, then cross the small little bridge (careful when you do this as you may fall in) and collect the 1-Up Mushroom between the two red coins. Follow the line of yellow coins and jump over the little round platforms to find the Green '!' Switch, which fills all dotted green '!' Blocks after you slam it down!

Note, with this cap, you can now return to some levels in earlier courses that you couldn't beat before (e.g. [Through the Jet Stream] in Jolly Roger Bay). The cap enables you to be invincible for a short time, and you can walk under water.

3.22. Castle Secret Stars

[0322]

Star 1 - Princess' Secret Slide #1 - Castle Secret Stars

As soon as you enter the Castle, go up the stairs and turn right. You will come to a wooden door with a star on it and a number 1 written on the star. Go into this door. In here is a circular room with three paintings of Princess Peach on the wall. You can jump into the picture on the right. Do that now.

The picture will lead you to a new area. In the new area, go straight ahead, and you'll see a slide. Go down the slide. Remember that pressing up makes you go faster, and down slows you down. If you can get to the very bottom of the slide without falling off, there is a yellow '!' block waiting for you. The secret star of power is inside this yellow '!' block.

Star 2 - Princess' Secret Slide #2 - Castle Secret Stars

Get to Princess' Secret Slide. If you don't know where Princess' Secret Slide is located, go up the steps in the first story of the Castle and turn right. Go inside the door with the #1 star on it. In the new room, jump into the picture of the Princess that is on the right side of the room. The picture will lead you to Princess' Secret Slide. When you are inside Princess' Secret Slide, you will have to go down the slide as fast as you can. If you can get through the slide in less than 21 seconds (that's 20.9 seconds or less, if you get 21 seconds exactly, you will not get the star), you will get the star.

It isn't really that hard to do. Remember that holding up will make you slide faster, so hold up as often as you can spare. Also, try to stay close to the wall during turns. Oh, and it helps to do a long jump when you start the slide, doing a long jump to start off the race will give you more momentum and ultimately help you finish faster. Don't do a long jump too close to the slide though, or you will hit your head and lose time.

Star 3 - Secret Aquarium - Castle Secret Stars

Go into the room where the Jolly Roger Bay painting is located. As soon as you enter the room, walk up the small staircase and turn right. Press the up angle

button to look around, you should see a black alcove in the wall. Jump into this alcove, and you will be transported to the inside of a giant aquarium! In this secret aquarium, you will have to get eight red coins. When you get all eight red coins, the star of power will appear in the middle/bottom of the aquarium. I have provided you with a checklist of all the red coins.

- [] Coin 1 - Located directly in front of you when you start the aquarium, in the middle of a set of 8 yellow coins.
- [] Coin 2 - Located directly behind you when you start the aquarium, in the middle of a set of 8 yellow coins.
- [] Coin 3 - Located to the left of you when you start the aquarium, in the middle of a set of 8 yellow coins.
- [] Coin 4 - Located to the right of you when you start the aquarium, in the middle of a set of 8 yellow coins.
- [] Coin 5 - Located at the bottom of the aquarium, in the northwest corner.
- [] Coin 6 - Located at the bottom of the aquarium, in the northeast corner.
- [] Coin 7 - Located at the bottom of the aquarium, in the southwest corner.
- [] Coin 8 - Located at the bottom of the aquarium, in the southeast corner.

Star 4 - MIPS' Present #1 - Castle Secret Stars

After you get 15 stars, beat Bowser and go into the main part of the basement. You will see a bunny hopping around. This bunny's name is MIPS. MIPS has a star hidden, to get it, you will need to catch him. To catch him, you will have to approach MIPS and grab him with the B button. However, if you approach MIPS, he will hop away to another part of the basement. Catching him is not an easy task, but it must be done if you want the star. When you finally catch him, he will say that he is late for tea, then he'll give you the star. Oddly enough, he will not move at all after he gives you the star, despite the fact that he is late for his tea.

Star 5 - MIPS' Present #2 - Castle Secret Stars

Once you have 50 stars, go down into the main region of the basement, MIPS the bunny is back! To get the star, you will have to do the same thing that you did last time you saw him, you will have to catch him. Catching him is not an easy task. To catch him, you will have to approach him and press the B button. However, when you approach him, he will hop away into another region of the basement. When you finally catch him, he will give you the star.

Star 6 - Rainbow Over The Water - Castle Secret Stars

To get into this secret course, you must first have 50 stars. When you have 50 stars, go into the 3rd story of the castle, and stand directly in front of the grandfather clock. Now, press up angle and look to the left. You should see a small alcove in the wall with some light shining out of it. To get into this alcove, do a double jump onto the brick platform on the right side of the

alcove, then (from ontop of the brick platform), jump into the alcove. Inside the alcove is a small hole, jump into the hole.

When you jump into the hole, you will be transported to a new area high in the sky, ontop of a cloud. In this new area, to get the star, you will need to use the provided wing caps to fly around to find 8 red coins. When you get 8 red coins, the star of power will appear ontop of the cloud that you begun on. I will provide you with a checklist of all the red coins below. NOTE: I recommend getting the red coins in the order that they are in on the checklist.

- [] Coin 1 - Ontop of the first cloud that you start out on. Be sure to get it as soon as you start the level.

- [] Coin 2 - Press up angle to look around. Look for the cloud that has 3 rainbows connecting to it. Red Coin #2 is ontop of this cloud.

- [] Coin 3 - If you press up angle and look around, look for the lowest platform in the entire stage (it is not a cloud, just a regular platform). It has a pink Bob-Omb on it. It also has a pole on it, you can climb this pole to the top for an extra life. Now drop from the pole, and grab red Coin #3.

- [] Coin 4 - Talk to the pink Bob-Omb, he will open the cannon for you. Before you hop into the cannon, hit the red '!' box and grab the Wing Cap that will come out. Then, jump into the cannon. Aim the cannon as far to the right as it can go and you will see a small cloud with two rainbows connecting to it. Shoot yourself onto this small cloud, then get the red coin that is on it.

- [] Coin 5 - Do a triple jump to start flying again. Fly all the way down to the lowest platform, the platform with the pink Bob-Omb on it. Hit the red '!' switch and grab the Wing Cap so that your Wing Cap time doesn't expire. Jump back into the cannon. While aiming your cannon, look for a platform that is shaped like an upside-down cone, it has a reddish colored top. When you find this upside-down cone, shoot yourself so that you will land on top of it (be sure to aim your cannon straight up, or you probably won't get enough height to get on top of the platform). There is another cannon on top of this upside-down cone shaped platform, when you land on top of the platform, fall down into the cannon. Aim the cannon to the front-leftish and you will soon find a small grey cloud, if you look really hard, you will be able to see the red coin spinning inside the cloud. Shoot the cannon in the direction of this coin, when you get to the cloud, you will go right through it. Try to fly yourself directly into the red coin, if you accidentily miss the coin, you will have to go back to the cannon and shoot again.

- [] Coin 6 - After you have gotten red Coin #5, you should be flying in the air. Fly back down to the lowest cannon. Aim the cannon at the platform that has the other cannon on it, it is shaped like an upside-down cone. Be sure to aim real high up, or you will never get enough height to get ontop of the platform. Once you get on top of the upside-down cone shaped platform, drop into the cannon. Aim the cannon all the way to the upper-left, and you should see a bunch of poles hanging from a cloud, you should also be able to see a red coin hanging at the bottom of one of these poles. Shoot the cannon so that you fly at the poles, if done correctly, you should grab on to the poles. If you didn't grab onto the middle pole, jump off of the pole that you landed on, and onto the pole in the middle. Now, press down to slide down the pole, when you

get to the bottom, you will fall off and get the coin. You should land on a cloud below.

[] Coin 7 - Now that you are on the cloud below the poles where red Coin #6 was, hit the red '!' box, get the Wing Cap, and fly to the cannon located on top of the platform shaped like an upside-down cone. Jump into the cannon, and aim it toward the upper left, you will see a cloud platform with a bunch of poles on it. Ignore all the poles, and fly ontop of the cloud platform. Red Coin #7 is sitting on top of this cloud platform.

[] Coin 8 - This coin is right next to red Coin #7, except on the other side of the cloud.

Star 7 - Bowser In The Dark World Red Coins - Castle Secret Stars

To get this star, you will need to get all 8 red coins in the first Bowser stage, which is called 'Bowser in the Dark World'. If you are having trouble finding them, I added a checklist below. When you finally get all 8 red coins, the star will appear directly behind the pipe that leads to Bowser at the very end of the stage.

[] Coin 1 - This is probably the coin that will give you the most trouble. At the starting point of the stage, press up angle and look back, you will notice the coin in a place that looks impossible to get without dying. However, this is quite possible to get. To get it, advance through the level to where the first exclamation point switch is, right next to the very first flame shooter. Press down this exclamation switch, then quickly run back to the beginning of the level, you will notice that a wooden bridge has appeared and it leads directly to the red coin. Carefully, walk along this wooden bridge, get the coin, then go back to safe land.

[] Coin 2 - This one is located right next to the very first flame shooter. Hit the exclamation switch to make a tiny wooden block appear above the red coin, this wooden block will allow you to get the red coin.

[] Coin 3 - This one is located at the area where all the electrified Sparks are. It's behind the 3rd crystal that you will come across. It can look kind of hidden due to the camera angle.

[] Coin 4 - Just after the area where all the Sparks are, you will see a yellow platform that is alternating back and forth between a grey platform in the middle. On the other side of the grey platform is the red coin that you are looking for. Get it.

[] Coin 5 - Just after the alternating yellow platform, you will notice two grey platforms that are rotating in a square shaped circuit. Jump on one of these grey platforms, and stand in the far corner. The grey platform will eventually take you directly past the red coin that you are looking for.

[] Coin 6 - Get past the area where the grey platforms are rotating in a square shaped rotation. You will (hopefully) notice a narrow wooden bridge leading to an 'island' platform. Follow the bridge to the 'island' platform. The coin is on this 'island' platform, behind the cone shaped item in the center, beware of the Spark

enemy.

- [] Coin 7 - Get onto the second of the two 'teeter-tot' platforms, stand on the left side, the right side will start to rise. When the right side is risen quite a bit, run to the right side and quickly jump onto the platform above that is overhanging the ground. Now that you are on top of this platform, look back toward the left at the area where you came from. You will see another overhanging platform that looks just like the one you are on now, except higher up. Do a long jump onto it (there might be a 1-Up Mushroom here, depending on if you beat Bowser yet or not). Do another long jump to the next overhanging platform, and then another long jump onto the last overhanging platform. The red coin should now be directly in front of you, so get it.

- [] Coin 8 - Cross the two 'teeter-tot' platforms so that you are on the ground with two Goomba enemies. You can kill the two Goombas if you want, but it is not necessary. Look to the top left, and you should see another area of the platform that is barely connected. Go into the new area by jumping onto it (be sure to get a good jump or you will fall off and die). The red coin is right there.

Star 8 - Bowser In The Fire Sea Red Coins - Castle Secret Stars

To get this star, you will need to get all 8 red coins in the second Bowser stage, which is called 'Bowser in the Fire Sea'. Below, I added a checklist of all 8 red coins, for those of you that are having trouble finding them all. Once you retrieve all 8 red coins, the star will appear on a giant stone ledge located before the falling bridge at the end of the level. To get onto the stone ledge, you should wall kick up onto the stone ledge across from the stone ledge that you are looking for, then long jump onto it.

- [] Coin 1 - Navigate through the level until you get to the very first little Bob-omb bully you see. If you look just to the right of the platform that this Bob-omb bully is on, you will see a black wire type platform. Walk up this platform and follow it to the end, which is where the red coin is, be careful not to fall into the lava.

- [] Coin 2 - As soon as you get past the first Spark, you'll see a platform that tilts to each side, depending on which side you are on. The red coin that you are looking for is in the far side of this platform.

- [] Coin 3 - Get into the green cage area (just above the pole that gave you an extra life for jumping off the top). If you look in the top, far right section of this green cage area, you'll find the coin.

- [] Coin 4 - Get into the green cage area (just above the pole that gave you an extra life for jumping off the top). Step to the left side of this cage platform, and touch the elevator. As soon as you touch the elevator thing, quickly jump off of it back into the cage. The elevator will (hopefully) rise, leaving a hole underneath. The red coin that you are looking for is in the middle of this hole, you will have to drop through the hole to get it.

- [] Coin 5 - After you get past the cage area, cross the pit of lava with the flame launcher in the middle. You should now be directly in front

of a triangular shaped platform with a flat top. Run up this triangular shaped platform and stay on the flat top (this can take a few tries, as you could slip and fall back down). Now that you're on the top, walk to the bridge on the far side of this flat portion, and onto the yellow sloping platform, then climb this yellow sloping platform to the top. At the top of this yellow sloping platform is a grey circular platform that has a Bob-omb bully on it. The red coin is in the very center of this platform. However, as soon as you wander onto the grey platform, the Bob-omb bully will try to knock you off. If you get knocked off, you will have to repeat this process all over again!

- [] Coin 6 - Get to the grey platform with the two Bob-omb bullies on it. Ignore the bullies, but look to the left. You will see a yellow wire net platform. Climb up it. Climb up two more yellow wire net platforms that follow. You should now see a small shadow on the ground. Stand directly underneath the shadow. You may not realize it, but the platform you are on is tilting up and down! Wait for the platform you are on to tilt all the way up, then grab the red coin.
- [] Coin 7 - Get to the part of the level at the very end with the six consecutive lava platforms. Lava platform number two and five have flame throwers that are shooting flames on them. Wait next to lava platform #5. Wait for the flame thrower to stop, then quickly run through where the base of the flame thrower is. The red coin is right there. Grab it.
- [] Coin 8 - Just before the end of this level is three poles that are going up and down. Red Coin #8 is directly above the third of these three poles.

Star 9 - Bowser In The Sky Red Coins - Castle Secret Stars

To get this star, you will need to get all 8 red coins in the third and final Bowser stage, which is called 'Bowser in the Sky'. Below, I added a checklist of all 8 red coins, for those of you that are having trouble finding them all. Once you retrieve all 8 red coins, the star of power will appear behind the pipe that leads to Bowser at the very end of the stage.

- [] Coin 1 - Right after the blue moving platform (before the W shaped tilty platform) you will see a cube shaped block that is slightly bigger than you. Push this cube to the left edge of the platform. Jump on top of the cube and do a double jump. Good job, you got the coin.
- [] Coin 2 - Just after the first circular platform that is rotating around in a circle is a little area where a Pirahna plant will come out of to attack you. The coin is right there.
- [] Coin 3 - Just after where red Coin #2 was, you will come across a wooden teeter-tot platform. Get to the left side of this teeter-tot, and drop off of it landing on the grey platform below. Look around for the row of five coins located below that wooden teeter-tot. These coins are lined up with the red coin that you are looking for. The red coin that you are looking for is barely hanging off the platform that harvests that row of five coins, except there is an extremely small platform that you will have to go on to get the coin.

- [] Coin 4 - When you come across the first exclamation switch, hit it and run up the newly formed stairs. At the top of the stairs, you'll come across a very steep grey platform. Get to the top of this steep grey platform (avoid the flame thrower). Once at the top, the coin is right there, near the edge.

- [] Coin 5 - Get onto the 'elevator' platform (the platform that will move as soon as you jump on it.) Follow this 'elevator' platform past a stationary platform with a Spinning Heart on it, and you will find a set of three wooden blocks. The red coin you are looking for is directly above the middle of these three wooden blocks.

- [] Coin 6 - This one is just a little bit after the 'elevator' platform. It is on another one of those spinning circular platforms. There is a Spark on it spinning around a platform. Behind the platform is the red coin that you are looking for. It's quite hidden if you kept the default camera view.

- [] Coin 7 - Just after the platform with the two Goombas on it, you will see two moving platforms with a pole in the center of them. The coin that you are looking for is directly above the pole.

- [] Coin 8 - This coin is probably the most hidden, hard to find red coin in the entire game. Get to the pipe at the very end of the level. Just before the pipe, you walked up a staircase to get to the pipe, a staircase made of four blue stairs. Directly below this staircase is the red coin that you are looking for. There is also a secret platform that you probably didn't know about under this staircase. To see the secret platform, change your camera angle. Drop down onto the hidden platform, and get the last and final red coin.

Star 10 - Wing Cap Red Coins - Castle Secret Stars

This is a pretty simple star to get. Well, kinda simple. It can be hard for some of you out there. Anyway, get to the Wing Cap Stage, if you don't know where the Wing Cap stage is, refer to the Wing Cap Course section of this walkthrough. As soon as you start out in the Wing Cap stage, you will start off flying in the air with the Wing Cap. Red Coins #1 and #2 are grouped in between some yellow coins. As soon as you get these coins, turn left, and you'll eventually come to two more red coins grouped in between some more yellow coins. Repeat this process until you have all eight coins. Remember, there are 4 sets of 2 red coins (equalling eight in all). As soon as you get all eight red coins, drop onto the large pillar in the center of the stage and get the star.

Star 11 - Vanish Cap Red Coins - Castle Secret Stars

This star is more difficult. To get it, go to the Vanish Cap stage. If you do not know where the Vanish Cap stage is, refer to the Vanish Cap Course section of this walkthrough. Once you get to the Vanish Cap stage, you will have to collect all of the 8 red coins within the stage. As soon as you grab all 8 red coins, the star will appear inside a screened off area at the end of the level. To get into the screened off area, you will have to grab a Vanish Cap, then you will be able to go straight through the screen. Here is a

checklist of the locations of all 8 red coins:

- [] Coin 1 - At the beginning of the level there is a giant slide. The first red coin is located on one of the pillars sticking out of the giant slide, at the top left.
- [] Coin 2 - At the beginning of the level there is a giant slide. The second of the eight red coins is located on top of the second highest pillar, which is in the center of the slide.
- [] Coin 3 - At the beginning of the level there is a giant slide. The third of the eight red coins is located on the pillar located in the bottom center.
- [] Coin 4 - If you look to the right hand side of the pillar that held red Coin #3, you will see another platform with another red coin on it. This is the coin that you are looking for.
- [] Coin 5 - Just after the first set of elevator platforms, you will come to a wooden teeter-tot platform. Red Coin #5 is on the left side of this platform.
- [] Coin 6 - Just after the first set of elevator platforms, you will come to a wooden teeter-tot platform. Red Coin #6 is on the left side of this platform.
- [] Coin 7 - Located directly above the third set of elevator platforms.
- [] Coin 8 - Located at the very end of the level, just before the screened off area, just after the Vanish Cap Switch.

Star 12 - Metal Cap Red Coins - Castle Secret Stars

To get this Castle Secret Star, go into the Metal Cap stage. If you do not know where the Metal Cap stage is, refer to the Metal Cap Course section of this walkthrough. Once you get to the Metal Cap stage, you will have to collect all of the 8 red coins within the stage. As soon as you grab all 8 red coins, the star will appear underwater at the very end of the level, in between eight yellow coins. Here is a checklist of the locations of all 8 red coins.

- [] Coin 1 - Go across the bridge. You will come to a small area in the wall held up by two pillars. Inside this area is an extra life and two red coins. Red Coin #1 is on the left.
- [] Coin 2 - Go across the bridge. You will come to a small area in the wall held up by two pillars. Inside this area is an extra life and two red coins. Red Coin #2 is on the right.
- [] Coin 3 - At the very end of the level is a raised platform that has the Metal Cap Switch. There are also two red coins on it. Red Coin #3 is the left of the two red coins.
- [] Coin 4 - At the very end of the level is a raised platform that has the Metal Cap Switch. There are also two red coins on it. Red Coin #4 is the left of the two red coins.
- [] Coin 5 - At the very end of the level is a raised platform that has the Metal Cap Switch. Red Coin #5 is underwater to the left of this

raised platform. You must have a metal cap, or you will not be able to get the coin.

[] Coin 6 - At the very end of the level is a raised platform that has the Metal Cap Switch. Red Coin #6 is underwater to the front left of this raised platform. You must have a metal cap, or you will not be able to get the coin.

[] Coin 7 - At the very end of the level is a raised platform that has the Metal Cap Switch. Red Coin #7 is underwater to the front right of this raised platform. You must have a metal cap, or you will not be able to get the coin.

[] Coin 8 - At the very end of the level is a raised platform that has the Metal Cap Switch. Red Coin #8 is underwater to the right of this raised platform. You must have a metal cap, or you will not be able to get the coin.

Star 13 - Toad's Present #1 - Castle Secret Stars

To get this star, you have to do just about nothing. All you have to do is get into the room that holds the entrance to Hazy Maze Cave. Drop down onto the platform that has the liquid metal in the center, and you will see a Mushroom Man standing near the brick wall. Talk to him. He will give you a star! That's right, a free star, without doing any actual work!

Star 14 - Toad's Present #2 - Castle Secret Stars

To get this star, you will have to find the Mushroom Man standing at the base of the staircase that leads to the third floor. Talk to the Mushroom Man, and he will give you a free star! That's right. A free star.

Star 15 - Toad's Present #3 - Castle Secret Stars

To get this star, you will have to get to the Mushroom Man who is standing at the right side of the grandfather clock on the third floor of the Castle. When you get to him, talk to him. When you get done talking to him, he will give you a star. That's right, a star. And you barely did any work!

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4. ENEMIES

[0400]
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Amp: This guy is an enhanced 3d version of a Spark, which is an enemy from Super Mario Brothers 2 on the NES. They are a ball of electricity that will give you an electric shock whenever you touch them. They only travel around in circles and they cannot be harmed.

Big Boo: This guy is the giant variation of a Boo, which the course 'Big Boo's Haunt' was named after. He is only found a few times in the stage. He will turn transparent when you look at him. To kill him, look away,

and then butt-slam him three times in a row.

Big Bully: This guy is a giant version of a normal Bully. He is only found in two courses: Lethal Lava Land and Snowman's Land. If you stand on the same platform they are on, they will charge at you in an attempt to knock you off. To kill them, you will have to jump into them to knock them off the pit they are on.

Bob-omb: This is a simple enemy. He is circular in shape and colored black. If you get too close to him, his wick will start to spark and he will begin to charge at you. You can kill him by picking him up and throwing him.

Bob-omb King: This is the gigantic Bob-Omb guy that is located on top of the swirly mountain in Bob-Omb Battlefield. When you get to him, talk to him, and you will begin to fight. To kill him, just run behind him, pick him up, and throw him inside the platform you are on. If you throw him off the platform (down the mountain) then he will jump all the way back up and accuse you of 'having no honor'. Then, you will have to fight him from the beginning again. So, don't throw him off the mountain. After you throw him three times, he will lose, and you will be rewarded with a power star.

Boo: This is the ghost enemy that is found mostly in course 5, Big Boo's Haunt. They are also the only enemy found within the Castle walls. They will turn transparent when you look at them, meaning that you cannot kill them while you are facing them. To kill them, look away and do a butt slam onto them.

Book of Curses: This book enemy is only found in Big Boo's Haunt, which is course #5. It will start out looking like any ordinary book sitting in a bookcase. However, when you approach it, it will come out of the bookcase and attack you with its vivid teeth! That's right, the book has teeth. To kill it, jump up and hit it with your head.

Bouncing Snowman: These guys are only found in course #4, which is Cool Cool Mountain. They can not be killed. The only thing they do is hop up and down along a bridge. To get past them, just run underneath them as they hop.

Bubba Fish: A Bubba Fish is a fish only found in Tiny-Huge Island. If you get close to him, he will attempt to eat you whole! If this happens, you will automatically lose a life. Don't even try to kill him, because there is no possible way to kill him.

Bullet Bill: This bullet, which made its debut in Super Mario Brothers 1, is only found in Whomp's Fortress, which is course #2. There is no way to kill them, so just avoid them.

Bully: This is a black colored enemy that looks sort of like a Bob-Omb. When you stand close enough to them on the same platform, they will charge at you as an attempt to knock you off the platform. To kill them, just knock them off by punching them off the edge.

Chain Chomp: This enemy is a large black ball that is attached to a post in the ground with a chain. It is only found in Bob-omb Battlefield. He will assist you in getting a star, too. There is no way to kill him, but you can get rid of him by stomping on his post three times.

Chuckya: This wind up toy enemy has a metal platform on the end of his nose. He will try to get the metal platform under you. If this happens, he will launch you high into the air. There is no way to kill them, so do not even try.

Coin Purse: These enemies will look like a yellow coin, but as you approach it, it will turn into a hopping purse. You can tell them apart from other yellow coins because these guys do not leave shadows. They can be killed by jumping on them. When you kill them, 5 yellow coins will scatter about for you to grab.

Gigantic Mr. I: This guy is basically the same exact thing as a normal Mr. I enemy, except much bigger. He is only found in the secret room in the attick in Big Boo's Haunt. To kill him, just run around him multiple times. When he dies, he will leave behind a power star. That's right, a power star.

Goomba: Goomba! This extremely simple enemy made its debut way back in 1985 on Super Mario Brothers 1. Here they are, 11 years later, still in the Mario series. And they haven't gotten any harder to kill either. To kill them, just jump on their heads. You will gain 1 yellow coin for killing them. There are also large versions of them in Tiny-Huge Island. If you butt-slam on a large Goomba, you will gain 1 blue coin, which is worth 5 yellow coins.

Klepto: Klepto is the giant bird in Shifting Sand Land that is carrying the star in his talons. After you get the star, he will try to steal the cap from the top of your head. He mostly hangs around the oasis, but he can be found flying around all four pillars. He cannot be killed.

Koopa Troopa: These green colored Koopa Troopas are a disgrace. They won't even try to attack you! When you approach them, they will actually run away! To kill them, jump on them, and he will lose the turtle shell on his back. Without his shell, he can be killed easily. If you want to, you can jump on his shell and ride it around.

Lakitu: I know, I know, Lakitu is the good guy that operates the camera. However, there are also a few BAD Lakitu enemies in the game. They will appear flying above a small cloud, and they will throw red Spiny enemies around. To kill him, jump on him. Five yellow coins will appear for his death.

Mad Piano: This piano is mad! It is only found in Big Boo's Haunt. It looks exactly like any ordinary piano. As you approach it, it will attack you! It will get teeth and try to bite you! There is a red coin behind him, so it is necessary to approach this Mad Piano if you want to get all 8 red coins. Other than that, stay away from him.

Mr. I: A Mr. I enemy is a giant eyeball that will spin around in circles. When he sees you, he will focus on you and turn in whichever direction you turn. To kill him, let him focus on you, and run around him. This will cause him to spin around multiple times, which will (for some reason) cause him to die. One blue coin is the reward for his death.

Piranha Plant: These plant enemies will sleep peacefully on their flowerbeds. If you approach them and make any sounds at all, they will wake up and try to eat you! They can only be killed as they sleep. To kill them, tip toe up to them and punch them. You can also kill them by diving at them, but you have to be quick or they will

wake up first. One blue coin is the reward for their death.

Pokey: These cactus enemies, which made its debut on Super Mario Bros. 2, has parts divided into four segments. If you hit a segment away, he will only be three segments tall, but his segments can regenerate. To kill him, hit his head.

Purple Bob-omb: These oversized purple Bob-ombs will charge at you like a vehicle. They only move in a straight direction, then reset, and move again. If they get you, they will pick you up and throw you. To kill them, just go around them and pick them up (easiest to do when they reset), then throw them. When they hit the ground, they will explode into five yellow coins for you to pick up.

Shyguy: This red enemy will swirl through the air and occasionally swoop down at you for an attack. Occasionally, they will shoot fire at you. If you jump on one, it will die, and you will swoop high into the air spinning like a helicopter. Two yellow coins is the reward for its death.

Snifit: These white masked enemies, who made their debut on Super Mario Brothers 2, will shoot small black balls at you. They will hover in the air. To kill them, simply hit them from underneath. You will only get two coins for their death.

Snowman: These snowmen enemies will pop out of the ground in snowy areas and throw snowballs at you. As you spin around them, they will continue to throw their snowballs at you. To kill them, run around them continuously. Eventually, they will fall over. When they fall over, they will leave you two yellow coins, which isn't much.

Spider: These guys are so simple, yet so annoying. They are only found in Big Boo's Haunt and Hazy Maze Cave. If they see you, they will charge at you. Well, it isn't really a charge, but they certainly increase in speed. Just about any attack will kill them. This includes butt slams, punches, kicks, and jumping on them.

Spindrift: These enemies look like a walking flower. They will slowly walk around. When they see you, they will start to walk toward you. To kill them, you can either punch them or jump on them. When you jump on them, you will fly high into the air. You will get 3 yellow coins for killing them.

Swooper: The small blue bats that infest certain areas of the Hazy Maze Cave. They are not really any actual threat; they rarely even attack you. And when they do attack you, they very rarely actually inflict damage. Nevertheless, they are still a very minor threat. When they see you, they will wake up from their sleep and fly toward you. Jump into them to kill them. One yellow coin is the reward for their death.

Thwomp: These big blue stones, originally introduced in Super Mario 3 in 1989, will rise and fall in the air. When they fall, they will crush whatever is underneath them. They can be used as stepping stones to get high in the air, too, so they are not all bad. They are only found in Whomp's Fortress and Tick Tock Clock. They cannot be killed.

Water Bug: Those nasty mosquito enemies that are found lurking in Wet-Dry World. Yes, I hate them too. They are mostly found floating on the water. However, sometimes they will be found walking on land. They do not actually attack you, but if they touch you, they will dismiss

two pieces of health from your power meter. You can kill them for three additional yellow coins.

Whomp: These slabs of walking rock are only found in Whomp's Fortress. They will walk around patrolling a certain area. When they see you, they will walk toward you. If you are too close to them, they will slam into you head first in an attempt to crush you. To avoid this, just walk out of the way, they will slam into the ground and miss you. To kill them, make them slam into the ground and do a butt slam on their backs. This will give you an additional 5 yellow coins. You can also earn coins by jumping on their back when they are on the ground. You will earn a single yellow coin per jump, but a maximum of five extra yellow coins.

Wiggler: Wiggler is the worm guy found in Tiny Huge Island. As you walk into the center of his "house", he will become extremely mad that you have interrupted him. As a result, he will begin to attack you! Wiggler will start ramping all over his home, full of fury, wild with rage. As he runs over to you as an attempt to harm you, jump on his head. This will make him even more mad! He will start running even faster. Jump on his head a second time, and he will become even madder! Jump on his head the third time to kill him for good. When you defeat Wiggler, he will shrink and fall through the screen platform that you are on, and land on one of the platforms below. He will leave behind the sixth power star of Tiny Huge Island. Grab it. Good job.

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5. ITEMS

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[0500]

Star Coins - 3 Different Variations

Blue Coins: One blue coin is the equivalent of 5 yellow coins. If you get one of these, your power meter will recover by five. They will appear in groups when you press a Blue Coin switch, but they will shortly disappear. You will also earn blue coins by killing specific enemies.

Red Coins: One red coin is the equivalent of 2 yellow coins. If you get one, your power meter will recover by two. Only eight of these coins exist in each course. When you collect all eight in one play, you will make a Power Star appear. To see how many red coins you have collected, press start and look in the bottom right of the screen.

Yellow Coins: This is the most common of the 3 types of coins. If you collect one of these, your power meter will recover by one. If you collect 50 total coins, and finish a level, you will earn a 1-Up. If you collect 100 total coins, you will get a power star. Coins can be found laying around, or by killing enemies. Coins earned by killing enemies will disappear after a while.

Exclamation Blocks - 4 Different Variations

Blue Block: The blue colored '!' blocks is also known as the Vanish Cap block. The reason for this is that they always contain Vanish Caps. With a

Vanish Cap, Mario will turn basically invisible! Only a few random pixels of Mario's body can be seen. As Vanish Mario, Mario will not be damaged by flames, he will be able to walk through enemies, and he will be able to walk through wire nets and specific walls.

Green Block: The green colored '!' block is also known as the Metal Cap block. The reason for this is that they always contain Metal Caps. With a metal cap, Mario will turn into Metal Mario. As Metal Mario, there are several advantages. You can bounce off of most enemies, you won't be harmed by flames, you won't get harmed when you get squished by Thwomps, you won't be effected by water or toxic gases, and you will be able to walk on the sea floor. However, you will be unable to swim.

Red Block: This red colored '!' block is also known as a Wing Cap block. The reason for this is that they contain wing caps. When Mario is wearing a wing cap, Mario will be able to fly in the air! To fly, just do a triple jump, or shoot out of a cannon. Flying is fun, and can sometimes reveal secret areas.

Yellow Block: This is the most common of the 4 types of '!' blocks. They do not usually contain anything special. They can contain anything from a specific amount of coins, to a 1-Up Mushroom, to a Koopa Shell, to a power star. Obviously, a power star is the best thing that they can possibly hold.

Other Random Items

1-Up Mushroom: When you find one of these green / white spotted mushrooms, grab it, and your current number of lives will be increased by one.

Box: These aren't found very often in the game. However, they do serve a purpose. You can pick them up, and throw them at enemies to kill them. Some of them will release 3 coins when they break, but others do not.

Koopa Shell: To get this green colored turtle shell, you will either have to steal it from a Koopa, or you can find it from inside a Yellow '!' block. When you see one, jump on it, and you will begin to ride it. While riding it, you will have invincibility from virtually every enemy. There is no time limit for the Koopa Shell, but once you run into a wall, you will lose your Koopa Shell. You can also end your Koopa Shell by pressing Z.

Power Star: This is the most important item in the game. There are only 120 of them in the entire game. A total of 7 stars are found in each course, 6 for completing missions and 1 for snagging 100 total coins. The entire walkthrough section of this guide is devoted to helping you find all 120 stars.

Spinning Heart: This helpful item was left in specific courses of the game by Princess Peach as she was being kidnapped. When you find one, run through it, and your power meter will recover. The faster you run through it, the more rapidly your power meter will recover. There is no limit on how many times you run through it.

Tox-Box: This hopping box is found a very limited amount of times in the game. As soon as you pick it up, it will hurl both you and it up into the

air. Upon its landing, it will break open releasing several yellow coins.

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6. MISCELLANEOUS

[0600]

6.1. Coin Lists

[0601]

This is a general list of every coin in the entire game. If any of this information is incorrect, please notify us.

Coin List - Throughout The Castle

Total Coins: 15
Yellow Coins: 15 (9 from enemies, 6 found laying around)
Red Coins: 0
Blue Coins: 0

Coin List - Bob-Omb Battlefield

Total Coins: 146
Yellow Coins: 125 (23 from enemies, 102 found laying around)
Red Coins: 8
Blue Coins: 1

Coin List - Whomp's Fortress

Total Coins: 141
Yellow Coins: 90 (20 from enemies, 70 found laying around)
Red Coins: 8
Blue Coins: 7

Coin List - Jolly Roger Bay

Total Coins: 104
Yellow Coins: 58 (only 3 from enemies, 55 found laying around)
Red Coins: 8
Blue Coins: 6

Coin List - Cool, Cool Mountain

Total Coins: 154
Yellow Coins: 123 (18 from enemies, 105 found laying around)
Red Coins: 8

Blue Coins: 3

Coin List - Big Boo's Haunt

Total Coins: 149

Yellow Coins: 28 (9 from enemies, 19 found laying around)

Red Coins: 8

Blue Coins: 21

Coin List - Hazy Maze Cave

Total Coins: 143

Yellow Coins: 78 (37 from enemies, 41 found laying around)

Red Coins: 8

Blue Coins: 9

Coin List - Lethal Lava Land

Total Coins: 143

Yellow Coins: 107 (10 from enemies, 97 found laying around)

Red Coins: 8

Blue Coins: 2

Coin List - Shifting Sand Land

Total Coins: 134

Yellow Coins: 83 (18 from enemies, 65 found laying around)

Red Coins: 16

Blue Coins: 7

Coin List - Dire, Dire Docks

Total Coins: 106

Yellow Coins: 60 (0 from enemies, all 60 found laying around)

Red Coins: 8

Blue Coins: 6

Coin List - Snowman's Land

Total Coins: 126

Yellow Coins: 110 (69 from enemies, 41 found laying around)

Red Coins: 8

Blue Coins: 0

Coin List - Wet-Dry World

Total Coins: 152
Yellow Coins: 106 (17 from enemies, 89 found laying around)
Red Coins: 8
Blue Coins: 6

Coin List - Tall, Tall Mountain

Total Coins: 137
Yellow Coins: 104 (19 from enemies, 85 found laying around)
Red Coins: 8
Blue Coins: 3

Coin List - Tiny-Huge Island

Total Coins: 191
Yellow Coins: 100 (37 from enemies, 63 found laying around)
Red Coins: 8
Blue Coins: 15

Coin List - Tick Tock Clock

Total Coins: 128
Yellow Coins: 77 (only 2 from enemies)
Red Coins: 8
Blue Coins: 7

Coin List - Rainbow Ride

Total Coins: 146
Yellow Coins: 100 (22 from enemies, 78 found laying around)
Red Coins: 8
Blue Coins: 6

6.2. 1-Up Mushroom Locations [0602]

This section is a list of all the 1-Up Mushrooms in the entire game and how to get them. If we're missing any (unlikely), please notify us.

NOTE: There are not any 1-Up Mushrooms in the Wing Cap Switch Course.

1-Up Mushroom Locations - Outside of the Castle

Mushroom 1: Underneath the Bridge leading to the entrance of the castle, there are two coins. If you get both coins, a 1-Up Mushroom will appear. To get the two coins, you must have drained the water level, then do wall kicks against the wall to get to them.

Mushroom 2: Get this 1-Up Mushroom by punching the butterflies to the left side of the castle. They are the cluster of butterflies behind the sign that reads "Climbing's Easy!" The butterflies will appear under the grass. When you leave them for a while, they WILL NOT be resting on top of the grass; you will not be able to see them. That is how I like to distinguish them from ordinary butterflies.

Mushroom 3: Get this 1-Up Mushroom by punching the butterflies to the right side of the castle. They are the cluster of butterflies that will appear from underneath the grass when you run over them. When you leave them for a while, they WILL NOT be resting on top of the grass; you will not be able to see them. This is how I distinguish them from ordinary butterflies.

Mushroom 4: On the left side of the castle, climb up the tree that is third farthest from the waterfall. This will cause a 1-Up Mushroom to appear and home toward you.

Mushroom 5: After you have obtained 120 stars, go into the cannon and shoot yourself on top of the castle. There are three free 1-Up Mushrooms sitting right next to each other. Grab one of them.

Mushroom 6: After you have obtained 120 stars, go into the cannon and shoot yourself on top of the castle. There are three free 1-Up Mushrooms sitting right next to each other. Grab one of them.

Mushroom 7: After you have obtained 120 stars, go into the cannon and shoot yourself on top of the castle. There are three free 1-Up Mushrooms sitting right next to each other. Grab one of them.

1-Up Mushroom Locations - Inside of the Castle

Mushroom 1: In the room with the Jolly Roger Bay portrait. It's in a alcove in the wall opposite to the alcove that leads to the Secret Aquarium. As soon as you jump in, the 1-Up will appear.

Mushroom 2: In the part of the basement with all the water, just before the two pillars that you smash to drain the water, there will be a passage with slanted slopes on each side of them, each of the slopes having two yellow arrows on them. In the area between the yellow arrows, there will be four corners. Walk through all four of the corners to make a 1-Up Mushroom appear in the centre. If you haven't drained the water yet, you can still get the 1-Up, but you will have to swim through the corners.

1-Up Mushroom Locations - Bob-Omb Battlefield

Mushroom 1: Navigate your way through the level to the grey pyramid shaped platform with the cannon on top. There will be a green tree located to the right of it. Climb this tree to make the mushroom appear.

Mushroom 2: Underneath the platform leading to the mountain, right next to the exclamation switch and the red coin, guarded by a single Bob-omb enemy.

Mushroom 3: Go across the tilty bridge located after the Chain Chomp and go up

the small staircase. Navigate your way to the other end of the meadow that you are now in. You are looking for a patch of yellow flowers arranged in a circle shape that has eight yellow coins located around it. Get all eight of these yellow coins to force a 1-Up Mushroom to appear in the middle of the patch of flowers.

1-Up Mushroom Locations - Whomp's Fortress

Mushroom 1: When you start out the level, instead of going up the path that leads to the top of the fortress, walk on the grass past the sleeping pirahna plant, past a sign, and you will see two patches of yellow flowers. Walk over to the first set of yellow flowers and a bunch of butterflys will appear (they will appear at the second set too, but the butterfly you are looking for is within the first set of flowers). Start kicking the three butterflys that will appear. If you accurately kick the lucky butterfly, it will turn into a 1-Up Mushroom.

Mushroom 2: Get to the wooden board platform that spins in circles, it's located a little bit past the third sleeping Pirahna that you will come across. Stand in the center of this wooden board platform and let it ride past the roof shaped platform, then quickly go to the end of it and wait there. When it begins to move again, it will take you past four yellow coins and one red coin. When you touch the third yellow coin, a 1-Up Mushroom will appear underneath. To get it, quickly run underneath. This 1-Up Mushroom usually disappears quickly, so you'll need to be fast.

Mushroom 3: Get to the flagpole. Climb it to the very top to make the third 1-Up Mushroom appear.

Mushroom 4: You can only get this one if you start the level on any star other than 'Chip Off Whomp's Block.' So, with the star set on any star other than the first one, get to the tower located on the very top of the fortress. Stand at the base of the tower, go around to the back portion of the tower, the portion of the tower facing away from the Bullet Bill Cannon. Punch the wall. If you punch the correct spot of the wall, the wall will blast away leaving behind a secret alcove in the wall with a stationary 1-Up Mushroom.

1-Up Mushroom Locations - Jolly Roger Bay

Mushroom 1: Go into the cannon. As you're aiming the cannon, look for three giant spikes sticking out of the water. This 1-Up Mushroom is located just above the middle of the three spikes. You will have to get a pretty accurate shot to get the 1-Up Mushroom.

Mushroom 2: Go underwater to where the sunken ship is located at (or used to be located at). You will see a cave in the wall with a ring of coins located just outside of the cave. Swim through the center position of the coins, and you will make the 1-Up Mushroom appear.

1-Up Mushroom Locations - Cool, Cool Mountain

Mushroom 1: Within the secret slide, take the hidden shortcut. If you don't know where the hidden shortcut is, you will have to go straight through the wall at the spot where there are 5 coins in a row pointing straight at the wall. This 1-Up Mushroom is located at the very beginning of the shortcut.

Mushroom 2: This one is located at the very end of the hidden shortcut found within the secret slide. If you don't know where the hidden shortcut is, you will have to go straight through the wall at the spot where there are 5 yellow coins in a row pointing straight at the wall.

Mushroom 3: For this one, you will need to get into the hidden shortcut of the secret slide. If you don't know how to get to the shortcut, slide down the secret slide until you come to a row of five yellow coins pointing toward a wall. You can go straight through the wall at the spot where the coins are pointing to. Go straight through the wall, you've found the hidden shortcut! Follow the hidden shortcut to the very end. You will be deposited at the end of the secret slide on top of a high ledge that you would not normally be able to jump to. If you walk to the right, you will find a yellow box on top of this ledge. Hit the yellow box and a 1-Up Mushroom will appear.

Mushroom 4: At the beginning of the level, slide all the way down the slide (not the secret slide in the chimney, I'm talking about the slide around the outside of the mountain). As soon as the slide stops, there will be a small ledge in the snow to the right hand side of where you are. Drop down. You should now be pretty close to a yellow box. If you don't see the yellow box, just look around, because you should be pretty close to it by now. When you find it, do a double jump to hit it. A 1-Up Mushroom will come out.

Mushroom 5: At the beginning of the level, slide all the way down the slide (not the secret slide in the chimney, I'm talking about the slide around the outside of the mountain). At the bottom of the slide, you should notice the snowman's head (or his entire body if you already finished that star). Jump into the tree located closest to the snowman's head and climb it to the top. A 1-Up Mushroom will appear.

Mushroom 6: As soon as you start the level, turn around and walk in the opposite direction in which you started out facing. You should soon come to a broken bridge. Fall down the bridge and you'll come to a giant ice pillar with a yellow box next to it. Hit the yellow box and a 1-Up Mushroom will emerge.

1-Up Mushroom Locations - Big Boo's Haunt

Mushroom 1: This one is pretty hard to get. It is located ontop of the shed that is behind you when you start the level. To get it, go around to the other side of the shed, and you'll see two wooden boxes. Get a running start, and you'll need to do a triple jump onto the roof so that the third jump is ontop of the wooden boxes. It's tough to do because you have to time your jumps just right. And once you finally get onto the roof, it's easy to fall off.

Mushroom 2: This one is located ontop of the roof of the haunted mansion inside a yellow box.

1-Up Mushroom Locations - Hazy Maze Cave

- Mushroom 1: When you start out, take the left path and long jump over the pit, then go into the door. Get across the bottomless pit area to the platform with all the rolling boulders. Bypass the rolling boulders and go into the door. In the new room, you will see an elevator with eight coins and a yellow '!' box on the other side of the elevator. Hit the yellow '!' box and the 1-Up Mushroom will pop out!
- Mushroom 2: Within the Toxic Maze, search through the maze for the part where there are two Monty Mole holes on a platform sitting right next to each other. Once you find this, kill eight Monty Moles, and a 1-Up Mushroom will appear.
- Mushroom 3: Within the Toxic Maze, search through the maze for the platform elevated above the toxic gas that has one Monty Mole hole sitting on it. Once you find this, kill eight of these Monty Moles to make a 1-Up Mushroom appear.
- Mushroom 4: To get this 1-Up Mushroom, you will need to get to the wire cage material that is located above the bottomless pit that the giant rolling boulders fall into. If you don't know how to get here, you will need to get into the Toxic Maze and go into the steel door that is inside the first alcove in the wall (the doorway that leads to the 'A-Maze-Ing Emergency Exit' star. Anyway, now that you are in the section of this level with the wire cage, jump onto the wire cage and hold on by holding the A button. Take the left path, the path that leads to a yellow '!' box. Hit this yellow '!' box for the 1-Up Mushroom.

1-Up Mushroom Locations - Lethal Lava Land

- Mushroom 1: Get onto the spinning platform that spins around the volcano. There is a flamethrower just outside this spinning platform. 1-Up Mushroom #1 is found just on top of this flamethrower.
- Mushroom 2: This one is located on the raised brownish colored platform located next to the spinning platform that revolves around the volcano. It's easiest to get on top of this platform with a turtle shell.
- Mushroom 3: This one is located on the small curved platform located next to the spinning platform that revolves around the volcano. It's easiest to get on top of this platform with a turtle shell.
- Mushroom 4: In the upper-left (northwest) section of the stage, on top of a curved platform. It's easiest to get with a turtle shell.
- Mushroom 5: In the upper-right (northeast) section of the stage, on top of a raised brownish colored platform. It's easiest to get with a turtle shell.
- Mushroom 6: In the upper-middle (northcentral) section of the stage, just behind the square shaped grey colored platform. It's easiest to get with a turtle shell.

Mushroom 7: After the puzzle that has all the red coins on it, there is a platform with two small Bob-ombs on it, which if followed by a circular spinning flamethrower on a circular shaped platform. Run around the flamethrower in the opposite direction as the flames (the same direction as the platform) once to make the 1-Up Mushroom appear.

Mushroom 8: Get inside the volcano. Get right next to the star entitled "Hot-Foot-It Into The Volcano". You should notice four poles that you need to jump across to get to the star. If you climb to the top of the highest pole, the 1-Up Mushroom will appear.

1-Up Mushroom Locations - Shifting Sand Land

Mushroom 1: At the very start of the level, head right past two Bob-ombs. You will come to a circular shaped sand pit. There is a 1-Up Mushroom sitting stationary above this sand pit. If you go into the sand pit, you will die. To get this 1-Up Mushroom without losing a life, you will have to perform a long jump.

Mushroom 2: There is a big wall of bars that stretches from one side of the pyramid to a giant dune of sand. There is a 1-Up Mushroom located right in front of this bar wall. Be sure not to fall into the two circular sand pits; they make this extra life difficult to get.

Mushroom 3: Infront of the entrance to the pyramid, there is a yellow '!' block. Hit this yellow '!' block to make a 1-Up Mushroom appear.

Mushroom 4: Climb the tree sitting right next to the oasis. This will make a 1-Up Mushroom appear.

Mushroom 5: Get inside the pyramid. Other than the outside portion, the bottom floor is made up of sand. There are eleven small platforms in this patch of sand. Five of eleven of these small platforms are sitting right next to each other. If you stand on all five of these platforms, a 1-Up Mushroom will appear.

Mushroom 6: At the entrance of the pyramid, take the left path, then follow it until you come to a Mummified Thwomp hopping up and down. Jump on top of this Mummified Thwomp. As he hops, he will hop right past an extra life. If you are positioned correctly on the Thwomp, you will get the extra life.

Mushroom 7: At the entrance of the pyramid, take the left path, then follow this path until you come to a Mummified Thwomp. Pass the Mummified Thwomp and you will find a yellow '!' box. Hit this yellow '!' box and a 1-Up Mushroom will appear.

Mushroom 8: At the entrance of the pyramid, take the right path. Follow the right path as far as it will go (around corners, past Thwomps, et cetera). Eventually, you will come to a ramp leading uphill with a small staircase and a downward leading ramp at the top of it. When you get to this upward leading ramp, go up it, then go down the downward leading ramp. You will now be right next to a yellow '!' box. Hit this yellow '!' box to make a 1-Up Mushroom appear.

Mushroom 9: Inside the pyramid, this 1-Up Mushroom is sitting stationary on top

of a wire cage. To get to the 1-Up, you can either risk falling to the first story by attempting to jump on it, or you can do the way it was intended to be gotten. To get this 1-Up the "correct" way, climb the pole that leads to the third floor. Stand stationary at the left side of the top of this pole, this will transport you to on top of the wire cage so that you can easily grab the 1-Up. Note that this transport is only a one-way transport.

1-Up Mushroom Locations - Dire, Dire Docks

Mushroom 1: In the area of the sea where the whirlpool is, there is a single clam on the sea floor. Swim next to him to make him open up. Swim through his open mouth, and a 1-Up Mushroom will appear.

1-Up Mushroom Locations - Snowman's Land

Mushroom 1: When you start out the level, head right. Continue going right until you pass the Ice Bully area. Look around and you will find some Spindrifts and a Coin Purse guarding a yellow block. Hit the yellow block and a 1-Up Mushroom will emerge.

Mushroom 2: Get on top of the giant snowman's head. You will notice a single tree on his head. Climb this tree and a 1-Up Mushroom will appear.

Mushroom 3: Get inside the igloo. Navigate your way to the back of the igloo to the Pink Bob-omb buddy. There are two yellow blocks next to this pink Bob-omb buddy. Hit the one farthest from him for the 1-Up Mushroom.

Mushroom 4: Get inside the igloo. Navigate your way to the back right of the igloo to the blue vanish cap box. Hit the box and grab the vanish cap. The 1-Up Mushroom is sitting stationary inside a sheet of ice, but you must have vanish cap powers to get to it.

1-Up Mushroom Locations - Wet-Dry World

Mushroom 1: High in the sky is a circular cylinder. The first extra life is inside this circular cylinder. To get to it, you need to either long jump from a nearby platform, or shoot into the cylinder with the cannon. I, personally, find the cannon method easier.

Mushroom 2: High in the sky is a circular cylinder. This extra life mushroom is in the cylinder. There are two 1-Up Mushroom in this cylinder, the first one is explained above, but this one is right here. Both mushrooms are sitting right next to each other, so it's not like one is harder to get than another.

Mushroom 3: Get to the hidden town and lower the water level. Now walk to the very center of the hidden town. You are looking for a grey cone shaped structure with eight coins around it. Get one of the eight coins to make the 1-Up Mushroom appear. If the first coin doesn't make the 1-Up Mushroom appear, get another coin until the 1-Up Mushroom appears.

Mushroom 4: Get to the hidden town and lower the water level. There is a small garden in the corner of the level, it has two trees in it and a bunch of yellow flowers. It also has a yellow block in between the two trees. Find this garden and hit the yellow block to make the 1-Up Mushroom appear.

1-Up Mushroom Locations - Tall, Tall Mountain

Mushroom 1: As soon as you start the level, turn around and walk in the opposite direction. You will be led to a stationary 1-Up Mushroom sitting in the very edge of the stage. Be careful in getting it - you could fall off the edge!

Mushroom 2: In the area of the stage where the cluster of giant mushrooms are (the mushroom that have the red coins on top of them), one of the Mushrooms has a yellow block on it. Jump on this yellow block and hit the yellow block to make the 1-Up Mushroom appear.

Mushroom 3: At the first area where you see the Monty Moles (just after the section with the cluster of the giant mushrooms), kill eight of the Monty Moles and a 1-Up Mushroom will appear.

Mushroom 4: At the first area where there are a bunch of Monty Moles (just after the cluster of the giant mushrooms), there will be a bunch of platforms sticking out of the mountain. Jump on these platforms sticking out of the mountain and use them to get higher and higher up. Eventually, you will come to a cluster of four Monty Moles. Kill eight of these Monty Moles and a 1-Up Mushroom will appear.

Mushroom 5: At the first area where there are a bunch of Monty Moles (just after the cluster of the giant mushrooms), there will be a bunch of platforms sticking out of the mountain. Jump on these platforms sticking out of the mountain and use them to get higher and higher up. There is a 1-Up Mushroom sitting stationary on the top of one of these platforms. The 1-Up Mushroom is relatively high up. Just keep an eye out for it.

Mushroom 6: Before jumping across the large gap that leads to the Mountain Slide (before the cloud that will try to blow you away), there is a stationary 1-Up Mushroom that most people overlook. To get it, walk to the edge that you would normally long jump off of. Turn to the left and you will see a small portion of the platform that most people skip right over. There is a stationary 1-Up Mushroom sitting on it.

Mushroom 7: Jump into the Mountain Slide. In the very beginning room of the Mountain Slide, walk to all four corners to make a 1-Up Mushroom appear in the center of the room.

Mushroom 8: Jump into the Mountain Slide. Advance past the first room of the Mountain Slide into the open area, but do not go down the slide quite yet. Instead, turn around and you will find a 1-Up Mushroom and a yellow coin. Get the 1-Up Mushroom. Now you can go down the slide.

Mushroom 9: As you are sliding down the Mountain Slide, there is a 1-Up Mushroom at the very beginning of the slide, just after the first row of yellow coins. If you miss it, you will have to go all the

way through the slide again to get it.

Mushroom 10: As you are sliding down the Mountain Slide, you will come to a 1-Up Mushroom just after the second blue coin that you will come across. If you miss it, you will have to go all the way through the slide again to get it.

Mushroom 11: At the area of the stage just past the entrance to the Mountain Slide, there is an area where the platform is made of vines, it has three Goombas walking on it. Walk in the middle of this vine platform to make some butterflies appear. Now punch/jump kick these butterflies. If you punch/jump kick the right butterfly, it will turn into a 1-Up Mushroom. However, it is possible for the butterflies to turn into a black ball, which will then try to explode on you, so be careful.

1-Up Mushroom Locations - Tiny Huge World

Mushroom 1: For this one, you must start off the level in the small world. When you start out the level, punch the tiny Goomba out of the way. Walk over the top left portion of the platform to make three butterflies appear. Start rapidly jump kicking the butterflies. You can also punch them if you want to. If you punch them correctly, they will turn into a 1-Up Mushroom and/or black ball, depending on your luck. Sometimes the butterflies will turn into a black ball, sometimes they will turn into a 1-Up Mushroom, other times they will turn into both the black ball AND the Mushroom; it all depends upon luck.

Mushroom 2: For this one, you must start off the level in the small world. As soon as you start the level, do a long jump onto the platform to the left. Hit the yellow block and a 1-Up Mushroom will emerge. Be sure to watch out for the black ball that shoots fire at you!

Mushroom 3: Start off in the large world. Jump to the left side of the grassy platform that you start off on into the water. Swim to the other side of the first 'island' platform that you'll come across into the area with the Boss Bass fish! Beware of the Boss Bass! If you get too close to him, he will eat you! Anyway, the 1-Up Mushroom is sitting stationary on the sea floor. Swim to it and pick it up.

Mushroom 4: Start off in the large world. Walk through the small hole in the wall to the other side. Swim through the water, and onto the beach. Walk to the very top of the beach and collect the two coins sitting there to make an extra life appear.

Mushroom 5: For this one, you must have accessed the cannon. If you have not accessed the cannon, locate the pink Bob-omb buddy and talk to him to access the cannon. Anyway, you must be in the large world for this. Get to the cannon and shoot yourself into the only visible tree. Climb to the top of this tree to make a 1-Up Mushroom appear!

Mushroom 6: For this one, you must have accessed the cannon. If you have not accessed the cannon, locate the pink Bob-omb buddy and talk to him to access the cannon. Anyway, you must be in the large world for this. Get to the cannon and shoot yourself into the only visible tree. Slide down this tree, and run around the base of the tree to make three butterflies appear. Punch the butterflies. If you get

lucky enough, the butterflies will turn into a 1-Up Mushroom.

Mushroom 7: In the large world, get to the spot of where Koopa The Quick would be if you started the level with the star set on him. If you don't know where that is, it is to the right of the spot where the giant steel bars keep appearing from. Anyway, go inside the fence there and walk around to make butterflies appear. Kick or punch the butterflies, and with enough luck, the butterfly will turn into a 1-Up Mushroom! However, the butterfly can also turn into a black ball, depending on luck.

Mushroom 8: In the large world, find your way to the cannon (the cannon does not need to be opened to get this). Walk to the other side of this grassy platform, the side opposite the water and jump across onto the next grassy 'island' platform. When you get on this 'island' platform, wind will start blowing you to the end of it. Walk to the other side of this platform, the side that the wind is blowing towards. Take notice of the next grassy platform to the front left. The next grassy platform is too high to jump to, so we will have to find an alternate way to get to it. To get to it, jump off the side of the cliff facing the next grassy platform (be sure to jump off, don't just drop down the platform). I know it sounds crazy, but do it anyway. The wind is blowing in an upwards direction, and is strong enough to pull you up onto this platform! Now hit the yellow block here to get the 1-Up Mushroom.

Mushroom 9: When you start off in the large world, look to the left across the water and you will see a platform that is too high to get to. There is a yellow block on top of this platform that has a 1-Up Mushroom inside of it. To get onto this platform so that you can get the 1-Up Mushroom, you will have to drop down onto it from below.

Mushroom 10: Get into the cave area that is located inside the mountain, the area where all the red coins are, the area below Wiggler's home. Navigate to the star shadow. If you don't know what a star shadow is, it is the blue colored star illusion that marks the spot of where the star will appear after you've gotten the eight red coins. Anyway, once you are at the star shadow, the 1-Up Mushroom is sitting stationary on top of the platform to the left of the star shadow. To get up that high, you will need to wall kick.

1-Up Mushroom Locations - Tick Tock Clock

Mushroom 1: Navigate through the level past the star for "Roll Into The Cage" and you will soon come to a Spark circling around a pole. Climb this pole to the very top to make a 1-Up Mushroom appear.

Mushroom 2: Just after the second spinning heart, jump on the elevator that will bring you up. Jump off of the elevator onto the yellow colored triangular shaped spinning platform. Look at the wall, and you will see three blocks in the wall that push out. Use these three push out blocks to get to the lone platform. Now that you are on the lone platform, jump off of it onto the block that pushes out. For some reason, this will cause a 1-Up Mushroom to appear on top of the platform.

Mushroom 3: Take the route to the very top of the level, the route that leads to the Thwomp. Eventually, you will come to three consecutive

yellow colored treadmills. Pass these treadmills. Soon after the treadmills, there are three consecutive turning platforms that lead to a platform with a yellow block on it. To get onto the platform with the yellow block, you could jump on the yellow turning platforms, but I find it much easier to just long jump onto it. Once on the platform, hit the yellow block to get the 1-Up Mushroom.

Mushroom 4: Take the route to the very top of the level, the route that leads to the Thwomp. When you get to the very top of the path, (the part right before you get onto the clock hand that leads to the Thwomp), there will be two yellow blocks sitting there. Hit the yellow block farthest from the black ball that shoots fire to reveal a hidden 1-Up Mushroom.

1-Up Mushroom Locations - Rainbow Ride

Mushroom 1: On top of the giant stone platform located underneath the first swinging platform that you'll come across.

Mushroom 2: Get to the tricky triangles area of the stage and hit the exclamation switch to make the triangles invert. This 1-Up Mushroom is sitting stationary above the farthest triangle. The triangle must be inverted for you to get it.

Mushroom 3: This one is kind of tough to get. Use the magical carpets to get inside the giant house in the sky. Stand in the doorway of the house and you will be transported on top of the maze area that has all of the red coins in it. The platform is windy, so don't get blown off! Hit the yellow block to get the 1-Up Mushroom.

Mushroom 4: Ride the magical carpets to the inside of the giant house in the sky. Stand stationary in the doorway to be transported on top of the maze area that has all the red coins in it. This platform is windy, so don't get blown off! Get to the very end of this windy platform to find a single donut lift sitting by its lonesome. Stand on this lonely donut lift long enough for it to fall to the ground. Upon doing this, a 1-Up Mushroom will appear and home toward you.

Mushroom 5: On top of the giant house in the sky, inside a yellow block. You must ride on the magical carpets to get to it.

Mushroom 6: As you are riding the magical carpet to the giant house in the sky (the right carpet path), there is a 1-Up Mushroom sitting stationary on top of the second set of donut lifts that you will come across. You have to be quick in getting it or the carpet will get away from you.

Mushroom 7: Located on top of the spinning platform with the blue fire shooting out of it. You must take the left carpet path (the path toward the ship) to get it. You must be quick, or your carpet will disappear!

Mushroom 8: This 1-Up Mushroom is located on the very tip of the flying ship in the sky. To get to the flying ship, you must take the left carpet path.

Mushroom 9: Get on top of the ship and climb to the very top of the pole that is located in the middle of the ship. Upon jumping off the top of

the pole, a 1-Up Mushroom will pop out and home toward you.

1-Up Mushroom Locations - Bowser In The Dark World

NOTE: Some of these Mushrooms will only appear after beating Bowser.

Mushroom 1: After the very first spinning platform structure, there is a wooden platform with three Goombas on it and a yellow block. Hit the yellow block to reveal a 1-Up Mushroom.

Mushroom 2: Take the wooden bridge to the island platform with the Spark enemy (also known as Amps). Avoid the Spark and hit the yellow block found here. A 1-Up Mushroom will emerge, which you should now get.

Mushroom 3: At the end portion of the Bowser Stage, this 1-Up Mushroom is located above the tilting platforms, ontop of the overhangs. There are two overhangs with Mushrooms. Get one of them.

Mushroom 4: At the end portion of the Bowser Stage, this 1-Up Mushroom is located above the tilting platforms, ontop of the overhangs. There are two overhangs with Mushrooms. Get one of them.

Mushroom 5: Next to the base of the platforms that overhang the tilting platforms. There is one extra life in between each of the bases. Grab one of them.

Mushroom 6: Next to the base of the platforms that overhang the tilting platforms. There is one extra life in between each of the bases. Grab one of them.

1-Up Mushroom Locations - Bowser In The Fire Sea

NOTE: Some of these Mushrooms will only appear after beating Bowser.

Mushroom 1: This 1-Up Mushroom is located on top of the very first stone structure that you will pass (excluding the stone structure that you start out on).

Mushroom 2: This 1-Up Mushroom is located on top of the second stone structure that you will pass, excluding the stone structure that you start out on.

Mushroom 3: After the two tilty stone platforms, there is a pole that leads to an elevator. Climb this pole to the top, then jump off. A homing 1-Up Mushroom will appear out of the top of the pole and will zoom into your arms.

Mushroom 4: When you get to the part of the stage where the entire platform will shift up and down, there is a yellow block that has a 1-Up Mushroom inside of it. If you don't know what I'm talking about by the 'platform that will shift up and down', it is located right after the circular platform with two bullies. The yellow block that you have to hit is on top of the first solid platform that you will come across. If the yellow block is not there when you get onto the platform, wait a few seconds for the platform to rise up to it.

Mushroom 5: At the very end of the level, past the row of six lava platforms, there is a stone structure that is too high to jump onto of. However, there is a yellow block on top that has the 1-Up Mushroom inside of it. To get on top of this stone structure, wall kick to it.

Mushroom 6: At the very end of the level, past the row of six lava platforms, there is a stone structure that is too high to jump on top of. There is a 1-Up Mushroom sitting stationary on top of this stone structure, however. To get on top of this stone structure so that you can get the 1-Up Mushroom, you will need to wall kick.

1-Up Mushroom Locations - Bowser In The Sky

NOTE: Some of these Mushrooms will only appear after beating Bowser.

Mushroom 1: As you are walking along, you will come across a spinning platform with a Spark enemy on it and a yellow block (it's at the beginning portion of the stage). Hit the yellow block for a 1-Up Mushroom.

Mushroom 2: This Mushroom is located just after the first piranha plant you will come across, but it is before the wooden tilting platform. It is underneath the platform that you jump off of to land on the wooden tilting platform. You might have to change your angle to get a good view of it; a blue bar blocks it with the default angle.

Mushroom 3: Just after the wooden tilting platform in the middle of the 'ferris wheel' spinning structure.

Mushroom 4: As you are on the 'arrow ride' platform, the arrow ride will take you to a bunch of wooden blocks. The fourth wooden block will have a stationary 1-Up Mushroom sitting on it.

Mushroom 5: Slightly after the arrow ride, you will come to a spinning circular platform with a pole in the center, three yellow coins around the outside, and two Sparks circling around the pole. Grab the three yellow coins for a 1-Up Mushroom.

Mushroom 6: Get to the very end of the level. Right before the pipe that leads to Bowser, there is a large windy platform with several pillars and Goombas on it. There is a stationary 1-Up Mushroom sitting behind the pillar located on the front left side, provided that you are facing the pipe.

1-Up Mushroom Locations - Vanish Cap Switch Course

Mushroom 1: Inside a yellow block located on top of the third highest platform on the giant slope.

Mushroom 2: This 1-Up Mushroom is sitting stationary on top of the fourth highest platform on the giant slope.

Mushroom 3: This 1-Up Mushroom is sitting stationary on top of the second lowest platform on the giant slope.

Mushroom 4: At the very end of the stage, at the area where the star of power

would appear if you've gotten all eight red coins, there are three yellow coins. Get all three of these yellow coins to make a 1-Up Mushroom appear.

1-Up Mushroom Locations - Metal Cap Switch Course

Mushroom 1: Near the waterfall there is a yellow block raised above the water. Get a metal cap, and hit this yellow block and a 1-Up Mushroom will come out. Make sure you have metal cap prior to attempting this or you will glide out of the waterfall.

Mushroom 2: This 1-Up Mushroom is sitting stationary inside an alcove in the wall held up by two brick pillars. It's next to a pair of red coins.

1-Up Mushroom Locations - Princess's Secret Slide

Mushroom 1: As you are sliding down the slide, a 1-Up Mushroom will appear in the middle (approximately) of the slide. You only have a small time period to grab it. If you miss it, you will have to start the slide slide over to get it.

Mushroom 2: After you finish sliding down the slide, walk to the other side of the stairs that lead to the yellow block. This will (for some odd reason) cause a 1-Up Mushroom to appear next to the yellow block.

1-Up Mushroom Locations - The Secret Aquarium

Mushroom 1: In the very middle of the aquarium (slightly above the star shadow), there is a circle of eight yellow coins that is horizontal with the ground. Swim in the middle of these coins, and a 1-Up Mushroom will appear. It can be quite tricky to get a 1-Up Mushroom underwater, though.

1-Up Mushroom Locations - Rainbow Over The Water

Mushroom 1: At the lowest platform in the stage, the platform that has the pink Bob-omb buddy on it, there is a pole. Climb the pole to the top, then jump off. A homing 1-Up Mushroom will release from the pole.

Mushroom 2: Fly through the transparent cloud, which is located next to the highest platform equipped with a cannon. You should shoot to it from the cannon located on the lowest platform.

Mushroom 3: From the highest cannon, shoot yourself so that you grab onto the poles that are hanging underneath the highest cloud. The extra life is located at the bottom of one of these poles, the problem is figuring out which one. Once you grab hold of one of the poles, slide to the very bottom of the pole, and look at the other poles for an extra life. If you happened to grab on to the right pole and got the extra life when you slid to the bottom of the pole, lucky you. If not, jump onto that pole, and slide to the bottom to get

it.

Mushroom 4: From the highest cannon, shoot onto the highest cloud. On the highest cloud, hit the only yellow block to reveal the 1-Up Mushroom.

6.3. Teleport Locations

[0603]

This little section is a list of all the teleport locations in the entire game.

NOTE: There are not any teleports in Jolly Roger Bay, Big Boo's Haunt, Hazy Maze Cave, Dire Dire Docks, or Tick-Tock Clock.

Teleport Locations - Bob-Omb Battlefield

Teleport 1: Walk across the very first bridge, and jump over the fence to the right hand side. Look ahead a little, and you'll see a circular patch of yellow flowers. Stand in it. You will be transported to another patch of flowers located at the other side of the stage.

Teleport 2: Start walking up the path that leads to the top of the mountain. Continue walking up the path until you find a small alcove (hole) in the side of the mountain (which is the source of all those giant black balls). Jump in this and stand still. You will be transported to another alcove in the side of the mountain, except much higher up. This teleport is helpful for racing Koopa the Quick.

Teleport Locations - Whomp's Fortress

Teleport 1: Locate the Thwomp (blue colored rock that will try to squish you) at the bottom of the staircase. You should notice a metal cap box and a sign next to him. Stand in the corner closest to the sign. This will transport you in a corner next to the flagpole.

Teleport Locations - Cool, Cool Mountain

Teleport 1: As soon as you start out the level, turn around and walk in the opposite direction that you were originally facing. You should soon come to a sign followed by a broken bridge. Stand at the end of the broken bridge. You will be transported to the bottom of the mountain, at the end of another broken bridge.

Teleport Locations - Lethal Lava Land

Teleport 1: As soon as you start the stage, turn around and look ahead. You should see a grey colored circular platform with a red wing cap box above it. Long jump onto this platform, and stand still in the center of it. You will be transported to underneath the eyeball enemy.

Teleport Locations - Shifting Sand Land

Teleport 1: Get to the part of the level with the water. The part of the level that Klepto the vulture patrols. Look right next to the water and you will see a palm tree. Stand underneath the palm tree and you will be transported to the platform with the cannon on it, right next to one of the wing cap boxes.

Teleport 2: Inside the pyramid, climb the pole that leads to the third story. Now that you are on the third story, stand to the left side of the pole. you will be transported back to the second story on top of a wire platform with a 1-Up Mushroom right next to you. This is only a one way teleport, so you cannot teleport back. The purpose of this teleport is to get that 1-Up Mushroom.

Teleport Locations - Snowman's Land

Teleport 1: As soon as you start the level, turn right and look ahead and you will see a tree. Walk up to that tree, and look ahead, and you'll see another tree. Walk up to the second tree and stand underneath it. You will be transported to underneath another tree farther on in the level.

Teleport Locations - Wet-Dry World

Teleport 1: As you jump into the painting that leads to Wet-Dry World, jump at the painting so that you jump into lowest section of the painting. This will cause the starting water level to be as low as it can go. Now that the water level is at its lowest level, walk to the stairway stack with the Amp enemy circling it. Instead of climbing the stairway stack, stand in the corner formed by the stairs, the corner located at the left side of the lowest step. This will transport you to the platform right next to the cannon at the highest point in the entire level. If you already have the cannon activated, you can shoot yourself to anywhere in the entire stage.

Teleport Locations - Tall, Tall Mountain

Teleport 1: You know where that spot is with the giant mushrooms that have the red coins on them. Get to that spot. You should notice that two of the smallest mushrooms sitting next to each other don't have any red coins on them. Jump onto the smallest mushroom that is farthest away from the center. Stand stationary on it and it will transport you to a new part of the stage, the only possible way to get to this area of the level is with that warp.

Teleport Locations - Tiny-Huge Island

Teleport 1: Start out the level with everything tiny. Long jump to the left

across two platforms to the area with the pirahna plant with the pipe on it. Drop down the platform next to the pipe, and you will hit an exclamation switch. This will cause a row of wooden platforms to appear which will create a bridge type structure. Follow the bridge to the 'island' platform with the single coin on it. Stand stationary at the spot with the single coin, and you'll be transported back to the platform with the pirahna plant and the pipe. Note that this is only a one way teleport.

Teleport Locations - Rainbow Ride

Teleport 1: Get inside of the giant house in the sky. If you stand in the very center of the entrance of the house, you will be transported on top of a platform at the middle portion of the stage. Fierce winds will be trying to push you off the edge.

6.4. Pink Bob-Omb Buddy Locations

[0604]

If you are having trouble finding the Pink Bob-Omb Buddies to activate the cannons, then this is the course for you. Please note that there is not a Pink Bob-Omb buddy in courses that don't have cannons.

Bob-Omb Buddy Location - Bob-Omb Battlefield

This pink Bob-Omb buddy is not meant to be hard to find. When you start out the level, he will be right in front of you, on top of a raised grey platform. You must have the star set to 'Shoot To The Island In The Sky' or higher, or the Bob-Omb buddy will not open the cannon for you.

Bob-Omb Buddy Location - Whomp's Fortress

This Bob-Omb buddy is located right next to the cannon. If you don't know where the cannon is, this is how you can get to it: When you start off the level, go forward and jump onto the raised grassy platform. Press yourself up against the stone wall to the left so that you are facing the stone wall, and do a double jump; you will grab onto the top of the stone wall. Pull yourself up on top of the stone wall, and you will be in a huge 'pool' of water. Now that you are in the pool of water, continue walking to the left and the pool will eventually end. When the pool ends, jump on top of the stone platform. The cannon is right there, and so is the Bob-Omb buddy.

Bob-Omb Buddy Location - Jolly Roger Bay

When you start off the level, head right. Stay on land; don't jump into the water just yet. When you walk to the right as far as you can without falling in the water, jump into the water. Continue to swim ahead, swim past a cone sticking out of the water and a stone platform immediately after the cone. On the other side of the stone platform is a plank of wood that is bobbing above the water. Jump on top of this plank of wood, then jump onto the stone platform

that you just swam past. The pink Bob-Omb buddy is right here. Talk to him, and he will activate the cannon for you.

Bob-Omb Buddy Location - Cool, Cool Mountain

When you start out the level, immediately head right until you come to a bridge that isn't complete. Stand stationary on the very end of this bridge to be transported to the very bottom of the mountain. Now that you are at the bottom of the mountain, walk to the leftish area past the Mama Penguin until you come to the edge. At the edge of the mountain, you will notice a ski lift. Jump onto the ski lift, and it will begin to rise back to the top of the mountain. About halfway up the mountain, you will go past a small 'island' platform with a green tree on it. Jump onto this 'island' platform. You should now be standing right next to the Bob-Omb buddy. Talk to him, and he will activate the cannon for you. Now, stand on this island platform and wait for the ski lift to come back down again. When it finally comes back down, jump back on it and ride it down to the bottom.

Bob-Omb Buddy Location - Shifting Sand Land

This pink Bob-Omb buddy is located right next to the oasis. If you don't know what the oasis is, it is that little tiny body of water located at the far left of the level. Do whatever it takes to get there. Talk to the Bob-Omb and he will activate the cannon for you.

Bob-Omb Buddy Location - Snowman's Land

The pink Bob-Omb buddy in this level is located inside the igloo. If you don't know where the igloo is, then read this: To get into the igloo, you must first get the green turtle shell which is located right next to the star 'Whirl From The Freezing Pond'. Once you have the koopa shell, ride it to the body of water located to the left of the 'Waves' of snow (your shell can glide on the water). You will see a line of coins sitting ontop of a snowy slope, ride up this slope with your green shell. The igloo is on the top of this slope inside a small fence. You must crawl to get into the igloo.

The pink Bob-Omb buddy is located in the back left of the igloo. However, he is enclosed with an ice structure. To get past the ice structure, there is a very small passage way located against the left wall. You can also get past the ice structure with a vanish cap, your choice.

Bob-Omb Buddy Location - Wet Dry World

Start the level by jumping into the painting as high as you can. This will cause the water level to initially be high. If you didn't start the level at the highest possible water level, then touch the highest water node to make the water level rise as high as possible.

With the water level at its highest position, swim over to the portion of the level where the cannon is. There is a nerby orange colored platform located above the water level that has the pink Bob-Omb buddy on it. To get on top of this platform, jump ontop of the bobbing wooden plank. Now do a double jump

onto the platform with the pink Bob-Omb.

Bob-Omb Buddy Location - Tall Tall Mountain

Walk along the path that leads to the top of the mountain until you come across the first set of Monty Moles. At this point, continue walking up the path past three black Bob-Omb, and then past a purple Chuckya. Continue through the path and you will come to a narrow bridge with a row of five yellow coins on it. Walk to the end of this narrow bridge, and look down. You will see a small platform with the pink Bob-Omb buddy sitting on it. Talk to him and he will open up the cannon for you.

Bob-Omb Buddy Location - Tiny Huge World

The pink Bob-Omb Buddy can only be found in the tiny world. However, you are going to start off the level in the giant world. As soon as you start the level, go through the hole in the wall, and swim to the beach. Now, from the beach, go into the water again and swim away from the starting point in the level until the water ends and you come to a green grassy platform. You should notice a cannon in the ground, which should be unopened since you probably didn't talk to the Bob-Omb buddy yet. The Bob-Omb buddy is normally sitting right next to this cannon, however, only in the tiny world.

To get to the tiny world, you will need to find a pipe. The nearest pipe is located past the windswept valleys. Get across the windswept valleys, jump in the pipe, and then return back through the windswept valleys. The pink Bob-Omb buddy will be sitting right there. Talk to him to activate the cannon.

Bob-Omb Buddy Location - Rainbow Ride

This pink Bob-Omb buddy is pretty tricky to get to for the first time, but really easy if you know what you are doing. The first thing you should do is get to the area of the level where the giant red coin maze is located. Don't actually go into the maze, just get onto the platform next to it. Walk to the left side of the giant red coin maze, you should see a blue coin switch and a spinning heart on the ground. Hit the blue coin switch and you will see a single blue coin sitting up against the wall. Take notice of where this blue coin is. It doesn't matter if you get it or not, I'm just using it as a reference.

This is the really tricky part. You will have to do multiple wall kicks in a row against the wall, the first wall kick will be where the blue coin was. If you don't know how to do a wall kick, you need to press A as soon as you jump into the wall. If done correctly, you will kick off of the wall and spring higher into the air. You will need to do about 6 wall kicks in a row in order to get ontop of the red coin maze. Once ontop of the red coin maze, walk a bit to the right, and you will see the pink Bob-Omb buddy. Talk to him to activate the cannon located on the ship.

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| Glitches |
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This game has so many glitches. Many more than you'd actually think. Most of them are stupid, tiny, insignifigant glitches that really don't matter. To the right side of the glitch name, I have ranked each glitch from one star (*), to five stars (*****) on how cool the glitch is. Five stars being the best.

Automatic Drown - (***)--

This one is cool, and kind of simple to pull off. To do it, get to the Vanish Cap Switch course. Slide down the gigantic slope at the beginning of the level and purposly let those fire-shooting balls fry you so that you only have two pieces of health left. Now, stand close enough to one of the fire-shooting balls to be able to hit you, but not too close. Also, be sure that you are standing right next to the edge, and make sure you are facing the edge. Now purposely let the fire hit you. Upon the fire hitting you, your butt will get burnt, and you will start running foward (off the cliff). If done correctly, you will fall off the cliff with no health left, but you will not lose a life. Instead, you will lose your life by drowning when you are automatically sent back under water.

Beat Koopa The Quick In 0'00"0 - (****-)

This glitch is very hard to pull off, but ultimately, it will allow you to beat Koopa The Quick in zero seconds. First, jump into the painting that leads to Bob-Omb Battlefield and set the star to 'Footrace with Koopa the Quick'. Start the level, and get a wing cap. With the wing cap, go back to the beginning of the level where Koopa the Quick is standing. This part is hard to explain. Do a triple jump so that you make the leap of your third jump from the front of Koopa the Quick. Make sure that your third leap isn't too close to Koopa the Quick, but not too far either. Anyway, after your third leap, you will begin to fly. Without touching the ground, fly into the cannon nearest Koopa the Quick. Blast yourself off high into the air, and land in another cannon. From the second cannon, shoot yourself to the top of the mountain where the Bob-Omb King usually is. Be sure to land next to the finishing pole. Upon your landing, if done correctly, Mario will turn his head, and you will get the message from Koopa the Quick challenging you to a race. Accept the race. Since you are already at the finish line, you will finish the race in 0'00"0.

Beat The Game With Only 31 Stars - (***)--

It is possible to beat the game with only 31 stars. To do it, you must have beaten the second Bowser (the least amount of stars you need to do this is 31). Once you've beaten the second Bowser, go up to the second floor and perform the "Skip The Star Door" glitch located below to get into the third floor of the Cattle. Then, go into the door that leads to the endless stairs, and perform the "To The Top Of The Endless Stairs" glitch located below to get past the endless stairs. Now, jump into the hole that leads to 'Bowser In The Sky'. Go through the 'Bowser In The Sky' course until you get to Bowser, then beat Bowser to finish the game with much less stars than you are actually supposed to.

Bob-Omb In The Air - (**---)

To do this one, you must get to Bob-Omb Battlefield. If you didn't already know, you can pick up Bob-Omb's and then drop them by pressing Z. Anyway, get to that annoying Bob-Omb that is manning the water cannon. He is located at the top portion of the mountain that would normally lead to the Bob-Omb King. Anyway, once you get to him, pick him up, jump in the air, and then press Z while you are in mid air. This, for some odd reason, will cause the Bob-Omb to stay stationary in the middle of the air! Oddly enough, this glitch works with this Bob-Omb only. It doesn't work with any others.

Bookcase Glitch - (*----)

This one is kind of dull, and very simple to do. It's just a silly graphical glitch. In Big Boo's Haunt, select the star "Secret of the Haunted Books". Get to the part where there is that bookcase where you have to hit the books in order, and hit the books in order (middle, right, left). As soon as you do this, the bookcase will roll to the left. Go back into the previous hallway to watch this. You will see the bookcase go straight through the wall, and then completely disappear.

Black Room Of Death - (*****)

To do this nice glitch, you must first have 120 stars. When you've obtained all 120 stars, use the cannon outside of the castle to blast yourself onto the roof. Once on the roof, get the Wing Cap, then fly back into the cannon. In the cannon, aim toward the highest ledge of the castle that you will be able to stand on without falling off. It is located just below a window. Anyway, position the curser of the cannon so that it is on that ledge, then press down on your control stick to make the cannon rise as high as it can go. Now shoot yourself out of the cannon, and hold down. You will now be flying straight toward the ledge that I was talking about. Once on this ledge, walk straight toward the center of the wall in front of you. Continue doing this until you go straight through the wall! You rarely go through the wall on your first try; it usually takes about 10 tries or so. Once you go through the wall, you will fall down to the ground of the castle. You will now be trapped inside a black room of death. To escape from the black room of death, don't go in the doors. Instead, try walking through the walls on either side of the doors.

Cap Glitch 1 - (**--)

This one happens in Snowman's Land, which is course 10. Climb up the mountain located in the center of the stage. Climb to the part of the mountain where the penguin will guard you from the gusts of the snowman's head. Purposely get hit with the Snowman's gusts. This will blow you off the edge and you will lose your hat. Instead of picking up your hat right away, go to the teleport in this level and teleport yourself a few times. It really doesn't matter how many times you warp, but I suggest about 6 times or so. For each time you warp, another cap will appear on top of the old cap. So, if you teleported 6 times, then there will be 7 caps sitting on top of each other. Walk towards the hats quickly, and you will pick up every hat and they will go on your head.

Sometimes, the hats will not go on your head, but you will pick it up and it will go on your hand. I'm not exactly sure how to get the cap to be held in your hand, but it is possible, and I have done it before.

Cap Glitch 2 - (***--)

This one happens in Shifting Sand Land. Start off the level with any star selected aside from the first, which is called 'In The Talons Of The Big Bird'. Find Klepto the vulture and purposely let him grab your cap with his talons. Now, jump up and hit your cap, and it will fall to the ground. Now go to the warp located near the oasis and teleport yourself a few times. It really doesn't matter how many times your teleport, but I recommend about 6. For every time you teleport, another cap will appear overlapping the previous cap. Let's pretend you teleport 6 times. There will be 7 caps sitting on top of each other. Now walk up to the caps at a quick speed and all the caps will disappear except for one that will go in your hands. The cap does not always go into your hands, though. Sometimes it just goes directly on your head.

Flying Dead Corpse - (*****)

This glitch is extremely cool to pull off, and not very hard to do, either! To do it, you must first get into Shifting Sand Land. In Shifting Sand Land, activate the cannon. Then, get a Wing Cap and jump into the cannon. Inside the cannon, aim the cannon as far to the upper-left as you possibly can. Then, shoot yourself off. You will fly high into the air and hit an invisible boundry. You will then fall down and back into the cannon. Each time you do this, you will lose four pieces of health. Do this until your health is completely gone. When you have no health left, instead of dying like you are supposed to, shoot yourself out of the cannon and you will fly around! You can even get coins, but they will not refill your health. If you try to get a star, you will fly straight through it. This is a cool 'showing off' glitch for when you try to impress people with your SM64 skills.

Inside The Tall Tall Mountain - (***--)

Get to Tall Tall Mountain. From your starting position, look to the left, and you will see a body of water immediately followed by the mountain. If you look closely enough at the mountain, you will notice sort of a line formed from two of the planes of the mountain being formed together. It's really hard to explain, so try to stick with me. Anyway, if you long jump into this line at the right spot, you will go straight through the mountain. You will actually be inside Tall Tall Mountain! Inside here, you will be able to swim around inside the water object. If you get inside the mountain, you will know what I mean by the 'water object'. If you bypass the water object, however, you will begin to fall off to your death.

Lose Your Cap Forever - (**---)

In Snowman's Land, it is possible to lose your cap forever. However, it is complete luck how it is done. Sometimes, when the giant snowman blows you off the cliff, when you lose your cap, your cap will be blown into the top of the ice structure for "In The Deep Freeze". If this happens, then when you go to

get your cap back, you will get the star for 'In The Deep Freeze'. Since your cap is actually below the star, you will always get the star instead of the cap. You wont ever be able to get your cap back. If this happens to you and you want your cap back, immediately reset the N64. If you save your game, then your cap will be lost forever.

Manipulated Boo Guard - (****-)

To do this one, you must first defeat the second Bowser of the game and grab his key. Now, go back into the first floor of the Castle and go into the giant door with the lock on it. As soon as you enter this door, leave to go back into the lobby of the Castle. Now, go into the door that leads to Cool, Cool Mountain. Walk down the mini staircase, and go down the right ramp. Upon walking down the ramp, you will hear Boo's shriek voice. Now leave this room, and go into the door that leads to the Castle Courtyard. The Boo that normally guards this area is gone! However, when you open the door, you will see him in the doorway. Very odd, huh?!?

Out Of Castle Boundry Death - (*----)

This is a glitch that will automatically cause you to die for no relevant reason other than the fact that you went out of castle boundries. Now, it is not easy to go out of castle boundries, as there are invisible walls to prevent you from doing this. However, this glitch is a 'trick' to get outside of Castle boundries. To do it, first, get ontop of the roof of the castle. Get to the far right side of the castle (if you were facing the front). You should be next to a cone part of the roof that you can walk straight through. Anyway, to do the glitch, you will have to slowly walk to the edge until you have walked so close to the edge that your body falls off, and you are only holding on to the edge with your hands. Do this so that when you pull yourself up, you pull yourself up out of the castle boundries. It's extremely hard to explain, but I think this should get the idea across.

Skip The Star Door - (****-)

This one is extremely hard to do. You know the star door located in floor 2 that you need 50 stars before you can get through it. Well, There is a way to get through it without getting 50 stars prior to going into it. It is extremely hard to pull off, and extremely difficult to explain. I've done it before many times, and I swear that it's true.

To do it, you must first be familiar with the backwards long jump. Anwyay, start at the bottom of the staircase that leads to the star door. Position the camera so that it's facing the stairs. Do a fowards long jump, and turn it into a backwards long jump so that you are going up the stairs. As soon as you start jumping on the stairs, start tapping A as fast as you possibly can. With much luck, you will start to "Rapid Jump" up the stairs, and you will go straight through the star door. Don't expect this rapid jump thing to happen the first time. It will take loads of attempts before you do this for the first time.

The Top Of The Endless Stairs - (*****)

Yes, believe it or not, but it is actually possible to get to the top of the endless stairs. I guess they really aren't endless, huh? Anyway, this glitch is not very easy to pull off. To do this, you must be able to perform a backwards long jump. Get on top of some of the stairs. Face the bottom of the stairs, then do a forwards long jump toward the bottom of the stairs. As soon as you do the long jump, move the control stick from forwards to backwards to make Mario lose momentum to the front and gain it for backwards long jumps. Don't let go of Z. When you hit the ground, immediately hit A again and you will do another long jump. Continue this process and you will start doing backwards long jumps up the stairs. Now, this is the tricky part. Start tapping A as fast as you possibly can. If you stop doing backwards long jumps, then start over. Anyway, if you get lucky, you will begin to "Rapid Long Jump" or something like that. If you begin to do this, you will quickly go up the stairs and go directly to the top. It's really hard to explain. Just keep trying, and you'll get it. I swear that this is true. I've done it many times before.

Through The Ceiling 1 - (*----)

This is a lame glitch, very easy to pull off, and not very cool to watch. You will actually pull yourself through the ceiling. To do it, get into the Castle Lobby and go into the giant doors with the lock on it (you must have beaten the second Bowser). You will now be walking on a black and white checkerboard floor. Walk to the front left of this checkerboard floor and stand on the black block leaning up against the wall. Now do a double jump. At the peak of the double jump, you will go straight through the ceiling!

Through The Ceiling 2 - (*----)

This one happens in Bob-Omb Battlefield. As soon as you start out in Bob-Omb Battlefield, walk down the brown path until you get to the wooden bridge. Now go underneath the wooden bridge and hold on to the top of the bridge with the A button. Get to the lowest point of the bridge and then let go of A. Upon doing this, you will pull yourself straight through the wooden bridge.

Wacky Lives - (****-)

This takes a heck of a long time to pull off, and it only works with Japanese versions of the game. If you have an American version, the glitch will not work. Anyway to do it, you will need to get 1000 coins. To go about doing this, you will need to collect the coins left over from Bowser's breath. When you do this, jump off the edge and you will gain a life! If you find a 1-Up Mushroom and grab it, you will lose a life! I have not actually confirmed this yet, as I do not have a Japanese version of the game.

o-----o
| Secrets |
o-----o

Activate the Castle Cannon

If you didn't already know, there is a cannon located outside of the castle that is always locked. To unlock it, you must get 120 stars. There is no other

way to unlock it. Once it is unlocked, you can use it to get ontop of the roof of the castle.

Bowser, Version 2

If you beat 'Bowser In The Sky' with 120 stars, you will get a different message than you got when you beat him with 119 or less stars. Here is what Bowser will say in both situations:

Stars < 120: "Nooo! It can't be! You've really beaten me, Mario?! I gave those troops power, but now it's all fading away! Arrgghh! I can see peace returning to the world! I can't stand it! Hmmm... It's not over yet... C'mon troops! Let's watch the ending together! Bwa ha ha ha!"

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

Control the Credits

Well, you can't actually control the credits. It's just a name. Anyway, after you beat 'Bowser In The Sky' and you beat the game, while you are watching the credits, you can move around the camera by plugging in a controller into slot A and tilting the control stick.

Huge, Overweight Penguin

After you have acquired all 120 stars, go into Cool Cool Mountain again and set the star to 'Big Penguin Race'. Upon starting Cool Cool Mountain, jump into the chimney and you will see a huger, much fatter penguin that you have raced before! If you talk to him, you will discover that it is really the same penguin that you saw before you got 120 stars, it's just that he hasn't been working out much. Then, he will challenge you to a race, just as he did before. If you beat him, you wont get anything new. Just pride.

Mumbling, Sleepy Mario

If you don't move for a long time, Mario will say "I'm-ah tired", and go to sleep. If you leave him sleeping for a long time, he'll start mumbling in his sleep, saying "Zzzz...ah, spaghetti...ah, ravioli...aw mamma mia".

Portrait Secrets

There are several things you can change in levels just by jumping into the portraits differently. Actually, there are three. The first is Wet-Dry World.

If you jump into the Wet-Dry World portrait at high altitude, the course will start off with a high water level, if you jump into the Wet-Dry World portrait at a low altitude, then the course will start off with a low water level.

For Tiny Huge Island, if you jump into the huge portrait, you will start off in the giant land. If you jump into the tiny portrait, you will start off in the tiny land.

The same little effect occurs in Tick-Tock Clock. If you jump in with the minute hand on the 12, time will be stopped. If you jump in with the minute hand on the 6, the time will become unaligned. You can also change the speed of how fast everything goes depending on what number the minute hand is on when you jump in; if the minute hand is on a low number, then things will go slow, if the minute hand is on a larger number, then things will go much faster.

The Face of Mario

At the title screen of SM64, you can move the parts of Mario's face. It's true. When it says "Press Start" in the bottom left corner, press A to bring up a cursor on the screen. Press A again while the cursor is on one of Mario's facial parts to move it. If you want to hold the position of the facial parts, just hold R. Kind of neat, huh?

Yoshi

If you didn't already know, Yoshi is indeed in this game. He is only found once in the entire game, though. To find him, first, you must get 120 stars. After you've gotten 120 stars, use the cannon located outside of the castle to blast onto the roof of the castle. Ontop of the roof, you will find Yoshi walking around. Talk to Yoshi, and he will get you a most excellent prize. Yoshi will deliver a message to you from the Super Mario 64 team. You will get 100 lives, and an enhanced triple jump. Lucky you.

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8. LUIGI?

[0800]

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Luigi was omitted from Super Mario 64. End of story. Don't believe any of the rumors saying that he was indeed included in Super Mario 64, because they are all false.

I can remember when I was young falling for some of the rumors that said that Luigi was indeed in Super Mario 64. There are so many rumors about Luigi's existence that it's crazy. Below is a list of some of the Luigi rumors that I have come across over the years. There are plenty more Luigi rumors, but I don't know them all.

Rumor Number 1

In the endless stairs, continue walking up the stairs until you come across one of the pictures that has Luigi's face on it. Jump into the picture and there is

Luigi! You can now play as him until you turn the game off.

Rumor Number 2

In Lethal Lava Land, jump into the volcano. If you jump in at exactly the correct angle, then you will be transported into a secret room with Luigi.

Rumor Number 3

First, get 120 stars. Start your file and walk into the castle. Go into the door with the giant key on it, and immediately leave the door. Now, go into the room that leads to Cool, Cool Mountain. In this room, go down the small staircase, then walk down the rightmost ramp. If you hear Boo's voice, then you did it right. Then, jump into Cool, Cool Mountain and set the star to 'Big Penguin Race'. Race the fat penguin and beat him five times in a row. Now go up to 'Bowser In The Sky' and beat the final Bowser. Luigi will appear in the ending credits, and he will be in the cake at the very end of the game.

Rumor Number 4

This one was started by Brian Sulpher and/or David McCutcheon as a joke. To unlock Luigi in Super Mario 64, take your Nintendo 64 console as well as your television set and throw it out of a minimal two story window. Then, flush your Super Mario 64 cartridge down the toilet. Upon doing this, pour gasoline on your head and then light your hair on fire. If done correctly, you will unlock Luigi, who will then call you a complete moron.

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ii. Credits
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Nick Thanks

Anyone who has emailed me/Ryan with errors

- * Myself and Ryan are only human. We still make mistakes. Thank you for farther improving the accuracy of this guide.

Brightguy | <http://www.geocities.com/sm64home>

- * For making possibly the most informational Super Mario 64 website that I know of, which has very much inspired myself to write this guide. Brightguy, you have taught me many interesting things about this game. I appreciate your site, and all the help that your site has given me.

Ryan Harrison

- * For being extremely cooperative with me in creating this guide.

Yourself

- * For reading this guide. All of my work would be completely useless without puzzled readers such as yourself. Thank you.

Ryan Thanks

Brian Sulpher & David "Zoopsoul" McCutcheon

* For their SM64 FAQ, which helped me a lot, and inspired myself and Nick to do this guide.

Nick Morgan

* He wrote half this damn guide!

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iii. Legal Disclaimer/Contacting Us
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Contacting Nick

E-Mail: [nick\[at\]nicholas-morgan.com](mailto:nick[at]nicholas-morgan.com)

If you email me for any reason, please clearly state the game in which you are contacting me about in the subject line of the email. I've written several different FAQs for different games, and I may not know what game your question or comment is about.

Contacting Ryan

For questions, suggestions, comments or useful information pertaining to this file or any of my other video game-related literature, please email me at the address: [rjhgamefaqs\[at\]gmail.com](mailto:rjhgamefaqs[at]gmail.com). Please make sure that what you are contacting me regarding is not already contained within this FAQ. Please make sure to read the FAQ thoroughly to make sure any questions haven't already been answered. For quick navigation, press Ctrl + F on your keyboard and type in a keyword, this may help. Any useful information sent to me will be included in a future update, with full credit given.

Thank you for reading our FAQ, and please feel free to read any of our other video game-related literature, which can be found at:

<http://www.gamefaqs.com/users/NMorgan>
<http://www.gamefaqs.com/users/RJHarrison>

This file is dedicated to the memory of four late GameFAQs users, each of whom passed away well before their time. Chris MacDonald (d. May 17, 2004), Elliot Long (d. August 27, 2004), Mitchell Lee Stuekerjuergen (d. January 4, 2006), and Steve McFadden (d. June 28, 2011). The latter was one of my closest and dearest friends whom I had met through GameFAQs, and was one of the most well-known and prolific contributors to the site. Steve was an inspiration to myself to take up video game writing and always took the time to speak to me online about gaming or other interests, as well as comment on my writing. Rest in Peace guys, you will all be dearly missed.

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