

(03)	GAME BASICS	GBAS	The game basics/overview of SM64	100
3a	Controls	CONTROL	The controls for Super Mario 64	100
3b	Mario's Technquies	TECHINI	The moves that Mario has	100
3c	Game Objective	OBJECTI	The purpose of the game	100
3d	Getting Into Levels	INLEVEL	Accessing the fifteen worlds	100
3e	Power and Oxygen	POWOXYG	Power and oxygen info... duh	100
3f	Enemies	ENEMIES	The types of enemies in SM64	100
3g	Bosses	BOSSES	The types of bosses in SM64	100
3h	And Then Some	ANTHESO	And then some	100
+-----+				
(04)	BOB-OMB BATTLEFIELD	WORLD1	The guide for Bob-ombBattlefield	100
4a	Star 1	W1S1	Big Bob-omb on the Summit	100
4b	Star 2	W1S2	Footrace with Koopa the Quick	100
3c	Star 3	W1S3	Shoot to the Island in the Sky	100
3d	Star 4	W1S4	Find the Eight Red Coins	100
3e	Star 5	W1S5	Mario Wings to the Sky	100
3f	Star 6	W1S6	Behind Chain Chomp's Gate	100
3g	Star 7	W1S7	100 Golden Coins #1	100
+-----+				
(05)	PRINCESS SLIDE	PRINSLI	The Princess Slide guide	100
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(06)	WHOMP'S FORTRESS	WORLD2	The guide for Whomp's Fortress	100
6a	Star 1	W2S1	Chip off Whomp's Block	100
6b	Star 2	W2S2	To the Top of the Fortress	100
6c	Star 3	W2S3	Shoot Into the Wild Blue	100
6d	Star 4	W2S4	Red Coins on the Floating Isle	100
6e	Star 5	W2S5	Fall Onto the Caged Isle	100
6f	Star 6	W2S6	Blast Away the Wall	100
6g	Star 7	W2S7	100 Golden Coins #2	100
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(07)	JOLLY ROGER BAY	WORLD3	The guide for Jolly Roger Bay	100
7a	Star 1	W3S1	Plunder in the Sunken Ship	100
7b	Star 2	W3S2	Can the Eel Come Out to Play?	100
7c	Star 3	W3S3	Treaasure of the Ocean Cave	100
7d	Star 4	W3S4	Red Coins on the Ship Afloat	100
7e	Star 5	W3S5	Blast to the Stone Pillar	100
7f	Star 6	W3S6	Through the Jet Stream	100
7g	Star 7	W3S7	100 Golden Coins #3	100
+-----+				
(08)	COOL COOL MOUNTAIN	WORLD4	The guide for Cool Cool Mountain	100
8a	Star 1	W4S1	Slip Slidin' Away	100
8b	Star 2	W4S2	Li'l Penguin Lost	100
8c	Star 3	W4S3	Big Penguin Race	100
8d	Star 4	W4S4	Frosty Slide for 8 Red Coins	100
8e	Star 5	W4S5	Snowman's Lost His Head	100
8f	Star 6	W4S6	Wall Kicks Will Work	100
8f	Star 7	W4S7	100 Golden Coins #4	100
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(09)	BOWSER IN THE DARK WORLD	BOWSER1	The guide for getting Key #1	100
9a	Without red coins	BOWS1-1	Getting through without the star	100
9b	With red coins	BOWS1-2	Getting through with the star	100
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(10)	GETTING THE VANISH CAP	VANISHC	Taking the vanish cap after Key1	100
10a	Accessing the cap course	VANSIH1	Getting to the Vanish Cap Level	100
10b	Getting through the cap cou	VANSIH2	Getting the Vanish Cap	100
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(11)	BIG BOO'S HAUNT	WORLD5	The guide for Big Boo's Haunt	100
11a	Star 1	W5S1	Go on a Ghost Hunt	100
11b	Star 2	W5S2	Ride Big Boo's Merry-Go-Round	100
11c	Star 3	W5S3	Secret of the Haunted Books	100

11d Star 4	W5S4	Seek the 8 Red Coins	100
11e Star 5	W5S5	Big Boo's Balcony	100
11f Star 6	W5S6	Eye to Eye in the Secret Room	100
11g Star 7	W5S7	100 Golden Coins #5	100
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(12) HAZY MAZE CAVE	WORLD6	The guide for Hazy Maze Cave	100
12a Star 1	W6S1	Swimming Beast in the Cavern	100
12b Star 2	W6S2	Elevate for 8 Red Coins	100
12c Star 3	W6S3	Metal-Head Mario Can Move!	100
12d Star 4	W6S4	Navigating the Toxic Maze	100
12e Star 5	W6S5	A-Maze-Ing Emergency Exit	100
12f Star 6	W6S6	Watch For Rolling Rocks	100
12g Star 7	W6S7	100 Golden Coins #6	100
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(13) LETHAL LAVA LAND	WORLD7	The guide for Letha Lava Land	100
13a Star 1	W7S1	Boil the Big Bully	100
13b Star 2	W7S2	Bully the Bullies	100
13c Star 3	W7S3	8-Coin Puzzle with 15 Pieces	100
13d Star 4	W7S4	Red-Hot Log Rolling	100
13e Star 5	W7S5	Hot-Foot-It Into the Volcano	100
13f Star 6	W7S6	Elevator Tour in the Volcano	100
13g Star 7	W7S7	100 Golden Coins #7	100
+-----+			
(14) SHIFTING SAND LAND	WORLD8	The guide for Shifting Sand Land	100
14a Star 1	W8S1	In the Talons of the Big Bird	100
14b Star 2	W8S2	Shining Atop the Pyramid	100
14c Star 3	W8S3	Inside the Ancient Pyramid	100
14d Star 4	W8S4	Stand Tall on the Four Pillars	100
14e Star 5	W8S5	Free Flying for 8 Red Coins	100
14f Star 6	W8S6	Pyramid Puzzle	100
14g Star 7	W8S7	100 Golden Coins #8	100
+-----+			
(15) DIRE DIRE DOCKS	WORLD9	The guide for Dire Dire Docks	100
15a Star 1	W9S1	Board Bowser's Sub	100
15b Star 2	W9S2	Chests in the Current	100
15c Star 3	W9S3	Pole Jumping for Red Coins	100
15d Star 4	W9S4	Through the Jet Stream	100
15e Star 5	W9S5	The Manta Ray's Reward	100
15f Star 6	W9S6	Collect the Caps...	100
15g Star 7	W9S7	100 Golden Coins #9	100
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(16) BOWSER IN THE FIRE SEA	BOWSER2	The guide for getting Key #2	100
16a Without red coins	BOWS2-1	Getting through without the star	100
16b With red coins	BOWS2-2	Getting through with the star	100
+-----+			
(17) SNOWMAN'S LAND	WORLD10	The guide for Snowman's Land	100
17a Star 1	W10S1	Snowman's Big Head	100
17b Star 2	W10S2	Chill With the Bully	100
17c Star 3	W10S3	In the Deep Freeze	100
17d Star 4	W10S4	Whirl From the Freezing Pond	100
17e Star 5	W10S5	Shell Shreddin' For Red Coins	100
17f Star 6	W10S6	Into the Igloo	100
17g Star 7	W10S7	100 Golden Coins #10	100
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(18) WET-DRY WORLD	WORLD11	The guide for Wet-Dry World	100
18a Star 1	W11S1	Shocking Arrow Lifts!	100
18b Star 2	W11S2	Top O' the Town	100
18c Star 3	W11S3	Secrets in the Shallows & Sky	100
18d Star 4	W11S4	Express Elevator -- Hurry Up!	100
18e Star 5	W11S5	Go to Town for Red Coins	100

18f	Star 6	W11S6	Quick Race Through Downtown!	100
18g	Star 7	W11S7	100 Golden Coins #11	100
+-----+				
(19)	TALL TALL MOUNTAIN	WORLD12	The guide for Tall Tall Mountain	100
19a	Star 1	W12S1	Scale the Mountain	100
19b	Star 2	W12S2	Mystery of the Monkey Cage	100
19c	Star 3	W12S3	Scary Shroom Red Coins	100
19d	Star 4	W12S4	Mysterious Mountainside	100
19e	Star 5	W12S5	Breathtaking View from theBridge	100
19f	Star 6	W12S6	Blast to the Lonely Mushroom	100
19g	Star 7	W12S7	100 Golden Coins #12	100
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(20)	TINY-HUGE ISLAND	WORLD13	The guide for Tiny-Huge Island	100
20a	Star 1	W13S1	Pluck the Piranha Flower	100
20b	Star 2	W13S2	The Tip Top of the Huge Island	100
20c	Star 3	W13S3	Rematch with Koopa the Quick	100
20d	Star 4	W13S4	Five Itty Bitty Secrets	100
20e	Star 5	W13S5	Wiggler's Red Coins	100
20f	Star 6	W13S6	Make Wiggler Squirm	100
20g	Star 7	W13S7	100 Golden Coins #13	100
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(21)	TICK TOCK CLOCK	WORLD14	The guide for Tick Tock Clock	100
21a	Star 1	W14S1	Roll Into the Cage	100
21b	Star 2	W14S2	The Pit and the Pendulums	100
21c	Star 3	W14S3	Get a Hand	100
21d	Star 4	W14S4	Stomp on the Thwomp	100
21e	Star 5	W14S5	Timed Jumps on Moving Bars	100
21f	Star 6	W14S6	Stop Time for Red Coins	100
21g	Star 7	W14S7	100 Golden Coins #14	100
+-----+				
(22)	RAINBOW RIDE	WORLD15	The guide for Rainbow Ride	100
22a	Star 1	W15S1	Cruiser Crossing the Rainbow	100
22b	Star 2	W15S2	The Big House in the Sky	100
22c	Star 3	W15S3	Coins Amassed in a Maze	100
22d	Star 4	W15S4	Swingin' in the Breeze	100
22e	Star 5	W15S5	Tricky Triangles!	100
22f	Star 6	W15S6	Somewhere over the Rainbow	100
22g	Star 7	W15S7	100 Golden Coins #15	100
+-----+				
(23)	BOWSER IN THE SKY	BOWSER3	SEE MESSAGE IN THIS SECTION	100
+-----+				
(24)	SECRET STARS	SECSTAR	The fifteen stars in the castle	100
24a	Princess Slide	SEC1	The TWO stars in the slide	100
24b	Tower of the Wing Cap	SEC2	Getting the Wing Cap and star	100
24c	The Secret Aquarium	SEC3	The underwater level at the beg.	100
24d	Toad One	SEC4	The first free star	100
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24f	Vanish Cap Under the Moat	SEC6	Getting the Vanish Cap and star	100
24g	Cavern of the Metal Cap	SEC7	Getting the Metal Cap and star	100
24h	Bunny Two	SEC8	Getting the second bunny	100
24i	Toad Two	SEC9	The second free star	100
24j	Toad Three	SEC10	The third free star	100
24k	Wing Mario Over the Rainbow	SEC11	The cloud red coin challenge	100
24l	Bowser in the Dark World	SEC12	The red coin challenge	100
24m	Bowser in the Fire World	SEC13	The red coin challenge (two)	100
24n	Bowser in the Sky	SEC14	SEE MESSAGE IN THIS SECTION	100
+-----+				
(26)	ITEMS	ITEMS	Items in the game	100
+-----+				
(27)	SECRETS	SECRETS	Well, what do you think?	100

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|(28)| LEGAL INFORMATION          |LEGAL  | My legal information          |100|
+-----+
|(29)| CONTACT                      |CONTAC | Contact rules/how to contact me|100|
+-----+
|(30)| CREDITS/CLOSING              |CRCO   | The wrap up to this FAQ      |100|
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|                                     |
|          ~~~~~                      |
|          |%%%%%   Version History   %%%%%|          VER.          |
|          ~~~~~                      |
|                                     |
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+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|Version 1.1|August 19, 2005| Some enemies were added, and soon to be updated
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                                     | again. 1-Ups may be added as well.
+-----+-----+-----+-----+-----+-----+-----+-----+-----+

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|Version 1.0|August 12, 2004| The full version history is over forty different
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                                     | types of updates with very long descriptions. This
|                                     | guide was started in late April after all. So this
|                                     | the ever so slightly abridged version of the
|                                     | version history. Everything, all descriptions,
|                                     | guides, bosses, items, secrets, layouts,
|                                     | EVERYTHING... is complete. Enjoy!
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|          |%%%%%   Introduction     %%%%%|          INTR          |
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nm14's introduction
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Welcome to our (me frog and nm14) new Super Mario 64 guide. Of course, we are so obsessed with helping gamers all over the world, even with insanely old games like this one. But I ensure you that we have developed the guide a life time. It will help you through each power star in the game, as well as many strategies to help you overcome any major or minor problem that you encounter during gameplay. Just so you understand a few things about us, please read the following. Basically, we like to explain thigns... in detal. Yea, insanely. So you are going to probably hate all the strategies that we give as you will have to scroll down a lot (j/k). But look at it this way: we are taking the time to help all gamers and that includes people beisdes yourself. So, please respect that. Man, I am sounding a bit offensive, lol. Well, hope you enjoy the guide. oh yea, I am the mastermind behind the guide,

not
me frog... Meh, that fool, he does nothing. Haha. Just kidding, I'll shut up
now!

~~~~~  
me frog's introduction  
~~~~~

For my past five or six guides, it's always been late late late at night (as in
one
or two in the morning, central time) where I've ended up typing these
introductions
and I WANT THAT TO END. Oh and don't you hate it when your co-author has a
better
introduction than you? Despite the fact that I am sexier, better, smarter,
cooler,
and a lot more intelligent than nm14, HE HAS THE BETTER INTRODUCTION. So uh...
how
do you cope with something like this? Hello, I'm me frog and this is my FAQ
along
with some other dude who I think is named nm14 but I'm not sure. I don't listen.
All I know is that I typed up a request for a co-author on the message boards
and
GameFAQs and I click out and then click back in and BAM! 499 responses of
different
people all hoping to co-author with me since I'm so cool.

I randomly scroll down the list of people and find nm14's name. "Meh.... he
seems
pretty desperate to co-author with the sexy FAQER (ME) so I'll give him the
opportunity." Actually, that's not how it went at all. I don't remember how it
went... we decided this in March. Okay, that's my wonderful intro. Enjoy the
guide!

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|          |%%%%%   Game Basics   %%%%%|          GBAS          |
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|                                     |
|                                     |          Controls          |          CONTROL|
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+=====+
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|                                     |
|                                     |          Move          |
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The control stick is the most important button (well, it's not really a button
but you know what I mean) in the game. It's the most important "button" in every
game because it allows you to move the character. You can move Mario in a full
circle of three-hundred and sixty degrees. Holding the control stick forward
will
make him move forward. If you hold it down, he will start to move backwards,
running towards the camera. Holding it left or right will allow him to move left
or right in the area. The four diagonals come into effect as well. Pointing
northwest with the control stick will allow Mario to move northwest as will
pointing southeast allows Mario to head southeast. This complies for northeast
and southwest as well.

Holding the control stick in any direction all the way allows Mario to do a fast fun (Mario will never get tired of running so don't worry). If you are pushing the control stick in one direction all the way for some time and then you suddenly jerk it back the opposite way, Mario will do a little slide. This slide is efficient for performing one of the moves (which I'll explain later). Also, Mario doesn't have to run the whole time. He can tiptoe or walk depending on how lightly you push the stick. If you push the control stick slightly, Mario will tiptoe. Tiptoeing is necessary for certain situations. An example would be in Whomp's Fortress where you wouldn't want to wake up any of the sleeping pirhana plants.

Pushing it about halfway allows Mario to walk. I don't recommend walking, because it does nothingg but get you to your destination slower than running would.

~~~~~  
A Button  
~~~~~

Would you call Mario's jump a move? I wouldn't. Anyway, in almost every platformer and adventure game, jumping is a major requirement. This allows you to leap temporarily in the air. Sometimes, Mario will land on an enemy after he jumps (even when you are jumping you can still move three-hundred and sixty degrees aorund). Depending on the enemy (like if it's a Goomba for example) Mario will squash it under his heavy plumber weight and defeat the enemy. This is usually the most efficient way to kill enemies, although there are a few enemies that can't be defeated by jumping. So uhh, don't jump on them because it can usually lead to catastrophes. Actually, it just leads to you being damaged a little.

Mario can also use his jump to get up to higher platforms. For example, if ther's a floating platform rasied above the ground, Mario isn't going to be able to reach it, right? He'll just go right under it! But if he jumps, he can reach the platform.

~~~~~  
B Button  
~~~~~

When you're standing still the B button can be used for a 1-2-3 combination. The combination is a punch (one press), reverse punch (two presses), and then a kick (three presses). It don't find it all that useful because you can't really defeat enemies with the punches unless you have perfect timing. Some enemies MUST be defeated by the punch. For example, there's the Boo ghosts. They're invincible except for their tail. If you punch their tail you can "kill" them. More like make them disappear temporarily since they're ghosts but oh well. Anyway, I don't suggest doing any other moves other than your 1-2-3 punch. Of course, there aren't really any other attacking moves to do except for the jump, but that takes care of most enemies.

Now there are a bunch of things Mario can pick up thoroughout the world. Grab something with B. Mario can WALK (he isn't able to run when holding things) around while holding something. To put whatever you're holding down, stand still and press B. To throw something, run and press B. Some blocks that are around

carry coins, so make sure to pick up and throw as many blocks as you can. Finally, you can pick up Bowser's tail with B. That's the vital way to defeat him. Grab him by the tail and swim him around. You can't grab any other part of his body, so don't try.

~~~~~  
L Button  
~~~~~

-Not used-

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R Button  
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-Close-Up View-

You can switch the view of the camera to Lakitu or Mario. I find switching the view to Mario is TOTALLY useless. Why? You are WAY too close up to Mario. You can't see anything that's behind him and you can barely see what's in front of you. If you accidentally switch to the Mario view, just press R again to switch to Lakitu. Whenever you go through a door/jump into a painting/fall through a hole you'll head back to Lakitu view. This can be annoying in the castle when you're constantly heading through doors. Some people may want to use the Mario View if they want a harder game. If you're really good, try a hatless game with the Mario View. THAT makes it difficult!

~~~~~  
C Buttons  
~~~~~

-Change Camera Angles-

When you're running around the playing field, you may have to adjust the semi-decent camera. To do this, you use the C Buttons. Tap the left C button to rotate the camera left a little. Tap it a few times and you'll do a complete circle. The same applies to the right C button, except you'll be going to your right instead of your left. By pressing down, you can adjust how close up you'll be to Mario. Press it a few times to get a close up view. I find this the least efficient, but it's your choice. Press down once more to get a view that's a little further back. This is a lot more efficient than the close-up, but there's one more. Tap it again to get a view far away from Mario. This is useful, since you can see most of your surroundings.

Some people might find different views that appeal to them, so try them all out to see which one you like best. Tapping the up C button gives you an over-the-shoulder view of your surroundings. An over-the-shoulder view is like first-person mode except you are looking over Mario's shoulder. While in over-the-shoulder mode, you cannot move around, but you can look around by using the control stick. This

is somewhat helpful in certain situations, but you won't find yourself using it that much. Okay, like all camera systems, there are many flaws. For once, you sometimes can't shift the camera left or right when you're behind an object, and those are the times where you NEED to shift the camera. Also, the camera can sometimes get stuck at a bad angle when you're creeping across a ledge.

This has to be the most annoying thing that could ever happen. You should get used to the camera system after a little bit, but you'll never fully be comfortable.

~~~~~  
Z Button  
~~~~~

-Crouch-

The Crouch maneuver is the start of many different moves. The long jump, the backflip, the back jump, the Ground Pound, and the slide to name a few. While standing still, hold Z and Mario will duck. Ducking itself is not particularly useful, though sometimes you might want to crouch to avoid an enemy or object.

An example of this would be when you're riding the magic carpets up to the boat in Rainbow Ride. At one point, spinning platforms try to knock Mario off the carpet.

You can duck and the platforms will pass right over you. Other than that, you won't find yourself ducking too much; you'll only find yourself ducking to begin certain moves which I will list now:

+=====+
| Mario's Techniques | TECHNICAL |
+=====+

~~~~~  
The Triple Jump  
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The Triple Jump is a very important move in the 3-D games of Mario. Run forward and jump in the air once. The moment you land, jump once more in the air and you'll do a higher jump. This jump is the double jump. When you land, jump again and Mario will do several flips in the air. This is the Triple Jump, and you'll be using it countless times during the game. Mario jumps about two and a half times as high by using the Triple Jump and he can jump a lot farther by using it.

There is a catch though; you have to have a bit of a stretch in front of you. If Mario is stationary, he can do a double jump. But unless you have a Wing Cap on (if you DO have the Wing Cap on then you can do a Triple Jump while standing still) you won't be able to Triple Jump without having a bit of a run.

You have to start running at least before the second jump or it won't work. Mostly, you'll use the Triple Jump to get high up onto walls so you can do a wall kick. Other times, there may be high up ledges that you need to reach. I also sometimes like to do it when I have to get to an area and it's just boring running straight, if you know what I mean. There's a VERY slight risk involved with using the Triple Jump though; if you're sometimes near ledges, you can jump to far or slip and fall off. The risk increases during levels like Cool Cool Mountain and Snowman's Land because the whole area is slippery. You also might accidentally Triple Jump right into an enemy or into lava/icy water/quicksand. Don't use the Triple Jump in small boss arenas though.

For example, the very first star in the game is against a boss and you're on top of the mountain battlefield. It's a small area, and doing a Triple Jump might cause you to fall too far and end the battle.

~~~~~  
The Long Jump  
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The Long Jump is another very important move in the 3-D Mario games. This is one of the many moves that you have to start with Z. Begin running (you don't have to run far but you have to be running) and hold Z. Mario will slide a little. Press A and he'll do a long jump. This allows Mario to jump about two and a half times to three times farther than his normal jump and it is also a way of getting around faster because it can cover more distance quicker than running can. You'll find yourself using the Long Jump when running away from things, trying to reach something in a certain amount of time, or doing the rematch with Yoshi (which I CAN'T beat without the Long Jump). There are some places where you really have to be careful when using the jump.

For example, in Hazy Maze Cave, there's one star (Metal Head Mario can Move!) where you have to Long Jump across pits. However, there's a very small patch of land in between each pit and you might Long Jump too far and fall into the second pit. You'll want to watch your Long Jumps in slippery places like Cool Cool Mountain and Sonwman's Land. You'll also want to be careful in places close to ledges or deadly terrain/liquid (quicksand, lava, icy water, spikes, etc.). For the most part, you shouldn't have too much trouble with the Long Jump. There WILL be those times when you mess up, so be ready for them. You can also do a backwards Long Jump. To do that, switch the camera so that you can see Mario's face. Do a single Long Jump forward.

Then push the control stick back and start doing Long Jumps. Mario will start doing the Long Jumps backwards. I'm not even sure if this was intended to be in the game since it wasn't shown ANYWHERE, not even in the instruction manual. And you won't need it at all in any place in the game. And if you do too many backwards Long Jumps up a series of stairs, you'll start going at the speed of sound (LITERALLY; lets see Sonic and Mario face off). The only use I find for the backwards Long Jump is during this one MASSIVE glitch in the game where you can get to the final Bowser with only thirty-one stars (even though you need seventy).

~~~~~  
The Backflip  
~~~~~

Yet another move that begins with Z is the backflip. You most definitely won't use this move as much as you'll be using the Triple Jump and the Long Jump but you'll be using it a lot. To start with the Backflip, hold Z WHILE standing still. Mario will crouch down. Press A and he'll before about three backflips. He can leap high into the air while doing these and it's a good way for him to get to platforms that are behind him. Mario will do a little yell of triumph after each performance of the Backflip as well. You can skip over this entirely but don't actually wait for it to end because on rare occurances that can mean the

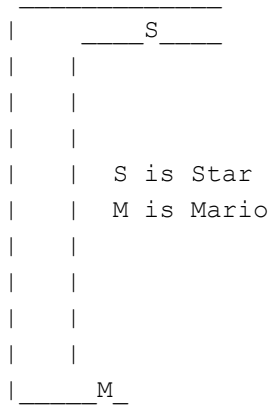
difference between life or death (yeah, I've died letting Mario yet out his triumph yell before... stupid Thwomp).

You don't go super high when doing the Backflip but you can go high enough to reach platforms that aren't reachable with a normal jump. I just like to stick with wall kicks to reach those platforms but if you don't like wall kicks then use the Backflip.

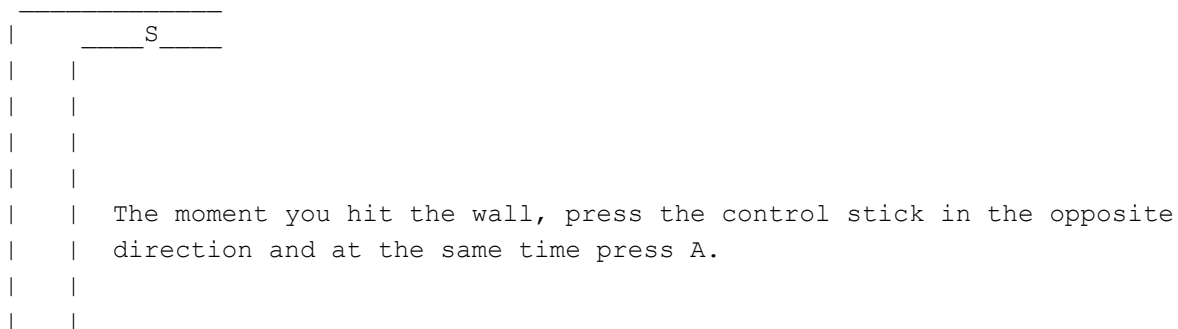
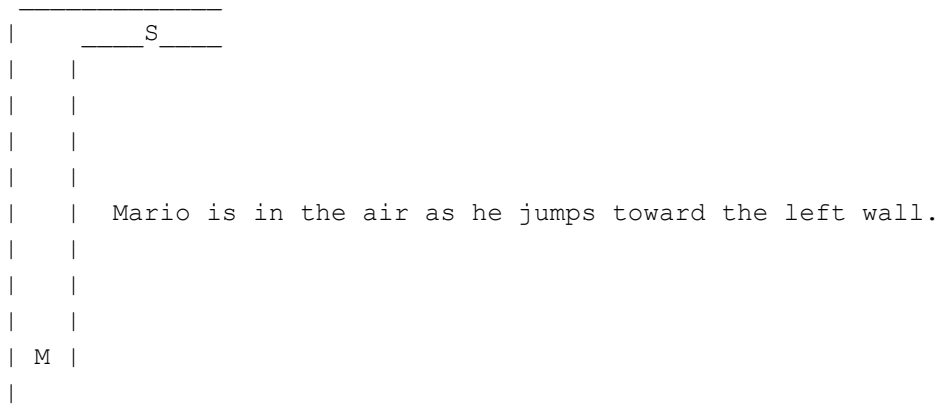
~~~~~  
Wall Kicks  
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A VERY important move, though somewhat complicated, is the wall kick. This allows you to get up to VERY high places without the use of any elevators or poles or basically anything that would let you get up to the high spot otherwise.

There's a catch though: you have to be near two walls. Let me show you an example of how you'd get up to a high area:



There is no way to get to that high-up point other than using the wall kicks. But what happens if you use a wall kick? This is how it looks:



```

|M |
|_____

_____
|   _____S_____
|   |
|   |
|   |
|   |
|   |
|   | Mario kicks off the wall toward the right wall.
|   |
|   |
| M |
|/  |
|_____

```

```

_____
|   _____S_____
|   |
|   |
|   |
|   |
|   |
|   | When you hit the right wall, do the same thing as what you did when you
|M | hit the left wall.
| \ |
|   |
|   |
|_____

```

```

_____
| /M_____S_____
| /|
| / |
|/  |
|\  |
| \ | Continue doing wall kicks until Mario reaches the upper part with the
star.
| \ |
| /|
| / |
|/  |
|_____

```

Be warned that if you fall while doing a wall kick then you're in for some damage. Usually Nintendo places a Power Heart near an area where you HAVE to do wall kicks so you can recover from your falls if you mess up when you're high up (this can happen a lot). By the way, that one example is NOT one of the actual stars in the game. There's one that's very similar to it though in Hazy Maze Cave and if you use the example shown above then you should get that star easily. Not that wall kicks don't have to be used when they're NEEDED. You can just use them to get to a higher area or to get onto a platform quickly. Wall kicks are one of the most important, though slightly harder, moves in the game.

~~~~~  
Dive  
~~~~~

A move that will never be needed in the game, although one that is pretty

useful,
is the Dive. It allows you to throw yourself forward and slide a little bit. If you get up and do another dive right after that, then you can increase speed. If you keep doing dives on a wide stretch of land you can be going extremely fast by the end of it. This is mainly used during the many slides in the game. If you dive before the start of a slide, you can go much faster. It's highly useful when you're trying to get the second star of the Princess Slide and when you're trying to beat the big fat penguin in Cool Cool Mountain (especially after you get 120 stars when the penguin is MUCH harder). You'll also want to use it in the Yoshi races (especially the second one).

Before I got on, let me tell you how to actually DO the move. You'll want to be going at a full speed run. Jump in the air and press B. Mario will dive (you can control him while diving, though not very well) in the direction he's facing and start to slide on his belly. If he's on a slide, he'll stay on his belly until the end (but you want it like that, since he goes pretty fast. You might want to do this while running, just to add some interest to whatever is going on. Or not, it's your choice. I like to, but who listens to me? I'm just some stupid FAQer...

~~~~~  
Jump Kick  
~~~~~

The Jump Kick is a move that has to be used in order to get all the stars, though it's a move that's never going to be used to attack. It is sometimes mixed up with the dive (like when you want to dive, you'll end up doing a jump kick and vice versa). To do a jump kick, stand still or be walking (you can also do this at a SLOW run but that might be considered walking fast) and then jump in the air and press B. Mario will do an improper jump kick (you don't just jump up and swing your leg up, that's not going to get you anywhere) and that allows him to get SLIGHTLY higher into the air or bounce off an object. There's one time where I remember that you HAVE to do this. That time is during the red coin star in Whomp's Fortress.

There is a wooden board at a vertical angle and you have to knock it over. To do that, you have to punch it and then do a jump kick. There might be other points where you have to do a jump kick as well. For example, in the Shifting Sand Land pyramid, it becomes VERY hard to jump if you get caught in the sand located in the middle of the pyramid. If you try to jump up to a ledge, you'll fall short. However, if you sometimes do a jump kick after jumping, you can make it onto the ledge.

~~~~~  
Sideways Somersault  
~~~~~

A common move that will be used quite often in the game is the sideways somersault. This allows Mario to jump high into the air by doing a sideways cartwheel (it might be a half-flip, I can't tell 'cause the framrate is going too fast). Run in any direction (you have to be running fast, but you don't have to be running for long) and then instantly jerk the control stick in the opposite direction. Before switching directions, Mario will skid on the floor. At that

point (while still holding the control stick in the opposite direction) press A and Mario will do a sideways somersault. This is useful because it gets you high in the air and you don't have to be moving around that much. A great example of using this move is in Wet-Dry World.

During the fourth star (Express Elevator -- Hurry Up!) Mario has to make his way up onto an elevator located in a cage before time runs out. The area in the cage is very small, and you can't reach the elevator by jumping or even by double jumping. The area is too cramped to do a triple jump and you'll sometimes mess up while trying to do a wall kick. But the Sideways Somersault is perfect because you can go in one direction up high without moving too far. There are many other places where this can be used, that's just one of them. You can use this when trying to reach a high up ledge or when trying to jump over an enemy or when you're trying to go against the flow of something. Those are just a few of the many uses of the Sideways Somersault.

~~~~~  
Swimming  
~~~~~

There are many different ways of swimming in Super Mario 64. First off, you have to be in some water. If you haven't figured that out, you're either three years old or less or you are at a level of stupidity that is below possible (as in double negative IQ). There are many different ways to swim. I'll list the ways in order from best to worst. First off, when in the water, you'll dive by pressing B. Immediately, your power meter will appear. In a swift move of stupidity that caused a glitch in the game that made it much easier than it should've been, Nintendo made your power meter your oxygen meter as well. I'll explain that glitch in just a second. Anyway, as you're swimming, your power meter will slowly fill.

If you're damaged underwater, then you lose oxygen a.k.a. power. Once your power meter gets to the red point, then a warning beep will begin to sound. This warning beep is trying to say: GET THE HELL UP TO THE SURFACE BEFORE YOU DROWN INTO A MILLION POLYGONAL PIECES! To go deeper underwater, tap B. If you want to swim fluidly, tap A once. Mario will swim in the direction you're facing. The moment he finishes the stroke tap A again. Keep doing this and you'll cut through the water like a knife through jello. Well, not exactly like that but you'll cut through close enough. If you hold A, you'll simply kick and move slowly. NOT a good way to swim. Anyway, when you emerge, your power meter will empty because you're getting your oxygen back.

If you are heavily damaged by enemies outside of water, and then jump into a body of water, the game will think that you've just surfaced from an underwater trip and will empty your power meter thinking it's emptying your oxygen. So that DOES decrease the difficulty of the game unfortunately.

~~~~~  
Ledge-Hanging  
~~~~~

Luckily, when you fall from a ledge, there's a chance that you'll be able to grab on. Mario can't move left or right while he's hanging onto a ledge although he can drop down or pull himself up. To pull yourself up, press UP on the control

stick. To drop down press B or A. That's really all there is to ledge hanging unfortunately. I wish there could've been something more to the game.

```
+=====+
|           Game Objective           OBJECTI|
+=====+
```

The objective of the game is to collect the power stars that Bowser has stolen. They can be pretty much anywhere, and there's a total of seven Power Stars in each level. There are fifteen levels so that makes a total of 105 Power Stars. But wait, there's another three Power Stars found in each of the three Bowser levels so that makes 108 Power Stars. And then there's the three cap stars which brings the total up to 111. There's also the three stars that the Toads give you, so that's 114. And then there's two stars located in the secret slide so 116. Don't forget the underwater level and the cloud level as well, so 118. Then there's two more stars that Mario has to capture from an escaping bunny so that brings us to a grand total of 120 Power Stars in the game.

Yes, you only need seventy stars to complete the game (thirty-one if you are on of the five people that know the secret glitch that allows you to beat the game after skipping five levels). There is a small reward for getting all 120 stars, but that's found in the secrets section. But each of the 120 missions is very fun so you'll want to make sure you get as many stars as possible.

```
+=====+
|           Getting Into Levels           INLEVEL|
+=====+
```

Bowser has used the Power Stars to make his own worlds inside the walls of the castle. You'll find many paintings throughout the castle. These paintings would probably sell for millions at an auction. You can jump into these paintings and you'll enter the different worlds. However, there are certain levels where you DON'T jump into paintings to get to them. Only eight of the fifteen levels are found through paintings. One level is inside a miniature mansion that's found by defeating a ghost. Two more levels are found inside of a regular wall that looks just like your surroundings. One level is found inside a wall of water, while another is found on the face of a grandfather clock. You have to jump into a pool of oily-type liquid to get to one world and then you have to jump into the clouds if you want to get to the final world.

The three Bowser levels are found inside trap doors. These are noticeable, so don't worry about having to locate them. Then there's the secret star levels that can be found in hidden places. Overall, you'll find all levels pretty easily so don't worry.

```
+=====+
|           Power and Oxygen           POWOXYG|
+=====+
```

Your Power Meter and Oxygen Meter are the same meter, which caused a great glitch that I'll be mentioning many throughout the walkthrough, and I'll explain it here in just a second. Anyway, your power meter doesn't empty like it does in most games; it fills up. You start off with a totally empty power meter. When you're hit, a portion of your power will fill up. You have a total of eight portions of your meter and the meter doesn't actually appear until you take damage. Most

enemies can only take away one portion of your power meter. Some enemies can take away two portions and there are certain enemies that can take away three portions. When your power meter fills up, Mario will fall backwards, either dead or knocked out.

I'm gonna go out on a limb here and guess he's knocked out because I don't think Nintendo would ever have Mario die, even if he's resurrected two seconds after. Anyway, your power meter slowly fills while underwater as well. If you're damaged underwater, then you lose oxygen a.k.a. power. Once your power meter gets to the red point, then a warning beep will begin to sound. This warning beep is trying to say: GET THE HELL UP TO THE SURFACE BEFORE YOU DROWN INTO A MILLION POLYGONAL PIECES! If you are heavily damaged by enemies outside of water, and then jump into a body of water, the game will think that you've just surfaced from an underwater trip and will empty your power meter thinking it's emptying your oxygen.

So that DOES decrease the difficulty of the game unfortunately.

```
+=====+
|                               Enemies                               ENEMIES|
+=====+
```

Really, the basic Goombas, Bob-ombs, and Thwomps aren't your REAL enemies in the game. Like in most platformers, the enemies actually aren't the real danger at all; it's the environment. Yeah, the levels (almost every level except for about five) have an endless abyss in them. There's a great chance that you're going to fall into that abyss at some point in the game when you're trying to get one of the stars. Aside from that, there's many different terrain hazards. Lava and extreme ice to name a few, and then there's some areas with toxic gas (Hazy Maze Cave). You also sometimes are way up high in places and if you fall, you can take major damage. Eighty percent of your deaths aren't going to be from enemies; they're going to be from pits/gas/dangerous terrain/falling.

Enemies are actually quite easy to beat. The only real time enemies are dangerous is when you're at low health in an area with no water or when you're facing Bowser.

Below will consist of an alphabetized list of all the enemies in the game, along with descriptions, locations, and strategies. This should seriously help you throughout this game. Enjoy!

```
O-----O-----
|Enemy #1| Name: Amp / Location: Several Levels
O-----O
```

|Amp is an electrocuting enemy, placed all around the levels in Mario 64. This enemy is basically harmless, especially when they are not moving, but can sometimes catch you off guard, and take a few pieces of health away from Mario. Otherwise, there is not much worry to be placed on these guys.

```
O-----O-----
```

```
O-----O-----
|Enemy #2| Name: Big Boo / Location: Big Boo's Haunt
O-----O
```

|These ghosts are nothing spectacular. They are simply white ghosts, who like to roam around the stage, hoping to catch Mario off guard. In fact, they are very easy. Simply get behind them and throw a punch to KO them. If that is causing some problems, try this method. It is much easier. Simply turn your

|back towards the Big Boo, and when they get close to you, jump and do a stomp
|to instantly KO them. Like I said, nothing spectacular.

O-----O

O-----O-----O

|Enemy #3| Name: Big Bully / Location: Lethal Lava Land

O-----O

|Oh yes, the famosu Big Bully. Big Bully is really easy, even easier than his
|relatives, simply bullies. Big Bullies are easy because they are much larger
|targets. Because they are so large, Mario can simply jump on them to keep
|knocking the Bullies back. There should be lava near by, and your goal is to
|knock the enemy into the lava. Because they are so big, they do not get
|knocked as far, however, so things can be a bit lengthy at times.

O-----O

O-----O-----O

|Enemy #4| Name: Bob-omb / Location: Several Levels

O-----O

|Ah, the famous Bob-omb. Everyone loves the bob-omb, not because they are
|especially easy to destory, not because they are helpful to Mario, but because
|they simply represent Mario. Bob-ombs are black bombs that roam the areas,
|looking for Mario. When they see Mario, they will be ignited, running really
|fast towards Mario, trying to explode in Mario's proximity. To destroy them,
|simply get behind one, pick it up, and throw it to instantly explode it.

O-----O

O-----O-----O

|Enemy #5| Name: Boo / Location: Big Boo's Haunt

O-----O

|These ghosts are nothing spectacular. They are simply white ghosts, who like
|to roam around the stage, hoping to catch Mario off guard. In fact, they are
|very easy. Simply get behind them and throw a punch to KO them. If that is
|causing some problems, try this method. It is much easier. Simply turn your
|back towards the Big Boo, and when they get close to you, jump and do a stomp
|to instantly KO them. Like I said, nothing spectacular.

O-----O

O-----O-----O

|Enemy #6| Name: Book of Curses / Location: Big Boo's Haunt

O-----O

|The Book of Curses is that tanish book, much like a mouth, that chomps at
|Mario when they meet. If jumped on, you will gain a blue coin. Try to lure the
|book towards you, then jump on top, where his teeth cannot harm you. They can
|sometimes cause panic, but are no major threat in this level, or in the entire
|game.

O-----O

O-----O-----O

|Enemy #7| Name: Boulder / Location: Hazy Maze Cave

O-----O

|The Hazy Maze Cave boulders are those large rocks that come flying down the
|slope, ending up in the pit. These suckers can take a heck of a lot of damage
|off Mario, so be especially careful when you start hearing them. They like to
|roll randomly, either down the middleo of the path, or down the sides, near
|the walls. Your best bet is to stay next to the walls, especially near some
|coins, in case you get damaged.

O-----O

More Coming!

```

+=====+
|                                     Bosses                                     |
|                                     BOSSES |                                     |
+=====+

```

There aren't really any bosses in the game except for the three Bowsers. Sometimes a mission requires you to beat a large enemy but that doesn't really count as a boss since they're easy anyway. But if you want to count them as a boss then this is the list of "bosses" that I've composed:

```

Bob-omb Battlefiled - 1
Whomp's Fortress - 1
Jolly Roger Bay - 0
Cool Cool Mountain - 0
Big Boo's Haunt - 4
Hazy Maze Cave - 0
Lethal Lava Land - 2
Shifting Sand Land - 1
Dire Dire Docks - 0
Wet-Dry World - 0
Snowman's Land - 1
Tall Tall Mountain - 0
Tiny-Huge Island - 1
Tick Tock Clock - 0
Rainbow Ride - 0

```

So there's basically eleven bosses, along with the three Bowsers so that's a total of fourteen. Except for the final boss (Bowser III) you should have almost no difficulty in getting the stars/keys from the other bosses so you shouldn't have to worry to much. Mario platformers don't tend to have bosses. I can't wait until they actually get some.

```

+=====+
|                                     And Then Some                               |
|                                     ANTHESO |                                     |
+=====+

```

All the spare change that you need to know about the game is right here. First off, 1-Up Mushrooms are the source of getting extra lives for Mario. He always starts the game with three lives (even if you have something like fifty and you turn off the game, you'll start again with three). If you lose all your lives, you'll get a Game Over and have to start from the beginning of the castle. If you lose a life you'll get thrown out of the world and lose all of your coins. So basically, you'll have to start the mission over. That can be annoying, but it isn't THAT annoying. Also, Mario can sometimes lose his hat. If that happens, he'll take double damage until he gets his hat back. You WANT him to get his hat back so make sure to retrieve your hat A.S.A.P. from whatever too kit from you.

If Mario falls out of the cloud secret star level (the final secret level) he'll appear at the beginning of the moat. Quite annoying, since you have to head all the way up to the third floor. Also, here are the star costs for entering each level:

```

Bob-omb Battlefield - 0 stars
Whomp's Fortress - 1 star
Jolly Roger Bay - 3 stars
Cool Cool Mountain - 3 stars
Bowser in the Dark World - 8 stars
Big Boo's Haunt - basement key

```

Hazy Maze Cave - basement key
 Lethal Lava Land - basement key
 Shifitng Sand Land - basement key
 Dire Dire Docks - 30 stars
 Bowser in the Lava World - 30 stars and star one from Dire Dire Docks
 Wet-Dry World - second floor key
 Snowman's Land - second floor key
 Tall Tall Mountain - second floor key
 Tiny-Huge Island - second floor key
 Tick Tock Clock - 50 stars
 Rainbow Ride - 50 stars
 Bowser in the Sky - 70 stars

Each time you get enough stars to open a new world, a text box will pop up telling you what worlds you can open. They'll also have helpful reminders, such as telling you to get all caps if you haven't already. Now, there are 120 stars in the game so getting seventy shouldn't be a problem at all. No one said this game was terribly difficult, they just said it was fun.

```

=====
|                                     |
|          ~~~~~~                    |
|          |%%%% Bob-omb Battlefield %%%%|          WORLD1 |
|          ~~~~~~                    |
|                                     |
=====
+=====+
|          Big Bob-omb on the Summit          |          W1S1 |
+=====+
  
```

Ok, as you noticed, you are to collect POWER STARS in each level. There are a total of 7 stars in each level, and one of those stars is a mission to collect 100 coins throughout the entire world. The other six are basically small tasks that you must complete in order to obtain a POWER STAR, which basically restores power to the castle. Anyway, let us get on with the first task, which is to take on the large bob-omb at the top of the large mountain in the middle of this level. Alright, let us proceed with this level. As you drop into the actualy world, the first thing that you will notice are a few pink bob-ombs. These are NOT enemies, so don't start punching them out. All they basically do is open the cannon for you to use, but do not worry about that right now. We can deal with that later.

Head right passed the pink bombs (as I will refer to them). You will approach a small bridge, with a gap underneath. You can explore around, but your main goal is to get across the bridge. There will also be some Goombas near the entrance to the bridge. Make sure that you take them out using methods such as punching (B button) or just jumping on them using the A button. Whatever floats your boat. Anyway, head across the bridge and turn left. Ignore the large field on the righ side. You will notice a large Black Face connected to a chain. This is known as a chain chomp. You will want to stay away from him, despite the star that is behind a barred cage. This will be a later star, so do not worry about it right now. Anyway, head left to get to a new bridge. This one is a bit tricky. It tips on the side that you are on, so you should quickly jump to the other side to get to safe green grass.

This area is not very safe for a new gamer with this level, but is certainly managable. Anyway, there are several bob-ombs and a new type of enemy that randomly falls from the sky. They are similar to a bubble, so I will call them the bubble enemy. Basically, if you stand in one place for a short time, you will be in trouble because the bubble enemy will attack you. If you continue to move, however, the enemy will have no chance of hitting you. So, always be

running in some direction to avoid being hit and losing health. Head to the right over to the bar cage, and avoid the bob-ombs in this area. Now, there are two ways of approaching this. One is a simple/short cut, and the other is for people in need of a challenge. Anyway, the shortcut is straight ahead. There is a green slope, which seems like you cannot climb. However, you can run up the entire slope if you keep your control stick pressed in the direction that leads up the slope.

If you do not want to take the shortcut, you can go the way that the game probably intends on making you go. That is, head right to where you see a large group of bowling balls in a small pit. You are going to have to dodge these balls if you want to get to the other side of the mountain, where you are supposed to go if you want to complete this game. Anyway, head to the other side and head up the mountain. This is a basic circle, but watch out for the bowling balls. They are certainly a threat. Make sure you can tell if they are on the outside or the inside of the path. Then, make your move to dodge the bowling ball. Now, as you head up the mountain you will notice that there has to be SOME source of the bowling balls. As you travel around the corner, you will notice a small alcove in the mountain. If you want, you can stand still, right in the alcove. This is a transport, and it will transport you a bit up the mountain.

Of course, you have the easy option of simply heading up the mountain on foot. If you continue around the corner, you will notice a small line of coins, along with a closed cannon and a bridge. Simply cross the small bridge, but take your time, unless you really want to fall and start all over up the mountain. So, get as far as you can up the mountain and you will finally be able to see the top of the mountain. You should also be able to see the big bad Big Bob-omb! Well, he the guy you are going to have to battle, and trust me, this is the most pathetic fight in the history of games, well, at least for older and more experienced gamers. Anyway, get to the top to officially start the battle. Or, in other words, he actually starts to attack you.

Ok, the battle begins. Here is the object of the game. One of you will try to pick the other up, and then throw your opponent. You must do this three times to defeat the bob-omb, and he can do it as many times as he wants until your life is completely depleted. But, there is one thing you should really try to avoid. Make sure that the adversary does not grab you when you are near the cliff. If he does, he will likely throw you off of the cliff. So, make sure he does not do it to you, but also make sure you do not do it to him. This will not give you the power star, which you dearly desire. So, to pick the enemy up, simply get behind him and press B to punch and grab. If you are having trouble getting around the opponent, try to turn around him extremely close to his body. This slows his turning down greatly, and gives you a lot more time to actually pick him up. So, once you have him in your hands, press the B button a second time to actually throw him. Repeat this process three total times and you will have completed this POWER STAR (1). Grab it and move to the second star in this level.

```
+====+-----+
|                               Footrace with Koopa the Quick                               W1S22   |
+====+-----+
```

Welcome to the second star for the first world of this game. This one is one of the more challenging stars, and is usually difficult to beat on your first try. This is partially because most gamers simply are confused as to where they need to go. Do not worry though, because I will give you all the directions and tricks needed to defeat the Koopa man in this crazy race. Alright, as you enter this level, talk to the purple bombs. They will open the cannons, which really get you around this level a heck of a lot faster. But, they are not to be used

for this race, or you will be considered a bad cheater, and you will not be rewarded the power star. So, we better follow all of the rules so that we can actually claim our prize.

Continue down the small pathway towards the bridge, and you will see the big Koopa the Quick on the left side. You are going to have to talk to him by pressing the B button, and he will ask you to accept a challenge or racing him to the very top of the mountain. That is exactly where you were when you went to fight the large bob-omb. So, you should have a fresh memory of where you need to go, but if you are lazy enough to forget, I will still provide you with the directions. Anyway, right as the race starts you will have to go across the wooden bridge as usual. You will also want to use the feature of a Long Jump, which can be performed using the Z+A combination when you are running. This will get you far ahead when you need to get ahead in the beginning, so use it to your advantage.

Now, head left and go passed the large Chain Chomp on the right. This leads to the tipsy bridge, so use the same tactics of going passed it very quickly to cause the lease amount of problems. Completely ignore the path that he Koopa is taking. He is not taking much of a short cut, and if you follow my rules, you will easily beat him. Simply head to the large grassy area full of the black bombs, and the water balls. Ignore all of them because they will simply just slow you down. So, head right towards the barred area with come bowling balls in the small pit on the right. You are going to have to go this way, so head down and dodge them as you might have done before. Try not to get hit here because this place slows most people down greatly. Then, head forward and turn around the mountain. Make sure no bowling balls hit you, or you will be done for this race.

Again, completely ignore the Koopa Troopa, and simply concentrate in front of you. Dodge all of the bowling balls by determining their path, and going in the opposite pathway. Then, head for the alcove that I mentioned before, inside the mountain. You can use this as a transport to easily get up the mountain, but if you are looking for a good challenge, simply run around the mountain to get to the line of coins and the cannon. Simply head across the bridge, but be cautious. You do not want to fall, but you do not want to go too slow either. So, try to get across the bridge as fast as possible. Then, head up the mountain to the top. You can get their even faster by jumping up the ledge. You will notice that there is a flag on the top of the mountain. Run to the flag so that your time stops, and wait for the huffing and puffing Koopa Troopa to get up the top. Then, he will award you a POWER STAR (2).

```
+=====+
|           Shoot to the Island in the Sky           W1S3 |
+=====+
```

There are two routes to this star...

```
~~~~~
1st (easiest) path
~~~~~
```

Well, you are going to get a bit of a break on this star. This is much easier than the first two, and can really be done in a matter of a minute time. The first thing that you MUST do, however, is that you must open the cannons one way or the other. So, if you did not do that like I told you on the last star, simply talk to the pink bombs right in the start of the level, and select the option that allows you to access the cannons. Once they are opened, head up towards the bridge. Again, take out all of the Goombas in the beginning and middle of the bridge to clear the path. Then, head passed the bridge. Now, you

have a Chain Chomp on the left, but that is not the direction that you are going to want to go this time. Instead, head left and you will get to a stone pyramid, with a flat top. The top of this structure is a cannon.

Head over to it, and take out any of the Goombas by punching or jumping on them so that you will not be bothered on your way to the cannon. Then, head to the stone structure. This structure is really hard to get up. You cannot simply walk to the top of the pyramid, so you are going to have to come up with a different strategy. Basically, do a double jump by pressing A and pressing it again once you land on the ground. Then, press the B button as you land to do a flip so that you can land on the top of the structure. Jump inside the cannon and you will basically be placed inside a large cannon, which when shot, will shoot Mario far distances. Your goal is to shoot yourself to the top of the floating island just above your site. So, aim your cannon all the way to the top of the screen so that you cannot go up. Then, aim a bit to the left. Simply shoot the cannon and you will automatically land right on the tip of the island.

This works every single time, so you are not going to have to worry about the land. Once you get onto the island, head over to the box that is checkered with orange and white on the outside. Simply jump on the bottom of the box to open it up. It will then reveal the POWER STAR (3). Grab it to complete this portion of this world. Now, there really is another strategy to beating this star. I will list it below.

~~~~~  
2nd (longest) path  
~~~~~

Head right passed the pink bombs (as I will refer to them). You will approach a small bridge, with a gap underneath. You can explore around, but your main goal is to get across the bridge. There will also be some Goombas near the entrance to the bridge. Make sure that you take them out using methods such as punching (B button) or just jumping on them using the A button. Whatever floats your boat. Anyway, head across the bridge and turn left. Ignore the large field on the right side. You will notice a large Black Face connected to a chain. This is known as a chain chomp. You will want to stay away from him, despite the star that is behind a barred cage. This will be a later star, so do not worry about it right now. Anyway, head left to get to a new bridge. This one is a bit tricky. It tips on the side that you are on, so you should quickly jump to the other side to get to safe green grass.

This area is not very safe for a new gamer with this level, but is certainly manageable. Anyway, there are several bob-ombs and a new type of enemy that randomly falls from the sky. They are similar to a bubble, so I will call them the bubble enemy. Basically, if you stand in one place for a short time, you will be in trouble because the bubble enemy will attack you. If you continue to move, however, the enemy will have no chance of hitting you. So, always be running in some direction to avoid being hit and losing health. Head to the right over to the bar cage, and avoid the bob-ombs in this area. Now, there are two ways of approaching this. One is a simple/short cut, and the other is for people in need of a challenge. Anyway, the shortcut is straight ahead. There is a green slope, which seems like you cannot climb. However, you can run up the entire slope if you keep your control stick pressed in the direction that leads up the slope.

If you do not want to take the shortcut, you can go the way that the game probably intends on making you go. That is, head right to where you see a large group of bowling balls in a small pit. You are going to have to dodge these balls if you want to get to the other side of the mountain, where you are supposed to go if you want to complete this game. Anyway, head to the other

side and head up the mountain. This is a basic circle, but watch out for the bowling balls. They are certainly a threat. Make sure you can tell if they are on the outside or the inside of the path. Then, make your move to dodge the bowling ball. Now, continue up the path and you will get to a pile of coins. Right here, there is a cannon. If you hop into the cannon, you will notice that there is a floating island right ahead. Shoot over to it, and land on the top of the island. Aim a bit higher, but not too high.

This works every single time, so you are not going to have to worry about the land. Once you get onto the island, head over to the box that is checkered with orange and white on the outside. Simply jump on the bottom of the box to open it up. It will then reveal the POWER STAR (3). Grab it to complete this portion of this world. Now, there really is another strategy to beating this star. I will list it below.

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+=====+
|                Find the 8 Red Coins                W1S4  |
+=====+
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Alright, welcome to a new type of mission. This mission, as I must note, will take place in every single level that you encounter throughout the game, so you better get used to it. Basically, your goal is to find a total of 8 RED COINS hidden throughout the game. They are just like the yellow coins, but are in the red color. They are usually hidden throughout certain levels, but are sometimes rewards for doing something special. The point is, once you get all eight of the red coins, a POWER STAR will appear right ontop of a Blue Horizontal Star which is always in the same place throughout all your missions in a certain level. Anyway, let's get on with this mission so that we can acually get close to beating this level.

Right now, head to the left of the bridge to find two elevators that rotate up and down. They lead towards the Chain Chomp. You will notice that there is a RED COIN (1) on the top of the elevator route, so make sure you hop onto one of the elevators and then grab the coin. Once you have that taken care of, head right towards the cannon that you used in the last mission. There will be a weird looking black and green rock. There is also a red coin on the top of this rock, so make sure that you grab it to get your second RED COIN (2). Now, head back towards the Chain Chomp. Get onto the rocky path and notice that the Chain Chomp is connected to a wooden post. This post contains a red coin on it, so head over to it without getting hit by the Chain Chomp, and grab the RED COIN (3).

Now, head back onto the rocky path, again, dodging the Chain Chomp and its attacks. Then, head to the tipsy bridge. Get passed it as usual, by going very quickly to get to the other side. Then, head for the grassy area. First of all, head for the left side. There is a small section in this area, with the shaded blue star. Remember, that is where the star will be once you have obtained the Eight Red Coins. There are two red coins around this area, just in a horizontal path, but to make things a lot easier, take out the few Goombas by punching or jumping on them. Then, collect RED COIN (4) and RED COIN (5). Alright, we are more than half way done. Continue through this area towards the caged section, which leads to the bowling balls. But, head to the left of that.

Continue in this area, and head into the small patch of flowers. You can get a free life if you want, and then head to the underground tunnel, that is right next to you. There is a bomb here, so watch out, or let it explode so that you can move freely. Then, grab the RED COIN (6). Alright, head back out towards the main grassy area. Now, you have a few options, and either will do for right now. One is obviously a heck of alot easier and shorter, but it is really up to you and if you want a challenge or not. Anyway, head towards the caged area

where all the bowling balls are. Remember the shortcut straight ahead? Well, this is where you are going to have to go, so simply run up all the way to where the RED COIN (7) is. Always keep your control stick facing up so that you do not slip and fall all the way back to the bottom.

Now, if you are in the mood for a slight challenge, simply head towards the bowling balls, and go around the mountain. Once you get around it a few times, you will find the top of the green area that you once saw. Now, you can slide down and hopefully get the red coin, but this way is much harder, and you certainly have a smaller probability of getting the coin. Anyway, it is all up to you, so pick whatever suits you the most. Once you have the seventh coin, head all the way back to the Chain Chomp area, and go towards that broken pyramid with the cannon on top.

Head over to it, and take out any of the Goombas by punching or jumping on them so that you will not be bothered on your way to the cannon. Then, head to the stone structure. This structure is really hard to get up. You cannot simply walk to the top of the pyramid, so you are going to have to come up with a different strategy. Basically, do a double jump by pressing A and pressing it again once you land on the ground. Then, press the B button as you land to do a flip so that you can land on the top of the structure. Jump inside the cannon and you will basically be placed inside a large cannon, which when shot, will shoot Mario far distances. Your goal is to shoot yourself to the top of the floating island just above your site. So, aim your cannon all the way to the top of the screen so that you cannot go up. Then, aim a bit to the left. Simply shoot the cannon and you will automatically land right on the tip of the island.

Now that you are on the top of the mountain, head to where the small tree is in the middle of the island. You will notice a red coin that is floating right on top of the tree, and we are going to get this coin with a little bit of style and action. Simply jump onto the tree trunk and then climb all the way to the top of the tree. Then, once you cannot climb any farther, press up to get into a handstand position on the tree. Then, press A to do a big handstand jump and you will finally get the last RED COIN (8)! Now, the star will appear right where I told you before, on the blue horizontal shadowy star. So, head towards the Chain Chomp again, and head left. If there are any Goombas running around, make sure you take them out. You DO NOT want to die at this stage of the level, so clear your paths. Then, grab the POWER STAR (4) and head for the next mission.

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|                               Wing to the Sky                               W1S5 |
+=====+
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This is one of my favorite stars in this level, and I am sure you will really enjoy it. Basically, you are to fly into 5 secret spots throughout this level, and once all five spots are found, you will get the power star. But, the trick is to find the actual spots, and I will tell you exactly where they are, so there should be nothing that is difficult. Anyway, let's get on with this mission, so follow my lead. Head right past the pink bombs (as I will refer to them). You will approach a small bridge, with a gap underneath. You can explore around, but your main goal is to get across the bridge. There will also be some Goombas near the entrance to the bridge. Make sure that you take them out using methods such as punching (B button) or just jumping on them using the A button. Whatever floats your boat. Anyway, head across the bridge and turn right. This will be in the grassy area with that cannon. That is where we have to go as well.

Head over to it, and take out any of the Goombas by punching or jumping on them so that you will not be bothered on your way to the cannon. Then, head to the

stone structure. This structure is really hard to get up. You cannot simply walk to the top of the pyramid, so you are going to have to come up with a different strategy. Basically, do a double jump by pressing A and pressing it again once you land on the ground. Then, press the B button as you land to do a flip so that you can land on the top of the structure. Jump inside the cannon and you will basically be placed inside a large cannon, which when shot, will shoot Mario far distances. Your goal is to shoot yourself to the top of the floating island just above your site. So, aim your cannon all the way to the top of the screen so that you cannot go up. Then, aim a bit to the left. Simply shoot the cannon and you will automatically land right on the tip of the island.

Ok, this is basically where all the action is going to take place, so get used to this lovely island. Now, head for the red block, which is obviously the key to getting your wing cap. If you do not have a wing cap, you can get one once you have a certain amount of stars (I believe 10), but that will be explained in later sections. Plus, you can get this star, if you are really daring, without using the wing cap, but it is all up to you. Anyway, grab the wing cap and then quickly jump into the cannon right next to you. Then, aim yourself at the coins ahead. You are going to want to aim for the middle coin, because for each middle coin out of the bunch that you hit, you get one of the secret numbers to getting this power star. Basically, stay calm, and notice that Mario rapidly goes up once he flies a bit forward. Control him so that he gets all five of the secret numbers.

Now, if you really do not have the wing cap, this is still possible. This is, however, a heck of a lot tougher. Why? Well, you can only see the coins that are right in front of you, so it is near impossible to aim at the coins that are farther away. This makes it a lot harder to get all five of the secret numbers, and especially the numbers that are far away. However, it is still possible, and if you are bored and looking for a challenge, go on ahead and do it. Anyway, you will SOMEHOW get all five of the secret numbers and once you do, you will find the power star to be on that blue shadowy horizontal star that you went to to get the Red Coin star. So, head towards the Chain Chomp again, and head left. If there are any Goombas running around, make sure you take them out. You DO NOT want to die at this stage of the level, so clear your paths. Then, grab the POWER STAR (5) and head for the next mission.

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+=====+
|                Behind Chain Chomp's Gate                W1S6 |
+=====+
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Alright, this is the famous star that nobody knows how to do, and everyone sees before anything else in this game. Well, it is FINALLY time to get this one, and you will laugh when you find out how pathetically easy this one is to get. Head right past the pink bombs (as I will refer to them). You will approach a small bridge, with a gap underneath. You can explore around, but your main goal is to get across the bridge. There will also be some Goombas near the entrance to the bridge. Make sure that you take them out using methods such as punching (B button) or just jumping on them using the A button. Whatever floats your boat. Anyway, head across the bridge and turn left. Ignore the large field on the right side. You will notice a large Black Face connected to a chain. This is known as a chain chomp.

Now, this is where all the action is going to take place in this level, so make sure that you get used to the Chain Chomp's actions, and what it is capable of doing. First things you should know: do not run into the chain chomp because you will lose health easily. Also, do not even think about standing still for a while. The Chain Chomp will easily snap at you and take away bits of your life. Alright, so continue to move, and notice the small log that is holding the chain chomp from getting anywhere. Our goal in this mission is to somehow

get rid of that log. And, the only way that I can think of is to smash it to the ground. So, head over to the log and get ready for a move that you may not have used yet in this game, and learn and love it because it will be one of your favorite moves in the game.

Alright, once you are at the log, think back at the Koopa race. Remember when I talked about the long jump, which is moving and pressing Z and A. Well, this is exactly that, except backwards. That is, press the A button to jump, and follow that with the Z button to slam your butt on the ground. This will easily push the log into the ground, and allow you to free the chain chomp. I know that sounds like a stupid idea, but you will like the end results. Hit the log down to the bottom and then a short cutscene will appear. The Chain Chomp will jump around a little, and then suddenly hit the cage containing the star! It will then jump out of this level, somewhere (which you probably will not really care about). So, head forward, into the cage, and grab the POWER STAR (6).

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+=====+
|                100 Coins Star                W1S7  |
+=====+
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Well, this is one of those secret stars that is really not listed in the game. Basically, you can collect at least a total of 100 yellow coins throughout each world. Once you collect a total of 100 coins, a Power Star will appear exactly where you collected the 100th coin. This can be bad or good. It is bad if you are in a hard spot, where it is really hard to get the Star, where the last coin was. It can also be good, though, because you can actually be very close to where the star is, and you will not have to travel as far as you might have thought. Anyway, let's get to this mission and to the strategies that will help you collect a total of 100 coins in this world.

First of all, head left to find a small wooden block. Pick it up and throw it against a wall to collect three coins. Then, punch the two large blocks on the right to find three more coins. Now, head towards the large wooden bridge, which contains a total of two Goombas. Killing each of them will result in one coin each, and then finally head under the bridge to collect a total of five coins. Your grand total for right now should be (13). Now, head left from where you were and then take out the four black bombs to gain three more coins (17). Then, head back up to where the elevators are. There is a RED COIN here, so pick it up to gain two coins. Also, take out the black bomb right to the right to gain a total of (20).

Then, head to where the Chain Chomp is, which is right to the left. Grab the RED COIN above the wooden post to gain two more coins (22). Then, head back to where the previous bob-omb was, and kill the three Goombas over here. Take the three coins, and then jump on the Koopa Troopa over here. Stomp on him to gain a blue coin, worth a total of five (30). Now, head to the left to find three more Goombas sitting around. Take all three of them out, and then grab the red coin on top of the odd shaped rock (35). Alright, now head towards the cannon rock, and use a double jump to get to the top. Then, head inside the cannon. Now, aim to the left of the small cloud, and press down to get all the way to the highest point you can. Shoot the cannon, and you will land back on the floating island.

Now, grab the RED COIN on top of the tree to get (37) coins. Simply jump under the wing cap block, and grab the wing cap. Then, head inside the cannon and get ready to get a mass of coins. This is where the majority of the coins are going to be. There are five rings of coins, each with 8 coins around each ring, and one coin in the middle of each ring. That means there is 9 coins total in each ring, leaving 45 total coins. So, if you collect all of these by returning to the island and reshooting in the air to get all of the coins, you should end

up with a total of (81) coins! Alright, only 19 more to go. Now, head towards the Chain Chomp. Go towards the post and run around the post a total of five times to gain five coins (86). Then, head forward and go passed the tipsy bridge, and then over towards the shadow star where the Power Star appears when you gain a total of 8 Red Coins. Grab the two RED COINS, and kill the three Goombas to gain (93) coins.

Ok, seven more coins to go. Simply head out in the field, and head under the stone bridge ahead. There is one bob-omb and one RED COIN. Grab both of them to gain a total (96) coins. Now, head through the gate, and climb up the path that leads to the RED COIN on the steep slope. Grab it to gain (98) coins. Then, head around the path and continue all the way up to a small cannon with an energy heart and a line of 5 coins! This will give you a total of (100) coins! Grab the POWER STAR (7) and you have completed the first level of the game!

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|                |%%%% Princess Slide  %%%%|          PRINCESL |
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+=====+
|                Castle                               |
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Well, from the Bob-omb Battlefield, you won't have to go far at all to reach Whomp's Fortress. Exit through the door to be back in the main part of the castle. Here, you'll want to jump up and over the railing and go forward, past the big staircase. You should see a door with a "1" on it. This is your first REAL star door. You'll find them scattered around the castle, and they lead to level paths. If you don't have the proper amount of stars shown on the door, you can't get in. Simple as that, correct? Yeah it is, shut your mouth. Anyway, you should have collected at least one star from the Bob-omb Battlefield (you should have five if you've been following this guide) so you can enter through the door.

Head inside to find another painting. But before you jump in, we are going to get two of the castle's secret stars. Head back out and then climb the big, red staircase. Go right to find a door with a "1" on it. Use the star power to open the door. You're in a room with three paintings of Peach. Jump through the painting on your right.

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+=====+
|                Princess Slide                       |
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Ah, the lovely Princess Slide. Charge forward at the start and press B right before you start to slide. You'll now go much faster down the slide. We want to make it to the bottom in under twenty-one seconds. To do that, we have to hug as many corners as we can while not falling off/hitting walls. This is pretty simple, although hitting walls can sometimes cause trouble. At one point, you're going to hit an area where a bunch of hills head down. A 1-Up Mushroom appears here. Grab it, but make sure you don't fall off the slide in the process. Let me also take the time to point out that you will NOT lose a life if you fall off; you'll just have to start the slide from the beginning once again.

On your first attempt, DON'T try to collect all the coins. You just want to break the time limit. That's your ONLY. CONCERN. As long as you keep hugging

corners and not hitting walls, you should make it in about twenty and a half seconds. A star will appear. DON'T grab the star inside the block; we'll get that in a sec. For now, just grab the first POWER STAR (1). Okay, once you have that, return to the Princess Slide. NOW it's time to have some fun. You can collect as many coins as you want (fifty gets you a life after you finish). At the end, hit the block and get the POWER STAR (2).

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|          |%%%% Whomp's Fortress  %%%|          WORLD2          |
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|                                     |
|          Chip Off Whomp's Block          W2S1          |
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Listen to the Lakitu Brothers speak as you enter the level. They'll tell you a useful technique for sneaking up on enemies. Unlike other games, where enemies aren't alerted at all until they see you, enemies can hear you coming. Also, there are sleeping enemies here. If you tilt the control stick slightly, Mario can tiptoe towards a sleeping enemy. When you get up close to it, punch it to take it out. You'll find a few snapping pirhanas in this level, so that's why you'll want to tiptoe softly around here. Anyway, now that you have that in your mind, it is time to get the first star of Whomp's Fortress. Like in Bob-omb Battlefield, Nintendo thought it'd be funny to start this level off with a boss fight.

How cruel. Anyway, at the start, go left. Pass the path that's to your north and start tiptoeing. The music changes to a soft, lullaby type of music. This means that there's a sleeping enemy nearby. The perfect opportunity to practice this new technique is right here. Sneak up and punch the damn pirhana to hell. It'll shrivel and drop a blue coin. Blue coins are worth five coins, and they're important. We aren't going coin-collecting just yet though, so ignore it for now. Head north and jump up to the dirt path. Go up this small hill. You'll find blocks shooting out of the wall. These blocks can knock you down to the platform below, causing you to have to climb the dirt path over again. They are very easy to avoid though.

Simply jump onto them and drop down on the other side. If you think a block is going to push you off, quickly jump onto it so you can be safe. Once you get past the three blocks, you'll have to face a bigger threat. Parts of the floor stick in and out here. If you drop down, you'll fall into an endless abyss (a.k.a. your death... duh). You can do one of two things (one way is risky and the other isn't). The non-risky way is simple. First, adjust the camera so it's a side view (so the world and Mario look semi 2-D). Wait until the first platform sticks out all the way, then quickly run across. On the other side, STOP because another platform is here, shooting out. Again, wait until it sticks out all the way before traveling across.

There's one more, so repeat what you did on the previous platforms to get across. Now the risky way. You can stand in front of the platforms and do a long jump (Z+A) across the gap. The risk is that you might jump too far and fly down into the abyss. If you've been practicing your long jump at Bob-omb Battlefield, you should know how to contain your jump so you can get it at just the right length. Jump across the three gaps if you wish. Once you get on the other side, stop. A blue Thwomp is guarding the upper path. It rises and then slams down again; you'll be crushed if it lands on you. Wait until it rises all the way, then quickly run under it. On the other side, start climbing up the steps.

Near the top, you'll find another Thwomp. These guys seem to really want you away from this area, don't they? Anyway, this Thwomp is a little harder to get past. Wait until it rises, then quickly jump up the step and then up to the step after that. If you hesitate, the Thwomp can easily get you. Okay, when you get up the stairs, you'll find another sleeping pirhana to your right. You can do one of three things. One (the funnest and easiest one) is you can run right up to it and punch it before it knows what has happened. If you're too slow on this, the pirhana will wake up and snap you to death. You're so coordinated. The second option is to slowly tiptoe up the steps and punch it when you get to the top (we did this at the beginning of the level, remember?).

The third option is that you can press Z and crawl forward, then stand up at the top and punch it out. Do any option. Once it's gone, head left. You can take two paths. The first one involves you to sidestep against the wall, then defeat a sleeping pirhana plant. If the pirhana wakes up during any of this, then it can bite you and knock you off the platform, causing you to do a good hunk of getting up here again. Eek. The other option is to run across the grey brick bridge. The bridge collapses as you run on it, so be sure to run fast. Once you cross it, you have to cross a narrow board to the other side of the gap. Anyway, once you're on the other side, you'll see a rotating wooden platform.

Wait until this platform stops in front of you, then quickly run to the end of it (the little circular part). If you stop on the straight, narrow part, you'll be pushed off thanks to the bricks on the wall. Wait until the platform turns again and forms a bridge to the other side. Quickly cross it. On the other side, run forward for a little to find a Whomp. We can use these to practice for the upcoming boss battle. This Whomp will notice you and run up. Let its shadow extend onto you. It'll jump and try to body slam you into the ground. Move out of the way so it falls to the ground. The Whomp is now a bit stunned from talking to the brick floor. Use this opportunity to jump up onto the Whomp.

Jump and do a Ground Pound on the back of it to bust the Whomp open. Hooray. Head forward to find another Whomp. Repeat what you just did to take it out. Now use the bridge to get to the top of the fortress. Well, sorta to the top of the fortress. Anyway, a gaint Whomp is here. He's pissed because he builds "our houses and castles, paves our roads and streets." And we never say thank you. Well, duh... they're Whomps. Anyway, at the start of this boss battle, charge toward the Whomp as it charges toward you. Run up against the Whompe and it'll try to body slam you. If you continue running, you'll go right under. The Whomp will have a short conversation with the gravel, so use this opportunity to jump up onto the Whomp's back and Ground Pound it.

This will damage the Whomp. All you have to do is repeat this two times and the Whomp will explode, revealing the POWER STAR (1). Rush up and grab it.

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+=====+
|                To the Top of the Fortress                W2S2  |
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For all I know, you could just be looking at the Whomp's Fortress guide just to see this star (although it's insanely simple), so I'll just tell you the path once more. Head north and jump up to the dirt path. Go up this small hill. You'll find blocks shooting out of the wall. These blocks can knock you down to the platform below, causing you to have to climb the dirt path over again. They are very easy to avoid though.

Simply jump onto them and drop down on the other side. If you think a block is

going to push you off, quickly jump onto it so you can be safe. Once you get past the three blocks, you'll have to face a bigger threat. Parts of the floor stick in and out here. If you drop down, you'll fall into an endless abyss (a.k.a. your death... duh). You can do one of two things (one way is risky and the other isn't). The non-risky way is simple. First, adjust the camera so it's a side view (so the world and Mario look semi 2-D). Wait until the first platform sticks out all the way, then quickly run across. On the other side, STOP because another platform is here, shooting out. Again, wait until it sticks out all the way before traveling across.

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Jump and do a Ground Pound on the back of it to bust the Whomp open. Hooray. Head forward to find another Whomp. Repeat what you just did to take it out. Now use the bridge to get to the top of the fortress. Okay, things have changed since we fought the Whomp. There's a giant tower here, the very last part of the fortress. First, let me tell you a little secret. There's a flagpole that you should be able to see from here. Punch the wall of the tower opposite the flagpole to blow open a hole in the tower. Inside is a 1-Up Mushroom. Now make

your way to the front of the tower once more. Jump onto the first ledge you see. The second ledge is moving in and out, in and out. When it starts to move out, jump onto it.

From there, jump onto the next platform, and then jump onto the next moving platform. Continue to do this until you reach the final platform. It's an elevator, so take it up to the top, where you can find a POWER STAR (2).

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|                Shoot Into the Wild Blue                W2S3 |
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This is an easier star to get, simply because we do not have to travel all the way up to the top of the fortress. In fact, this is a brief journey. Okay at the start, you'll want to climb the tree next to you (simply jump toward it and you'll automatically grab on). Climb to the top and an owl will pop out. This owl helps you with star five, but we're only on star three. Ignore it for now. At the top of the tree, have Mario put his back to the wall behind him and then jump to the plateau behind you. Okay, you're here, so go forward and collect the coins. Now head left to find a pink Bob-omb (like the ones we saw on the Bob-omb Battlefield). Talk to this pink Bob-omb and it'll open the cannon for you.

Jump into it. Aim down and to the left a little and you should see a star. Because of the funny angle that the cannon is positioned at, it's not a real easy feat to get this start. No, wait, it is... just not as easy as it looks. Okay, firing the cannon directly toward the start will guarantee that you'll miss it and you might even fly off the edge. Now, you want to aim to the upper platform of the area with the star. Position the crosshair over the back pillar (the only back pillar you can see). Make the cannon rise up a little bit so it's aiming JUST below the surface with the pole. Be sure that you're still lined up with the pillar though. Now fire the cannon to fly forward. You should hit the pillar and fall down.

From here, simply grab onto the pole and slide down, then collect the POWER STAR (3).

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+=====+
|                Red Coins on the Floating Isle                W2S4 |
+=====+
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Well, we're halfway done with Whomp's Fortress. How do you feel so far? Anyway, they really shouldn't have called this mission "Red Coins on the Floating Isle" because there are only two red coins on floating islands. Oh well it's better than Bob-omb Battlefield's one (Find the Eight Red Coins; we couldn't have a more direct mission name). Anyway, I'm going to be redescribing how to get to different areas while throwing the red coins into the mix as well, okay? Okay. Head north and jump up to the dirt path. Go up this small hill. You'll find blocks shooting out of the wall. These blocks can knock you down to the platform below, causing you to have to climb the dirt path over again. They are very easy to avoid though.

Simply jump onto them and drop down on the other side. Above the second block is your first RED COIN (1). Jump up to grab it. Once you get past the three blocks, you'll have to face a bigger threat. Parts of the floor stick in and out here. If you drop down, you'll fall into an endless abyss (a.k.a. your death... duh). You can do one of two things (one way is risky and the other isn't). The non-risky way is simple. First, adjust the camera so it's a side view (so the world and Mario look semi 2-D). Wait until the first platform sticks out all the way, then quickly run across. On the other side, STOP

because another platform is here, shooting out. Again, wait until it sticks out all the way before traveling across.

There's one more, so repeat what you did on the previous platforms to get across. Now the risky way. You can stand in front of the platforms and do a long jump (Z+A) across the gap. The risk is that you might jump too far and fly down into the abyss. If you've been practicing your long jump at Bob-omb Battlefield, you should know how to contain your jump so you can get it at just the right length. Jump across the three gaps if you wish. Once you get on the other side, stop. A blue Thwomp is guarding the upper path. It rises and then slams down again; you'll be crushed if it lands on you. Wait until it rises all the way, then quickly run under it. On the other side, start climbing up the steps.

Near the top, you'll find another Thwomp. You've been past this Thwomp at least two times now so I shouldn't have to explain how to pass it again. When you get to the step above the Thwomp, wait until it slams down. Now jump on top of it. Let it rise to the top, where you should grab the RED COIN (2). Okay, when you get up the stairs, you'll find another sleeping pirhana to your right. You can do one of three things. One (the funnest and easiest one) is you can run right up to it and punch it before it knows what has happened. If you're too slow on this, the pirhana will wake up and snap you to death. You're so coordinated. The second option is to slowly tiptoe up the steps and punch it when you get to the top (we did this at the beginning of the level, remember?).

The third option is that you can press Z and crawl forward, then stand up at the top and punch it out using any option. Behind it is the third RED COIN (3). Now head left. There are two paths, but we have to take only one of them. Head right, along the edge, sidestepping against the wall. You'll grab a RED COIN (4) as you go. On the other side, sneak up to the pirhana and kill it. Now wait until the turning bridge stops in front of you. Again, rush to the center. Wait until it spins and stops, making a path to the other side. Run to the edge of the bridge but DON'T GET OFF. Stand on the edge and let it take you around. You'll collect several coins, including a RED COIN (5). Now drop down off the bridge and onto the hill below you.

You'll slide down the hill, but that's no problem. Long jump back up and then jump to the RED COIN (6). Now slide back down and head into the cannon. Aim up at the very top of the fortress, where you fought the Whomp in the first star mission. Shoot up there. When you land at the top, locate a tall wooden board. Punch it and it'll start shaking. Jump and kick (A+B) as it is tipped towards the open to have it fall, making a bridge. Cross the bridge and you're on a floating arrow. Collect the coins and jump to the floating brick, where a RED COIN (7) awaits. Now jump from isle to isle until you get to the floating isle with the final RED COIN (8). Down below, the Power Star will appear. Long jump toward the star.

As you fall, make sure to press Z near the end of the fall. You'll Ground Pound and save yourself from damage. Grab the POWER STAR (4).

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+=====+
|                               Fall Onto the Caged Island                               W2S5 |
+=====+
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This can be a little difficult if you don't know what you're doing. Hell, it can be difficult even if you DO know what you're doing. Anyway, while you were getting some of the other stars you might have noticed a cage floating high up with a star in it. It's sorta impossibly hard to reach that star... yeah. Unless you have some way of flying. Remember in the third star, you climbed the tree and lo! an owl appeared out of the tree. You bastard, you woke the thing

up. Ah well. Anyway, the owl says that it might as well take you for a ride while it's awake (me, I'd whoop Mario's ass if he woke me up). The owl controls are pretty simple. However, actually CONTROLLING the owl can be hard if you know what I mean.

The owl will fly in a circle. When it gets to the right part of the circle, jump and grab onto the owl. Hold A and you'll fly up into the air. As long as you continue to hold A, the owl will keep flying you around. If you release A, you'll fall. Now since Mario has gained some weight from those cakes Peach makes, he's too heavy for the owl. The owl can carry Mario, but for a short time. And it'll slowly lose altitude as time passes. Eventually, the owl will get so tired, it'll drop Mario right then. This is dangerous, because you might be over an edge when this happens. Oh well. Anyway, with all of this in mind, jump and grab onto the owl. You'll soon learn what I mean when I say that controlling the owl can be difficult.

Really, you can steer and everything; however, you can't do good turns or speed up. As you fly up, you'll want to fly to your right. There's that stupid caged island. Now when you let go of the owl, you sorta fall a little to your left. Annoying, but it happens. So you'll want to fly a little to the RIGHT of the cage and THEN let go. If all goes well, then you should fall into the cage. If all doesn't go well, you'll fall back to the level (or fall into the abyss and die... please don't). If you fall to the level, you'll have to wait for the stupid owl to fly down again (which takes a while) and then you'll have to try once more. Anyway, once you are in the cage, grab the POWER STAR (5) right in front of you.

Five down, two to go...

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+=====+
|                Blast Away the Wall                W2S6 |
+=====+
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In this mission, you have to blast away the wall. What wall? There's lots of walls in this level. Okay at the start, you'll want to climb the tree next to you (simply jump toward it and you'll automatically grab on). Climb to the top and an owl will pop out. This owl helps you with star five, but we're only on star three. Ignore it for now. At the top of the tree, have Mario put his back to the wall behind him and then jump to the plateau behind you. Okay, you're here, so go forward and collect the coins. Now head left to find a pink Bob-omb (like the ones we saw on the Bob-omb Battlefield). The cannon should already be open, so hop into it.

Look to your right. You see the spinning bridge? The left and right walls there have pointy edges. Aim at the closest wall (the left one). Make the crosshair aim at the top and fire. You'll hit the top and smash the wall. This reveals... absolutely nothing! No, that was just to show you what you could do. Heal yourself by means of the coins close by. Jump into the cannon once more and aim yourself at the wall on the right side. You have to aim a little higher than the top, since you'll fly down a little bit as you go. Fire at the wall to bust it and reveal the star. You can get this star by one of two ways. One, you can head back to the cannon. Jump in and aim a little higher up than the actual star.

Shoot yourself up towards the star and you should grab it. The second way is the easier, but much longer way. After you bust the wall go right. Take the gray hill up and then you'll reach the stairs with the piranha plant. You can do one of three things. One (the funnest and easiest one) is you can run right up to it and punch it before it knows what has happened. If you're too slow on this, the pirhana will wake up and snap you to death. You're so coordinated.

The second option is to slowly tiptoe up the steps and punch it when you get to the top (we did this at the beginning of the level, remember?). The third option is that you can press Z and crawl forward, then stand up at the top and punch it out using any option.

Once you get to the top, cross the broken gray bridge. On the other side, slide down and collect the POWER STAR (6). One more star left...

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+=====+
|                100 Golden Coins                W2S7 |
+=====+
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You'll want to choose any mission but the first one, because that mission prevents you from reaching the floating islands (where many coins rest). Okay, at the start of the level, jump north and climb the dirt path. Collect the COINS (5) here. Now continue up to the shooting blocks. These blocks can knock you down to the platform below, causing you to have to climb the dirt path over again. They are very easy to avoid though. Simply jump onto them and drop down on the other side. Above the second block is the RED COIN (7). Now return to the start of the level. From there, climb the tree. At the top, jump to the small pond of water again (or the plateau, whatever you want to call it). Collect the COINS (15) in the circle.

Now go left. You should see a hill. Long jump up and then jump once more and grab the RED COIN (17). Drop down and continue left. Collect the COINS (22) near the cannon. Now head down the small ramp to find a button with a blue circle on it. Ground Pound that button to make four BLUE COINS (42) appear. Whenever you see those buttons, be sure to Ground Pound them. You then have a limited time to collect some coins. Anyway, now pick up the small orange block and throw it against a wall (any wall will do). It'll hit the wall and explode, revealing three COINS (45). Now you'll want to head to the start of this plateau. There's a gray ramp leading up. Take it up, collecting the COINS (50) as you go.

Okay when you get to the top, you'll find another sleeping pirhana to your right. You can do one of three things. One (the funnest and easiest one) is you can run right up to it and punch it before it knows what has happened. If you're too slow on this, the pirhana will wake up and snap you to death. You're so coordinated. The second option is to slowly tiptoe up the steps and punch it when you get to the top (we did this at the beginning of the level, remember?). The third option is that you can press Z and crawl forward, then stand up at the top and punch it out using any option. The pirhana reveals a BLUE COIN (55). Behind it is a RED COIN (57). Now cross the gray, breakable bridge. Turn and face the wooden bridge.

Cross it and get the COINS (62). Now sneak up on the pirhana plant here and take it out. Grab the BLUE COIN (67) it leaves behind. Now wait until the turning bridge stops in front of you. Again, rush to the center. Wait until it spins and stops, making a path to the other side. Run to the edge of the bridge but DON'T GET OFF. Stand on the edge and let it take you around. Collect all the COINS (73) as it takes you around. When it stops, rush to the center again. It'll spin to face the opposite side. Cross it and go right to find a Whomp. This Whomp will notice you and run up. Let its shadow extend onto you. It'll jump and try to body slam you into the ground. Move out of the way so it falls to the ground.

The Whomp is now a bit stunned from talking to the brick floor. Use this opportunity to jump up onto the Whomp. Collect the COIN (74) that spawns. Jump and do a Ground Pound on the back of it to bust the Whomp open. He'll leave behind a lot more COINS (79). Now continue down the path to find another Whomp.

Defeat it. Collect all the COINS (85) left behind. Now take the bridge up to the top of the fortress. When you get to the top, locate a tall wooden board. Punch it and it'll start shaking. Jump and kick (A+B) as it is tipped towards the open to have it fall, making a bridge. Cross the bridge and you're on a floating arrow. Collect the COINS (83) on the arrow. Jump to the brick platform and get the RED COIN (95).

From here, make your way down to the start of the level once more. Down here, defeat the pirhana plant and grab the BLUE COIN (100). You have exactly 100 coins, so the POWER STAR (7) will appear. Grab it and get the hell outta this level.

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|          ~~~~~~                    |
|          |%%%%%   Jolly Roger Bay   %%%%%|          WORLD3   |
|          ~~~~~~                    |
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+=====+
|                                     |
|          Plunder in the Sunken Ship          W3S1   |
|                                     |
+=====+
```

Welcome to the great water world of Jolley Roger Bay. One of the techniques that you are probably not used to is the swimming feature of this game. If you are REALLY struggling with swimming, you can head for the technique section to get in depth details on swimming, however, I will give you the basic idea before you depart on your journey to get the next star. So, the A and B button are pretty much the only handy controls when you are underwater. The A button has two features, a slow but powerful kick, and a fast steady less-powerful kick. If you want to go fast, with little control, tap the A button rapidly. If you are in need of control of Mario, simply hold the A button to get the slow paddle. Now, if you are simply wanting to stay in place, and not moving around throughout the water, simply press the B button. It will do one of those paddles which simply keep you afloat in one place. The final thing that you are going to need to know about for this small lesson is that Mario obviously can't breathe under water. So, your life will steadily go down, but will regain if you head to the top of the water.

Ok, enough with the teaching, let's get on with the star. You are going to be on a small beach, which really leads to nowhere, so your only option is to head into the water. So, jump directly ahead, and avoid the cannon. We will get to that later. Continue underwater, and taking breathes periodically when you need air. There will be a few shells that periodically open their shells and try to snap at anything that enters their shells. For right now, head passed them and just avoid them. They are of no use, at least for now. As you head forward, you will notice some pillars on the right. You can collect the coins around those poles if you are dieing to, and then simply head forward to get to a large area. Yes, it seems like there is nowhere to go ahead, but the real location that you are looking for is below the water. Simply head underwater to get to the next area.

Continue down, and you will notice that your life will steadily go down. Well, you cannot simply head up and collect air because you will have to go the same distance all the way down. Instead, look for the floating coins inside the water because coins will always refill your health/air amounts. When you are all healthy, head towards the sunken ship, which really is your ultimate goal. As you move forward, you will see some odd eyes peeking out of the small hole in the ship. This is an eel, and for you to get inside the ship, you are going to have to lure the eel directly out of the ship. Well, you are going to have to use yourself as bait, so quickly (which means press the A button rapidly to

swim fastest) swim across the hole where the eel lies. It will snap at you, and eventually come out of its hole. Now, it is your chance to enter the hole that it came out of, so swim into the hole to get to a new part of the level.

Alright, you are underwater with no air to breathe in, so we are going to have to make this fast. First of all, there is a small puzzle that you are going to have to break. That is, there are four treasure chests ahead, and as you touch the front of each treasure chest, you will either be shocked if you are wrong, or it will open if you are right. Every time a chest opens, a large bubble comes out of the chest and you are given full health! Yes, so you will have something to work with. Now, you are going to have to know the correct order, because you must perform the touching of the treasure chests in the correct order. I will explain it, and then show off my ASCII skills (map making skills) to help you out.

First of all, there are four chests. Now, you must swim in front of the chests in the correct order to complete this puzzle. There are three chests crowded around each other, and a fourth one is farther ahead. The first one that you must hit is the farthest one, straight ahead. The second chest is the one that is closest to the entrance. The third chest is the one that is NOT between the first and the second, and the final chest is obviously the one that IS between the first and second chests. Remember, you are going to want to collect the air bubbles that are given to you after each chest that you get right. Now, here is a small ASCII map that might help you out further in this area.

```
+-----+
|                (1*) |  -----
|                |  LEGEND
|                (4*) |  -----
|                |      E - Entrance
|      (3*)      (2*) |  (1*) - The first chest that you must hit.
|                |  (2*) - The second chest that you must hit.
|                |  (3*) - The third chest that you must hit.
+----- E ---+  (4*) - The fourth chest that you must hit.
```

Ok, now that you have all four of the chests taken care of, the water in this sunken ship finally empties. Why? Well, the ships rises to the top of the water and that will come into reasoning when we actually start a new star in this level. Anyway, do not wait for the water to completely get to the bottom. Try to swim as far as you can to the top of the ship because the farther you are to the bottom, the more jumps (which are really hard in my opinion) you will have to face. So, you will not be able to get to the top of the area where the star actually is, but you might be able to get up far. When the water shrinks below you, try to get on a platform right before it meets up with you. That way you will be safe, and will have fewer platforms to jump in the end. Then, head all the way up to the top using jumps, no matter how far you are from the top. Once you get to the top, collect the star by smashing the orange box. Then, jump up and collect the POWER STAR (1).

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+=====+
|                Can the Eel Come Out to Play?                W3S2 |
+=====+
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This sounds familiar, doesn't it? Well, you are going to have to do a little "playing" with the eel that you lured out of the treasure ship. Of course, it is probably nearby where the treasure ship once was, because now it is ontop of the water, right above where it used to be under the water. The eel, however, is still going to be underwater. So, that is where we should probably head, don't you think?

Welcome to the great water world of Jolley Roger Bay. One of the techniques that you are probably not used to is the swimming feature of this game. If you are REALLY struggling with swimming, you can head for the technique section to get in depth details on swimming, however, I will give you the basic idea before you depart on your journey to get the next star. So, the A and B button are pretty much the only handy controls when you are underwater. The A button has two features, a slow but powerful kick, and a fast steady less-powerful kick. If you want to go fast, with little control, tap the A button rapidly. If you are in need of control of Mario, simply hold the A button to get the slow paddle. Now, if you are simply wanting to stay in place, and not moving around throughout the water, simply press the B button. It will do one of those paddles which simply keep you afloat in one place. The final thing that you are going to need to know about for this small lesson is that Mario obviously can't breathe under water. So, your life will steadily go down, but will regain if you head to the top of the water.

Ok, enough with the teaching, let's get on with the star. You are going to be on a small beach, which really leads to nowhere, so your only option is to head into the water. So, jump directly ahead, and avoid the cannon. We will get to that later. Continue underwater, and taking breathes periodically when you need air. There will be a few shells that periodically open their shells and try to snap at anything that enters their shells. For right now, head passed them and just avoid them. They are of no use, at least for now. As you head forward, you will notice some pillars on the right. You can collect the coins around those poles if you are dieing to, and then simply head forward to get to a large area.

This time, you will notice a large ship right in front of you. Of course, this will probably come in some use later on in the game, but for this particular mission you are not going to find any use of the ship. Instead, head towards the bottom of the lake. There are a few caves down here, and you will notice that the eel will swim from cave to cave. You might also notice that there is a Power Star connected the the back of the eel, and that is what you are trying to get. The funny thing is, the only way to get this star is to basically snag it right off of the eel's tail! Yes, you are going to have to time it perfectly so that Mario swims directly into the star, and steals it. It might sounds a bit tricky at first, but in the end, it is pretty easy.

Again, the eel will basically swim from one cave, to the second cave that is right across from the first one. But, there is a small trick. It is really a lot similar to the first mission, so hopefully you had little trouble getting the eel out of the ship. Well, the only way that the eel will actually come out of each of the caves is to lure it out. Again, you must use yourself as bait so that it will come out, and you can follow it and pick the power star up. So, there are a few methods that you can use in order to actually pick this Power Star up. First of all, lure the eel out by swiming fast across the cave. The eel will try its best to eat you, and will bite all around the cave entrance. Quickly get out of its way, and then let the eel out. Right as its tail comes out of the cave, try to time your swimming so that you hit the star. Be careful though because if you hit the eel your life will go down a lot.

If you happen to need extra health, simply head for the top of the area and regain your health. You can also grab the circles of coins that are down here, but the point is, watch your health and make sure it is constantly healthy. Now, if you are having trouble timing your swimming into the star, you might want to try letting the eel completely out, and then following its tail. You are going to have to use the fast swimming, and you are going to have to stay right on the back of the eel. Follow the tail and you will get closers and closer. Eventually, through either of the methods that I have presented, you are going to have to touch the star sometime, so once you actually touch the

Power Star, it will be taken off of the eel's tail, and will be placed under the water, near the side of the area. Head/swim over to the POWER STAR (2) and grab it to complete this mission.

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+=====+
|                Treasure of the Ocean Cave                W3S3 |
+=====+
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Ok, this is another one of those "find the treasure" stars. You are going to have to head through a small cave to get to a new section in this level, and you are going to have to solve another one of those treasure chest puzzles, like the one that you did in the very first Power Star mission in this level. Get ready to head near the same area as you did before.

Welcome to the great water world of Jolley Roger Bay. One of the techniques that you are probably not used to is the swimming feature of this game. If you are REALLY struggling with swimming, you can head for the technique section to get in depth details on swimming, however, I will give you the basic idea before you depart on your journey to get the next star. So, the A and B button are pretty much the only handy controls when you are underwater. The A button has two features, a slow but powerful kick, and a fast steady less-powerful kick. If you want to go fast, with little control, tap the A button rapidly. If you are in need of control of Mario, simply hold the A button to get the slow paddle. Now, if you are simply wanting to stay in place, and not moving around throughout the water, simply press the B button. It will do one of those paddles which simply keep you afloat in one place. The final thing that you are going to need to know about for this small lesson is that Mario obviously can't breathe under water. So, your life will steadily go down, but will regain if you head to the top of the water.

Ok, enough with the teaching, let's get on with the star. You are going to be on a small beach, which really leads to nowhere, so your only option is to head into the water. So, jump directly ahead, and avoid the cannon. We will get to that later. Continue underwater, and taking breathes periodically when you need air. There will be a few shells that periodically open their shells and try to snap at anything that enters their shells. For right now, head passed them and just avoid them. They are of no use, at least for now. As you head forward, you will notice some pillars on the right. You can collect the coins around those poles if you are dieing to, and then simply head forward to get to a large area.

This time, you will notice a largeship right in front of you. Of course, this will probably come in some use later on in the game, but for this particular mission you are not going to find any use of the ship. Instead, head towards the bottom of the lake. This is, again, where you saw the eel and the sunken ship, but this time, we are going to enter those caves that you saw, near the coins that you collected before. This will lead us to a new area (with no water to worry about!) to find another puzzle. So, head down to the very bottom, and follow the coins that leads into a small tunnel. Follow this tunnel all the way to the dry area above. Head out to see a bunch of pillars ahead. Make sure you go very quickly because the pillars will fall on you if you get close to them. Just hope on by the Goombas (because they will simply slow you down, and are not worth your time). Spring all the way to the other side of the room, and you should avoid all of the pillars that fall in your way.

Once you get to the opposite end of the room, you will find a platform right ahead. Just hop up there to find four treasure chests. This is going to be exactly the same as the water puzzle, except the order is different, and the moving is actually running instead of swimming. Anyway, head for the front of the farthest chest ahead. Then, head for the left most chest. Then head for the

first one that is right below the first. Then, go one more below to get the fourth and final chest. Again, here is a small ASCII map to portray what I am talking about.

```
+-----+
|                (1*) |  -----
|                |  LEGEND
|   (2*)         (3*) |  -----
|                |
|                (4*) |  (1*) - The first chest that you must hit.
|                |  (2*) - The second chest that you must hit.
|                |  (3*) - The third chest that you must hit.
+-----+  (4*) - The fourth chest that you must hit.
```

Finally, once all of the treasure chests have been hit, and done in the correct order, take the POWER STAR (3) that is rewarded to you, and you will have completed this mission! Head back for the fourth star.

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+=====+
|                Red Coins on the Ship Afloat                W3S4 |
+=====+
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Alright, welcome to your third set of red coins that you must obtain for all of the worlds in this Mario game. Again, you are going to have to get a total of 8 Red Coins, and they are hidden all throughout this level. I will guide you to each and every single Red Coin that is hidden, providing strategies and such to help you get through it as well. Good luck!

Welcome to the great water world of Jolley Roger Bay. One of the techniques that you are probably not used to is the swimming feature of this game. If you are REALLY struggling with swimming, you can head for the technique section to get in depth details on swimming, however, I will give you the basic idea before you depart on your journey to get the next star. So, the A and B button are pretty much the only handy controls when you are underwater. The A button has two features, a slow but powerful kick, and a fast steady less-powerful kick. If you want to go fast, with little control, tap the A button rapidly. If you are in need of control of Mario, simply hold the A button to get the slow paddle. Now, if you are simply wanting to stay in place, and not moving around throughout the water, simply press the B button. It will do one of those paddles which simply keep you afloat in one place. The final thing that you are going to need to know about for this small lesson is that Mario obviously can't breathe under water. So, your lifewill steadily go down, but will regain if you head to the top of the water.

Right away, head from the beach into the water. Now, head towards the right side of this area. There should be a pole, and a brown ledge. Jump onto the wooden ledge and then jump up to the pink bob-omb ledge. Talk to this bomb and he will open the cannons for you. You will be using the cannons soon, but not exactly right now. Anyway, jump onto the pole that you just saw. Then, climb to the very top to get the first RED COIN(1). Now, enter the water that is right below you. Do not head to the large area right now, but instead, look for a nearby clam. It will have a RED COIN(2) inside of its mouth, so grab it when it opens. Then, head a bit forward and you will find a clam near the top and on the side. This clam, again, contains a RED COIN(3). Grab when the mouth opens, and finally, head all the way to the bottom of this large area.

Once you are at the bottom of this area, you will find another clam, which contains another RED COIN(4)! Grab is, just as you have for the passed two, and then head all the way to the top of this area. Look for a sandy spot with some coins that lead to a large ledge. Do a double jump to get onto the ledge, and

climb yourself to the top. Then, press the purple exclamation mark, and then enter the bridge full of coins. Do this quickly because the bridge will eventually disappear. This leads to the boat that you were originally inside of. Head to the front of the ship to get RED COIN(5). Then, head to the edge, but make sure you avoid the block. Then, do a backflip onto the upper deck. There are two red coins up here, one on each side. Grab RED COIN(6) and RED COIN(7). Finally, head to water below. There is one final clam which has the RED COIN(8), the final red coin in this level. Head back to the ship and grab the POWER STAR (4) and you will be done with this mission.

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+=====+
|                               Blast to the Stone Pillar                               W3S5 |
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Finally, this mission is going to be probably the fastest and easiest mission out of all of the missions so far. It will be very quick and will require just a bit of skill, but you might still have a few problems with it. Basically, you will be using the cannon to try to aim at some pillars, and that will lead you to your star. Well, get used to the swimming controls just in case.

Welcome to the great water world of Jolley Roger Bay. One of the techniques that you are probably not used to is the swimming feature of this game. If you are REALLY struggling with swimming, you can head for the technique section to get in depth details on swimming, however, I will give you the basic idea before you depart on your journey to get the next star. So, the A and B button are pretty much the only handy controls when you are underwater. The A button has two features, a slow but powerful kick, and a fast steady less-powerful kick. If you want to go fast, with little control, tap the A button rapidly. If you are in need of control of Mario, simply hold the A button to get the slow paddle. Now, if you are simply wanting to stay in place, and not moving around throughout the water, simply press the B button. It will do one of those paddles which simply keep you afloat in one place. The final thing that you are going to need to know about for this small lesson is that Mario obviously can't breathe under water. So, your life will steadily go down, but will regain if you head to the top of the water.

Now, if you did not speak to the pink bob-omb before, you are going to have to do that now. Just head to the right towards the wooden ledge. Hop onto it, and then over to the platform that the pink bomb is on. Then, talk to him and he will open the only cannon in this level, which is right near the beginning of this level. So, head back to the beginning and over to the stone near the beginning. Jump inside the cannon, and get ready to fire. Look for the three pillars on the left side, which are right before the ship. Aim for the left pillar because that will lead to the small ledge that you are going to need to jump to. Make sure that the top of the pillar is near the bottom of your screen and then fire away to land on the pillar. Then, aim mario so that his back is facing the ledge. Press A and you will automatically jump to the ledge. Then, hit the orange box like you always do, and pick the POWER STAR (5) up to finish this mission. Move onto the next mission.

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+=====+
|                               Through the Jet Stream                               W3S6 |
+=====+
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Chances are, you might not be able to get this Power Star quite yet because you are going to need the Metal Cap to get this, but once you get it in Hazy Maze Cave, you should be fine and able to get this star. Also, there is a tricky method that I will share where you do not need the Metal Cap. It is all up to you.

Welcome to the great water world of Jolley Roger Bay. One of the techniques that you are probably not used to is the swimming feature of this game. If you are REALLY struggling with swimming, you can head for the technique section to get in depth details on swimming, however, I will give you the basic idea before you depart on your journey to get the next star. So, the A and B button are pretty much the only handy controls when you are underwater. The A button has two features, a slow but powerful kick, and a fast steady less-powerful kick. If you want to go fast, with little control, tap the A button rapidly. If you are in need of control of Mario, simply hold the A button to get the slow paddle. Now, if you are simply wanting to stay in place, and not moving around throughout the water, simply press the B button. It will do one of those paddles which simply keep you afloat in one place. The final thing that you are going to need to know about for this small lesson is that Mario obviously can't breathe under water. So, your life will steadily go down, but will regain if you head to the top of the water.

Now, head forward from where you are until you find a sandy section on the right side of your screen. Head over there, and then use a double jump or a wall kick to get to the ledge above. Which ever method works best for you should be fine, and once you get to the top, you will find a Metal Cap. This is one of the Metal Caps that you have to choose from. Simply hit the box and you will gain your Metal Cap. Then, you are going to have a limited time with this cap, so you are going to try to make this as quick as possible. Anyway, do a long jump (Z+A) to get as far as you can to the middle section of the water. Then, let Mario sink to the bottom, as you will have little control over where Mario will land. There is a jet stream at the very bottom with the Power Star in the middle, and the only way you can resist the stream is to use your heavy Metal. So, quickly run over to the jet stream and grab the Star.

There is also a second cap that you can try if you are having trouble getting to the star with the first cap. What you have to do is swim to the cave area where you did your second treasure chest puzzle. There is a Metal Cap there, and you can spring all the way to the jet stream from there. If this method seems to be easier for you, go ahead and use it. Try either of the methods and test the one that you think will work better. Getting the star without the Metal Cap may be possible, but is very difficult. Anyway, somehow you will be able to grab the POWER STAR (6).

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+=====+
|                100 Golden Coins                W3S7  |
+=====+
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Welcome, again, to the 100 Coin collection star. This star will conclude the third level/world of this game. Remember, you will need a total of 100 yellow coins to get this star, and Red Coins will count as 2 yellow coins, and a blue coin will count as 5 yellow coins. You can get more than 100, but right as you hit the 100 mark, you will get the Power Star right where the last coin was. Anyway, let's get to the strategy for this level. Also, you are going to want to choose any of the stars except for the first one, plunder in the sunken ship. This is because the ship will be at the bottom of the lake, and will prevent some of the coins from being reachable. So, pick one of the last five stars to play for this mission.

Right now, head left towards a block. Throw it against the wall to gain a total of (3) coins. Then, head inside the water to find a rock, with coins around it and two clams on each side. Grab the yellow coins and the red coin inside of one of the clams to get a total of (13) coins. Now, continue under water to find a clam ahead with a Red Coin, and another clam with a Red Coin to the right. Grab both of them to get (17) coins. Then, head for the three pillars on the right side of the water. Grab the rings of coins to get a total

of (25) coins. Now, swim to the right side of the level to find the wooden ledge on the right. Then, jump up towards the pink bomb, and then jump over to the pillar right next to it. Climb up to get a Red Coin (27).

Now, head back into the water, and swim over towards the ship. But, before you get to the ship, turn to the right to find that small sandy area. Do a wall kick or a double jump to gain five coins, and then climb to the ledge (32). Now, head towards the metal cap and the exclamation mark switch. Step on the switch to make the wooden bridges appear, and then go through the course, collecting all of the coins in the path, and over to the ship on the other side (47). Then, watch out for the poison box that slides from side to side. Grab the Red Coin at the front of the ship for (49). Then, head towards the back of the ship, and do a backflip to get to the top. Then, grab the two Red Coins on both sides of the back of the ship to get (53).

Now, head towards the bottom of the area of where the Ship was once sank. Go towards the clam that periodically opens its mouth, and grab the Red Coin to get a total of (55) coins. Then, head for the cave that has a ring of yellow coins to get a total of (63) coins. Then, swim up to the top of the cave where the Goombas and the pillars were. Now comes the fun part. Head to the right just as you enter the cave. There is a blue coin box, and if you stomp on it, you will have a certain time limit to gain as many blue coins as you possibly can. So, stomp the box and then head along the wall to gain 6 blue coins, and a grand total of 30 coins! This will give you a total of (93) coins! Now that is something that you want to see in a level!

Now comes the final part of the 100 coin collection mission. Head towards the Goombas, and avoid the pillars that drop. Stomp on all three of the Goombas that are in your path, and you will gain a total of (96) coins. Then, head down the pathway straight ahead, and do long jumps to avoid the pillars that desperately try to hit you. As you get to where the treasure chests are for that puzzle that you did before, you need to head to the right. There is a ring of coins around one of the pillars, and when you grab all 8 of them, you will gain a grand total of (104) coins! This reveals the hidden POWER STAR (7) and you will have finished this level. Now you can continue to the next level, for a little "frozen" action!

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|                               ~~~~~~                               |
|                               |%%%%%   Cool Cool Mountain %%%%|           WORLD4   |
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+=====+
|                               Slip Slidin' Away                               W4S1   |
+=====+
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As you fall, the text box will pop up. Cool Cool Mountain is the first of two snowy levels. I highly suggest you get used to all the snow here before actually doing anything. You'll be slipping around a lot, which can cause for some major confusion. After you've gotten used to the controls a little, read the sign. It tells you that Santa Claus isn't the only person that can go down a chimney. If you can't figure out what the sign is trying to tell you, you're hopeless. Jump up onto the little cottage and then jump through the chimney to enter the cottage. The first star is fairly simple to get; just slide down the... well, slide. At the start, you'll be going straight. Just make sure to grab the blue coin as you head down.

You'll reach your first turn of the slide. You're going to have to race a penguin on this slide later so I suggest you begin to learn how to hug the

corners. This slide is a little more difficult than the Princess Slide because the ice can cause you to fall down. If you're REALLY lucky, you'll fall and land on a much lower portion of the slide. When the slide evens out, get in the middle to collect a bunch of coins. Jump up and grab the coins in the air when the slide suddenly slopes downward. There's a type of S-turn following that, so try to hug the corners then. You'll see a white wall as you approach the next section. There's a row of coins shaped diagonally toward the wall. If you fall those, you'll go through and enter a shortcut.

Otherwise, you'll take another turn. Chances are you're going much faster than you were before. You should know when to take the turns. Never slow down, because that's not good practice for the race we'll do later. When you reach another hill, head in the middle to collect a ****load of coins. After that, just take some more corners and you'll get to an area that's guarded by two walls. Follow it in the middle to cross a bridge of ice cubes (collecting the fifteen coins on the way) and you'll reach the end of the slide. When you do reach the end, walk out through the door on your left. A star is waiting for you, and will fly over. Rush over to the star and grab to get the first POWER STAR (1) of the level.

That was pretty fast when you think about it. Too bad the others aren't like that.

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+=====+
|                Li'l Penguin Lost                W4S2  |
+=====+
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This time you have to return a lost penguin to its mother. You know, I have no clue how a baby penguin is as big as Mario, but oh well. Jump on the first roof of the cottage. If you listen closely, you can hear some footsteps screeching as something walks around on the ice. Jump up to the ledge above you to find the baby penguin. Run up to it and press B and... holy. crap. The stupid baby is going to start crying to death. Okay, there are two ways you can do this. One is the easy way, one is the hard way. One is for beginners, one is for advanced players. One is for... ah to hell with it. Okay, the easy path first. After you have the stupid penguin, drop down to your starting point. Facing the cottage, go to your right.

You should see a bridge sticking out of a ledge. Drop down that bridge and you'll go down the steep slope. Make sure to jump before you slide down off the edge! From here, drop down to the lower platform, past the snowman that jump across the bridge. Make your way down the lower ramp on the left, and head all the way down. At the end, turn around and drop down some ledges to reach the penguin's mother.

Now for the hard way. After picking up the penguin, drop down to your starting point. Facing the cottage, go to your left. We're actually going to head down the mountain now. It is more difficult because there are more places to drop the penguin. Start sliding down the snow. If you hit a wall, you'll probably lose the penguin and have to start all over again and of course, that's what we ALL want. Anyway, after sliding down you'll come to a big, open, snowy area. Jump up and run forward, past the decapitated snowman. There are evil snowman on the bridge. They jump forward and you'll have to walk under them. If you're hit, you'll drop the baby. Not to worry, since you can easily pick the baby up again.

Make your way down the lower ramp on the left, and head all the way down. At the end, turn around and drop down some ledges to reach the penguin's mother.

Talk to her when you get to her and she'll reveal a POWER STAR (2).

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+=====+
|                Big Penguin Race                W4S3 |
+=====+
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It's time to do that race I was speaking of earlier. Jump onto the cottage and fall through the chimney to be back in the slide. This time, a giant penguin is there to meet you. I call this guy the Big Fat Penguin (wait until you see him... woah). Anyway, he asks you if you want to race. You do want to race, so say go. It'll automatically jump onto the slide. Chances are you were a tiny bit behind him when he got your attention, so he has about a second and a half head start. Cheater. At the start, you'll be going straight. Just make sure to grab the blue coin as you head down.

You'll reach your first turn of the slide. I hope you've been practicing your turns, because you'll have to hug the corner as you do the turn on this slide. When you complete the turn, quickly return to the middle; otherwise, you might fall off the edge. If you're REALLY lucky when you fall (if you fall), you'll fall and land on a much lower portion of the slide. When the slide evens out, get in the middle to collect a bunch of coins. Don't jump and grab the coins in the air, since you'll lost time. The penguin will get ahead of you here. There's a type of S-turn following that, so try to hug the corners then. You'll see a white wall as you approach the next section. There's a row of coins shaped diagonally toward the wall. I

if you fall those, you'll go through and enter a shortcut. However, the penguin will realize you entered the shortcut and will refuse to give you the prize, so you have to take the long way. You'll take another turn. Chances are you're going much faster than you were before. You should know when to take the turns. Never slow down, because that's not good practice for the race we'll do later. When you reach another hill, head in the middle to collect a ****load of coins. After that, just take some more corners and you'll get to an area that's guarded by two walls. You should have just gotten ahead of the penguin here. Now it's just a question of keeping the lead until the end. Follow the path in the middle to cross a bridge of ice cubes (collecting the fifteen coins on the way) and you'll reach the end of the slide.

When you do reach the end, wait for the penguin to rush out after you. He realizes he lost so, like a good sport, he'll give up his POWER STAR (3) as a gold medal.

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+=====+
|                Frosty Slide for 8 Red Coins                W4S4 |
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Yeah, THIS is the best mission name for the eight red coins mission so far (Fine the 8 Red Coins... honestly; I'll never get over Nintendo naming that mission like that... no I have no clue why just shut up okay?). Okay folks, it's THAT TIME AGAIN, where we have to collect the eight red coins in order to be successful in life, get out of school, and celebrate at a Mexican restaurant. What? No, I didn't make any of that up so just don't talk okay? Anyway, in order to do all that, you'll need a handy red coin guide to help you out with, no? What? NO? You suck. Okay, NOW let's have the hunt for the coins begin. If you can't find the first coin, you're hopeless in playing Super Mario.

It's RIGHT. FREAKING. IN FRONT OF YOU. Run up to the tree and jump to it, then climb up to the top and grab the RED COIN (1). Okay, we're now going to get the hardest red coin so we can get the damn thing over with. Face the cottage and then go right, up the path. You'll see an extended (but broken) bridge. Carefully run to the edge. Don't warp down, but instead drop down slowly. You'll fall down the killer slope of killer things. If you don't touch anything, you'll

fly of the ledge and then fly off THAT ledge and then fly to your bloody death (bloody death in a Mario game? This game should be rated Mature). Anyway, as soon as you get to the bottom of the steep slope, jump up in the air.

That should stop Mario from flying off the ledge, off that ledge, etc., etc. Anyway, you'll see a tall pillar of ice here. Behind the pillar of ice is the RED COIN (2). Also note that you can hit the "?" mark block here to reveal a lovely 1-Up Mushroom (we can never get enough of those... no wait, we can't get more than 99). Okay, now that we have Hell's Coin (TM) it's time to get back to the start of the level... damn. I'll daresay that you don't want a bloody death, so don't run straight off the side. Instead, head north, to the back of the snowy ledge. Drop down onto the platform here. There's an extended broken bridge here. Head to the edge of the broken bridge and you'll see a RED COIN (3).

I'm going to assume that I don't have to tell you to grab it. Grab it. Make your way down the lower ramp on the right, and head all the way down. At the end, turn around and drop down some ledges to reach the bottom of the slope. Yipee. Run forward a little, past the mother penguin (who seems to have lost her baby AGAIN... how careless). You should see another tree that has a RED COIN (4) at the top. After getting that red coin, drop down and go left a little to see an 1867 ski lift. Really, this is the most old-fashioned thing I've ever seen. Take the ski lift up to the top. Stay in the center of it and don't jump up into the air. Otherwise, there's a chance that you might fall off.

Upon looking down, you'll notice that we have a little endless abyss that seems to dislike us. We dislike it to, so don't fall in or you'll have to start the red coin mission all over again. Okay, so take the lift up to the top where you'll see a fifth RED COIN (5). Joyus joyium (Latin for nothing at all). From where you are, jump up and you'll be on that half-plateau that slowly curves upward. Go up, past the decapitated snowman (he plays a crucial role in the next mission if you're wondering why here's there). You'll see a little adjustment in the wall where two walls meet to make a slight corner. In that corner, there's a RED COIN (6). Okay, we only have two more red coins to go in this level.

Okay, from where you are, turn around and start going back. You can't take the ski lift, since it has moved back down. Instead, you'll have to cross the bridge where the snowman are jumping up and down. Wait until they jump up, then red under them. This works only when they're jumping TOWARDS you. Do this for the two snowman and then continue down the path. At the end, turn around and drop down some ledges. You're back where the mother penguin is. From where you are, go right, past the bridge area. At the very, very edge of the level in a corner, you'll see a RED COIN (7). Don't go charging at it full speed or you'll fall off and to your bloody death (and we all know that bloody deaths have no place in Mario games).

Use the tiptoe method that you've used before to slowly approach the coin. Once you have it, turn around. In the bridge area, cross the first bridge and grab the final RED COIN (8). BE CAREFUL WHEN DOING THIS! If you are running too fast, you'll slip and fly right off the edge, causing you to collect the coins all over again (although it isn't like it's very difficult to get the coins... it may take three minutes tops). Anyway, you'll toured the whole level in getting these coins. Head right, to the broken bridge. Stand on it at th edge and you'll warp to the top of the mountain. Useful, aint it? RIGHT? Anyway, you're right in front of the killer slope, so I'll describe how to get past it once more.

Don't warp down, but instead drop down slowly. You'll fall down the killer slope of killer things. If you don't touch anything, you'll fly of the ledge and then fly off THAT ledge and then fly to your bloody death (bloody death in a Mario game? This game should be rated Mature). Anyway, as soon as you get to the bottom of the steep slope, jump up in the air. That should stop Mario from

flying off the ledge, off that ledge, etc., etc. Okay, once you've hit the bottom, go to the north part of the ledge. Okay, if you look around the corner, you should see another ledge. You have to jump around the tiny part of the wall blocking you. If you mess up, you'll fall to the ledge below. If you are successful, you can drop down to the platform with the star (it's to your right).

If you landed on the ledge, you can still get to the star. Position the camera so it's behind Mario and face the broken bridge. Charge forward on the broken bridge and at the very end, do a long jump. If done correctly, you'll get to the other broken bridge that leads to the platform with the star. If you can't do either of those things, then return to the starting point of the mountain. Start sliding down the hill. At the end of the first hill, jump up and turn right to get onto the platform that you could reach by doing option number one. From here, just drop down to the platform. Once you are on the platform, collect the POWER STAR (4).

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+=====+
|                Snowman's Lost His Head                W4S5 |
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You'll look back on this mission and shake your head with disgust. Now you shall recite this chant with me: I CAN beat this mission, I CAN beat this mission, I CAN beat this mission, NOTHING will stop me from beating this mission! If you do that ten times a day for thirty days, you should be able to complete this mission easily. First off, let me point out the mistake in the mission title. Actually, the snowman has his head. He's lost his BODY. The body of the snowman hasn't lost a head, it's just looking for one. Anyway, enough of that. It's time to tell you how to get a star that can be most frustrating for beginners. Even intermediate players might have a little trouble with this star.

Anyway, at the start, jump up onto the cottage and jump onto the upper ledge. Hey, that penguin is lost AGAIN. Wow, the mother is pathetic. Anyway, I'm getting off track here. You'll want to go left and you'll see a wooden board with a giant snowball on top of it. Run up to the giant snowball which turns out to be the body of a snowman. A body of a snowman that talks. Right. Now I've seen everything. Anyway, the snowman wants you to find him a body. He'll then begin to roll forward, down the slide. You have to stay ahead of it at all times if you want this to work. Run forward, jump, and press B to do a dive. You can go a little faster with a dive. Make sure you don't hit the corner near the start.

Otherwise, you'll end up behind the snowman and the whole thing will be ruined and it'll be ALL YOUR FAULT! Once you do start sliding, make SURE to stay ahead of the snowman. If it passes you, it'll probably hit you. That slows you down, letting the snowman get even farther ahead of you. A good place to catch up to it is when the slide does as U-turn to your left. If you hug the inside, you can pass it. Near the bottom, slide as far as you can and when you start to slow down, get up and run. Run behind the head of the snowman and wait there. The snowman's body should come rolling by. If you stayed ahead of it (and are behind the snowman), the body and the head will attach, making a huge, towering snowman.

If you tried to cheat and just bypass the slide altogether, the snowman will not be able to find you and it will roll right past the head. You have to get to the top of the mountain if you want to tackle the mission again. To do that, continue forward. Okay, now you'll have to cross the bridge where the snowman are jumping up and down. Wait until they jump up, then red under them. This works only when they're jumping TOWARDS you. Do this for the two snowman and then continue down the path. At the end, turn around and drop down some ledges.

You're back by the mother penguin. Head forward, up to the area with the bridges. Cross sthem and get to the last one. Stand in the center to warp back to the top of the level.

Make your way back to the snowman body from there. Once the snowman is whole, the head will thank you by giving you a POWER STAR (5).

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|           Wall Kicks Will Work           W4S6 |
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Well, congratulations. You've reach the sixth star of Cool Cool Mountain, and this star is arugably the hardest star you've had to get in the game so far... sorta. Well, let's look at it this way: if you didn't have any help on getting the star, you'd be so confused and frustrated that you'd rip out the chip in the game and start using it as a frisbee. Even with the help of a guide, it still takes a little skill to be able to do this. You need to know how to do the famous wall kick move. Before we go, let's practice a little, okay? The wall right in front of you is good. Run toward it and jump. Fly toward the wall. Part two of this move comes when you connect with the actual wall you're doing the move on.

Mario will make a little sound as he hits the wall. At that point, tilt the control stick in the opposite direction (in this case, that's pointing it down) and press A. You'll kick off the wall and fly a little higher in the opposite direction. You'll be using this move a lot during the game, so get used to it now. Okay, there are a bunch of different paths we can take to this, and a few major paths. I'll list only the major ones. The first path is a gigantic shortcut, but it's risky. If you don't want to do it, then skip the next couple of paragraphs.

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1st (easiest) path
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Anyway, at the start, head left and go down the snowy slide. Head down the first part, which is a fairly straight path. Collect the coins if you want, though the coin star isn't until the next mission. Anyway, when you get to the end, you'll have to take a U-turn around the slide. You should gain some speed while taking this turn. You'll then slide down the second half of the slide, which is fairly straight. As the slide ends, you'll start to slow down more and more until you stop completley. Eventually, jump up and start running (do that when you know you'll be able to run faster than you'll be able to slide). Run to the previously decapitated snowman.

This guy now has a body of his own thanks to you. Anyway, from here, go right. Drop off the ledge to find an enemy with a propellor on its head. These types of enemies are VERY helpful to you, and you'll see why in a second. First, go right once more for a little until you see a "?" block. Jump up and hit it to reveal a 1-Up. After grabbing the 1-Up, return to the floating enemy. Jump up and hit it on the head. Mario will fly up in the air and start using his arms to slowly float down. At youc an move around while doing this; this helps you get across big gaps. Anyway, go over the ledge and start to float down. As you go down, head left some. You should see a big area below the wall. That's your target.

Get to the far left of the wall and wait until you're all the way below it. If you aren't, then you'll bounce off the wall and die. Okay, keep going and float under the wall to land on a platform. You have to make a long jump here. Rush forward, collecting the coins, and press Z+A to get across the gap (by the way, the risk in this path is over now if you were wondering). We're at the wall kick

area. Reading the sign explains how to do a wall kick, but I already told you at the beginning of the mission so DON'T LISTEN TO IT! Sheesh... Anyway, you should notice a 2-D heart floating around. I haven't read Bijian's Bob-omb Battlefield guide yet, so I don't know if he told you how to use these 2-D hearts.

I'll tell you now anyway. If you run through it, you'll recover any lost power. The faster you run through, the more you'll spin the heart. Each time the heart makes a complete circle, you'll recover one of your eight units of health. The faster you run through, the more spings it'll make. The hearts never disappear, so you can use them over and over. You'll soon find out why Nintendo decided to place a heart here, of all places. Anyway, you should see a huge ledge above you. There's seems to be no visible way to get up there. Your triple jump doesn't work. So what does? Why, wall kicks will work! Run up to the right wall and jump towards it. As soon as you hit it, press A and push the control stick left.

Wala, you're on the top of the ledge that you couldn't reach before. Now run to the left. While running on the ledge, do your triple jump. Time the triple jump so Mario does his flips off the ledge. You'll reach the vertical part of the wall (the first part is sloping, and you can't wall kick on that) so quickly do another wall kick (using the same method) to get across. Now carefully make your way across the icy bridge and grab the POWER STAR (6) on the other side.

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2nd (normal) path  
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This path is the most fun. Why? Because you'll be taking the snowy slide, that's why! So head up onto the cottage and jump down through the chimney. Rush forward to begin the slide. At the start, you'll be going straight. Just make sure to grab the blue coin as you head down. You'll reach your first turn of the slide. Since the next star involves us getting all of the coins, I suggest trying to get the coins by taking the turns so you know what to do. This slide is a littel more difficult than the Princess Slide because the ice can cause you to fall down. If you're REALLY lucky, you'll fall and land on a much lower portion of the slide. When the slide evens out, get in the middle to collect a bunch of coins.

Jump up and grab the coins in the air when the slide suddenly slopes downward. There's a type of S-turn following that, so try to hug the corners then. You'll see a white wall as you approach the next section. There's a row of coins shaped diagoannly toward the wall. If youfall those, you'll go through and enter a shortcut. Otherwise, you'll take another turn. Chances are you're going much faster than you were before. You should know when to take the turns. You can slow down now, since we probably weill when getting the 100-coin star. When you reach another hill, head in the middle to collect a ****load of coins. After that, just take some more corners and you'll get to an area that's guarded by two walls.

Follow it in the middle to cross a bridge of ice cubes (collecting the fifteen coins on the way) and you'll reach the end of the slide. When you do reach the end, walk out through the door on your left. Outside, the star will appear, but ignore it. Head up the ancient ski left. Halfway up, you'll pass a floating island with a Pink Bob-omb. These Bob-ombs are similar to the ones you saw in Bob-omb Battlefield (and the ones you found in both Whomp's Fortress and Jolly Roger Bay). Talk this one to open up all of the cannons in the level. The closest one is right below you. Get to the far left of this island (which isn't very far, this island is about two feet in diameter) and run. At the very edge, long jump.

You should have JUST enough speed to do a long jump. You'll be picked up by a breeze and placed down in front of the cannon. If you don't want to do that, you can always take the ski lift down, but I find it difficult to jump onto it while it's moving. Anyway, once you're below, jump into the cannon. Directly across from you is a ledge with a tree. Put your crosshair over the tree, then aim up, so the corsshair is above the tree (focused on the roof). Fire and you should grab onto the tree when you get across. Head forward, and then make your way across the thin ledge avoiding/defeating the enemies. You have to make a long jump here. Rush forward, collecting the coins, and press Z+A to get across the gap.

We're at the wall kick area. Reading the sign explains how to do a wall kick, but I already told you at the beginning of the mission so DON'T LISTEN TO IT! Sheesh... Anyway, you should notice a 2-D heart floating around. I haven't read Bijian's Bob-omb Battlefield guide yet, so I don't know if he told you how to use these 2-D hearts. I'll tell you now anyway. If you run through it, you'll recover any lost power. The faster you run through, the more you'll spin the heart. Each time the heart makes a complete circle, you'll recover one of your eight units of health. The faster you run through, the more spings it'll make. The hearts never disappear, so you can use them over and over. You'll soon find out why Nintendo decided to place a heart here, of all places.

Anyway, you should see a huge ledge above you. There's seems to be no visible way to get up there. Your triple jump doesn't work. So what does? Why, wall kicks will work! Run up to the right wall and jump towards it. As soon as you hit it, press A and push the control stick left. Wala, you're on the top of the ledge that you couldn't reach before. Now run to the left. While running on the ledge, do your triple jump. Time the triple jump so Mario does his flips off the ledge. You'll reach the vertical part of the wall (the first part is sloping, and you can't wall kick on that) so quickly do another wall kick (using the same method) to get across. Now carefully make your way acorss the icy bridge and grab the POWER STAR (6) on the other side.

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3rd (hardest) path  
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This isn't necissarily the "hardest" path (none of them are hard, really). It's just the least fun. At the start, head left and go down the snowy slide. Head down the first part, which is a fairly straight path. Collect the coins if you want, though the coin star isn't until the next mission. Anyway, when you get to the end, you'll have to take a U-turn around the slide. You should gain some speed while taking this turn. You'll then slide down the second half of the slide, which is fairly straight. As the slide ends, you'll start to slow down more and more until you stop completley. Eventually, jump up and start running (do that when you know you'll be able to run faster than you'll be able to slide).

Run to the previously decapitated snowman (who now has a body of his own thanks to you). From here, run to the bridge. Stop in front of it and turn right. Drop down the ledges and you'll be at the top of the ski lift. Head onto it and halfway down, jump to the tiny floating island with the Pink Bob-Omb. These Bob-ombs are similar to the ones you saw in Bob-omb Battlefield (and the ones you found in both Whomp's Fortress and Jolly Roger Bay). Talk this one to open up all of the cannons in the level. The closest one is right below you. Get to the far left of this island (which isn't very far, this island is about two feet in diameter) and run. At the very edge, long jump.

You should have JUST enough speed to do a long jump. You'll be picked up by a breeze and placed down in front of the cannon. If you don't want to do that, you

can always take the ski lift down, but I find it difficult to jump onto it while it's moving. Anyway, once you're below, jump into the cannon. Directly across from you is a ledge with a tree. Put your crosshair over the tree, then aim up, so the crosshair is above the tree (focused on the roof). Fire and you should grab onto the tree when you get across. Head forward, and then make your way across the thin ledge avoiding/defeating the enemies. You have to make a long jump here. Rush forward, collecting the coins, and press Z+A to get across the gap.

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+=====+
|                100 Golden Coins                W4S7 |
+=====+
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The final mission of Cool Cool Mountain is upon us. For the fourth time, you'll be getting the 100 coins star. Ready to get it? Choose the first missile, Slip Slidin' Away. I haven't decided which 100 Coin Star is easier: Whomp's Fortress or Cool Cool Mountain. Probably Cool Cool Mountain's, because you can get eighty coins at one point and then gather the other twenty soon after. Word. Anyway, let's start. At the beginning, jump up the tree and grab the RED COIN (2). Now jump onto the cottage. Collect the COINS (7) hovering above the chimney and then drop down through. Okay, you're going to have to be a bit more careful on the slide this time. Why? Because we want to get at least seventy-three coins on it, which shouldn't be TOO difficult.

At the start, you'll be going straight. As you slide down, grab the BLUE COIN (13) and another COIN (14). It's VERY hard to get the second coin, so we're pretending that you didn't. Make sure to collect the COIN (15) as you turn. When the course evens out, stick to the middle. Collect all the COINS (20) on the ground and then instantly jump up and collect the COINS (23) that are above you. There's actually four coins in the air, but you'll probably miss one if you got all the coins on the ground. When you land, you'll be at the S-turn part. On the first part of the turn, get the two COINS (25) that lie. Remember to get the second set of COINS (27) afterwards. As the slide turns, collect all the individual COINS (29).

You'll be at the point where the diagonal coin path leads to the shortcut. This can be a little tricky. You want all the coins in the line, but you DON'T want to enter the shortcut. Grab the first four COINS (32) then IMMEDIATELY turn left

to avoid going through the shortcut. The reason we skipped the last coin was because there's a good chance you would've gone through the shortcut if you got it. Once down the path, head through the next few turns, getting the COINS (38). When the path evens out, get into the middle. Collect the twenty COINS (58) on this path. Now you have to get the individual COINS (65) spread throughout the different parts of the turns. Position yourself in the middle when you get to the area with both walls.

Grab all the COINS (80) that are found on the ice bridge. Once you have those, head out through the door. The star will appear but you need to ignore it. Turn right until you reach the bridge area. Head down the first bridge (ignore the red coin) and then turn to the second bridge. Warp to the top of the level. From here, go left until you start going down the snow slide. Make the first turn and get the five COINS (85). Continue down the path and get all the COINS (90). Take the next few turns and get some more COINS (95). After taking the U-turn, grab the final five COINS (100). The POWER STAR (7) finally appears, so grab it. Okay, we're totally done with Cool Cool Mountain. I think it's nml4's turn now...

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|                |%%%%Bowser in the Dark World%%%%|                BOWSER1 |
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+=====+
|                Castle                |
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Ok, it is the time that you have all been waiting for. Now that you have NO MORE levels to go to, you are going to have to head to the only door that you can go to, the Bowser in the Dark World door. So, head upstairs from Cool, Cool Mountain, and then over towards the stairs. Continue up the stairs and then go right towards the large door with the large star. Then, go towards the princess peach picture, and suddenly it changes to a Bowser picture. This is not what you expected, I am sure, but this is what you are going to get. Head up and the floor will suddenly fall. Welcome to Bowsver in the Dark World...

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+=====+
|                Bowser in the Dark World                |
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There are two paths that you are going to have a choice of going, and both of them lead you to Bowser. One, however, is a shorter path simply because you are not collecting the Red Coins. The other path, though, is going to be explained with the collection of Red Coins. So, we will begin with the strategy where you are just trying to get to Bowser without collecting the Red Coins. If you do, however want to collect the Red Coins, you can skip this part, and head to the Red Coin strategy. Now, here we go.

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+=====+
|                Without Red Coins (FAST)                BOWS1-1|
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Alright, continue down the path to get to a gap. Jump onto the wooden structure and then over to the otherside. You can simply jump over using a double or triple jump, or a long jump if you want to, but it is all up to you. Wait for the flame shooter to stop, which it does periodically, and then head to the other side of it. Head into the moving platforms, and then jump to the other side of the gap. Now, head down the small incline, and over to the flame shooter

ahead. Again, wait for it to stop periodically, and then cross its path. Now, jump over to the next ledge.

Here, you are going to need to jump onto the circling ledges. Jump onto one of the platforms, and then over to the otherside where three Goombas will meet you. Take them out and grab the free life from the small box. Then, head towards the spiral bridge with some crystals. Rotating around the crystals are some electricuting balls. Just avoid all of them, and make a U Turn around the zig zag bridge. There is a bridge ahead, with a Yellow platform that goes from side to side. You are to time your jump so that you can jump onto the yellow platform, and then quickly to the middle, which does not move at all. Then, jump to the other side of the bridge, onto the yellow platform, and then over to the next area.

Alright, now head onto the platforms, and wait for the platforms to line up with each other. Once they line up, jump to the next platform. Then, wait for the third platform to line up with the second, and jump to it. Finally, head to the next platform where you will find a Goomba. Take it out by punching it off of the cliff. Then, head to the right to find some boards that are much like see-saws. Basically, whatever side you are on, the board will end up tipping that way. So, wait for the board to get high on the opposite side, and then quickly jump over to the board that is straight ahead. Do the same for the next couple boards, and then make your way to the solid ground on the right. Now, head up the stairs by pressing the switch, and quickly get to the top. Then, head through the pipe at the top to meet up with the first Bowser.

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-BOWSER BATTLE #1-  
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Alright, this bowser battle is not going to be hard, so do not panic. Bowser will, as you probably expected, taunt you in the beginning of the right. Just ignore it, and get ready for battle. Now, there are two major attacks from Bowser. First of all, he can do a stomp when you are nearby. This is the most threatning and most powerful attack that Bowser has. Basically, you are going to want to try to stick behind him at all costs. This will prevent most of those attacks from hurting you. The second attack that Bowser has in store for you is the famous fire breath attack. If you are in a distance from Bowser, he will most likely use this, but the good thing about it, is that it creates coins that you can use to replenish any lost health. Ok, now that you know about the attacks, you must learn how to attack Bowser.

First of all, you are going to want to get behind him. Our ultimate goal is to grab Bowser's tail and then throw him at one of the large spiked balls that are placed around the peripheral of the arena. So, try to circle Bowser as close to his body as you possibly can, and then get to where his tail is. Then, press B to punch his tail, and then grab it. Then, circle your control stick to spin him around, and the faster you spin it, the farther Bowser will fly. Just spin it slowly and throw him in pieces, bit by bit, towards the spiked target. Just keep grabbing his tail, and once you get really close, throw his body into the spike to hurt him. Now, Bowser will fall in defeat, and vanish, again, taunting you. Don't worry, he leaves a Key to the Basement Floor! You can use this to access some of the harder levels in the basement.

+=====+
| With the Red Coins BOWS1-2|
+=====+

Alright, continue down the path to get to a gap. Jump onto the wooden structure and then over to the otherside. You can simply jump over using a double or

triple jump, or a long jump if you want to, but it is all up to you. Wait for the flame shooter to stop, which it does periodically, and then step on the switch ahead. This causes a block to appear directly to where the flames are pointing. Grab RED COIN (1), and then head out of the flame's path. Then, wait for the flame to stop again, and then run back to the beginning of the level. There is a wooden block here that leads to RED COIN (2). Grab it and then head forward passed the flame shooter. It is possible to do this all in one button switch, but you are better off shooting this with two to be sure you will make both of them. It is up to you, whether you have time or not.

Head into the moving platforms, and then jump to the other side of the gap. Now, head down the small incline, and over to the flame shooter ahead. Again, wait for it to stop periodically, and then cross its path. Now, jump over to the next ledge. Here, you are going to need to jump onto the circling ledges. Jump onto one of the platforms, and then over to the otherside where three Goombas will meet you. Take them out and grab the free life from the small box. Then, head towards the spiral bridge with some crystals. Rotating around the crystals are some electricuting balls. Just avoid all of them, and make a U Turn around the zig zag bridge. Near one of the crystals is RED COIN (3). Grab it and move towards the bridge.

Alright, wait for the Yellow Platform to come towards you, and then jump to it. Then, jump on top of the solid structure that does not move at all. There is a red coin right below you to the right, so time it so that when the Yellow Platform arrives on the right side, you can grab RED COIN (4), and then hop back to the solid area. Then, ride the yellow platform all the way to the other side of the area. Alright, now head onto the platforms, and wait for the platforms to line up with each other. Once they line up, jump to the next platform. Now, grab RED COIN (5) on this platform and wait a bit. Then, wait for the third platform to line up with the second, and jump to it. Finally, head to the next platform where you will find a Goomba.

Now, head to the left carefully so that you do not fall, and then grab the RED COIN (6) that is circling around on the spinnig platform. You can grab any other items that are of any use here, and then you can head back. Go towards the bridges that go up and down. Then, wait for the side to fall down and quickly head to the other side of the bridge and jump to the next. Do the same for the next one, and then jump to the platform above. Do a long jump, after turning your camera to the opposite direction, to the next platform. Then, grab the free life here. Finally, do a long jump to the last platform to grab RED COIN (7). Now, head back down to the bottom and grab RED COIN (8) on the ledge near the back. Now, head for the Power Star near the green pipe ahead, but climbing the stairs in the time limit after pressing the button. Then, grab the POWER STAR (1)! Now, head into the pipe to face Bowser.

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-BOWSER BATTLE #1-  
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|                |%%%%Getting the Vanish Cap%%%%|          VANISH |
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+=====+
|                Getting to the Vanish Cap                VANISH1|
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Hey, me frog here once again. It's my turn to torture you with complicated information. So let's start the torture, er... I mean the guide. From Bowser in the Dark World, you'll want to head outside. If you try to insert your key, it won't fit. The text box hints that it might be for the basement... Drop down below the grande staircase. ON either side, there are regular wooded doors. Head through either one, they'll both take you ot the same hallway. In this next big hallway, you'll notice a giant Boo. But we aren't going to follow it just yet, so turn around and head down the set of stairs that are here. Another giant keyhole is here... interesting. Mario the midget has to jump up to turn the key.

Heh. Anyway, inside here is the giant basement area. If you've followed this walkthrough since the beginning (which I doubt) you should have over thirty stars. So you could face the next Bowser right now if you wanted to. But we're not going to do that just yet, since we have a whole lot of worlds (four I think) to go before we should actually fight Bowser again. Besides, I think he needs a breather after getting his ass whooped by you. Wouldn't you agree? Anyway, you should go through the passageway on your right. Follow it and head through the door at the end. You're now in the REAL part of the basement. There's burning torches in here, full of both red and blue fire. Let me take the time to explain that fire.

If you touch a red flame, you'll burn and lose two hit points. Mario automatically runs when he is touched by flame, so you'll have to control yourself if you don't want to veer off course. Fire can be put out by water (duh), even the smallest ponds. If you jump into the water as you're being burned, you may not lose two hit points. Blue fire is even worse, taking away four hit points. It's one of the most damaging things in the whole game. You'll want to avoid the blue torches at all costs because they can get rid of you easily. Again, water can put out the blue flame and you'll lose control when you're on fire with the blue. Okay, so with that in mind, take the right path (the left leads to a dead end).

Follow this path and you'll see a pumpkin painting ahead. This isn't the level we want, so don't jump in. You should see a bunny in the water. Approach it and it'll start to run. You have to chase it around the basement now. It's pretty fast, and then only way to can actually catch it is if you jump and dive forward. Rush toward it and do regular dives as it tries to escape. When you

finally catch it, it'll explain that it's very late for a date. You'll get a POWER STAR from it in exchange for letting it go. You'll notice that the bunny doesn't move at all now. I thought it was late for a date? AHA! IT'S A LIAR! ATTACK! Anyway, now that you have that star, return to the little pond where you first saw the bunny.

Turn right and you'll find yourself facing a starless door. Go right once more and head to the blue flame. Head left now to find another wooden door. Head through to be in a big pool of water. Jump into the water and swim through. Head through the little tunnel and pop out on the other side. Here, Ground Pound the two pillars to make all of the water drain out of the moat. Head out of the metal door to be outside the castle. Go left for a while, under the bridge, and drop through the hole.

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|                Vanish Cap Under the Moat                VANISH2|
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Welcome to the Vanishing Cap Switch Course. Here, you can do two things: collect another secret star from the castle and get the vanishing cap activated. At the start, slide down the hill (make sure you're sliding down the part near you) and you'll land on a ledge sticking out. This ledge has a RED COIN (1). After grabbing the coin, look right to find another ledge below you. Jump to it and collect another RED COIN (2; you'll lose health by jumping but the red coins instantly regenerate your health). Look to your right once more. On the far end, there's a ledge with a "?" block. Jump to it and hit the "?" block. This will reveal a 1-Up Mushroom. After grabbing it, look left. What do you know, another ledge.

Jump to this one (by now, your vanishing time should have run out) and collect the 1-Up Mushroom sitting on it. Now approach the edge of the ledge and look down (using the over-the-shoulder view). You should see another ledge right below you. Drop down and get the RED COIN (3) that rests there. Now look to your left to find a ledge right next to you. Jump to this one and grab the RED COIN (4). Now use a triple jump to reach the previous ledge. Straight ahead is another ledge. Jump to it and collect the 1-Up Mushroom. Three 1-Up Mushrooms in less than a minute... pretty good. Anyway, those are all the ledges on this huge slope. Drop down to the bottom, where some little black balls spit out flame.

It's always orange flame, but you should avoid it nonetheless. Go right, down the path, and head north at the end. Collect all the coins to make up for any lost damage (and make sure to avoid the fire-spitting balls while doing so). Jump to the board and have it tilt upward. Run up to it and jump to the next ledge. Avoid the electric and fire-spitting balls as you jump to the next ledge. If you need to recover any health, bust the "?" block open to reveal some coins. Now jump to the rotating platforms. Wait until it takes you to the tilting wooden board, then jump. The board will tilt upward. Head up and get the RED COIN (5) on one side. The board will now tilt the other way. Go back and collect the next RED COIN (6).

Now jump to the next rotating platform. When this gets to the top, jump so that you don't tip over. Land on it and jump to the next rotating platform. As it rises, jump to the third rotating platform, getting the RED COIN (7) on the way. Next, wait until this rotating platform rises and then jump to the Vanishing Cap Switch. Now all Vanish Caps are solid. The Vanish Cap allows you to talk through walls and enemies, making you totally invisible. It's very useful for certain puzzles. Anyway, grab the final RED COIN (8) in front of the switch. You'll find the path to the star is blocked by an evil rope wall. Not to worry! Use the Vanishing Cap and pick up the hat. Now run through the wall to the other side.

Collect the POWER STAR here.

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|                ~~~~~~  
|                |%%%%%   Big Boo's Haunt   %%%%%|                WORLD5  
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|                Go On a Ghost Hunt                W5S1  
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Welcome to Mario's Mansion, er... Big Boo's Haunt. They should've made Luigi's Mansion take place inside this level. Or maybe they shouldn't have. Maybe I should shut up now. Anyway, this area is full of Boos, Boos, Boos, and did I mention dorky spiders? Anyway, you start the level facing the haunted mansion of terror. Run forward and you might see a shadow moving above you. It's a giant boss Boo which we'll face during a later mission. For now, read the signs for some advice on exterminating Boos. The Boos are apparently shy so if you spot them, they'll vanish instantly. However, if you turn your back to a Boo, it'll reappear and try to scare you. The only way to get rid of a Boo is to sneak up on it yourself.

I'll explain that a little more later. For now, enter the haunted mansion. Oh yes, let me say this right now: the Vanishing Cap plays a HUGE role in this level, which is why I had you get it so early. You'll need it for a lot of the missions. Okay, when there's a huge house full of ghosts and E. Gadd is on vacation and the Ghostbusters are protected by copyright and trademark then who you gonna call? Mario! No wait, Mario is protected by copyright as well... damn. Oh well, we'll call him anyway. You have to destroy five Boos (I can't mention kill a lot in this level because, well, the Boos are already dead) in order to complete this mission. The mansion has many floors, but at the moment we can only access the first floor.

Head through the door on your left the moment you enter the room. Here, there's a nice piano. Let's go and play some music. Head over to it and... uh, nevermind, I think the piano's in a bad mood at the moment 0_0. Anyway, head through the second door that's in this room. Here, you'll find a big blue Boo poster, as well some flying chairs and a Vanishing Cap. Avoid the flying chairs as you grab the Vanishing Cap. Use it and head through the Boo poster. There are two Boos on the other side. Boos can be fooled by the vanishing cap, so you can head in front of them and take them out easily as long as you have the cap on. Punch each Boo in the back and they'll tell you that ghosts don't die... but we just defeated them.

Anyway, each Boo drops a lovely blue coin so get them both and then return back to the previous room. Head through the door in the northernmost part (watch out for the flying books though). Go through the door closest to you located in the back wall. There's a Boo and an eyeball here. The eyeballs are known as Mr. Is. The Mr. I enemies shoot out... stuff at you. Run around them in many circles and they'll get so dizzy, they'll shrink into a blue coin. After defeating the Mr. I, defeat the Boo (since you don't have the Vanishing Cap with you, you have to sneak up on it). Three Boos down, only two more Boos to go before we're done. Now head back to the main room. Head to the right and enter the door that's there.

Go right and south to find a bridge. Quickly cross it, taking care not to fall off. In a Whomp's Fortress extravaganza (is that how you spell it?), the bridge starts to collapse. Once you're on the other side, the bridge will automatically reappear. Hey, it's a haunted mansion, they can do whatever they want with it.

Anyway, a fourth Boo rests here so take it out. Now head through the door. Here, go forward and sidestep against the wall to get to the Boo. It'll moan that the Big Boo is coming. Oh noes... Anyway, sidestep against the next part of the wall and head through the door. HOLY CRAP! It IS a Big Boo. This guy is incredibly easy though, so don't worry. He runs around the "arena" doing absolutely nothing.

If you hit him, you get hurt. That was an obvious statement. Really, all you have to do is head around to the back of him and punch him. This sends Big Boo flying, but he recovers. He moves a little faster now, but not THAT fast. Just do one more hit on him. Now he'll move even more fast. You have to be quick in getting around to the back and punching him, which "kills" Big Boo. After that happens, a power star will appear on the second floor. But wait, how do we get to the second floor? The grate on the floor will rise to reveal a huge staircase up. This staircase is in all of the missions (except for the first one). Use it to get to the second floor where your POWER STAR (1) awaits.

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|                Ride Big Boo's Merry-Go-Round                W5S2  |
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Who knew that a merry-go-round rested in this creepy place? I don't want to go. It sounds freaky. Guess what? It is. Anyway, you start the level facing the haunted mansion of terror. Run forward and you might see a shadow moving above you. It's a giant boss Boo which we'll face during a later mission. For now, read the signs for some advice on exterminating Boos. The Boos are apparently shy so if you spot them, they'll vanish instantly. However, if you turn your back to a Boo, it'll reappear and try to scare you. The only way to get rid of a Boo is to sneak up on it yourself. Now actually enter the haunted mansion. Inside, the giant set of stairs remains. But we don't need to be near those giant set of stairs just yet.

Head through the door to the right of the staircase. You're back in this room. Head right, then south. There's a bridge here. If you run across, it'll quickly collapse into the floor. What we want to do is have it collapse on us (what, you stupid frog? Can't you see it's black down there? We'll die!). Shut up, I know what I'm doing. As you drop down, you'll land in some water. This will prevent the mass damage that you would've suffered. Anyway, in addition to the already-creepy theme music, we get an added bonus: creepy merry-go-round music. No, wait, ALL merry-go-round music is creepy (seriously, I hate that music). This is just more creepy because it's in a haunted mansion full of ghosts. Head out of the water that's here.

You should've landed in front of a door. If not, then walk around the area until you find one. There are two doors that both lead to the same place. What is that place, you ask? Can you take a wild guess? Head through one of the doors and you're at the foot of Big Boo's not-so-merry-go-round. Gulp. Head onto the merry-go-round. There are many Boo posters on the wall. One of them spits out red fire, so you'll want to avoid that area at all costs. Let me note that the merry-go-round also moves in a circle during this whole time. That should've been obvious but hey, you never know when there could be a person who DOESN'T realize that the merry-go-round is moving. Anyway, two Boos are flying around here.

You'll want to take care of them both the same way that you took care of them in the "Go on a Ghost Hunt" mission. Once they're both gone, two more Boos emerge. Take them out and two more Boos come out. Once they're gone, Big Boo comes out. Apparently, he's a little pissed that you whooped his ass two minutes ago so he's gonna try and get revenge by making you one of his Boos. He runs around the "arena" doing absolutely nothing. If you hit him, you get hurt. That was an

obvious statement. Really, all you have to do is head around to the back of him and punch him. This sends Big Boo flying, but he recovers. He moves a little faster now, but not THAT fast. Just do one more hit on him. Now he'll move even more fast.

You have to be quick in getting around to the back and punching him, which "kills" Big Boo. The difficulty is taken up a notch because you're on a moving merry-go-round with a fire-spitting poster. But it should be easy all the same. Once Big Boo is "killed" for the second time, his star will appear. Grab the POWER STAR (2) and get outta this place.

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|                Secret of the Haunted Books                W5S3  |
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This mission reminds me of the opening scene to Ghostbusters. I don't know why, maybe because they both take place in narrow corridors stacked with books. Or maybe it's because they both have ghosts. Or maybe both. Yeah, I'll say both. Okay, enough about that. Anyway, you start the level facing the haunted mansion of terror. Run forward and you might see a shadow moving above you. It's a giant boss Boo which we'll face during a later mission. For now, read the signs for some advice on exterminating Boos. The Boos are apparently shy so if you spot them, they'll vanish instantly. However, if you turn your back to a Boo, it'll reappear and try to scare you. The only way to get rid of a Boo is to sneak up on it yourself.

Now actually enter the haunted mansion. It's time to take those giant steps that we revealed in the first mission! Jump up the three brick steps and get to the top. This is the second floor. Wow, I really didn't have to say that did I? Okay, where was I... oh yes, you're on the second floor. Head through the second door on the left. You're now in that narrow corridor with all the books. Hey, do you think there's any... uh... forget it. Anyway, if you were to suddenly run down this corridor, you'd be bombarded with flying books of terror. Yeah, that's them. What you want to do is hold the control stick down about halfway so Mario is walking. All the books will fly at you, but they'll all miss you.

(Mario will end up in between two books that are very close to each other at one point.) Turn left and then go south. There are three books sticking out of the shelf. Ooooooh, a secret code to reveal a secret passageway to get a not-so-secret star! I love this kind of crap! If you hit the books in the incorrect order, a flying book will come out and hit you. Those flying books are dodgeable, but it's hard to dodge them. I just suggest putting in the correct code. Jump on the books in this order: top, low, middle. Or center, right, left. Whichever one makes sense to you. The bookshelf will slowly roll aside, revealing a secret door. Jump up the ledges and head on through the door in front of you.

Hey look! A POWER STAR (3)! Certainly the easiest power star we've gotten in a while, eh? Grab it and head out.

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+=====+
|                Seek the 8 Red Coins                W5S4  |
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WHAT HAVE THEY DONE? It's another mission name that tells you exactly what to do. I hate these... why can't we get something like, "Red Coins of the Haunted Mansion" or something else similar. No, we have to get "Seek the 8 Red Coins." What kind of crap mission name is that? How much did they pay these guys? Oh well, enough of my ranting, it's time to seek the damn coins. Anyway, as usual, you start the level facing the haunted mansion of terror. Run forward and you

might see a shadow moving above you. It's a giant boss Boo which we'll face during a later mission. For now, read the signs for some advice on exterminating Boos. The Boos are apparently shy so if you spot them, they'll vanish instantly.

However, if you turn your back to a Boo, it'll reappear and try to scare you. The only way to get rid of a Boo is to sneak up on it yourself. Now actually enter the haunted mansion. Inside, head into the first room on your left. Hey look, it's that piano dude thing. It's still in a bad mood I guess, so let's now play some music. But we DO need to get the RED COIN (1) behind the killer piano. Have the piano chomp its way towards a different corner or something, leaving the coin completely open to attack, er... retrieval. After getting it, head through the door that we didn't go through. You're in uh... that one room. ANyway, grab the Vanishing Cap to protect you from the evil chairs and books. Look on top of the shelves.

On top of each shelf, there's a RED COIN (2 and 3). I'll describe how to get to the bookshelf using a move that I unfortunately don't know the name of (pity, since it's one of my favorite moves). Run in one direction, and switch to the other direction suddenly. Mario will slide just before he changes directions. As he slides, press A to do a sideways somersault. Yeah, that's what I'll call this move: the sideways somersault. Anyway, use this move to get the two red coins on top of each shelf. It's better if you're invisible, because then the books won't hurt you. Anyway, once you have the two coins, you're done with this room. If you need energy, you can get some blue coins. As solid(not invisible) Mario, stand with your back to the Boo poster.

The two Boos will slowly float out, and you can "kill" them for their coins. Once you've done whatever else you want to do in this room, head back out through the door in the back. Back in the main section, you'll want to head through the door to the right of the gigantic steps leading up to the second floor. Hey, you're back at that one room with the bridge. Go left and south and then cross the bridge, making sure you don't fall as it collapses. Don't hesitate, because this bridge collapses pretty fast if you know what I mean. Anyway, on the other side, kill the Boo if you wish (or if you need coins for energy). Then head through the door to get to another room. Here, head forward and sidestep along the wall.

Grab the RED COIN (4) that's waiting for you on the other side. Now kill the Boo so it doesn't knock you off as you sidestep along the rest of the wall. Head through the door at the end. It's time to go up those huge metal steps to get to the upper floor of the mansion. So uh... climb the steps! Yeah! Adventure! Anyway, head through the door on the left side of the room (the first door this time). You're on top of a monkey bar-type ceiling. Head forward and jump over the gap (or you can carefully maneuver around the edges) to the RED COIN (5). Now jump the gap once more and head out of the door. Back in the main part of the mansion, go right. Enter the first door you see on your right. You're face-to-face with a Mr. I.

Run around it a couple of times and it'll surrender its blue coin. Now head into the main part of this room. This room is filled with coffins. As you run to the back, some of the coffins will rise up. When they do, quickly check behind them to see if anything is there. One of the coffins, the first one on the right, holds a RED COIN (6). Continue to search the coffins. You'll find that the second one on the left also has a RED COIN (7). Hooray, only one more coin to go. Exit this room and then enter the second room on the right. Go around the bookshelf (avoiding those damn man-eating books of course) and then you'll find a RED COIN (8) across from you. But be careful, since part of the floor is a trapdoor.

If you walk on it, it'll start to tilt. Don't let it tilt all the way in one direction or it'll have you fall all the way down to the merry-go-round. Not good. Not good at all. After grabbing the coin, head back out to the second floor. Go left all the way and then south some to find the POWER STAR (4). Yahoo! (Imitation of Mario as he jumps out of water.)

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|                               Big Boo's Balcony                               W5S5 |
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For the past four stars, you've been haunted by a shadow every time you approached the mansion door. Now it's time to get rid of that damn shadow. You start the level facing the haunted mansion of terror. Run forward and tell the shadow above you to kiss their ass goodbye (in about five minutes). It's Big Boo, and he wants revenge AGAIN. We can't do anything until we get up there though. For now, read the signs for some advice on exterminating Boos. The Boos are apparently shy so if you spot them, they'll vanish instantly. However, if you turn your back to a Boo, it'll reappear and try to scare you. The only way to get rid of a Boo is to sneak up on it yourself. Now actually enter the haunted mansion.

You're inside the mansion, great job. Now I want to try a more fun method of getting up to the second floor. Head to the left of the gigantic staircase and face the front wall. Do a triple jump toward it. Time it so you hit the wall at the peak of your triple jump. Now do a wall kick to your left and you're up on the balcony *scattered applause*. Okay you show-off bastard, it's time to get to work. Go through the far right door. This is the room where we got the eighth red coin. But we ain't getting any red coins at the moment. We're not even going to the second part of the room. Jump onto the wooden stage in the corner. You should see a stone pillar attached to the corner. Now this can be a little tricky to describe, so bear with me please.

Standing on the stage go into the over-the-shoulder view and look up. Hey, a hidden balcony! So we have to get up there somehow... wall kicks will suffice. Run towards the pillar and do a sideways somersault jump. When you hit the pillar, wall kick to the balcony. Up here, head through the door. The blue coin switch activates four blue coins, but we don't need them now. So go right, up the stairs and through the door. Hey look, it's Big Boo... again! Okay, the difficulty of this battle doubles (compared to the previous Big Boo battles) or maybe even triples due to the fact that you're on a balcony with a diameter of about six feet and an area of about 27 feet or so. That's not that much although it may sound like it.

The Big Boo takes up about half the balcony the whole time, leaving you VERY little room to maneuver. You have to get behind the Big Boo to punch it as usual, but chasing it in a circle is harder because you'll always have to get close to the balcony. Damn, we are NOT in a good situation now, aren't we? Stay near the back at all times (without trying to get through the door) and then quickly rush around and punch Big Boo in the back. He gets faster each time you punch him, so the battle becomes increasingly difficult. Again, stay near the back and when he's near you, quickly run around and strike. Do this once more and Big Boo will surrender his final star. This star is almost as difficult to retrieve as the boss battle was to fight.

Look to your right to find a rooftop. On the very top, there is a very thin area to stand on. Long jump to the rooftop and climb to the thin platform. It's hard to get to, because you might go too far and slip and fall to the front of the mansion (you'll be surprised at how many times that will happen to you). From there, you have to long jump to the bigger rooftop near the back. There's a second thin area that you can walk on. If you can get on top of this, then

you've either had many tries or you've been extremely lucky. Now carefully inch across to your left. When you get to the wooden ledge, drop down and hit the "?" block for a 1-Up Mushroom. Now grab the POWER STAR (5). Whew, glad that's over with!

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|           Eye to Eye in the Secret Room           W5S6 |
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Meh, this is probably the best name for a mission in Big Boo's Haunt, and one of the best I've seen so far (Find the 8 Red Coins... honestly). Okay, sorry, I'm really pesky about those damn mission names, I have no idea why. Just don't hurt me, okay? You start the level facing the haunted mansion of terror. What. The. Hell. The damn shadow returns, which means that Big Boo is "alive" and kicking. Sorta. Ignore him. For now, read the signs for some advice on exterminating Boos. The Boos are apparently shy so if you spot them, they'll vanish instantly. However, if you turn your back to a Boo, it'll reappear and try to scare you. The only way to get rid of a Boo is to sneak up on it yourself.

Now actually enter the haunted mansion. Let's do that really fun method of getting up to the second floor. Head to the left of the gigantic staircase and face the front wall. Do a triple jump toward it. Time it so you hit the wall at the peak of your triple jump. Now do a wall kick to your left and you're up on the balcony *scattered applause*. Okay you show-off bastard, it's time to get to work. Go through the far right door. This is the room where we got the eighth red coin. But we ain't getting any red coins at the moment. However, we still need to head to the second side of the room. Go over here and then through the door. You're out on a balcony. Grab the Vanishing Cap and quickly head to the previous room.

Jump onto the wooden stage in the corner. You should see a stone pillar attached to the corner. Now this can be a little tricky to describe, so bear with me please. Standing on the stage go into the over-the-shoulder view and look up. Hey, a hidden balcony! So we have to get up there somehow... wall kicks will suffice. Run towards the pillar and do a sideways somersault jump. When you hit the pillar, wall kick to the balcony. Up here, head through the door. The blue coin switch activates four blue coins, but we don't need them now. Hopefully, you're still invisible from that Vanishing Cap. Run down and you'll see a Boo poster. Jump through with the vanishing cap to find a big Mr. I.

This guy is about twice the size of the normal Is. It is still extremely simple to defeat. Like all of the little Mr. Is, the big one has only one attack, and that's shooting a strange thing out to hit you. He shouldn't even have the chance to do that. Just run in circles around him (you have to go around in three or four circles instead of the usual one circle because this is a big Mr. I). Be careful, because the secret room is very narrow and you can easily get hit by it since you're so close to the wall. If you hug the wall while spinning, you should still be able to take out Mr. I. Once it's defeated, it'll surrender the POWER STAR (6).

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|           100 Golden Coins           W5S7 |
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This is arguably the easiest 100 coins star so far. Select "Eye to Eye in the Secret Room" as your mission to begin the hunt. Okay, the first thing I want you to do is to go in a complete circle on the mansion fields. Don't actually go IN the mansion, just go in the fields. Defeat the spider enemies and hit the coin block as you go. There are also two big orange blocks with coins. There's also a bouncing block that has some coins in it. Once you have beaten the enemies/hit

the blocks/destroyed the blocks you should have a ton of COINS (30). With thirty coins already in the bag, enter the haunted mansion. Inside, head through the door to the left of the stairs. There's a Boo and a Mr. I in here.

Defeat them both and collect the BLUE COINS (40) that they leave behind. Now head back out into the main room. Go through the door on your left. Here, ignore everything as you head straight to the Vanishing Cap. Put it on and jump through the Boo poster. Defeat the two Boos here and take the BLUE COINS (50). Now head back through the poster and back into the main room. Head through the door to the right of the staircase. You're back in this room. Head right, then south. There's a bridge here. If you run across, it'll quickly collapse into the floor. What we want to do is have it collapse on us (what, you stupid frog? Can't you see it's black down there? We'll die!). Shut up, I know what I'm doing.

As you drop down, you'll land in some water. This will prevent the mass damage that you would've suffered. Anyway, in addition to the already-creepy theme music, we get an added bonus: creepy merry-go-round music. No, wait, ALL merry-go-round music is creepy (seriously, I hate that music). This is just more creepy because it's in a haunted mansion full of ghosts. Head out of the water that's here. You should've landed in front of a door. If not, then walk around the area until you find one. There are two doors that both lead to the same place. What is that place, you ask? Can you take a wild guess? Head through one of the doors and you're at the foot of Big Boo's not-so-merry-go-round. Gulp. Head onto the merry-go-round.

There are many Boo posters on the wall. One of them spits out red fire, so you'll want to avoid that area at all costs. Let me note that the merry-go-round also moves in a circle during this whole time. That should've been obvious but hey, you never know when there could be a person who DOESN'T realize that the merry-go-round is moving. Anyway, two Boos are flying around here. You'll want to take care of them both the same way that you took care of them in the "Go on a Ghost Hunt" mission. Once they're both gone, two more Boos emerge. Take them out and two more Boos come out. Collect all of the BLUE COINS (80) that the Boos leave behind. The giant Boo will emerge, but ignore it. Instead, exit the merry-go-round by means of the north exit.

Go left and then go up the long hallway. Turn left at the end. Continue following this path until you get to a door. Head in and you're in an empty hallway. Run straight through and to the other side. Go right and you'll find an elevator. Take it up to the top, where you should go through the door (ignore Mr. I, we don't need his coins). You're back outside. Head to the front door and go into the main part of the mansion. Climb the steps here. Go through the far right door. This is the room where we got the eighth red coin. But we ain't getting any red coins at the moment. We're not even going to the second part of the room. Jump onto the wooden stage in the corner. You should see a stone pillar attached to the corner.

Now this can be a little tricky to describe, so bear with me please. Standing on the stage go into the over-the-shoulder view and look up. Hey, a hidden balcony! So we have to get up there somehow... wall kicks will suffice. Run towards the pillar and do a sideways somersault jump. When you hit the pillar, wall kick to the balcony. Head through the door. Stomp on the blue coin switch and collect all of the BLUE COINS (100). This makes the POWER STAR (7) appear. Jump up and grab it, then exit this world.

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|          |%%%%%   Hazy Maze Cave   %%%%%|          WORLD6   |
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jump onto his back. Do not worry, he does not try to hurt you at all, although that might have been your first thought. Once you are on the back of the large swimming beast, do a ground stomp on his back. This will make his neck fall down to the water, and then you will be able to use his neck as a bridge to get over to his head. So, quickly stand directly on top of his head. Then, wait for the swimming beast to raise his head, so that you are very high in the air. Now, you can actually control the beast. If you move Mario to the left of his head, the beast will actually move to the right. If you stand on the right of his head, it will move to the right. So, we are trying to get over to the central island of this area. So, control the beast to the right, to get it to the island's edge.

Now, wait for the beast to be right next to the island. You do not want to jump too early, or you will fall back into the water, and have to repeat the entire process again. So, once you are right at the edge of the island, try to make a regular jump (it is risky to do a long jump or a double jump with this small amount of surface area) over to the central island. If you are successful, you can grab the ring of coins just for fun and record purposes, and then you can grab the POWER STAR (1)! This concludes the first mission in this level, and you will have the option of heading back into this level for the second star. That is where I will pick up for the next part of this walkthrough.

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|           Elevate for 8 Red Coins           W6S2 |
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Welcome to the eight red coin star. I know me frog is really picky about the terrible red coin names for his levels, but I have to say that this star sounds a lot cooler. You actually have the opportunity of using elevators in this mission, which makes it twice the fun, but unfortunately, twice as hard. But, do not worry that much because I will help you through each of the puzzles by providing detailed strategies and other tips to make your life as easy as possible. Now that this introduction is done, you will have the chance of actually going through this mission.

Right as you enter, you will meet up with a spider enemy. Take it out by simply pounding on it, and then head forward. There is another split in the pathway, but this time we are going to take the right path. This will lead us to the section of this world that involves the Red Coins. So, as you head forward you will notice that a spider pops out of the gap with a fire shooter coming out of it. Just take it out as you normally would, and then head to the right side of the gap. This will make it easier than jump over the gap, although it might be possible if you are really daring. As you come to the next gap, there will be two fire shooters, one on the right and one on the left. You are to do a long jump in between both of the fire shooters. Once you make it to the other side, head through the door ahead.

Ok, here comes the fun part. You are in this cage, and the only way out is to go to the left. There is a pole that you can slide, but if you are extremely lazy, and do not like to have fun, you can simply jump off, and do a ground pound before you hit the ground to eliminate any damage. Anyway, you will have to get to the ground level somehow, so either way is acceptable. Then, head forward to get to the northwest corner. It is really straight ahead, and you will find a spider in the middle. Take it out as you usually do, and collect the leftover coins. Then, head for the platforms that lead up to a large ledge in the northwest corner. Get to the top, on top of the large ledge.

As you head up to this ledge, you will notice a new kind of platform. It has four directional pads, and it works just like any directional pad, such as the one that is on your controller. If you step on one of the arrows, the pad will

go in the direction that the arrow is pointing. So, you are going to have to control your elevator's movements so you can maneuver this area and collect all of the red coins. Now, if you run into a solid structure while on the elevator, the elevator will shake for a second and then go in the opposite direction. If you are about to hit something, just move Mario to another directional button to quickly change the directions. Alright, now that you have the controls and all, let's get on with the mission.

You will notice that there is a wooden block ahead in the open area. You are going to have to ride the pad all the way to that block, and you will notice that there are some long lined structures that block your path. In this case, let the elevator continue, but you will have to jump over the structure so you can land on the elevator on the other side. Once you get to the wooden block, throw a punch and a RED COIN (1) will appear. Grab it, and move ahead. Now, try to head to the right, directly from where you are. If you miss it, try to make a U-Turn, and then once you get to the block, punch it again to gain the next RED COIN (2). Now, head towards the back wall, jumping over one of those ledges that lie in your way. Just let the elevator go underneath, and you can jump over top of it.

Once you are passed the structure, you will notice an Eye Ball on the right. Just jump to that island, if you really want to, and circle around the eye to get a blue coin. It is not really necessary, but is pretty fun if you are an experienced gamer. Then, head to the left to find another wooden block. Punch this one out, and you will gain RED COIN (3). Now, head forward to get to a grassy ledge, and a RED COIN (4) just waiting for pick-up. Once you grab the fourth Red Coin, you will notice that there are no more Red Coins down here. So, you are going to have to go up high. I would recommend jumping off and refilling your health if it is low, and then going back to the original area with the elevator. So, once you are on the ledge, head onto the elevator, and start to go right.

Once you come to the structure on the right, immediately head to the left side and you will come towards a landing area with a pole (not the one that you originally came from) and you are to climb up the pole. Once you get to the top of the area, board the platform, and it will automatically go in a certain path that you cannot control. But, there is a wooden block in your pathway, so you are to punch it out, and grab RED COIN (5). Continue down the automatic path. Now, you are to jump over some objects, and land on the elevator as you pass them. In between is RED COIN (6), so make sure you grab that. Then, continue down the path, and you will notice some platforms on the right side. There are two red coins, so jump to the first platform to grab RED COIN (7) and then to the second platform to grab RED COIN (8). Also, you can do a long jump from the beginning of this section, right after you got off of the pole to these islands to easily grab these red coins. Anyway, once you are done, head to the bottom of this area and grab the POWER STAR (2) on the shadow star.

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|           Metal-Head Mario Can Move!           W6S3 |
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Right as you enter, you will meet up with a spider enemy. Take it out by simply pounding on it, and then head forward. Take the left path, because that is the direction of the power star that you are currently trying to achieve. As you head down the path you will be met with a large abyss at the bottom, and if you fall you will lose a free life from your stock, so we are going to have to make it to the other side without falling. Simply do a long jump to get to the other side, and then head through the door right in front of you.

This room is another one of those two directional path rooms. Basically, you

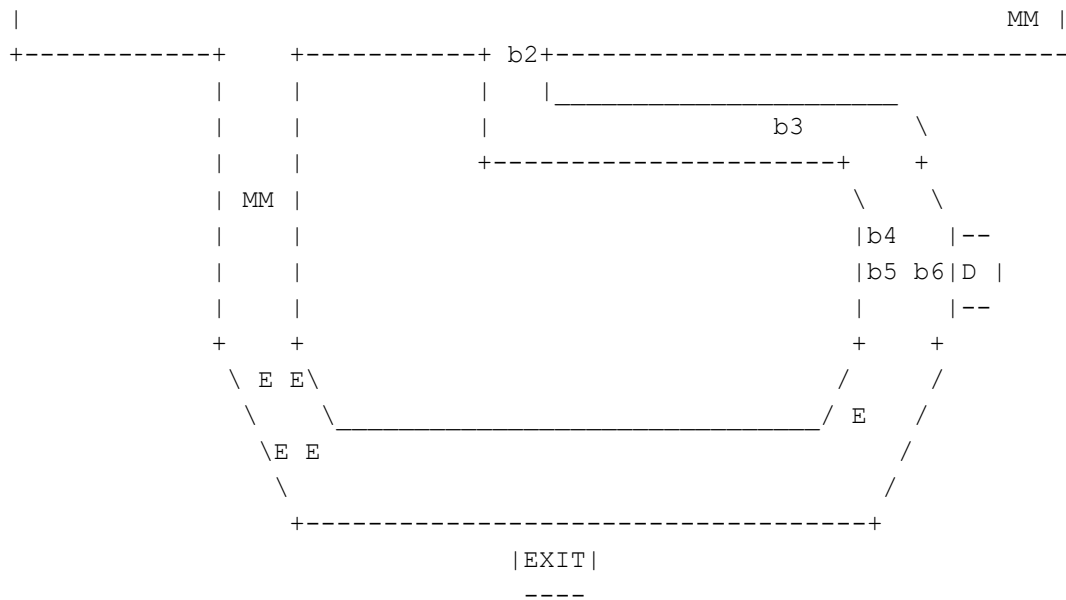
will notice a large number of boulders that constantly come flying down an incline to the pit. That is where you are going to want to head to, but for now let's take a look at the directions that we can enter. The first path, and most likely the easiest path is going to the right. At first you will find a spider enemy, so jump on it, or punch it to quickly take it out and collect the remaining three coins that you get from them. Then, continue around the bend to find a door on the right. Just ignore that door for right now, and continue towards a large gap, which has the boulders tumbling down on the other side. Again, this is your goal, so head over to where the boulders are by doing a jump over the gap.

Now, there is also a second option to getting towards here. This option may be a bit harder (which probably makes you wonder why I am even telling you about this, but there really is a lot of significance to this alternative route). Basically, do a long jump over to the lone platform with a heart on it. This is a significant area because you can refill your health easily using this heart, in case you have lost some health somewhere else. Anyway, once you are near the heart, do a second long jump over to the platform where the boulders are at. Now, you will end up on the platform with the rolling boulders using either of the methods, and you will be able to continue on with your mission.

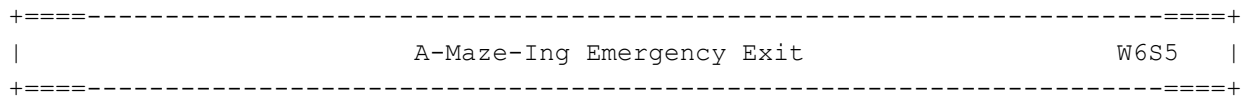
Right now, head to the right side, and make sure you dodge all of the boulders. There is a group of coins right on the left side, so grab them in case you went the first route, and still need health, or if you are hit by one of the boulders, which is really likely. Anyway, head to the end of the path, and make a right, through the door. This room is rather interesting, as it contains many items that will get you very excited. First of all, you will probably notice a Power Star that is shining on the other side of the cage that separates you and this room. Yes, I know it is frustrating, but we will get that Power Star soon enough. Also, there is a ring of coins, so grab them if you are low on health. One of the neat things about going this direction is that you can get a free life anytime you enter here because there is one hidden in the wooden block. Just throw it and you will gain the free life.

The last important thing in this room is the elevator in the center of the room. This is where you are really aiming for, so simply head right on the elevator and go down to the water caverns. If you want, you can jump off and then butt stomp right before you get to the ground level to eliminate any health loss, or you can be patient and wait for the elevator to go all the way to ground level. Now, find the see monster, and you will have to head to the back of this area to find a new area. Jump over to it and enter the area to go through a Metal Cap course! I will not explain how to do this now, but if you need help, look in the Secret Star section of this FAQ. I am going to assume that you already have the Metal Cap. So, when you are back at the ground level near the water, hit the green block to become Metal Mario.

Now, run through the water, and simply follow the brown path. Do not go anywhere else when you are underwater, only the brown path. The reason for being Metal Mario is that there is a switch that you will need to press that is underwater, and you cannot press it unless you are heavy, so Metal Mario is the only thing that can press the switch. So, if you do not make it in time, you are going to have to redo this part by going back to the green box and becoming Metal Mario again. So, once the switch is successfully hit, the caged doors will open, and you will be able to jump up to the ledge and enter the next area. You will quickly notice the power star ahead, but there are a few gaps ahead, and they are pretty difficult to cross. Ok, so a spider will come out of the gap, so take it out. Don't keep taking the spiders out, however, because they keep on coming. Just do two long jumps in a row to get to the last edge, or you can press the control stick back to do a smaller long jump. Grab the POWER STAR (3).



Ok, so you have a nice map layed out for you, and you can probably find your way through this area very easily. Basically, you are to run to the EXIT on the map, and the only way you can get to this door is to jump, using a double jump onto the ledge that leads to the door. So, from the start, notice that your life will go down unless you are Metal Mario, so head forward, kill the enemy ahead, and then grab the Metal Mario Cap. Turn right, and then left at the first intersection. Make a quick left here, and then follow the path, going through the small ditches. Continue until you get to a longer pathway, and then look for a ledge on the left. Simply jump up there using a double jump and go through the door. Right as you enter the door, take the elevator, and ride it all the way up to the top of this area. There is the POWER STAR (4) that you saw on the other side of the cage. You finally got it!



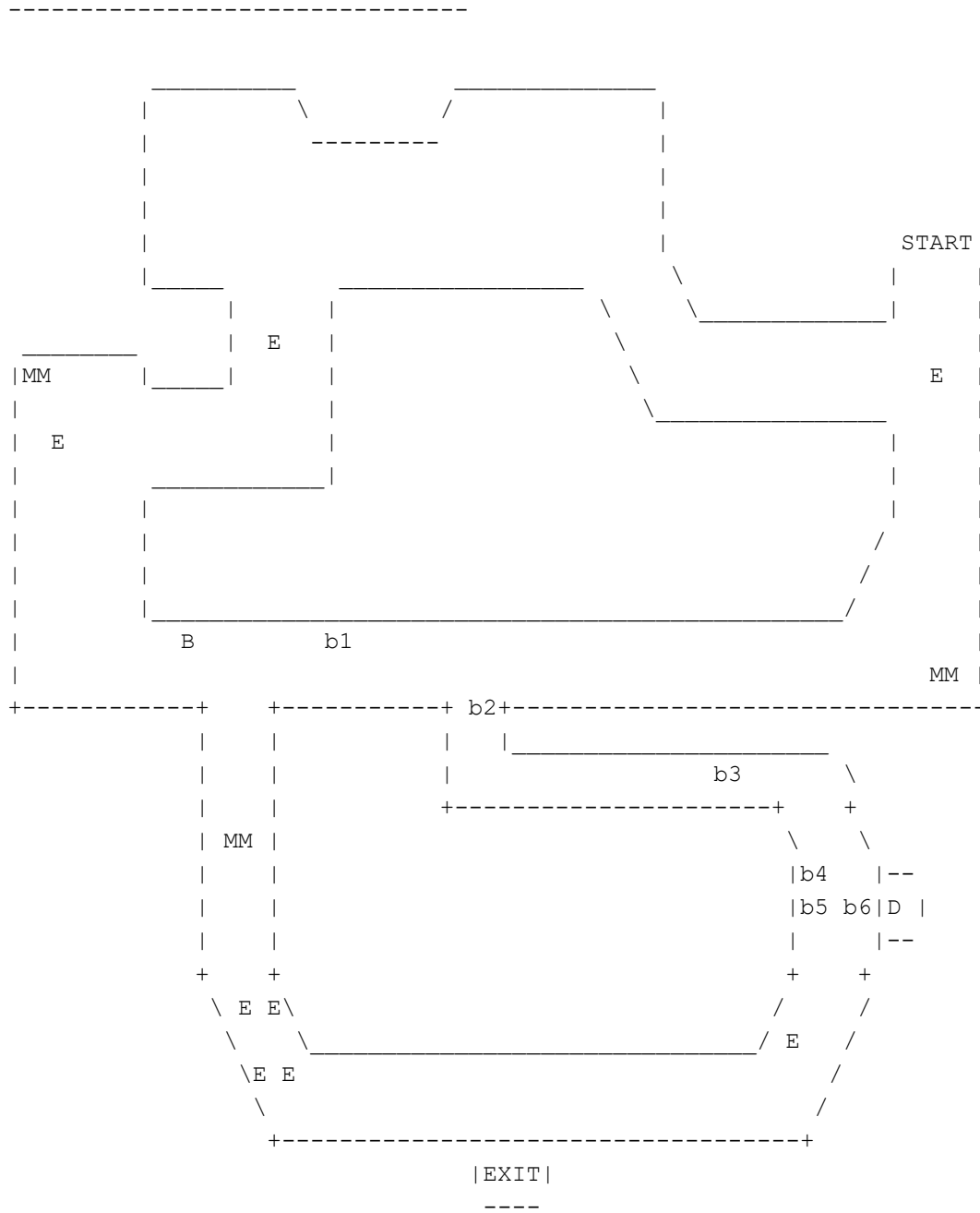
Right as you enter, you will meet up with a spider enemy. Take it out by simply pounding on it, and then head forward. There is another split in the pathway, but this time we are going to take the right path. This will lead us to the section of this world that involves the Red Coins. So, as you head forward you will notice that a spider pops out of the gap with a fire shooter coming out of it. Just take it out as you normally would, and then head to the right side of the gap. This will make it easier than jump over the gap, although it might be possible if you are really daring. As you come to the next gap, there will be two fire shooters, one on the right and one on the left. You are to do a long jump in between both of the fire shooters. Once you make it to the other side, head through the door ahead.

Ok, here comes the fun part. You are in this cage, and the only way out is to go to the left. There is a pole that you can slide, but if you are extremely lazy, and do not like to have fun, you can simply jump off, and do a ground pound before you hit the ground to eliminate any damage. Anyway, you will have to get to the ground level somehow, so either way is acceptable. Anyway, head forward and then make a left and go through the door. Then, avoid the warning and go down the small hole to get to a toxic gas area. I will draw an ASCII because this place is really confusing.

=====
LEGEND/KEY

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- START - Where you enter
- EXIT - Your ultimate goal
- B - Blue Coin Box
- b(#) - Blue Coins
- E - Enemies
- MM - Metal Mario Box
- D - Door



This is pretty much the same scenerio. Except this time we are going to head for the door that is marked with the letter D.Ok, so you have a nice map layed out for you, and you can probably find your way through this area very easily. Basically, you are to run to the EXIT on the map, and the only way you can get to this door is to jump, using a double jump onto the ledge that leads to the door. So, from the start, notice that your life will go down unless you are Metal Mario, so head forward, kill the enemy ahead, and then grab the Metal Mario Cap. Turn right, and then left at the first intersection. Make a quick left here, and then follow the path, going through the small ditches.

Right as you enter this area, look to the left, and you will see a ledge with a door up there. Just do a double jump to get to the top, and then enter the

door. You will be on a very large are with some high cages. Actually, you are right above the boulder area, where I told you about the two alternative paths. Anyway, jump up and hold the A button to hang on the metal on the ceiling. Then cross the area by going down the long pathway, and then stop and turn to the right. Then, drop onto the platform with the POWER STAR (5). You can also get to the free life platform and do a long jump, but you have a worse probability of actually getting onto the platform. It is all up to you.

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+=====+
|                Watch For Rolling Rocks                W6S6 |
+=====+
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Right as you enter, you will meet up with a spider enemy. Take it out by simply pounding on it, and then head forward. Take the left path, because that is the direction of the power star that you are currently trying to achieve. As you head down the path you will be met with a large abyss at the bottom, and if you fall you will lose a free life from your stock, so we are going to have to make it to the other side without falling. Simply do a long jump to get to the other side, and then head through the door right in front of you.

This room is another one of those two directional path rooms. Basically, you will notice a large number of boulders that constantly come flying down an incline to the pit. That is where you are going to want to head to, but for now let's take a look at the directions that we can enter. The first path, and most likely the easiest path is going to the right. At first you will find a spider enemy, so jump on it, or punch it to quickly take it out and collect the remaining three coins that you get from them. Then, continue around the bend to find a door on the right. Just ignore that door for right now, and continue towards a large gap, which has the boulders tumbling down on the other side. Again, this is your goal, so head over to where the boulders are by doing a jump over the gap.

Now, there is also a second option to getting towards here. This option may be a bit harder (which probably makes you wonder why I am even telling you about this, but there really is a lot of significance to this alternative route). Basically, do a long jump over to the lone platform with a heart on it. This is a significant area because you can refill your health easily using this heart, in case you have lost some health somewhere else. Anyway, once you are near the heart, do a second long jump over to the platform where the boulders are at. Now, you will end up on the platform with the rolling boulders using either of the methods, and you will be able to continue on with your mission.

So, head on the right side, and then grab the coins on the left side. Dodge the rocks, because they will take off quite a bit of damage. Then, head to the end of the hallway and turn to the right. Here, do a wallkick on the left wall and over to the ledge on the right. If you do not make it, you can try doing a double wall kick from the right wall to the left, and then to the right. So, you will end up on the right ledge somehow, and then grab the POWER STAR (6)! Now, all you have to do is get the 100 coin star!

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+=====+
|                100 Golden Coins                W6S7 |
+=====+
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Alright, welcome to the next 100 Coin Star. Let me warn you, this one is one of the longest and most tricky stars simply because it is like doing ALL of the Power Stars in this level right over again. But, you are probably a lot more experienced and you will be able to get them much faster. Also note that the Red Coins will have to be able to be obtained again, but do not worry too much because I will give you the same strategies as before in case you have forgot

already. So, let's get to the strategies and other stuff to complete this freaky Hazy Maze Cave level. Let's go!

Ok, first thing is first. The nice juicy spider enemy that loves greeting you to the start of this level is going to have to go, so grab the three coins that it leaves behind (3). Now, I am sure you do not want to do the Red Coins later on, so let's just easily get those done before we do anything else. So, take the right path. There will be another spider that jumps out of the large abyss so take it out to grab COINS (6). Now, head to the right to avoid falling or getting hit by the fire sprayers, and grab the next five coins in a row to have a total of COINS (11). Now, jump between the two fire sprayers ahead and go through the next door.

Ok, here comes the fun part. You are in this cage, and the only way out is to go to the left. There is a pole that you can slide, but if you are extremely lazy, and do not like to have fun, you can simply jump off, and do a ground pound before you hit the ground to eliminate any damage. Anyway, you will have to get to the ground level somehow, so either way is acceptable. Then, head forward to get to the northwest corner. It is really straight ahead, and you will find a spider in the middle. Take it out as you usually do, and collect the leftover coins. Then, head for the platforms that lead up to a large ledge in the northwest corner. Get to the top, on top of the large ledge.

As you head up to this ledge, you will notice a new kind of platform. It has four directional pads, and it works just like any directional pad, such as the one that is on your controller. If you step on one of the arrows, the pad will go in the direction that the arrow is pointing. So, you are going to have to control your elevator's movements so you can maneuver this area and collect all of the red coins. Now, if you run into a solid structure while on the elevator, the elevator will shake for a second and then go in the opposite direction. If you are about to hit something, just move Mario to another directional button to quickly change the directions. Alright, now that you have the controls and all, let's get on with the mission.

You will notice that there is a wooden block ahead in the open area. You are going to have to ride the pad all the way to that block, and you will notice that there are some long lined structures that block your path. In this case, let the elevator continue, but you will have to jump over the structure so you can land on the elevator on the other side. Once you get to the wooden block, throw a punch and a COINS (13) will appear. Grab it, and move ahead. Now, try to head to the right, directly from where you are. If you miss it, try to make a U-Turn, and then once you get to the block, punch it again to gain the next COINS (15). Now, head towards the back wall, jumping over one of those ledges that lie in your way. Just let the elevator go underneath, and you can jump over top of it.

Once you are passed the structure, you will notice an Eye Ball on the right. Just jump to that island, if you really want to, and circle around the eye to get a blue coin. It is really necessary, and is pretty fun if you are an experienced gamer. Then, head to the left to find another wooden block. Punch this one out, and you will gain RED COIN (22). Now, head forward to get to a grassy ledge, and a RED COIN (24) just waiting for pick-up. Once you grab the fourth Red Coin, you will notice that there are no more Red Coins down here. So, you are going to have to go up high. I would recommend jumping off and refilling your health if it is low, and then going back to the original area with the elevator. So, once you are on the ledge, head onto the elevator, and start to go right.

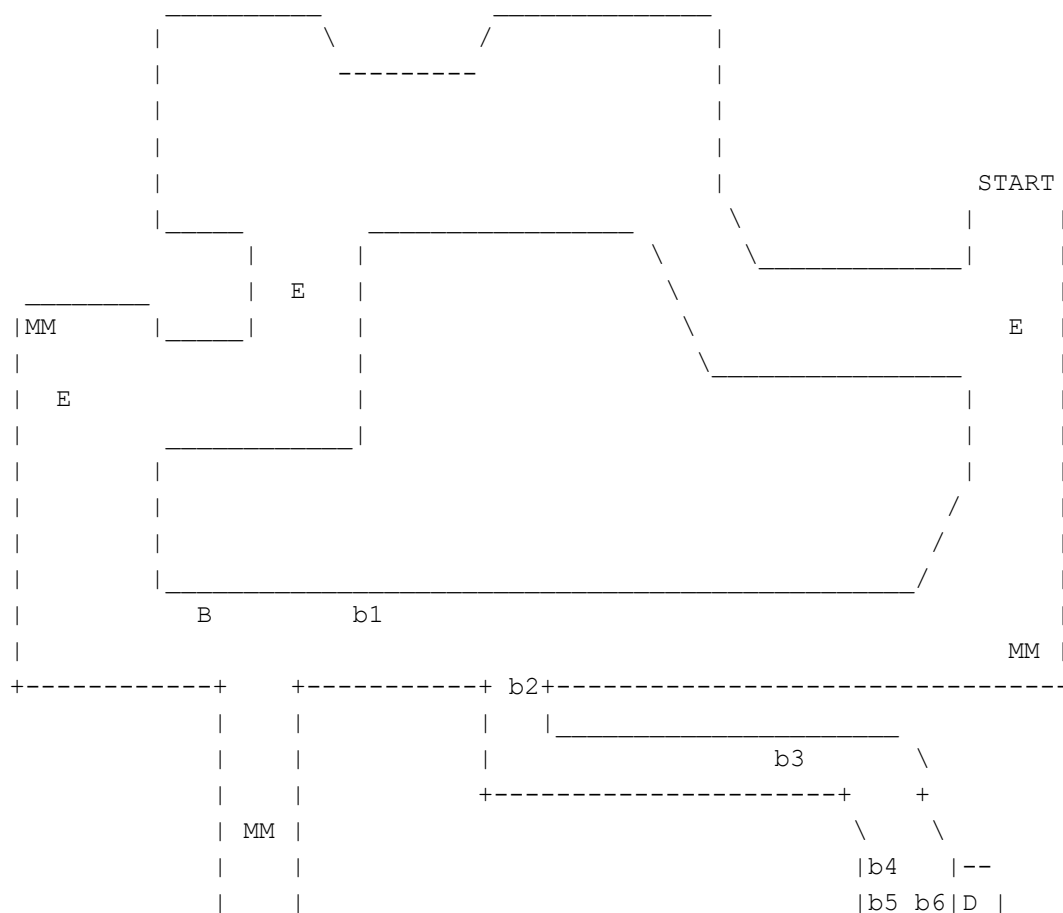
Once you come to the structure on the right, immediately head to the left side and you will come towards a landing area with a pole (not the one that you

originally came from) and you are to climb up the pole. Once you get to the top of the area, board the platform, and it will automatically go in a certain path that you cannot control. But, there is a wooden block in your pathway, so you are to punch it out, and grab RED COIN (26). Continue down the automatic path. Now, you are to jump over some objects, and land on the elevator as you pass them. In between is RED COIN (28), so make sure you grab that. Then, continue down the path, and you will notice some platforms on the right side. There are two red coins, so jump to the first platform to grab RED COIN (30) and then to the second platform to grab RED COIN (32). Finally, grab the Blue Coin with the last eye ball in this area to gain a total of COINS (37). Now, head to the bottom of this area and take out the two spiders to gain COINS (43).

Now, it is time to go to the toxic area because there is a great deal of Blue Coins there, which will really help us in the long run. So, head through the door on the west side of this room and collect the five coins before entering the hole to get COINS (48). Now, jump down to gain entrance to this toxic area ahead.

=====
 LEGEND/KEY
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- START - Where you enter
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- b(#) - Blue Coins
- E - Enemies
- MM - Metal Mario Box
- D - Door



+====-----+
The are two paths that we can take, one extremely simple path that guarantees you'll get the star in less than forty-five seconds (LITERALLY) and one path that makes sure to give you hell as you make the dangerous trek to the bully. First, the very easy path.

~~~~~  
Path 1  
~~~~~

At the start, the text box will pop up. It'll tell you not to be a pushover. If anybody wants to shove you, then shove them right back. It's a one-on-one match with a nice lava grave for whoever loses. Pretty encouraging text box, isn't it? Okay, turn around at the start to find an island in the middle of all the lava. Oh yeah, let me take the time to point this out: some worlds are covered in grass. Some are covered in water. This one is covered in lava. Touch it and you'll bounce up high, burning because of the stupid lava that thought it would be funny to burn you. Make sure not to fall into it, because that means a LOT of health lost. Lots of health lost is never good, is it? All right, where was I... oh yeah, the lava island.

Back up a little bit, run, and long jump to the island. Jump up and hit the Wing Cap, jump up once more after that to grab the cap, and then jump up again to take flight. While flying, go slightly northeast. You'll fly over a gigantic puzzle (one of those switchy things... easiest red coin mission ever, we'll get them later). Continue to fly diagonally northeast and you'll see a huge platform near the back. It's another island in the middle of the lava. If you take a closer look at it, the Big Bully is on. He looks exactly like King Bob-omb looked like (he was the very first star you got, remember?). Anyway, touch down and land on the platform with the Big Bully. Time for a slightly easy boss battle.

The Big Bully is a fast little ****face. If he sees you, he will charge. Despite the fact that he weighs about 553.24 pounds, he is extremely fast. He can easily outrun Mario, whose sprint is pathetic compared to the Big Bully's sprint. If the Big Bully hits you, you won't have any health points deducted from you, but you'll fall back a little. What the Big Bully is trying to do is knock you into the lava. If he rams you a few times in the same direction, you're screwed. Three bounces in the lava and it's a firey death for you. The only way to avoid falling into the lava is to prevent the Big Bully from hitting you. But how do you do that when he can oturun you, you ask? Shoving match.

As the Big Bully charges at you, press B and he'll fly back a little bit. Charge forward and press B a few more times and that will push him farther and farther back. Eventually, you'll push HIM into the lava. Since he weighs about 553.24 pounds, he'll sink like a stone. I'm have convinced that he is a stone, just one with legs. Anyway, a power star appears above you, on a floating platform. Chances are you still have your wing cap on, so you can just fly to it. But if you don't, then some steps will appear. When you jump on these steps they collapse, so you have to be quick. Grab the POWER STAR (1) at the top. Although this took four paragraphs to write, it really does take forty-five seconds to accomplish.

My fastest completion time with this path is twenty-six seconds. Go me.

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Path 2  
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Well, for those intermediate and advanced players who like a challenge, path two is listed for you. Wait, if you like a challenge, then why are you using a guide...? Ah, well who cares. Path two will be listed anyway. At the start, the text box will pop up. It'll tell you not to be a pushover. If anybody wants to shove you, then shove them right back. It's a one-on-one match with a nice lava grave for whoever loses. Pretty encouraging text box, isn't it? Oh yeah, let me take the time to point this out: some worlds are covered in grass. Some are covered in water. This one is covered in lava. Touch it and you'll bounce up high, burning because of the stupid lava that thought it would be funny to burn you.

Make sure not to fall into it, because that means a LOT of health lost. Lots of health lost is never good, is it? Okay, now let's start the path. Head right at the start, going forward a little, and then jump the gap. You'll arrive at an archway soon after. Past the archway is a bridge with fireballs bouncing around on it. It's a bad idea to charge straight through, so go carefully. You can run fast for the first part, since no fireballs bounce then. .But it might be good to just long jump over the second part. Therefore, you aren't going to be toasted by the stupid flames. Jump up the steps to find a bully. These guys are little bomb-type enemies with horns. They look heavy, and they probably are. But they are fast nonetheless.

They aren't as fast as Mario, so they can't outrun him, but they can hit you if you hesitate. Bullies like to ram into you, slowly pushing you to an edge. They want you in the lava, but I want you away from the lava. The only solution is to push back. Press B to punch at the bullies as they charge. They'll fly back a little. Keep pushing them back and back until they fall into the lava and die. Stupid bullies. Once this one is dead, go left. There's a drawbridge here. Wait until it rises all the way. When it starts to go back down, run over it and you'll get across safely. Be careful; if you fall through, you'll probably be trapped under the drawbridge, which means a very quick death for Mario.

On the other side is our old friend from Big Boo's Haunt: a Mr. I. This guy is guarding a little hole in the platform. After running around it to make it dizzy, it'll leave the hole open. You can drop in and teleport to another island. This isn't what we're gonna do, but it's a nifty shortcut. Now head down the path and jump to the floating patch of land. Lava is like tides here; it moves in and then recedes. Jump forward to the moving puzzle. This is the red coin puzzle, one of the easiest red coin challenges in the game. But we aren't going to get the red coins. We just need to cross the puzzle. One piece is always out of place so there will be constant shifting. One spot in the puzzle is always going to be open, revealing the lava underneath.

A piece will shake when it's about to move so if the piece you're on is shaking, move away! Cross the puzzle to the other side. There are two bullies here. Take them one at a time, and try to avoid having them both spot you. Otherwise, well... it's hell. Once they're both gone, you'll have to jump to a rotating platform with flames sticking out of the sides. As the platform spins, jump over the lava when you pass it. Jump to the wooden platform to your right when you get the chance. From there, jump to the patch of land with coins. The lava goes in so far on this patch, that only a tiny strip in the middle is left. When the lava recedes, the whole patch is free of lava, so quickly head across and jump to the next platform.

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Short star though. Can't complain.

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+=====+
|                Boil the Bullies                W7S2  |
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Again, two paths to take. Wonderful.

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Path 1
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This is basically the same shortcut you used to get to the Big Bully, although we have to fly a little farther this time. That's not so bad, since the Wing Cap should last the whole trip, and then it might last the whole battle with the bullies. Okay, turn around at the start to find an island in the middle of all the lava. Oh yeah, let me take the time to point this out: some worlds are covered in grass. Some are covered in water. This one is covered in lava. Touch it and you'll bounce up high, burning because of the stupid lava that thought it would be funny to burn you. Make sure not to fall into it, because that means a LOT of health lost. Lots of health lost is never good, is it? All right, where was I... oh yeah, the lava island.

Back up a little bit, run, and long jump to the island. Jump up and hit the Wing Cap, jump up once more after that to grab the cap, and then jump up again to take flight. While flying, go slightly northeast. You'll fly over a gigantic puzzle (one of those switchy things... easiest red coin mission ever, we'll get them later). Continue to fly diagonally northeast and you'll see a huge platform near the back. It's another island in the middle of the lava. If you take a closer look at it, you'll realize that this was the platform that the Big Bully was on. Fly to it, but then take a turn to your right to get to the platform with the bullies. Although these guys are small, it's gonna be a lot harder this time.

Three bullies can be extremely difficult if they all notice you at the same time. The combined force of three trying to push you around is too much. If you try to push back, you'll hit one; however, the other two will hit you and then the one you hit will catch up to the others. So it's basically impossible to take all three out at once. There IS a way to do so if you want to try. Get all three bullies to charge at you, and lure all three into a corner. When they are there, quickly ground pound them all into the lava. I recommend AGAINST doing this, since it's likely that you'll simply be destroyed in the process. That's something none of use want, right? Right. So try to get one bully's attention while the others are distracted.

Just take care of him like you would take care of any bully. Two bullies teaming up on you is about as difficult as three teaming up. So you want to separate them again. Once you have all three bullies in the lava, a Big Bully will pop up. The Big Bully is a fast little ****face. If he sees you, he will charge. Despite the fact that he weighs about 553.24 pounds, he is extremely fast. He can easily outrun Mario, whose sprint is pathetic compared to the Big Bully's sprint. If the Big Bully hits you, you won't have any health points deducted from you, but you'll fall back a little. What the Big Bully is trying to do is knock you into the lava. If he rams you a few times in the same direction, you're screwed.

Three bounces in the lava and it's a firey death for you. The only way to avoid falling into the lava is to prevent the Big Bully from hitting you. But how do you do that when he can oturun you, you ask? Shoving match. As the Big Bully charges at you, press B and he'll fly back a little bit. Charge forward and press B a few more times and that will push him farther and farther back. Eventually, you'll push HIM into the lava. Since he weighs about 553.24 pounds, he'll sink like a stone. I'm have convinced that he is a stone, just one with legs. Once you have defeated this Big Bully (which is similar to the Big Bully battle in the first mission), a POWER STAR (2) will appear on the platform. Grab it and get outta here.

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Path 2  
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Very similar to the path in mission one, but you have to go a little further this time. At the start, the text box will pop up. It'll tell you not to be a pushover. If anybody wants to shove you, then shove them right back. It's a one-on-one match with a nice lava grave for whoever loses. Pretyy encouraging text box, isn't it? Oh yeah, let me take the time to point this out: some worlds are covered in grass. Some are covered in water. This one is covered in lava. Touch it and you'll bounce up high, burning because of the stupid lava that thought it would be funny to burn you. Make sure not to fall into it, because that means a LOT of health lost. Lots of health lost is never good, is it?

Okay, now let's start the path. Head right at the start, going forward a little, and then jump the gap. You'll arrive at an archway soon after. Past the archway is a bridge with fireballs bouncing around on it. It's a bad idea to charge straight through, so go carefully. You can run fast for the first part, since no fireballs bounce then. .But it might be good to just long jump over the second part. Therefore, you aren't going to be toasted by the stupid flames. Jump up the steps to find a bully. These guys are little bomb-type enemies with horns. They look heavy, and they probably are. But they are fast nonetheless. They aren't as fast as Mario, so they can't outrun him, but they can hit you if you hesitate.

Bullies like to ram into you, slowly pushing you to an edge. They want you in the lava, but I want you away from the lava. The only solution is to push back. Press B to punch at the bullies as they charge. They'll fly back a little. Keep pushing them back and back until they fall into the lava and die. Stupid buillies. Once this one is dead, go left. There's a drawbridge here. Wait until it rises all the way. When it starts to go back down, run over it and you'll get across safely. Be careful; if you fall through, you'll probably be trapped under the drawbridge, which means a very quick death for Mario. On the other side is our old friend from Big Boo's Haunt: a Mr. I. This guy is guarding a little hole in the platform.

After running around it to make it dizzy, it'll leave the hole open. You can drop in and teleport to another island. This isn't what we're gonna do, but it's

a nifty shortcut. Now head down the path and jump to the floating patch of land. Lava is like tides here; it moves in and then recedes. Jump forward to the moving puzzle. This is the red coin puzzle, one of the easiest red coin challenges in the game. But we aren't going to get the red coins. We just need to cross the puzzle. One piece is always out of place so there will be constant shifting. One spot in the puzzle is always going to be open, revealing the lava underneath. A piece will shake when it's about to move so if the piece you're on is shaking, move away!

Cross the puzzle to the other side. There are two bullies here. Take them one at a time, and try to avoid having them both spot you. Otherwise, well... it's hell. Once they're both gone, you'll have to jump to a rotating platform with flames sticking out of the sides. As the platform spins, jump over the lava when you pass it. Jump to the wooden platform to your right when you get the chance. From there, jump to the patch of land with coins. The lava goes in so far on this patch, that only a tiny strip in the middle is left. When the lava recedes, the whole patch is free of lava, so quickly head across and jump to the next platform. The Big Bully is still here. Knock it into the lava just so it's out of the way.

Now get to the right side of the platform. Wait for the moving platform to come to you. Jump onto it and take it over to the platform with the smaller bullies. Three bullies can be extremely difficult if they all notice you at the same time. The combined force of three trying to push you around is too much. If you try to push back, you'll hit one; however, the other two will hit you and then the one you hit will catch up to the others. So it's basically impossible to take all three out at once. There IS a way to do so if you want to try. Get all three bullies to charge at you, and lure all three into a corner. When they are there, quickly ground pound them all into the lava. I recommend AGAINST doing this, since it's likely that you'll simply be destroyed in the process.

That's something none of use want, right? Right. So try to get one bully's attention while the others are distracted. Just take care of him like you would take care of any bully. Two bullies teaming up on you is about as difficult as three teaming up. So you want to separate them again. Once you have all three bullies in the lava, a Big Bully will pop up. The Big Bully is a fast little ****face. If he sees you, he will charge. Despite the fact that he weighs about 553.24 pounds, he is extremely fast. He can easily outrun Mario, whose sprint is pathetic compared to the Big Bully's sprint. If the Big Bully hits you, you won't have any health points deducted from you, but you'll fall back a little. What the Big Bully is trying to do is knock you into the lava.

If he rams you a few times in the same direction, you're screwed. Three bounces in the lava and it's a firey death for you. The only way to avoid falling into the lava is to prevent the Big Bully from hitting you. But how do you do that when he can oturun you, you ask? Shoving match. As the Big Bully charges at you, press B and he'll fly back a little bit. Charge forward and press B a few more times and that will push him farther and farther back. Eventually, you'll push HIM into the lava. Since he weighs about 553.24 pounds, he'll sink like a stone. I'm have convinced that he is a stone, just one with legs. Once you have defeated this Big Bully (which is similar to the Big Bully battle in the first mission), a POWER STAR (2) will appear on the platform.

Grab it and get outta here.

```
+=====+
|           8-Coin Puzzle With 15 Pieces           W7S2 |
+=====+
```

Err... uh... well... I GUESS that this title of the eight red coins mission is

better than the last couple we've had (I said I was picky about mission titles... I'm VERY picky about the eight red coin mission titles... don't ask why, I don't know). I really don't get why they had to inform us that the puzzle had fifteen pieces, but oh well. Okay, like the last two missions, we can take two paths to this puzzle: one easy and one hard. Easy first, as usual.

~~~~~  
Path 1  
~~~~~

At the start of the level, turn around to find an island with a Flying Cap. Back up a little, run forward, and do a long jump to get to the island. Jump to hit the block, jump again to put on the cap, and jump once more to take flight. Head forward a little, past a couple of platforms, and land. This is the 8-coin puzzle with 15 pieces, in case you couldn't tell (and you COULD tell... couldn't you?). Anyway, let me explain how this puzzle works. It's one of those puzzles that is impossible to complete. There's one square that's blank and you have to shift the other squares around to make the picture. The one square that's empty is always going to have lava below it. This is the only real type of difficulty they could add to this.

If a square is about to move and reveal the lava underneath, it'll shake for a brief moment. When I say brief, I MEAN brief. You have about a second to get away, so I suggest jumping. Anyway, this is sorta hard to describe in words, so I'll use my super-cool mapmaking ASCII skillz to show you:

```
+-----+-----+-----+-----+
|       |       |       |       |
|  C   |       |  C   |  ***  |
|       |       |       |       |
+-----+-----+-----+-----+
|       |       |       |       |
|       |       |       |       |
|       |       |       |       |
+-----+-----C-----+C--+
|       |       |       |       |
|  C   |       |       |       |
|       |       |       |       |
+-----+-----+-----+-----+
|       |       |       |       |
|  C   |       |  C   |  C   |
|       |       |       |       |
+-----+-----+-----+-----+
```

*** - This is where the star will appear. This square will always remain in the same place.

C - This is a red coin. There are eight (duh).

This is a much easier way for me to explain this. The best text explanation I have is this: run around the puzzle collecting the RED COINS (8). Yeah, how exciting. Have fun doing this puzzle. When you're done, get the POWER STAR (3).

~~~~~  
Path 2  
~~~~~

Head right at the start, going forward a little, and then jump the gap. You'll arrive at an archway soon after. Past the archway is a bridge with fireballs

bouncing around on it. It's a bad idea to charge straight through, so go carefully. You can run fast for the first part, since no fireballs bounce then. But it might be good to just long jump over the second part. Therefore, you aren't going to be toasted by the stupid flames. Jump up the steps to find a bully. These guys are little bomb-type enemies with horns. They look heavy, and they probably are. But they are fast nonetheless. They aren't as fast as Mario, so they can't outrun him, but they can hit you if you hesitate.

Bullies like to ram into you, slowly pushing you to an edge. They want you in the lava, but I want you away from the lava. The only solution is to push back. Press B to punch at the bullies as they charge. They'll fly back a little. Keep pushing them back and back until they fall into the lava and die. Stupid bullies. Once this one is dead, go left. There's a drawbridge here. Wait until it rises all the way. When it starts to go back down, run over it and you'll get across safely. Be careful; if you fall through, you'll probably be trapped under the drawbridge, which means a very quick death for Mario. On the other side is our old friend from Big Boo's Haunt: a Mr. I. This guy is guarding a little hole in the platform.

After running around it to make it dizzy, it'll leave the hole open. You can drop in and teleport to another island. This isn't what we're gonna do, but it's a nifty shortcut. Now head down the path and jump to the floating patch of land. Lava is like tides here; it moves in and then recedes. Jump forward to the moving puzzle. This is the red coin puzzle. Anyway, let me explain how this puzzle works. It's one of those puzzles that is impossible to complete. There's one square that's blank and you have to shift the other squares around to make the picture. The one square that's empty is always going to have lava below it. This is the only real type of difficulty they could add to this. If a square is about to move and reveal the lava underneath, it'll shake for a brief moment.

When I say brief, I MEAN brief. You have about a second to get away, so I suggest jumping. Anyway, this is sorta hard to describe in words, so I'll use my super-cool mapmaking ASCII skillz to show you:

```
+-----+-----+-----+-----+
|       |       |       |       |
|  C   |       |  C   |  ***  |
|       |       |       |       |
+-----+-----+-----+-----+
|       |       |       |       |
|       |       |       |       |
|       |       |       |       |
+-----+-----C-----+---C---+
|       |       |       |       |
|  C   |       |       |       |
|       |       |       |       |
+-----+-----+-----+-----+
|       |       |       |       |
|  C   |       |  C   |  C   |
|       |       |       |       |
+-----+-----+-----+-----+
```

*** - This is where the star will appear. This square will always remain in the same place.

C - This is a red coin. There are eight (duh).

This is a much easier way for me to explain this. The best text explanation I have is this: run around the puzzle collecting the RED COINS (8). Yeah, how exciting. Have fun doing this puzzle. When you're done, get the POWER STAR (3).

It seems that Nintendo has made a GIGANTIC mistake in placing the Wing Cap on the island. This is probably the quickest star you can get in the game, thanks to that Wing Cap. Have they not noticed that we can complete all the puzzles in a third of the time (sometimes a LOT less) with that Wing Cap? Or was it intentional? Should this have been the first level and Bob-omb Battlefield be the seventh? We'll never know...

~~~~~  
Path 1  
~~~~~

Okay, at the start, turn around. You should notice an island surrounded by lava. This island has a Wing Cap on it. Back up a little, run forward, and perform a long jump. You'll fly to the island with the Wing Cap. Stand under the block and jump once to break it. Jump a second time to put on the cap. Jump a third time and you'll take flight. This time, you'll want to fly towards the starting point (it's to the right of where we usually fly). You should see a gray archway above a bridge. The top of that archway is flat. Fly to the top and do a Ground Pound to land on the flat part of the archway. If you don't make it, then simply do a backflip to get back up to the flat part of the archway.

Once up there, do another triple jump (with the Wing Cap, you can do stationary triple jumps). You'll take flight once again. You should see a black fence in front of you. Fly over it and right when you get over, fly right, into the corner. Ground Pound down and you'll land on a patch of land with the POWER STAR (4). Did you see any logs during this mission? Me neither.

~~~~~  
Path 2  
~~~~~

NOTE: Based on my gameplay experiences with this path, I have figured out that it is only possible to do this path when you have star five selected! That means that you must have already gotten the star! This path is only to get it again for fun!

Path 2 is almost as easy as Path 1. It isn't the proper way to do this level either I'm afraid. Oh well, it's still a fun way to do it. Okay, at the start of this red-hot level, go forward. Jump across the gap (long jump to be safe) and continue forward. Head past the archway and the bridge that's to your left. On the black platform, there will be a "?" block. Jump up and hit it to reveal a Koopa shell. Jump into the lava and surf left and then south, going around the fence. When you get to an opening where there is no fence, turn right. Adjust the camera, since it's likely to be at a funny angle due to how you're getting to this area. Go around the giant log (avoid the flame spitters shooting up from the lava as well).

Head to the platform with the power star. Well, it was fun getting it a second time... wasn't it?

~~~~~  
Path 3  
~~~~~

The PROPER way to do this level... proper ways disgust me. Head right at the

start, going forward a little, and then jump the gap. You'll arrive at an archway soon after. Past the archway is a bridge with fireballs bouncing around on it. It's a bad idea to charge straight through, so go carefully. You can run fast for the first part, since no fireballs bounce then. But it might be good to just long jump over the second part. Therefore, you aren't going to be toasted by the stupid flames. Jump up the steps to find a bully. These guys are little bomb-type enemies with horns. They look heavy, and they probably are. But they are fast nonetheless. They aren't as fast as Mario, so they can't outrun him, but they can hit you if you hesitate.

Bullies like to ram into you, slowly pushing you to an edge. They want you in the lava, but I want you away from the lava. The only solution is to push back. Press B to punch at the bullies as they charge. They'll fly back a little. Keep pushing them back and back until they fall into the lava and die. Stupid bullies. Once this one is dead, go right. Wait until the lava stops spitting out and then head over the grate. Go down the tiny ramp and jump to the floating platform. The platform will suddenly start to tip. From where you are, jump to the next floating platform. This one, like the last platform, tips as well. From here, look right to find a patch of land. Long jump to this land patch.

Here, lava goes in, making the land patch very narrow. And then it recedes, making the land patch wide. Head across and jump to the platform with the bullies. Ignore them and drop down onto the platform on your right. This platform will start moving. Let it take you across. Here, jump up in front of the giant log. Run to the end and then start slowly running right (SLOWLY). The log will start to turn slowly and it'll eventually reach the other side. Jump to the platform and follow the path to the POWER STAR (4).

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+=====+
|                Hot-Foot It Into the Volcano                W7S5 |
+=====+
```

Flying Cap. Two paths. You know what to do.

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~~~~~
Path 1
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Okay, at the start, turn around. You should notice an island surrounded by lava. This island has a Wing Cap on it. Back up a little, run forward, and perform a long jump. You'll fly to the island with the Wing Cap. Stand under the block and jump once to break it. Jump a second time to put on the cap. Jump a third time and you'll take flight. This time, you'll want to fly toward the volcano. You can't make it all the way to the volcano, so land on the curved roll-in type platform with a 1-Up Mushroom. From here, do the triple jump to take flight again. Fly above the volcano and Ground Pound into the volcano. Time to get the fifth star. The volcano is huge, although it doesn't look like that from outside.

At the start jump from the first island to the little curvy one. Near the end of this island there are fireballs bouncing around so be careful. Jump to the ledge sticking out of the wall. Here, continue around the ledge (avoiding the flame-spitter near the end). Jump up to the next part of the ledge where a bully awaits. Just ignore the guy and jump up to the next platform. Hey, wonder why that crack in the wall is there? Let's go... oh never mind let's not. Looks like a giant metal "foot" will slam onto the ground. When this rises, quickly rush forward and double jump up to the next ledge. Head forward on this ledge and you should find a bunch of floating platforms ahead of you. Head to the first floating platform.

From there, jump to the one on your right. Continue jumping carefully across the platforms. On the last one wait until the fire-spitter stops, then jump to the ledge. Continue forward and you'll see a bully. Ignore it as you cross the narrow bridge in front of the lava waterfall. Climb the pole you see here. About halfway up, stop and turn so your back is facing the next pole. Press A and Mario will leap to the next pole. Get to the halfway point and position yourself again so your back is facing the pole. Once more, jump to the next one. Repeat this until you get to the top. Grab the POWER STAR (5) that's here.

~~~~~  
Path 2  
~~~~~

Sigh... the proper way... oh well. Head right at the start, going forward a little, and then jump the gap. You'll arrive at an archway soon after. Past the archway is a bridge with fireballs bouncing around on it. It's a bad idea to charge straight through, so go carefully. You can run fast for the first part, since no fireballs bounce then. But it might be good to just long jump over the second part. Therefore, you aren't going to be toasted by the stupid flames. Jump up the steps to find a bully. These guys are little bomb-type enemies with horns. They look heavy, and they probably are. But they are fast nonetheless. They aren't as fast as Mario, so they can't outrun him, but they can hit you if you hesitate.

Bullies like to ram into you, slowly pushing you to an edge. They want you in the lava, but I want you away from the lava. The only solution is to push back. Press B to punch at the bullies as they charge. They'll fly back a little. Keep pushing them back and back until they fall into the lava and die. Stupid bullies. Once this one is dead, go right. Wait until the lava stops spitting out and then head over the grate. Go down the tiny ramp and jump to the floating platform. The platform will suddenly start to tip. From where you are, jump to the next floating platform. This one, like the last platform, tips as well. From here, jump to the spinning platform surrounding the fire-spitting volcano.

Dodge the flames and wait for the platform to stop spinning. When it does, do a sideways somersault into the volcano (avoiding the flames). The volcano is huge, although it doesn't look like that from outside. At the start jump from the first island to the little curvy one. Near the end of this island there are fireballs bouncing around so be careful. Jump to the ledge sticking out of the wall. Here, continue around the ledge (avoiding the flame-spitter near the end). Jump up to the next part of the ledge where a bully awaits. Just ignore the guy and jump up to the next platform. Hey, wonder why that crack in the wall is there? Let's go... oh never mind let's not. Looks like a giant metal "foot" will slam onto the ground.

When this rises, quickly rush forward and double jump up to the next ledge. Head forward on this ledge and you should find a bunch of floating platforms ahead of you. Head to the first floating platform. From there, jump to the one on your right. Continue jumping carefully across the platforms. On the last one wait until the fire-spitter stops, then jump to the ledge. Continue forward and you'll see a bully. Ignore it as you cross the narrow bridge in front of the lava waterfall. Climb the pole you see here. About halfway up, stop and turn so your back is facing the next pole. Press A and Mario will leap to the next pole. Get to the halfway point and position yourself again so your back is facing the pole.

Once more, jump to the next one. Repeat this until you get to the top. Grab the POWER STAR (5) that's here.

Two pa... ah, forget it.

~~~~~  
Path 1  
~~~~~

Okay, at the start, turn around. You should notice an island surrounded by lava. This island has a Wing Cap on it. Back up a little, run forward, and perform a long jump. You'll fly to the island with the Wing Cap. Stand under the block and jump once to break it. Jump a second time to put on the cap. Jump a third time and you'll take flight. This time, you'll want to fly toward the volcano. You can't make it all the way to the volcano, so land on the curved roll-in type platform with a 1-Up Mushroom. From here, do the triple jump to take flight again. Fly above the volcano and Ground Pound into the volcano. Time to get the sixth star. You have to take a TOTALLY different route this time around.

At the start, turn around. You should notice a small lava island. Jump to this one and then jump to the next island. There's another island with a coin. Jump to it but try not to get the coin; we should save it if we need to recover our energy. Head onto the checkered platform and it'll start moving. It's path is marked by tiny black dots. Try to adjust the camera angle as much as you can so you can get the best view of where the elevator is taking you. Near the end, the black dots will disappear and you'll see another elevator. When your elevator has no black dots to move on... wheeeeeeeeeBOOM! Yeah, it'll crash into the lava. If you're not quick to jump onto the next elevator, you'll crash into the lava as well.

This elevator is a lot shorter. It will take you to a pole. Jump to the pole and start climbing up. The platform above you has spinning flames. If you climb to the top of your pole and stay there too long, the flames will hit you, you'll fall into the lava, and you'll die. Simple as that. Wait until the flames pass over the pole, then QUICKLY climb to the top and jump to the second pole. Climb this to the top and jump to the platform. The platforms you have to maneuver on are TINY here, so be very careful when jumping with them. At the top is your well-deserved POWER STAR (6). Funny, I remember the mission being longer than this... bah, what do I know?

~~~~~  
Path 2  
~~~~~

The proper way one. last. time. Head right at the start, going forward a little, and then jump the gap. You'll arrive at an archway soon after. Past the archway is a bridge with fireballs bouncing around on it. It's a bad idea to charge straight through, so go carefully. You can run fast for the first part, since no fireballs bounce then. But it might be good to just long jump over the second part. Therefore, you aren't going to be toasted by the stupid flames. Jump up the steps to find a bully. These guys are little bomb-type enemies with horns. They look heavy, and they probably are. But they are fast nonetheless. They aren't as fast as Mario, so they can't outrun him, but they can hit you if you hesitate.

Bullies like to ram into you, slowly pushing you to an edge. They want you in the lava, but I want you away from the lava. The only solution is to push back. Press B to punch at the bullies as they charge. They'll fly back a little. Keep

pushing them back and back until they fall into the lava and die. Stupid bullies. Once this one is dead, go right. Wait until the lava stops spitting out and then head over the grate. Go down the tiny ramp and jump to the floating platform. The platform will suddenly start to tip. From where you are, jump to the next floating platform. This one, like the last platform, tips as well. From here, jump to the spinning platform surrounding the fire-spitting volcano.

Dodge the flames and wait for the platform to stop spinning. When it does, do a sideways somersault into the volcano (avoiding the flames). Time to get the sixth star. You have to take a TOTALLY different route this time around. At the start, turn around. You should notice a small lava island. Jump to this one and then jump to the next island. There's another island with a coin. Jump to it but try not to get the coin; we should save it if we need to recover our energy. Head onto the checkered platform and it'll start moving. It's path is marked by tiny black dots. Try to adjust the camera angle as much as you can so you can get the best view of where the elevator is taking you. Near the end, the black dots will disappear and you'll see another elevator.

When your elevator has no black dots to move on... wheeeeeeeeeBOOM! Yeah, it'll crash into the lava. If you're not quick to jump onto the next elevator, you'll crash into the lava as well. This elevator is a lot shorter. It will take you to a pole. Jump to the pole and start climbing up. The platform above you has spinning flames. If you climb to the top of your pole and stay there too long, the flames will hit you, you'll fall into the lava, and you'll die. Simple as that. Wait until the flames pass over the pole, then QUICKLY climb to the top and jump to the second pole. Climb this to the top and jump to the platform. The platforms you have to maneuver on are TINY here, so be very careful when jumping with them.

At the top is your well-deserved POWER STAR (6). Funny, I remember the mission being longer than this... bah, what do I know?

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+=====+
|               100 Golden Coins               W7S7 |
+=====+
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You laughed hard at how easy the red coin challenge was. I'm going to laugh as the smile falls off your face like a ten ton weight when you realize that getting 100 coins in this level is going to be very difficult. Choose either the fifth or sixth mission. The Koopa Shell only appears in those missions, and we need the Koopa Shell to get the coins easily. Okay, it's necessary that we use the Flying Cap at first to get some of the coins on the first half. So turn around and long jump to the platform with the Flying Cap. Do a triple jump with the cap on and you'll take to the air. We aren't in the air for long. The curved platform in front of you has three COINS (3). Land and grab the coins, then jump to the next platform.

There are five COINS (8) on this platform. After getting them, jump to the puzzle. Gather all eight RED COINS (24) there quickly and then get the regular COINS (28) in the middle of the platform. From where you are, do a triple jump and fly to the platform to the right of the area with the spinning flamethrower. It's one of those platforms where the lava is the tide. Get the COINS (33) here. Jump to the Big Bully platform. Take him out just so he can get out of your way. Now take the floating platform that leads you to the bullies area. Jump to the platforms on your right. These are dangerous platforms. The lava flows in so much that only the VERY center, where the coin rests, is free of lava.

Get a coin and wait there until the lava comes in and comes out again. Do this for all four platforms, getting the COINS (37). Now jump to the platform with

the bouncing box. Carefully make your way across to the other side of the platform. Jump to the land patch and get the COINS (43). Now jump to the volcano platform. From there, head to the tipping platforms and make your way over to the area with the first bully. Defeat it and get the COIN (44). Now head across the drawbridge. Kill the Mr. I and get the BLUE COIN (49). Make your way back to the start. Head forward and jump the gaps. At the "?" block, hit it and grab the Koopa Shell. Surf across the lava to the area near the little bully arena.

There's an island with a Mr. I here. Move around, collecting the COINS (57) around the Mr. I. Now defeat the Mr. I and get the BLUE COIN (62). From here, make your way to the roll-in type platform in the corner. Head up and down it and get the COINS (67). Now surf to the curved platform near the volcano. Get the COINS (71) there. Now surf under the drawbridge and collect the COINS (76). Surf on the platform surrounding the volcano and get the COINS (79). Now surf to the platform near the bullies that are located close to the rolling log. Get the ten COINS (89) on the platform. Now ditch the shell and return back to the bullies you just saw. Kill them both for COINS (91). Now head to the volcano and jump in.

Collect the rest of the COINS (100) in the volcano by taking the main the main path. Well played, you have all stars for Lethal Lava Land.

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|                                     |
|           ~~~~~~                   |
|           |%%%% Shifting Snad Land %%%%|           WORLD8 |
|           ~~~~~~                   |
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+=====+
|                                     |
|           In the Talons of the Big Bird           W8S1 |
|                                     |
+=====+
```

Okay, before we start anything, there are some things that I have to warn you about that make the Shifting Sand Land very, very dangerous. The reason? Quicksand. The moving quicksand here (it moves down all in one direction, so you'll be able to tell what kind of sand quicksand is) can suck you down instantly. Nope, you don't even get to put up a fight. It just immediately takes you down. So you'll want to avoid the shifting sand at all costs. Some of it is located in the most dangerous parts of the level, unfortunately. I'll point out the areas where there is quicksand, and tell you to watch out for them. Anyway, there are three completely different paths you can take. One is the easy way, one is the intermediate way, and the final is the hard way.

Like I usually say, take the easy way only if you're a beginner. If you're an intermediate or advanced player, take the hard way. The intermediate way is just a fun path to take, but it's pretty simple (slightly harder than the easy way).

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Path 1 (Easy Path)
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At the start, you'll be on a grey hexagon. There is a bouncing block in front of you. If you grab it, you'll do three high bounces before you actually land. You should have already seen these in other levels (Big Boo's Haunt, Lethal Lava Land) but this is the level where it's most noticeable (since it's at the start of the level). Grab it and bounce forward, but make sure that you do NOT hit the Shy Guy, since we'll need it in a second. Also make sure that you don't land in the patch of quicksand to the right of the little building. Anyway when you land, you should be near a tall, moving cactus. To your left are some hills

made out of sand. Climb the first hill to the very top and wait for the Shy Guy to approach you.

When it does approach you near the top, quickly jump on its head. Shy Guys are like the whirling enemies in Cool Cool Mountain; jumping on one causes you to fly up and float to the air. Since you were standing on the top of the little hill, you should be high up in the air. Float over to the roof of the little building. If you accidentally defeated the Shy Guy (or if this method seems to be too difficult) then there's another method. Run in between the two sand hills. Jump once and move forward, then start a triple jump. If timed correctly, you'll triple jump onto the top of the building. Anyway, once you're on the top you should see two blocks. Hit the Flying Cap block, since it's the one we need at the moment.

Triple jump after you grab the cap to take flight. You need to fly to the other side of the large pyramid. Do so, but be warned that you will be flying over huge amounts of deadly quicksand. If you find yourself losing altitude, you can get on top of one of the many red pillars in the area, triple jump, and fly again. When you get to the other side of the pyramid, land. You'll know you're at the right spot if there's a pink Bob-omb and a tiny oasis to your right. To your left, there is another tall red pillar. Don't ask how (the game certainly doesn't bother to explain it) but Mario can run right up the pillar. Strange. Anyway, at the top, the vulture should be circling around. When it gets near you jump up and it'll drop the star.

Head over and grab the first POWER STAR (1) in the level.

~~~~~  
Path 2 (Intermediate Path)  
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At the start, you'll be on a grey hexagon. There is a bouncing block in front of you. If you grab it, you'll do three high bounces before you actually land. You should have already seen these in other levels (Big Boo's Haunt, Lethal Lava Land) but this is the level where it's most noticeable (since it's at the start of the level). Grab it and bounce forward, but make sure that you do NOT hit the Shy Guy, since we'll need it in a second. Also make sure that you don't land in the patch of quicksand to the right of the little building. Anyway when you land, you should be near a tall, moving cactus. To your left are some hills made out of sand. Climb the first hill to the very top and wait for the Shy Guy to approach you.

When it does approach you near the top, quickly jump on its head. Shy Guys are like the whirling enemies in Cool Cool Mountain; jumping on one causes you to fly up and float to the air. Since you were standing on the top of the little hill, you should be high up in the air. Float over to the roof of the little building. If you accidentally defeated the Shy Guy (or if this method seems to be too difficult) then there's another method. Run in between the two sand hills. Jump once and move forward, then start a triple jump. If timed correctly, you'll triple jump onto the top of the building. Anyway, once you're on the top you should see two blocks. Hit the regular block, since it's the one we need at the moment.

Out pops a Koopa Shell. Grab it and slide off the building. The reason this path is intermediate is because you'll have to cruise over the quicksand (the Koopa Shell can cruise over anything) and if you hit a wall, you'll fall right into the quicksand. In front of you is the huge pyramid. Surrounding the huge pyramid, there is a TON of quicksand. Hitting a wall means instant death. Head into the quicksand near the pyramid and take a right as you approach the pyramid. When you reach the corner, take a left. Go left all the way, until you


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| M |
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| M |
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S = start
M = path of metal blocks
N = no blocks appear here
C = red coin
B= cannon blast area
#s= damage-free area
E = Exit

Okay, so there are huge metal blocks that slam down throughout the path. The "M" squares mark where the metal blocks slam. There is a hole in each block and the numbers indicate which squares the hole always slams down on. You can't be hurt by the hole part. However, if you're hit by any other part of the block you'll lose three hit points. You have to jump to the lone block near the start in order to get to a wing cap and a cannon. Anyway, follow the path heading left until you get to the other side. Once there, look to your left to find a red pillar. Don't ask how (the game certainly doesn't bother to explain it) but Mario can run right up the red pillar. Strange. Anyway, at the top, the vulture should be circling around.

When it gets near you jump up and it'll drop the star. Head over and grab the first POWER STAR (1) in the level.

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+=====+
|           Shining Atop the Pyramid           W8S2 |
+=====+

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This mission gave me hell eight years ago when I had absolutely no idea how to do it an easy way. Now it's a star that I can get in a record time of forty-five or so seconds. Why? Flying cap, of course. Paths? Easy, Intermediate, and Advanced.

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Path 1 (Easy Path)
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Grab the bouncing block and bounce forward, but make sure that you do NOT hit the Shy Guy, since we'll need it in a second. Also make sure that you don't land in the patch of quicksand to the right of the little building. Anyway when you land, you should be near a tall, moving cactus. To your left are some hills made out of sand. Climb the first hill to the very top and wait for the Shy Guy to approach you. When it does approach you near the top, quickly jump on its head. Shy Guys are like the whirling enemies in Cool Cool Mountain; jumping on one causes you to fly up and float to the air. Since you were standing on the top of the little hill, you should be high up in the air. Float over to the roof of the little building.

If you accidentally defeated the Shy Guy (or if this method seems to be too difficult) then there's another method. Run in between the two sand hills. Jump once and move forward, then start a triple jump. If timed correctly, you'll triple jump onto the top of the building. Anyway, once you're on the top you should see two blocks. From where you are, look at the pyramid. Near the top,

on the left side, you should see a little hole. That's out target. Hit the Flying Cap block, since it's the one we need at the moment. It's possible to fly to the hole directly from here, but it requires a lot of dives where you have to suddenly pull out of them. Those dives are very risky, since you might go too low and head straight into the quicksand.

So we're going to do it in a non-risky way. Fly towards the red pillar that's in the quicksand and that's closest to the hole. Land on top by doing a Ground Pound when you're overhead. Do another triple jump and fly towards the hole. There's a very thin path here, so Ground Pound near the end (where it becomes a tiny bit wider). Grab the POWER STAR (2) right in front of you.

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Path 2 (Intermediate Path)  
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Grab the bouncing block and bounce forward, but make sure that you do NOT hit the Shy Guy, since we'll need it in a second. Also make sure that you don't land in the patch of quicksand to the right of the little building. Anyway when you land, you should be near a tall, moving cactus. To your left are some hills made out of sand. Climb the first hill to the very top and wait for the Shy Guy to approach you. When it does approach you near the top, quickly jump on its head. Shy Guys are like the whirling enemies in Cool Cool Mountain; jumping on one causes you to fly up and float to the air. Since you were standing on the top of the little hill, you should be high up in the air. Float over to the roof of the little building.

If you accidentally defeated the Shy Guy (or if this method seems to be too difficult) then there's another method. Run in between the two sand hills. Jump once and move forward, then start a triple jump. If timed correctly, you'll triple jump onto the top of the building. Anyway, once you're on the top you should see two blocks. From where you are, look at the pyramid. Near the top, on the left side, you should see a little hole. That's out target. Hit the regular block, since it's the one we need at the moment. This reveals the Koopa Shell. Jump off and head towards the quicksand. Since you're actually climbing the pyramid this timem, there's a much greater risk of you running into one of the walls, so you'll have to be much more careful.

Head up and down the red pillar and then go up the slight hill. You're at the front of the pyramid now. There's a hole near the bottom of the pyramid but DON'T GO THROUGH IT! That's just to verify that you're in the right spot at the moment. You have to climb the steep hill to your right. You may have to jump a few times to get up. Climb up the right part of the hill, since there's no small wall that you have to jump. At the top, go left and grab the POWER STAR (2).

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Path 3 (Hard Path)  
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This is the path that Nintendo wants you to take, although they know that 99% of the players aren't going to take this path. Oh well, I'm part of the 1% that DOES take this path. Okay at the start, you'll be on a grey hexagon. There is a bouncing block in front of you. If you grab it, you'll do three high bounces before you actually land. You should have already seen these in other levels (Big Boo's Haunt, Lethal Lava Land) but this is the level where it's most noticeable (since it's at the start of the level). Grab it and bounce forward, killing the Shy Guy if you wish. When you land, you should be in front of a tall cactus (known as a Pokey). To your left you should see blocks pounding heavily in the distance.

in order to get to a wing cap and a cannon. Anyway, follow the path heading left until you get to the other side. Go left all the way, past the red pillar. Collect the coins if you want them and then you have two tiny paths. For the first, more risky one, you can climb up the second red pillar. Look left to see the front of the pyramid.

Stand at the back of the pillar, run, and QUICKLY long jump at the edge. If done correctly, you should land at the start of the pyramid. If done incorrectly, it's the quicksand for you. If you don't want to take that path, then run past the second pillar. Defeat/go past the Pokey and you'll spot a pit of quicksand. As you start to run around it, a torando will whip up. Don't spazz out and burn your country's flag if it picks you up; just let it take you back down to the sand. Once you're around the tornado then head up the small ramp and wala, you're in front of the pyramid. Now here's the tricky part of the mission. From where you are, head right. There's a regular block here. Hit it and a 1-Up Mushroom pops out.

Be quick to get it, since it'll quickly slide into the quicksand. Anyway, jump up onto the ledge at the end. Run forward to find a ball spitting flames. Carefully avoid it, since Mario will likely run straight into quicksand if he's caught on fire. Jump up to the next part of the pyramid. Run forward to the edge once more and then CAREFULLY jump to the next part. You have to be very careful here; falling means going straight into the quicksand. It is a VERY good idea to crawl, since the risk of slipping decreases by easily 90% or so. Jump to the top part of the pyramid. It's pretty much ABSOLUTELY necessary for you to crawl this time since the path is VERY narrow. When you finally make it to the end, grab the POWER STAR (2).

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+=====+
|                Inside the Ancient Pyramid                W8S3 |
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There are four ways to do this: the easy but strange, the easy, the intermediate, and the advanced (what. a. freaking. shock.). The easy but strange way is somewhat odd because if you mess up, then you'll end up grabbing the FOURTH power star (we're going for the third). So be careful if you're trying to get the stars in order (not that it matters; I get the stars out of order all the time). So here's the easy but strange path (the one where you might end up getting the fourth star).

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Path 1 (Easy but Strange Path)
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Grab the bouncing block and bounce forward, but make sure that you do NOT hit the Shy Guy, since we'll need it in a second. Also make sure that you don't land in the patch of quicksand to the right of the little building. Anyway when you land, you should be near a tall, moving cactus. To your left are some hills made out of sand. Climb the first hill to the very top and wait for the Shy Guy to approach you. When it does approach you near the top, quickly jump on its head. Shy Guys are like the whirling enemies in Cool Cool Mountain; jumping on one causes you to fly up and float to the air. Since you were standing on the top of the little hill, you should be high up in the air. Float over to the roof of the little building.

If you accidentally defeated the Shy Guy (or if this method seems to be too difficult) then there's another method. Run in between the two sand hills. Jump once and move forward, then start a triple jump. If timed correctly, you'll triple jump onto the top of the building. Anyway, once you're on the top you should see two blocks. From where you are, look at the pyramid. That's out

target. Hit the Flying Cap block, since it's the one we need at the moment. Okay, we're about to do the first part of getting the fourth star. Fly towards the first red pillar and GRAB THE COIN ON TOP (this is needed). The moment you grab the coin, immediately Ground Pound onto the pillar. Do a triple jump and fly towards the next pillar. Again, grab the coin and immediately Ground Pound. There are two more pillars that you need to do this to.

Once all four pillars have been Ground Pounded, the very top of the pyramid will rise and shatter, revealing a hole. Fly to that hole and fall in. Immediately do a sideways flip behind you and you'll land on a ledge. If you mess up, there are smaller ledges that you can grab onto. Make your way to the top ledge (the first one) and you'll get the POWER STAR (3). Let me note that if you accidentally took the elevator all the way down, you'd end up fighting the boss of the fourth star. If you did, see the end of the fourth star description.

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Path 2 (Easy Path)  
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Grab the bouncing block and bounce forward, but make sure that you do NOT hit the Shy Guy, since we'll need it in a second. Also make sure that you don't land in the patch of quicksand to the right of the little building. Anyway when you land, you should be near a tall, moving cactus. To your left are some hills made out of sand. Climb the first hill to the very top and wait for the Shy Guy to approach you. When it does approach you near the top, quickly jump on its head. Shy Guys are like the whirling enemies in Cool Cool Mountain; jumping on one causes you to fly up and float to the air. Since you were standing on the top of the little hill, you should be high up in the air. Float over to the roof of the little building.

If you accidentally defeated the Shy Guy (or if this method seems to be too difficult) then there's another method. Run in between the two sand hills. Jump once and move forward, then start a triple jump. If timed correctly, you'll triple jump onto the top of the building. Anyway, once you're on the top you should see two blocks. From where you are, look at the pyramid. That's our target. Hit the Flying Cap block, since it's the one we need at the moment. Okay, now you have to fly all the way around the pyramid. This can be done without landing on anything if you do some dive bombs as you descend and then pull out of the dives right before you hit the quicksand. Anyway, once you're on the other side, then land.

There's a hole in the front of the pyramid. Head in to enter the pyramid. Now skip to "The Pyramid" section of this mission guide.

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Path 3 (Intermediate Path)  
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Grab the bouncing block and bounce forward, but make sure that you do NOT hit the Shy Guy, since we'll need it in a second. Also make sure that you don't land in the patch of quicksand to the right of the little building. Anyway when you land, you should be near a tall, moving cactus. To your left are some hills made out of sand. Climb the first hill to the very top and wait for the Shy Guy to approach you. When it does approach you near the top, quickly jump on its head. Shy Guys are like the whirling enemies in Cool Cool Mountain; jumping on one causes you to fly up and float to the air. Since you were standing on the top of the little hill, you should be high up in the air. Float over to the roof of the little building.

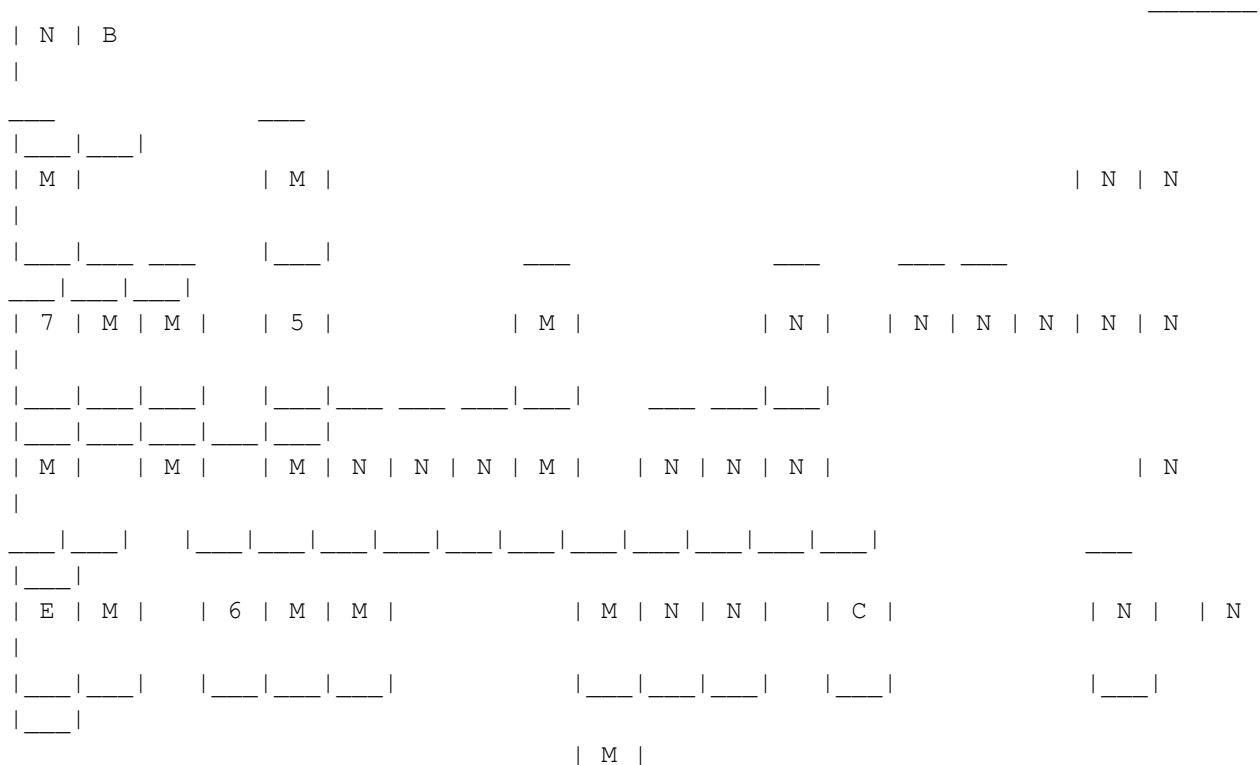
If you accidentally defeated the Shy Guy (or if this method seems to be too difficult) then there's another method. Run in between the two sand hills. Jump once and move forward, then start a triple jump. If timed correctly, you'll triple jump onto the top of the building. Anyway, once you're on the top you should see two blocks. From where you are, look at the pyramid. That's out target. Hit the regular block, since it's the one we need at the moment. This will reveal the Koopa Shell. Drop down and then head towards the pyramid. When you get close, turn right. When you get to the corner of the pyramid, head left all the way. When you get to the corner go left once more. Head to the end and go up the small hill.

You should be near a Flying Cap. Press Z to cancel the Koopa Shell. There's a hole in the front of the pyramid. Head in to enter the pyramid. Now skip to "The Pyramid" section of this mission guide.

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 Path 4 (Advanced Path)  
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This is the path that Nintendo wants you to take, although they know that 99% of the players aren't going to take this path. Oh well, I'm part of the 1% that DOES take this path. Okay at the start, you'll be on a grey hexagon. There is a bouncing block in front of you. If you grab it, you'll do three high bounces before you actually land. You should have already seen these in other levels (Big Boo's Haunt, Lethal Lava Land) but this is the level where it's most noticeable (since it's at the start of the level). Grab it and bounce forward, killing the Shy Guy if you wish. When you land, you should be in front of a tall cactus (known as a Pokey). To your left you should see blocks pounding heavily in the distance.

Head left and stop when you suddenly reach a maze-type area surrounded by quicksand. This little part is what makes this path the advanced path. It wouldn't be hard at all if there wasn't quicksand surrounding the WHOLE thing. Black squares make up this maze and it'd be a lot easier to explain if I were to first show you a map:



Jumping up allows Mario to stay up at the top. There are a few parts of the sandy area where there's actual quicksand (the instant death ones) so watch out. There are also a few solid platforms in this part that Mario is able to stand on. He can use these to jump out of the sand pit. Okay, we don't need to actually go into the sand pit for this mission, but we're going to head into it later most definitely. From where you are, look left. Nintendo cleverly concealed the Blue Coin Switch in a corner that's very easy to miss. Hitting it reveals a measly three blue coins inside the sand pit. Ah well. Anyway, go right all the way. There are three Goombas in the corner. Kill them if you want and then continue left.

You'll find a HUGE thwomp blocking your path. There's a minor shortcut it creates, and I'll tell you how to make it: when the Thwomp slams down, quickly do a sideways somersault up onto the top and then jump off to your right. You're instantly on the second floor of the pyramid (skip the next few steps if you take this shortcut). If you decide not to take the shortcut, then wait until the Thwomp has risen all the way. Now quickly run past it. Continue follow the path until you get to a gap that's covered with sand. Jump over the sand to the next ledge. Be careful! If you land in the sand, it's VERY difficult to get out. You'll most likely have to make your way to one of the solid platforms near the start and start all over again.

Once you jump across the platforms, head up the small ramp and then climb the steps. Look to your right. Go down the small ledge and rush right, past the monkey bar area (don't let the electric ball hit you). You'll encounter our best buddy, the killer Thwomp. Wait until it's down, then jump the gap. Head forward to find a pole. Climb it to the third floor of the pyramid. Head right, up the ramp, and jump onto the bars. Hold A as you make your way across (collecting the coins, of course). On the other side, drop down and make your way up the small steps. You're now on the fourth floor. There's a rolling stone (no, it's NOT one of the band members) with the Thwomp face on it. Wait until it starts rolling AWAY from you, then follow it.

There's a tiny, tiny alcove in the wall on your left. Head in and let the stone roll past you once more. Then quickly get out and head to the end, then turn right. There's a Power Heart here. If you have lost any health, now's the time to regain it. Continue forward to find a bunch of the floor sections rising and falling. Jump on all of them (there's a lot) and then make your way up to the fifth floor of the pyramid. Head right again to find a bunch of electric balls. You'll have to sidestep along the wall to get to the other side of the huge gap (avoiding the balls of course). On the other side, climb the floor to get to the sixth and final floor of the pyramid. Go forward and look right to find a stomping Thwomp.

As it's jumping toward you, quickly run under it. On the other side, head left, up the hill. Now double jump up to the upper ledge and grab the POWER STAR (3). You see why the shortcuts always work? This thing took me forever to type up!

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+=====+
|                Stand Tall on the Four Pillars                W8S4 |
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Grab the bouncing block and bounce forward, but make sure that you do NOT hit the Shy Guy, since we'll need it in a second. Also make sure that you don't land in the patch of quicksand to the right of the little building. Anyway when you land, you should be near a tall, moving cactus. To your left are some hills made out of sand. Climb the first hill to the very top and wait for the Shy Guy to approach you. When it does approach you near the top, quickly jump on its head. Shy Guys are like the whirling enemies in Cool Cool Mountain; jumping on

one causes you to fly up and float to the air. Since you were standing on the top of the little hill, you should be high up in the air. Float over to the roof of the little building.

If you accidentally defeated the Shy Guy (or if this method seems to be too difficult) then there's another method. Run in between the two sand hills. Jump once and move forward, then start a triple jump. If timed correctly, you'll triple jump onto the top of the building. Anyway, once you're on the top you should see two blocks. From where you are, look at the pyramid. That's out target. Hit the Flying Cap block, since it's the one we need at the moment. For real now, we're getting the fourth star (you'll only understand what I just said if you took the odd shortcut of the third star). Fly towards the first red pillar and GRAB THE COIN ON TOP (this is needed). The moment you grab the coin, immediately Ground Pound onto the pillar.

Do a triple jump and fly towards the next pillar. Again, grab the coin and immediately Ground Pound. There are two more pillars that you need to do this to. Once all four pillars have been Ground Pounded, the very top of the pyramid will rise and shatter, revealing a hole. Fly to that hole and fall in. You'll now take a very slow elevator down into the sand pit. When it stops, you'll be facing the center red brick building. Jump into the hole in the building and go forward. Drop down to the secret area of the pyramid. Head onto the brick platform and... woops, turns out that wasn't a brick platform after all. Two giant hands will rise. Damn you, you woke some sacred thingy or something or other... ah who cares, you awoke a boss and now it's pissed.

The two giant hands can team up on you at first, making your life quite difficult. The hands have the following attacks. One, they'll form into giant fists and slam down into the ground. This one is pretty easy to avoid because they hesitate for a LONG time before actually performing the attack. They also get into fists and start madly slamming down onto the ground, moving around. This attack can be hard to avoid since both hands will be moving all over the place. Another attack will involve the hands opening up and revealing their palm. They'll charge toward one of the sides. If they get you with this attack, you'll be shoved right off the edge so BE CAREFUL. When they show their palms, you might've noticed a little circle.

Well, while one hand is attacking, the other hand sometimes stays in one place and opens up the eye in the center of its palm. If you don't know what to do then... *sigh*. I'll tell you anyway: punch the eye. This will make the hand angry, and it'll begin to attack you again. Three hits to an eye will cause the hand to explode (explode? You punched it in the eye, you didn't set off a barrel of TNT!). With one hand left, it'll despartely try to shove you off the edge, but it'll still open it's eye (a lot more rarely this time, so the battle might last long). Three hits to the eye will cause the second hand to explode. They'll admit defeat and give you your beautiful POWER STAR (4). This is like, the first time in a while that there's been a star with only one path!

Woah, wall the president! Call the FBI! Get the IRS! Okay, sorry, that wasn't even remotely funny...

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+=====+
|           Free Flying for 8 Red Coins           W8S5 |
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Free Flying For 8 Red Coins... meh, I guess that is a good name for the level. Although I would've preferred it if they didn't always put "8 Red Coins" in the name since it always makes the name less interesting. Damn them. Maybe if it was called, "Taking Flight for the Red Coins" it'd be better. Hey, at least that name doesn't have "8" in it! Okay, my rant of anger is over now, so let's

S = start
M = path of metal blocks
N = no blocks appear here
C = red coin
B= cannon blast area
#s= damage-free area
E = Exit

Okay, so there are huge metal blocks that slam down throughout the path. The "M" squares mark where the metal blocks slam. There is a hole in each block and the numbers indicate which squares the hole always slams down on. You can't be hurt by the hole part. However, if you're hit by any other part of the block you'll lose three hit points. You have to jump to the lone block near the start in order to get to a wing cap and a cannon. Our target is the coin. Go left until you come to the north part with a path heading right. Take that path and grab the RED COIN (3). Now continue down the left path to get to the end of the stone maze. Go right, into the oasis. The fourth RED COIN (4) lies here. NOW it's time to take flight for the final four red coins.

There are a few flying blocks flying around, but I'd rather stick to the one we've been using throughout the whole level. Refer to the above map to get back through the maze and then head to the area near the building. Near you are some hills made out of sand. Climb the first hill to the very top and wait for the Shy Guy to approach you. When it does approach you near the top, quickly jump on its head. Shy Guys are like the whirling enemies in Cool Cool Mountain; jumping on one causes you to fly up and float to the air. Since you were standing on the top of the little hill, you should be high up in the air. Float over to the roof of the little building. If you accidentally defeated the Shy Guy (or if this method seems to be too difficult) then there's another method.

Run in between the two sand hills. Jump once and move forward, then start a triple jump. If timed correctly, you'll triple jump onto the top of the building. Anyway, once you're on the top you should see two blocks. From where you are, look at the pyramid. That's our target. Hit the Flying Cap block, since it's the one we need at the moment. Fly towards the pillar that's near the pyramid. Land on top of it and look to your left. You should see a red coin hovering above the gate. Do a triple jump and fly towards the RED COIN (5). Now fly across the pits of sand to the pillar on the other side. When you land, turn around and do another triple jump. Fly up and grab the sixth RED COIN (6). Now land on the pillar you were just on.

Look right to see another pillar. Fly to that one. When you land, look right to find another coin floating in the air. Triple jump and grab the RED COIN (7). Continue flying in the direction you're facing towards the next red pillar. Turn around and triple jump, then grab the final RED COIN (8) that's floating in the air. There's a strong chance that your flying time is almost up, so QUICKLY head back to any safe land. Now jump on top of the building using the same method you used before and grab the POWER STAR (5).

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+=====+
|                               Pyramid Puzzle                               W8S6 |
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You first need to get inside the pyramid. That can, shockingly, be done in three paths: easy, intermediate, and advanced.

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Path 1 (Easy Path)  
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Grab the bouncing block and bounce forward, but make sure that you do NOT hit the Shy Guy, since we'll need it in a second. Also make sure that you don't land in the patch of quicksand to the right of the little building. Anyway when you land, you should be near a tall, moving cactus. To your left are some hills made out of sand. Climb the first hill to the very top and wait for the Shy Guy to approach you. When it does approach you near the top, quickly jump on its head. Shy Guys are like the whirling enemies in Cool Cool Mountain; jumping on one causes you to fly up and float to the air. Since you were standing on the top of the little hill, you should be high up in the air. Float over to the roof of the little building.

If you accidentally defeated the Shy Guy (or if this method seems to be too difficult) then there's another method. Run in between the two sand hills. Jump once and move forward, then start a triple jump. If timed correctly, you'll triple jump onto the top of the building. Anyway, once you're on the top you should see two blocks. From where you are, look at the pyramid. That's our target. Hit the Flying Cap block, since it's the one we need at the moment. Okay, now you have to fly all the way around the pyramid. This can be done without landing on anything if you do some dive bombs as you descend and then pull out of the dives right before you hit the quicksand. Anyway, once you're on the other side, then land.

There's a hole in the front of the pyramid. Head in to enter the pyramid. Now skip to "The Pyramid" section of this mission guide.

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Path 2 (Intermediate Path)  
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Grab the bouncing block and bounce forward, but make sure that you do NOT hit the Shy Guy, since we'll need it in a second. Also make sure that you don't land in the patch of quicksand to the right of the little building. Anyway when you land, you should be near a tall, moving cactus. To your left are some hills made out of sand. Climb the first hill to the very top and wait for the Shy Guy to approach you. When it does approach you near the top, quickly jump on its head. Shy Guys are like the whirling enemies in Cool Cool Mountain; jumping on one causes you to fly up and float to the air. Since you were standing on the top of the little hill, you should be high up in the air. Float over to the roof of the little building.

If you accidentally defeated the Shy Guy (or if this method seems to be too difficult) then there's another method. Run in between the two sand hills. Jump once and move forward, then start a triple jump. If timed correctly, you'll triple jump onto the top of the building. Anyway, once you're on the top you should see two blocks. From where you are, look at the pyramid. That's our target. Hit the regular block, since it's the one we need at the moment. This will reveal the Koopa Shell. Drop down and then head towards the pyramid. When you get close, turn right. When you get to the corner of the pyramid, head left all the way. When you get to the corner go left once more. Head to the end and go up the small hill.

You should be near a Flying Cap. Press Z to cancel the Koopa Shell. There's a hole in the front of the pyramid. Head in to enter the pyramid. Now skip to "The Pyramid" section of this mission guide.

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Path 3 (Advanced Path)  
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This is the path that Nintendo wants you to take, although they know that 99%

C = red coin
B= cannon blast area
#s= damage-free area
E = Exit

Okay, so there are huge metal blocks that slam down throughout the path. The "M" squares mark where the metal blocks slam. There is a hole in each block and the numbers indicate which squares the hole always slams down on. You can't be hurt by the hole part. However, if you're hit by any other part of the block you'll lose three hit points. You have to jump to the lone block near the start in order to get to a wing cap and a cannon. Anyway, follow the path heading left until you get to the other side. Go left all the way, past the red pillar. Collect the coins if you want them and then you have two tiny paths. For the first, more risky one, you can climb up the second red pillar. Look left to see the front of the pyramid.

Stand at the back of the pillar, run, and QUICKLY long jump at the edge. If done correctly, you should land at the start of the pyramid. If done incorrectly, it's the quicksand for you. If you don't want to take that path, then run past the second pillar. Defeat/go past the Pokey and you'll spot a pit of quicksand. As you start to run around it, a torando will whip up. Don't spazz out and burn your country's flag if it picks you up; just let it take you back down to the sand. Once you're around the tornado then head up the small ramp and wala, you're in front of the pyramid. There's a hole in the front of the pyramid. Head in to enter the pyramid. Now skip to "The Pyramid" section of this mission guide.

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The Pyramid  
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This is the second part of the mission, getting to the top of the pyramid. It's a somewhat maze-like area, but it isn't TOO difficult. At the start, head forward. The room suddenly opens up. This is the actual pyramid, and it is huge. The main part of the bottom floor of the pyramid is all sand. This is a strange sand, sand that you haven't seen before. If you jump over the gate, you'll be on top of this sand. It's totally flat and smooth. As you run, you should notice that Mario gets slower and slower. He is also slowly sinking into the sand. If you stop moving then he sinks even faster (so much for that "don't struggle" rule when you're caught in quicksand, eh?). If you let Mario get all the way under, he dies.

Jumping up allows Mario to stay up at the top. There are a few parts of the sandy area where there's actual quicksand (the instant death ones) so watch out. There are also a few solid platforms in this part that Mario is able to stand on. He can use these to jump out of the sand pit. Okay, we don't need to actually go into the sand pit for this mission, but we're going to head into it later most definitely. From where you are, look left. Nintendo cleverly concealed the Blue Coin Switch in a corner that's very easy to miss. Hitting it reveals a measly three blue coins inside the sand pit. Ah well. Anyway, go right all the way. There are three Goombas in the corner. Kill them if you want and then continue left.

You'll find a HUGE thwomp blocking your path. There's a minor shortcut it creates, and I'll tell you how to make it: when the Thwomp slams down, quickly do a sideways somersault up onto the top and then jump off to your right. You're instantly on the second floor of the pyramid (skip the next few steps if you take this shortcut). If you decide not to take the shortcut, then wait until the Thwomp has risen all the way. Now quickly run past it. Continue follow the path until you get to a gap that's covered with sand. Jump over the

sand to the next ledge. Be careful! If you land in the sand, it's VERY difficult to get out. You'll most likely have to make your way to one of the solid platforms near the start and start all over again.

Once you jump across the platforms, head up the small ramp and then climb the steps. Look to your right. Go down the small ledge and rush right, past the monkey bar area (don't let the electric ball hit you). You'll encounter our best buddy, the killer Thwomp. Wait until it's down, then jump the gap. Head forward to find a pole. Climb it to the third floor of the pyramid. Head right, up the ramp, and jump onto the bars. Hold A as you make your way across (collecting the coins, of course). On the other side, drop down and make your way up the small steps. You're now on the fourth floor. There's a rolling stone (no, it's NOT one of the band members) with the Thwomp face on it. Wait until it starts rolling AWAY from you, then follow it.

There's a tiny, tiny alcove in the wall on your left. Head in and let the stone roll past you once more. Then quickly get out and head to the end, then turn right. There's a Power Heart here. If you have lost any health, now's the time to regain it. Continue forward to find a bunch of the floor sections rising and falling. Jump on all of them (there's a lot) and then make your way up to the fifth floor of the pyramid. Head right again to find a bunch of electric balls. You'll have to sidestep along the wall to get to the other side of the huge gap (avoiding the balls of course). On the other side, climb the floor to get to the sixth and final floor of the pyramid. Go forward and look right to find a stomping Thwomp.

As it's jumping toward you, quickly run under it. On the other side, head left, up the hill. Instead of double jumping to the upper ledge, carefully look right and drop down onto a small ledge. You'll grab the first SECRET (1). Now head to the edge and look down, past the sand waterfall. You should see a tiny floating platform with a coin. Carefully jump to that platform and grab the coin. You'll get a SECRET (2) as well. Look down once more to find another tiny platform with a coin. Carefully jump to it and grab the next SECRET (3). Look down once more to find a tiny sand river. Jump to it. Follow the river to the corner, where there's a SECRET (4). Turn left and follow the river to the next corner, where the final SECRET (5) lies.

Now head to the end of the river and grab the POWER STAR (6).

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+=====+
|                100 Golden Coins                W8S7 |
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You can choose any mission for this 100 coin journey, since all paths are opened up during every mission. So choose whatever one you want (I suggest In the Talons of the Big Bird since the raven won't try to steal your hat during that mission). At the start turn around and head back to the very, very edge of the level (being careful not to fall in the quicksand). Grab the RED COIN (2) that lies there. Now return to the hexagon. Grab the bouncing block and hold the control stick back as it bounces to go as little forward as you can. When it explodes, grab all of the COINS (7) left behind. Now get the attention of the two Bob-ombs. Make them both explode and they'll each reveal COIN (9). The Shy Guy also has some coins.

Punch it (you don't want to fly, it just wastes time) and grab the two COINS (11) left behind. Now approach the Pokey. Pokies can give you valuable blue coins, but to do so you have to destroy their head. Punch each cactus (do this quickly since the cactus spheres grow back easily) and then punch Pokey's head. He'll drop a BLUE COIN (16). You can also do a jump kick to take the head out instantly, which kills off the whole body as well. Now head to the area below

in order to get to a wing cap and a cannon. Your target is the red coin. Follow the path left and then turn right when you can to grab the RED COIN (30) that becomes available. Now head to the end of the maze. Jump into the oasis and grab the RED COIN (32) that floats there. Now kill the Pokey near the pillar to get another BLUE COIN (37).

Climb the pillar and jump to the lone COIN (38). Drp down to the lower path and collect all the COINS (43) lined up. Climb the second pillar, jump, and get the COIN (44) floating in the air. Climb down the other side to find another bouncing box. Hold the control stick back as it bounces to stop you from going far. When the box explodes, collect all of the COINS (49). Now approach the Pokey near the sand and kill it. Collect the BLUE COIN (54) that it leaves behind. Go around the quicksand and climb the ramp leading up to the pyramid. DON'T ENTER THE PYRAMID YET! Go right and climb the ledge. Head to the back and climb the next ledge. Get the COINS (59) here. Now let the Shy Guy approach you.

Kill it and grab the COINS (61) left behind. Now if you haven't noticed, you're in a dangerous area, so you might want to get the hell out. Head back down to the start of the pyramid. A Flying Cap rests here. Put it on and fly to the top of the pillar closest to you. Turn around and you should see a coin in the air. Triple jump up and grab the RED COIN (63). Continue flying, and fly over the fence. There's another RED COIN (65) here. Now land on the closest pillar and grab the COIN (66) in the air. Now fly to the next pillar and grab that COIN (67). Do a triple jump up and grab the RED COIN (69) that floats nearby. Continue flying in that direction and grab the final RED COIN (71). Once you have that, your flying power should be nearly out.

Land and head to the base are of the pyramid again. Enter the pyramid. To your left, there's the Blue Coin Switch. Activate it and head forward. Near the start of the sand pit, there are three BLUE COINS (86). After you grab them, jump back out of the pit and go right. There are three Goombas in the corner. Defeat them and grab their COINS (89). Go left, past the smashing Thwmop, and kill the Goomba. Get the COIN (90) it leaves behind and continue. Turn left at the end and carefully jump across the gaps, getting the two COINS (92). Climb the ramp and the steps and then go right. Head to the monkey bars and jump onto them. Get the eight COINS (100) that rest here. The POWER STAR (7) appears on top of the monkey bars.

Jump on top of the bars and get the 1-Up Mushroom and the star. It's time to get out of Shifting Sand Land for good!

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|          |%%%% Dire Dire Docks   %%%|          WORLD9          |
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|                                     |          Board Bowser's Sub          |          W9S1          |
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so your only access to life is through coins and the top of the water level.

Anyway, right as you do your backflips into the water, you will have to swim towards the bottom of this area. Be careful, you will notice a large tornado under water in the dead center of this area. If you are unfamiliar with a tornado, I will give you a very concise lesson...Well, tornados are rapid twirling winds that essentially destory anything in its path. Yes, that really implies that Mario should leave this tornado alone. So, stay anywhere around this area except for the center. If you are caught by the sucking of the tornado. Also, notice that there are sharks and fish that swim around in this area. Basically, these are all harmful (except for the small schools of fish) and you are going to want to stay away from them.

Ok, head towards the bottom, away from the tornado, and then head towards the rings of coins and the tunnel that follows. Now, head forward, and once you get to the end head to the top of the water area. Luckily, you will have a small air break at the top, so make sure you use it to your advantage, as you will not be able to make the entire path in one breath. Once you regain your health you can continue to go down on the other path. Continue down this path and you will come to a large area, slightly bigger than the beginning area. This is basically the only other area in the game, and you will also notice that there is a submarine in the center of this area. Your goal is to get onto this sub, so head underneath it, and get to the land area.

Alright, once you get onto the solid ground, head to the right to find one of those purple exclamation mark switches. Remember, if you step on one of these switches, some wooden blocks will appear somewhere. Unless you are blind, you will easily notice the wooden blocks that appear right in front of you. So, head up those blocks, and then jump to the submarine at the top. Yes, finally we have made it to the top of the large submarine. Now, it is up to our great senses to actually find the power star. Simply head to the right and you will pass a few of the large structures above the area. There is a POWER STAR (1) right in front of you. Grab it and move on to the next mission.

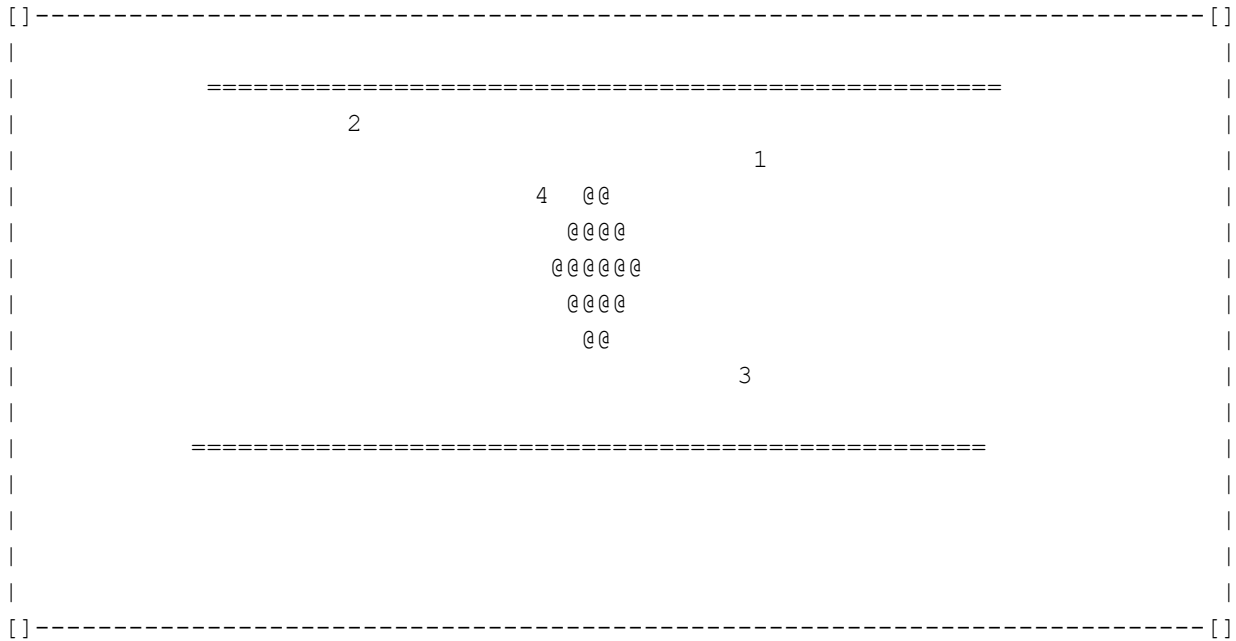
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+=====+  
|                Chests in the Current                W9S2 |  
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Welcome to the wonderful water world of Dire Dire Docks. Just to forewarn you, there are only two major sections of this level, and both sections are connected through a small tunnel. Basically, this level is very small, and most of the Stars will be shorter than previous stars in other levels. There are, however, some new objects introduced in this level that will create some puzzling experiences. Anyway, the level has a really neat introduction. Mario is basically going to do a bunch of backflips into the water below. Something also to note is that here are no land portions in the beginning of this level, so your only access to life is through coins and the top of the water level.

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In this particular star, you are to do one of those secrets of opening chests,

just like you did in Jolley Roger Bay. This time, they are spread around in a circle around the tornado, and you must hit them in the correct order to get the power star. There are three chests that are actually farther away from the tornado, but there is one tough chest that is directly next to the tornado, and you are going to have to use some hardcore strategy to manage to defeat this tricky enigma. Anyway, let me make some ASCII (as I always do for missions like this) to help portray this scenerio.



@ = Tornado, the central area.

T(#) = Treasure chest, and the number indicates the order (1 is the start)

So, to get this star, you are going to have to head towards the northeastern region of this area. You will find a treasure chest here, so open it up by swimming in front of it. Then, grab the air bubble that pops out of the chest to regain all of your health. Now, head directly towards the left, and go around the loop. You will come to another chest, and you will have to repeat this same process. Just open it from the front and then grab the air bubble that comes out of it. Then, continue around the loop and you will eventually come to the third treasure chest. Repeat the process: stand in front of the treasure chest and then grab the air bubble. Finally, for the last chest, head to the tornado, and over towards the northwestern portion of the tornado. There will be the final treasure chest. The trick here is that you will be sucked in the tornado, and you have to somehow get out of it.

So, to avoid any of this from happening, try to time your swimming so that you end up getting sucked towards the tornado, but you have the chest blocking you from the tornado. Then, head around to the other side and rapidly press the A button to get away from the tornado, and then touch the lock on the treasure chest to open it up. Grab the final air bubble, and the power star comes out of the nasty whirlpool. Head to where the star is, which should be in the western region of this area, and grab the POWER STAR (2). Now, get ready for a more lengthy, though not too bad, and fun mission.

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+=====+
|          Pole Jumping for Red Coins          W9S3  |
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Alright, welcome to the next big Red Coin collection course. One thing that is EXTREMELY IMPORTANT is that you must actually complete the Bowser in the Fire course before actually doing this Power Star mission, but I am still going to state the strategy here. So, if you are following this walkthrough step by step

you are going to have to head below Dire Dire Docks Stars to find the Bowser in the fire mission. Anyway, in case you are absolutely absent minded, I will tell you a bit about Red Coins missions. Basically, there are 8 red coins throughout the level, and once you grab all eight of the coins, a Power Star will appear ontop of a blue shaded star. Grab it to complete the mission. Now, let's get to the actually strategy of this mission.

Welcome to the wonderful water world of Dire Dire Docks. Just to forewarn you, there are only two major sections of this level, and both sections are connected through a small tunnel. Basically, this level is very small, and most of the Stars will be shorter than previous stars in other levels. There are, however, some new objects introduced in this level that will create some puzzling experiences. Anyway, the level has a really neat introduction. Mario is basically going to do a bunch of backflips into the water below. Something also to note is that here are no land portions in the beginning of this level, so your only access to life is through coins and the top of the water level.

Anyway, right as you do your backflips into the water, you will have to swim towards the bottom of this area. Be careful, you will notice a large tornado under water in the dead center of this area. If you are unfamiliar with a tornado, I will give you a very concise lesson...Well, tornados are rapid twirling winds that essentially destory anything in its path. Yes, that really implies that Mario should leave this tornado alone. So, stay anywhere around this area except for the center. If you are caught by the sucking of the tornado. Also, notice that there are sharks and fish that swim around in this area. Basically, these are all harmful (except for the small schools of fish) and you are going to want to stay away from them.

Ok, head towards the bottom, away from the tornado, and then head towards the rings of coins and the tunnel that follows. Now, head forward, and once you get to the end head to the top of the water area. Luckily, you will have a small air break at the top, so make sure you use it to your advantage, as you will not be able to make the entire path in one breath. Once you regain your health you can continue to go down on the other path. Continue down this path and you will come to a large area, slightly bigger than the beginning area. This is where all the Red Coins are located, so do not panic about going back and forth from the large areas. Now, head forward, and obviously notice that the the large submarine is not here anymore. Now, there are platforms above that have some Red Coins floating around them.

Getting towards the poles and platforms in mid-air, we are going to have to use the same procedure that we used to get onto the submarine. Basically, head to the solid land on the right side, just to the left of the two red gates. Then, once you are on the solid ground, head to the right and head towards the large purple exclamation point switch. Remember, when you step on this switch, a large amount of blocks will appear and you will be able to jump to them, and to where ever they lead. But, this is a bit different than the first Power Star that we obtained in this level. Basically, there is still the wooden blocks straight ahead of you, but they lead only to open air. So, we are going to have to find an alternative route. So, quickly head to the right, and you will find another set of blocks. These are the ones that you are going to want to head up, so make your way to the top and you will reach a platform.

Now, head forward on this platform and grab RED COIN (1). Alright, now it is time for a choice. You can either go to the right or the left, but I usually like to go to the left because that way reminds me of the "back" of the level, so I generally like to start at the back and work my way to the front. So, pick whatever suites you, but I will start off with the left. Basically, a large pole will come back and forth, and Mario can jump to the pole and dangle from it in order to get from platform to platform. So, jump to the pole that comes

to your present platform, and ride it into the RED COIN (2), which is near the top of the pole. Then, quickly head down towards the middle of the pole to get RED COIN (3). Finally, there is RED COIN (4) right on the small mini-platform. Grab this, but do not get off your pole. Simply ride the pole back towards the platform that you started on.

Alright, now take the right path instead of the left one, and jump onto the pole when it returns to your present platform. Just ride it all the way to the next platform. Now, get off the pole on this platform, and you will be faced with another two-way direction area. Again, you are going to want to take the left route, simply because that is the way that I like to go (plus, it is a lot easier to return to this platform if you go to the left first). Now, jump to the pole that comes towards you, and then turn Mario so he is facing towards the "back" of the level. Then, jump to the second pole when the two poles line up. Now, ride this all the way to the next platform with a Blue Coin Switch. If you want, collect the Blue Coins on this platform, and then jump to the pole on the right. Ride this to the next platform, which contains RED COIN (5).

Now, head back, riding the pole, to the Blue Coin Switch platform. Then, take the two poles on the left by jumping in between them. Once you are back to the two route platform, you are going to want to take the right route. Jump onto the pole that periodically arrives here. Now, head forward and another pole will meet up with your present one. Simply jump to it and then head towards the right. Ignore the poles that are on the opposite side of the gate, and ride the pole to the left. You will find RED COIN (6) right over here. Now, wait for the gap in the middle of the gate, and wait for the two poles to line up with each other. This might take a few waiting periods to get both of the poles to line up, but you must be patient. Once they do line up, jump to the next pole and ride it across to get RED COIN (7) and RED COIN (8) on the other side. Now, head back towards the previous platforms and go to the shadowed star. Grab the POWER STAR (3) and you will have completed this mission.

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|                Through the Jet Stream                W9S4 |
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Does the name of this start remind you of anything? Well, it certainly reminds me of the Jolley Roger Bay times, when we had to go through that similar Jet Stream at the bottom of the lake. Basically, this is going to be quite similar (I guess so because they did not decide to make different types of stars, which slightly disappoints me). Anyway, if you have a terrible memory, you are going to be finding some Jet Stream, somewhere in this level, and you are going to have to get through the Jet Stream by using massive weight, or Metal Mario, for those of you who like easy terms. Anyway, if you want, refer to the Jolley Roger Bay Power Star that is just like this one, or just read ahead and get ready for the strategy of this Power Star.

Welcome to the wonderful water world of Dire Dire Docks. Just to forewarn you, there are only two major sections of this level, and both sections are connected through a small tunnel. Basically, this level is very small, and most of the Stars will be shorter than previous stars in other levels. There are, however, some new objects introduced in this level that will create some puzzling experiences. Anyway, the level has a really neat introduction. Mario is basically going to do a bunch of backflips into the water below. Something also to note is that here are no land portions in the beginning of this level, so your only access to life is through coins and the top of the water level.

Anyway, right as you do your backflips into the water, you will have to swim towards the bottom of this area. Be careful, you will notice a large tornado under water in the dead center of this area. If you are unfamiliar with a

tornado, I will give you a very concise lesson...Well, tornados are rapid twirling winds that essentially destory anything in its path. Yes, that really implies that Mario should leave this tornado alone. So, stay anywhere around this area except for the center. If you are caught by the sucking of the tornado. Also, notice that there are sharks and fish that swim around in this area. Basically, these are all harmful (except for the small schools of fish) and you are going to want to stay away from them.

Ok, head towards the bottom, away from the tornado, and then head towards the rings of coins and the tunnel that follows. Now, head forward, and once you get to the end head to the top of the water area. Luckily, you will have a small air break at the top, so make sure you use it to your advantage, as you will not be able to make the entire path in one breath. Once you regain your health you can continue to go down on the other path. Continue down this path and you will come to a large area, slightly bigger than the beginning area. This is where all the Red Coins are located, so do not panic about going back and forth from the large areas. Now, head forward, and obviously notice that the the large submarine is not here anymore. Now, there are platforms above that have some Red Coins floating around them.

This portion should already be completed, that is, you should have already collected the eight red coins in this level. So, head to the bottom of the lake and you will notice a spot where several transparent rings will be floating upwards. This is similar to the secret numbers that you received in the first world when you had to wing to the sky. Basically, you must sit, by pressing the B button in the middle of the rings, and wait for the secret number to become 5, meaning, you must let five rings go around you in a row, so make sure you stay in one place by rapidly pressing the B button. Once you have made it to five secret numbers, a Power Star will appear in the Jet Stream ahead. In case you are wondering, this is not obtainable by just swimming. We are going to have to find some sort of Metal Mario box to use.

So, head over to where the dry land is. If you head all the way to the left you will notice two red gates with an Invisible Cap and a Metal Cap. You might be wondering why there is an Invisible Cap here, but it will all be explained in future missions. Basically, we are only interested in the Metal Mario cap, so head over to the green exclamation marked box, and jump below it. Then, grab the Metal Mario cap that comes out of it, and then long jump into the water. Let Mario sink all the way to the bottom, and if you are extremely lucky, you might (although it might be impossible) land right onto the Power Star. If not, head forward and go towards the Jet Stream and grab the POWER STAR (4). Nice work on this one, and let's get ready for the next mission. Maybe this one will have to do with the Invisibility Cap, but maybe not...

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|               The Manta Ray's Reward               W9S5 |
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Welcome to the next Power Star mission of this level. The name sounds rather neat, but trust me, this is probably the hardest out of all short Power Stars that you will try to obtain throughout this game. So, get ready for a bit of strategy because I am not going to be able to help you as much as you probably want, simply because it is up to you to follow this Manta Ray.

Welcome to the wonderful water world of Dire Dire Docks. Just to forewarn you, there are only two major sections of this level, and both sections are connected through a small tunnel. Basically, this level is very small, and most of the Stars will be shorter than previous stars in other levels. There are, however, some new objects introduced in this level that will create some puzzling experiences. Anyway, the level has a really neat introduction. Mario

is basically going to do a bunch of backflips into the water below. Something also to note is that here are no land portions in the beginning of this level, so your only access to life is through coins and the top of the water level.

Alright, once you do the flips into the water, you will probably be delighted to hear that we do not have to go to that second part of this level. We are going to be able to stay here and collect this Power Star in this part of the level. Now, there is a Manta Ray that is swimming around in this region of the level. This Star is basically the same as the last one to some extent. Again, there will be those rings that float around, coming directly from the Manta Ray's tail, and heading backwards, and you are going to have to swim into five of the rings in a row. Yes, this sounds rather easy to a lot of you, but it is a lot different than it sounds. Simply because, the Manta Ray turns in many different directions, and if you screw up just a small bit, your continuous passing of five rings will end, and you will have to start over at one.

Now, as you head down, you will probably easily notice the Manta Ray. It is a lot larger than the other fish in the level, and it has massive blue rings that fly from its tail. Notice that it turns around the course steadily, not too fast, so make sure you stay behind it at a respectable, but not a hasty speed. If you go too fast, you will hit the Manta Ray and suffer great health loss. So, try to stay at a constant speed behind the Manta Ray, and collect the rings that fly out of it. Watch out for when the Manta Ray heads up or down, because those tend to knock people off of the course, and they will have to start back over at one in the secret number count. Those are basically all of the tricks that you will need to know in defeating this Power Star, so once you obtain the five secret numbers, a power star will appear.

Let me guess what you are thinking just as the Power Star comes out of the Manta Ray. You are probably thinking that you are one of the best video gamers alive, and you have just beat one of the harder Stars in this level, right? Well, this is the funny part because you are probably not going to be happy with the location of this Power Star because it is located right ontop of the large tornado/whirlpool in the middle of this region! Yes, that is right, so you are going to have to be extra careful to obtain this power star. The most productive way of obtaining this Power Star is to basically start from the very top of this level. Swim directly down, right over the Power Star, and you should eliminate all of the effects of the tornado. This should lead you right to POWER STAR (5)! Head onto the next mission.

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|                               Collect the Caps                               W9S6 |
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Welcome to the wonderful water world of Dire Dire Docks. Just to forewarn you, there are only two major sections of this level, and both sections are connected through a small tunnel. Basically, this level is very small, and most of the Stars will be shorter than previous stars in other levels. There are, however, some new objects introduced in this level that will create some puzzling experiences. Anyway, the level has a really neat introduction. Mario is basically going to do a bunch of backflips into the water below. Something also to note is that here are no land portions in the beginning of this level, so your only access to life is through coins and the top of the water level.

Anyway, right as you do your backflips into the water, you will have to swim towards the bottom of this area. Be careful, you will notice a large tornado under water in the dead center of this area. If you are unfamiliar with a tornado, I will give you a very concise lesson...Well, tornados are rapid twirling winds that essentially destory anything in its path. Yes, that really implies that Mario should leave this tornado alone. So, stay anywhere around

this area except for the center. If you are caught by the sucking of the tornado. Also, notice that there are sharks and fish that swim around in this area. Basically, these are all harmful (except for the small schools of fish) and you are going to want to stay away from them.

Ok, head towards the bottom, away from the tornado, and then head towards the rings of coins and the tunnel that follows. Now, head forward, and once you get to the end head to the top of the water area. Luckily, you will have a small air break at the top, so make sure you use it to your advantage, as you will not be able to make the entire path in one breath. Once you regain your health you can continue to go down on the other path. Continue down this path and you will come to a large area, slightly bigger than the beginning area. This is where all the Red Coins are located, so do not panic about going back and forth from the large areas. Now, head forward, and obviously notice that the the large submarine is not here anymore. Now, there are platforms above that have some Red Coins floating around them.

This portion should already be completed, that is, you should have already collected the eight red coins in this level. If you look directly to the left of this area, you will notice a large red cage underwater that contains a bright yellow Power Star. Guess how we are going to obtain this? Yes, that is right, we are going to have to be invisible. This is where that invisible cap comes into play, so use it to your advantage. Head to the dry land ahead and you will notice the two red gates, which separate a Metal Mario green box and an Invisible Mario blue box. You can actually complete this mission using both of the boxes, but it is only necessary for you to use the blue invisible box. So, use that one or both of them, and then long jump to the area where you first saw the red cage with the power star inside. Swim over to that area and you will be able to collect POWER STAR (6). Now, the only thing you have to do in this water level is get the 100 coins.

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+=====+
|                100 Golden Coins                W9S3  |
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Alright, welcome to the 100 coin star for this level. This is not going to be hard at all because of the size of this level, but there are little more than 100 coins in this level, so you are basically going to have to get every single coin in the entire level. Also, to be on the safe side just choose the Red Coin star because you are certainly going to have to get all of the eight red coins in order to beat this mission.

Welcome to the wonderful water world of Dire Dire Docks. Just to forewarn you, there are only two major sections of this level, and both sections are connected through a small tunnel. Basically, this level is very small, and most of the Stars will be shorter than previous stars in other levels. There are, however, some new objects introduced in this level that will create some puzzling experiences. Anyway, the level has a really neat introduction. Mario is basically going to do a bunch of backflips into the water below. Something also to note is that here are no land portions in the beginning of this level, so your only access to life is through coins and the top of the water level.

Anyway, right as you do your backflips into the water, head to the right to find five COINS (5) on the side of this level. This is a rather odd place to put some coins, but you are going to have to get them, as I mentioned before as to how little coins there are in this level. Now, swim to the bottom of this lake. Swim around the large circle near the tornado and you will have a total of COINS (8). Now, there are two large strings of coins that are right near the whirlpool, so grab both of the strings. You should now have a grand total of COINS (18). Now, the only coins left in the first part of this level are the

ones that block the entrance to the second part, so head towards the tunnel and grab the ring of coins to collect a grand total of COINS (34).

Ok, head towards the bottom, away from the tornado, and then head towards the rings of coins and the tunnel that follows. Now, head forward, and you will find another loop of coins, which will give you a total of COINS (42). And go to the end head to the top of the water area. Luckily, you will have a small air break at the top, so make sure you use it to your advantage, as you will not be able to make the entire path in one breath. Once you regain your health you can continue to go down on the other path. Continue down this path and you will come to a large area, slightly bigger than the beginning area. This is where all the Red Coins are located, so do not panic about going back and forth from the large areas. Now, head forward, and obviously notice that the the large submarine is not here anymore. Now, there are platforms above that have some Red Coins floating around them.

Now, right as you enter this area, head to the left. You should see a large black hole, and if you enter it you will be kicked out of this level, so do not even think about heading inside that black hole. Now, grab the small string of coins to have a grand total of COINS (47). Now, head back towards the entrance of this area. Now, head to the right side and you should see some clams. There is a Koopa Shell inside one of them, but it is not necessary that you get this shell. Basically, collect the ring of coins that is in this area to have a grand total of COINS (55). Now, head towards the surface of this area and go along the solid pathway to find five more coins, which raises your total to COINS (60). Now, it is time to get those eight red coins. Listen, again, to the strategy for getting all of the eight red coins.

Getting towards the poles and platforms in mid-air, we are going to have to use the same procedure that we used to get onto the submarine. Basically, head to the solid land on the right side, just to the left of the two red gates. Then, once you are on the solid ground, head to the right and head towards the large purple exclamation point switch. Remember, when you step on this switch, a large amount of blocks will appear and you will be able to jump to them, and to where ever they lead. But, this is a bit different than the first Power Star that we obtained in this level. Basically, there is still the wooden blocks straight ahead of you, but they lead only to open air. So, we are going to have to find an alternative route. So, quickly head to the right, and you will find another set of blocks. These are the ones that you are going to want to head up, so make your way to the top and you will reach a platform.

Now, head forward on this platform and grab RED COIN (62). Alright, now it is time for a choice. You can either go to the right or the left, but I usually like to go to the left because that way reminds me of the "back" of the level, so I generally like to start at the back and work my way to the front. So, pick whatever suites you, but I will start off with the left. Basically, a large pole will come back and forth, and Mario can jump to the pole and dangle from it in order to get from platform to platform. So, jump to the pole that comes to your present platform, and ride it into the RED COIN (64), which is near the top of the pole. Then, quickly head down towards the middle of the pole to get RED COIN (3). Finally, there is RED COIN (66) right on the small mini-platform. Grab this, but do not get off your pole. Simply ride the pole back towards the platform that you started on.

Alright, now take the right path instead of the left one, and jump onto the pole when it returns to your present platform. Just ride it all the way to the next platform. Now, get off the pole on this platform, and you will be faced with another two-way direction area. Again, you are going to want to take the left route, simply because that is the way that I like to go (plus, it is a lot easier to return to this platform if you go to the left first). Now, jump to

the pole that comes towards you, and then turn Mario so he is facing towards the "back" of the level. Then, jump to the second pole when the two poles line up. Now, ride this all the way to the next platform with a Blue Coin Switch. If you want, collect the Blue Coins on this platform, and then jump to the pole on the right. Ride this to the next platform, which contains RED COIN (68).

Now, head back, riding the pole, to the Blue Coin Switch platform. Then, take the two poles on the left by jumping in between them. Once you are back to the two route platform, you are going to want to take the right route. Jump onto the pole that periodically arrives here. Now, head forward and another pole will meet up with your present one. Simply jump to it and then head towards the right. Ignore the poles that are on the opposite side of the gate, and ride the pole to the left. You will find RED COIN (70) right over here. Now, wait for the gap in the middle of the gate, and wait for the two poles to line up with each other. This might take a few waiting periods to get both of the poles to line up, but you must be patient. Once they do line up, jump to the next pole and ride it across to get RED COIN (72) and RED COIN (74) on the other side. Also, pick up the blue coins in the pathway described to have a grand total of COINS (104)! Now, grab the Power Star (7) and exit this level.

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|          |%%%%Bowser in the Fire Sea%%%%|          BOWSER2          |
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|          Without the Red Coins (FAST)          |          BOWS2-1|
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Alright, welcome to the second bowser. I am sure you want to finish Dire Dire Docks, so you are going to have to get through this without any stress, right? Well, this Bowser stage is not too hard. It is, however, a bit harder than the first one (simply because the first one was absolutely simple). Basically, this level has to do with the fire aspect of enemies. Your surroundings are almost always lava, which means you are going to have to be very careful. Remember, getting in lava does not instantly kill you, but simply burns your butt and allows you to jump very high. So, if you are burned, immediately look for a platform to cool down on. Other than that, let's get to this mission and beat the crap out of bowser, ok?

The beginning of this level is a typical objective that you might have to face in many games. Simply jump to the black caged platform, and it will suddenly start to move. Along the way there will be objections that will force you to jump up, and then back onto the platform. For the first one, you can jump to the platform and then grab the 1 UP before you actually get to the platform, or you can simply head towards the platform. Now, the black cage is going to go under the lava for a short period, so you are going to have to find some solid ground other than the lava below your feet. So, jump to the left onto a yellow platform. Then, head to the right and jump to the next platform. Wait a small bit to see the black platform come back to the surface level, so jump over to it.

Alright, for this part you are going to have to jump to the right onto three platforms, which periodically are covered by lava. Just time it, which should not be too hard, and then head to the platform on the right. There is going to be a bulley here, so jump on his face and watch that shining black face turn bright red: lava red. Now, head to the right and take out the three Goombas that meet you. Either punch them or jump on them and grab their coins. Use the heart for health if you want, and then jump to the pole ahead. Climb up

and then jump to the second level of this area. Head to the left of this area and then cross the moving platforms. If you fall, and you hit the lava, make sure you quickly get onto the platforms and then refill your health using that heart that I mentioned before.

Now, as you head passed the platforms, jump onto the pole that is at the end of that path. Do a handstand at the top to gain a 1-UP, as you are probably going to want as many free lives as you possibly can in this level. Then, head to the left by jumping off of the pole, and then ride the platform up to the next area of this world. Then, head to the right. There is another one of those moving platforms below you. Jump onto it, and time it so that you do not hit the fire sprayer above. Then, jump to the platform right up there. Now, head passed the pyramid like object, and you will get to a caged area. For best results, I would recommend jump ontop of the cage by doing a triple jump to the top. If you are having trouble with that, just jump to the bars above and hold the A button to hold on. Then walk across. This way, however, you have a good chance of getting hit by an enemy.

Either way, make it to the other side of this area. You will come to a few moving platforms. Once you are on the platform, jump over to the next one. This takes patience, so do not try to rush yourself. Then, jump to the platform at the end of this area. Then, head to the left to meet up with your black bulley friends. To beat both of them, try to get them right next to each other. Then, when you jump on one of them, you will also jump on the second one. This will allow you to defeat both of the bulleys in only one jump! Pretty nifty if you ask me. Anyway, once they are defeated you are going to want to head to the left. Use the platform here, and get to the next level. Head to the right side and you will notice a hole with some coins. Collect these if you wish, but you will have to get back up to this area. If not, head on passed them.

Now, head to the large platform ahead. Jump to it once it comes to where you are, and then ride it to the lower level. Now, head to the left. Head to where the fireball enemy is, and avoid its small and useless fire ball. Then, head forward and go around the small area to find a bob-omb. Nice to see one of these enemies again, but not for long. Just pick it up and throw it into the lava. Or, you can let it explode its own self. Again, the choice is yours, but I guess it really depends on how cruel you are, eh? Anyway, head to the right. This part is pretty neat because there are platforms with flame throwers along the edge. On top of that, the platforms periodically are covered in lava except for the exact middle of each platform.

Now, we are going to have to use strategy. Basically, you are only going to want to cross one platform at a time, and wait on that platform until the lava is gone and you can cross again. This, however, does not apply to the platforms with flame throwers at the edge. That is because the flame throwers will hit you if you are standing in the middle of their platform, so make sure you go two platforms so you do not get hit. One of my tricks that I like to use is to just burn my butt all the way over to the edge of this area, but that is all up to you. Why, you may ask? Well, the game developers conventiantly placed one of those hearts that refill your health at the end, so I just like to use that to regain all of my health. That is basically all there is to it. Now, continue forward.

Now, there is a pole to the right that ices its bottom with some lava. That means you are going to want to stay at the top of the pole to avoid any damage because starting over here is really a pain in the neck. Anyway, once you get to the top, jump to the right and enter this area. Now, head onto the next platform and jump to the wall on the right, do a wallkick, and you will end up on the next level. Continue to do a wallkick to get to the next area. Once you make it to the top, you will find a yellow exclamation marked box, which gives

for a platform to cool down on. Other than that, let's get to this mission and beat the crap out of bowser, ok?

The beginning of this level is a typical objective that you might have to face in many games. Simply jump to the black caged platform, and it will suddenly start to move. Along the way there will be objections that will force you to jump up, and then back onto the platform. For the first one, you can jump to the platform and then grab the 1 UP before you actually get to the platform, or you can simply head towards the platform. Now, the black cage is going to go under the lava for a short period, so you are going to have to find some solid ground other than the lava below your feet. So, jump to the left onto a yellow platform. Then, head to the right and jump to the next platform. Wait a small bit to see the black platform come back to the surface level, so jump over to it.

Alright, for this part you are going to have to jump to the right onto three platforms, which periodically are covered by lava. Just time it, which should not be too hard, and then head to the platform on the right. There is going to be a bulley here, so jump on his face and watch that shining black face turn bright red: lava red. Now, head to the area in the background and collect the RED COIN (1) that is up here. Now, return to where you just were, that is to where the bulley once was. Head to the right and take out the three Goombas that meet you. Either punch them or jump on them and grab their coins. Use the heart for health if you want, and then jump to the pole ahead. Climb up and then jump to the second level of this area. Head to the left of this area and then cross the moving platforms. There is a RED COIN (2) that is on the edge of one of these platforms, so make sure that you grab it. If you fall, and you hit the lava, make sure you quickly get onto the platforms and then refill your health using that heart that I mentioned before.

Now, as you head passed the platforms, jump onto the pole that is at the end of that path. Do a handstand at the top to gain a 1-UP, as you are probably going to want as many free lives as you possibly can in this level. First of all, grab the RED COIN (3) in the right hand corner of this room. Then, head over to the left by jumping off of the pole, and wait for the platform to leave. Then jump and grab RED COIN (4). Then ride the platform up to the next area and move on in this world. Then, head to the right. There is another one of those moving platforms below you. Jump onto it, and time it so that you do not hit the fire sprayer above. Then, jump to the platform right up there. Now, head passed the pyramid like object, and you will get to a caged area. First, head towards the background as you did before and take the RED COIN (5) that the Bulley is guarding. Now, head back to where you originally were. For best results, I would recommend jumping ontop of the cage by doing a triple jump to the top. If you are having trouble with that, just jump to the bars above and hold the A button to hold on. Then walk across. This way, however, you have a good chance of getting hit by an enemy.

Either way, make it to the other side of this area. You will come to a few moving platforms. Once you are on the platform, jump over to the next one. This takes patience, so do not try to rush yourself. Then, jump to the platform at the end of this area. Then, head to the left to meet up with your black bulley friends. To beat both of them, try to get them right next to each other. Then, when you jump on one of them, you will also jump on the second one. This will allow you to defeat both of the bulleys in only one jump! Pretty nifty if you ask me. Anyway, once they are defeated you are going to want to head to the left. Use the platform here, and get to the next level. Head to the right side and you will notice a hole with some coins. Collect these if you wish, but you will have to get back up to this area. If not, head on passed them. Find the RED COIN (6) shadow above, and jump to it.

Now, head to the large platform ahead. Jump to it once it comes to where you are, and then ride it to the lower level. Now, head to the left. Head to where the fireball enemy is, and avoid its small and useless fire ball. Then, head forward and go around the small area to find a bob-omb. Nice to see one of these enemies again, but not for long. Just pick it up and throw it into the lava. Or, you can let it explode its own self. Again, the choice is yours, but I guess it really depends on how cruel you are, eh? Anyway, head to the right. This part is pretty neat because there are platforms with flame throwers along the edge. On top of that, the platforms periodically are covered in lava except for the exact middle of each platform.

Now, we are going to have to use strategy. Basically, you are only going to want to cross one platform at a time, and wait on that platform until the lava is gone and you can cross again. This, however, does not apply to the platforms with flame throwers at the edge. That is because the flame throwers will hit you if you are standing in the middle of their platform, so make sure you go two platforms so you do not get hit. One of my tricks that I like to use is to just burn my butt all the way over to the edge of this area, but that is all up to you. Why, you may ask? Well, the game developers conveniently placed one of those hearts that refill your health at the end, so I just like to use that to regain all of my health. That is basically all there is to it. On the fourth platform there is RED COIN (7), so make sure you grab it and then go forward.

Now, there is a pole to the right that ices its bottom with some lava. That means you are going to want to stay at the top of the pole to avoid any damage because starting over here is really a pain in the neck. Anyway, once you get to the top, jump to the right and enter this area. Now, head onto the next platform and jump to the wall on the right, do a wallkick, and you will end up on the next level. Continue to do a wallkick to get to the next area. Once you make it to the top, you will find a yellow exclamation marked box, which gives you a free life! Also, grab the RED COIN (8) that is flying below. Grab it and then head to the right. There is a large bridge with a bunch of yellow blocks. Each time you touch a block, it will fall, so rush across the bridge and you will have made it to the other side, and have completed this mission! Now, head inside the pipe and get ready for a fight.

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-BOWSER BATTLE #2  
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Ok, welcome to the typical bowser arena. Here are the major differences between this bowser battle and the first bowser battle. First of all, the surroundings are different because these surroundings fit this level by placing lava all around the battle arena. The second major difference with this battle is that Bowser will take a total of two hits to defeat, instead of the simple one hit that you got in the beginning of this game. There are more differences, but are only minor. They are basically some crappy attacks that Bowser likes to throw at you, but I will explain those in the next part of the battle. So, why not get on with the strategy of this battle so we can get this stupid fight over with, ok?

Alright, this bowser battle is not going to be hard, so do not panic. Bowser will, as you probably expected, taunt you in the beginning of the fight. Just ignore it, and get ready for battle. Now, there are three major attacks from Bowser. First of all, he can do a stomp when you are nearby. This is the most threatening and most powerful attack that Bowser has. Basically, you are going to want to try to stick behind him at all costs. This will prevent most of those attacks from hurting you. The second attack that Bowser has in store for you is the famous fire breath attack. If you are in a distance from Bowser, he will

most likely use this, but the good thing about it, is that it creates coins that you can use to replenish any lost health. Ok, now that you know about the attacks, you must learn how to attack Bowser. The third attack that bowser does it basically a large stomp. He will tilt the entire arena to one side, and try to get Mario to fall off of the edge. Now, attack him just as you did for the first battle.

First of all, you are going to want to get behind him. Our ultimate goal is to grab Bowser's tail and then throw him at one of the large spiked balls that are placed around the peripheral of the arena. So, try to circle Bowser as close to his body as you possibly can, and then get to where his tail is. Then, press B to punch his tail, and then grab it. Then, circle your control stick to spin him around, and the faster you spin it, the farther Bowser will fly. Just spin it slowly and throw him in pieces, bit by bit, towards the spiked target. Just keep grabbing his tail, and once you get really close, throw his body into the spike to hurt him. Remember, you are going to have to repeat this process in order to actually defeat him. Once you do hit Bowser you should have him done. Now, Bowser will fall in defeat, and vanish, again, taunting you. Don't worry, he leaves a Key to the Upstairs level!

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|                               |          Snowman's Big Head          |          W10S1   |
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This area has a few new things in it that weren't found in Cool Cool Mountain. It's about half the size of the mountain though, which is uncool. I would've also liked it if the big penguin returned for a rematch. That would've been the COOLEST. THING. EVAR. Ah well. Anyway, let me first tell you about the temperatuer in the pools. Some of the pools here are like -50 degress or something because if Mario touches one, he'll fly up. The reaction to touching a freezing pool is identical to if Mario touched a lava pool. Okay, enough about that. This first mission in Snoman's Land is easily the easiest (heh) one to do. It takes a short while to get to it, and it doesn't take 200 KB to type up.

Anyway, from where you are, look up. In the over-the-shoulder view, you should see the giant head of the snowman. Looking up all the way will show you a power star. That's where we need to go. Head right for a little to find a snowman. These guys were abundant in Cool Cool Mountain but you'll be seeing more of them now and they're just as annoying as they were in Cool Cool Mountain. To beat one, run in circles CLOSE to it and it'll fall to the ground and die. Once the snowman is dead, continue forward. If you go in between two obstacles, you should see an electric ball. An icy blast prevents you from going any further, so go AROUND the obstacles to get to the other side. Run past the hill leading to the frozen platform where there's an icy Big Bully.

Below the Billy there's a frozen pond. Touch this pond and Mario flys up, losing three hit points. You'll notice that there's two red coins on the frozen pond. I'll guide you through getting those later. Continue past the frozen pond for now. You should be in an area with a couple of propeller enemies, a lone coin lying on the ground, and a block. Approach the coin and it turns into a hopping coin purse. You have to chase it and punch it open to reveal five coins. The block holds a 1-Up Mushroom, so be sure to grab that. There's also a snowman which you'll need to defeat. Past the snowman you'll find a frozen

pond. This pond is still very dangerous, though not as dangerous as the previous pond.

If you enter it, you'll slowly lose health. Your health will remain lost even after you climb out, and you don't regain health by jumping in. Avoid it as you jump to the small peninsula with the propellor enemy. You should notice a bunchy of ice sheets pushing forward on your left. Head left, jumping over all the ice sheets. At the end, quickly double jump up to the ledge. Jump to the next platform and make your way across the tiny ledge. Jump up and cross a small bridge and you're now at the frustrating part of climbing the snowman. When you step on the icy bridge, the snowman will mistake you for a flea and try to push you off. If it succeeds, you're thrown to the beginning of the level.

To make matters worse, your hat is thrown off. How to avoid this? The penguin. Wait until the penguin is near you and get to the side of it. Walk when it walks and stop when it stops. The penguin likes to trick you by suddenly walking fast and sometimes walking backwards, so be careful. On the other side, jump a few more ledges to reach the top of the snowman. Head around and grab the POWER STAR (1).

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|                               Chill With the Bully                               W10S2 |
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Well, it's time for another battle with a Bully, an icy one. Like last time, it takes place over a dangerous surface. Unlike last time, you fight it on a very slippery surface. Anyway, you might've noticed an icy Big Bully as you were getting the first power star (or maybe you're getting this star first, I dunno). We need to defeat that bully during this mission. Head right for a little to find a snowman. These guys were abundant in Cool Cool Mountain but you'll be seeing more of them now and they're just as annoying as they were in Cool Cool Mountain. To beat one, run in circles CLOSE to it and it'll fall to the ground and die. Once the snowman is dead, continue forward. If you go in between two obstacles, you should see an electric ball.

An icy blast prevents you from going any further, so go AROUND the obstacles to get to the other side. Run past the hill leading to the frozen platform where there's an icy Big Bully. Below the Billy there's a frozen pond. Touch this pond and Mario flies up, losing three hit points. You'll notice that there's two red coins on the frozen pond. I'll guide you through getting those later. Head up the small ramp to the very icy platform. The bully here instantly notices that you're on. As the Big Bully charges at you, press B and he'll fly back a little bit. Charge forward and press B a few more times and that will push him farther and farther back. Eventually, you'll push HIM into the icy water. Since he weighs about 553.24 pounds, he'll sink like a stone.

I'm half convinced that he is a stone, just one with legs. Fighting this bully is made five times harder with the fact that you're on a very slippery surface. Try to get towards the center as you're pushing him, because standing near the edge on this slippery surface makes it a lot easier for the bully to push you off. Once the bully has sunk into the water, a POWER STAR (2) will appear on the slippery surface. By the way, if you've been following this guide start-to-finish so far, then this should be your seventieth star. So that means you can run off to confront the final Bowser right now if you wanted!

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|                               In the Deep-Freeze                               W10S3 |
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An EXTREMELY simple star to get, a not-so-simple star to explain. There is a star very close by, in a block of ice, and it's a sort of vertical maze that you have to work your way through in order to reach the star. Okay at the start, look left. There's the ice block with the star floating inside. Rush toward it to find that there's no way in. Not true. On the left side, near the back corner, look right. There's a half-hidden hole that you can jump in. Walk forward slightly, jumping up and down as you walk forward. When Mario can actually perform his full jump, stop where you are. Get in a backflip position and perform a backflip. Mario will land on a ledge near the top of the icy cooler.

From where you are, jump to your right and head right for a little. Look for the hole in the top. Drop down and you'll instantly grab the POWER STAR (3). It's official, that's the shortest guide for a power star that we've had in this guide so far.

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|                               Whirl From the Freezing Pond                               W10S4   |
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I like this name a lot. It's not a red coin name though, so I won't go on a rant. Anyway, from where you are, we'll need to travel all the way right to get to a little corner ledge that no one would think of going before. Head right for a little to find a snowman. These guys were abundant in Cool Cool Mountain but you'll be seeing more of them now and they're just as annoying as they were in Cool Cool Mountain. To beat one, run in circles CLOSE to it and it'll fall to the ground and die. Once the snowman is dead, continue forward. If you go in between two obstacles, you should see an electric ball. An icy blast prevents you from going any further, so go AROUND the obstacles to get to the other side.

Run past the hill leading to the frozen platform where there's an icy Big Bully. Below the Billy there's a frozen pond. Touch this pond and Mario flies up, losing three hit points. You'll notice that there's two red coins on the frozen pond. I'll guide you through getting those later. Continue past the frozen pond for now. You should be in an area with a couple of propeller enemies, a lone coin lying on the ground, and a block. Approach the coin and it turns into a hopping coin purse. You have to chase it and punch it open to reveal five coins. The block holds a 1-Up Mushroom, so be sure to grab that. There's also a snowman which you'll need to defeat. Past the snowman you'll find a frozen pond.

This pond is still very dangerous, though not as dangerous as the previous pond. If you enter it, you'll slowly lose health. Your health will remain lost even after you climb out, and you don't regain health by jumping in. Avoid it as you jump to the small peninsula with the propeller enemy. You should notice a bunchy of ice sheets pushing forward on your left. Ignore them for now, since we don't need to touch them for this mission. Head forward to the edge, where you'll find two propeller enemies walking around in the water. This is the hard part. Carefully drop off/jump to the first propeller enemy. There's a chance that you'll miss it, since it's hard to see in the icy water. The moment you hit it, immediately float to the upper ledge that's in front of you.

You'll see two regular blocks here. The right one has a Koopa Shell, which is what we'll need for the next mission. The left one has this mission's POWER STAR (4). Is it me, or is this one of the shortest levels? I dunno, the strategies are short but getting the power stars are harder. I went as in-depth as I could though :(

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YES! BRILLIANT! This is without a doubt the best title for the red coin mission they've had. Although the shell shreddin' part might have some questioning, since you really only need a Koopa Shell to get the two red coins in the lava-like icy pond below the Big Bully. But getting an additional four red coins is made much, much easier with help from the Koopa Shell. So we'll only be getting two of the coins on foot and the rest with the Koopa Shell. Okay, head right for a little to find a snowman. These guys were abundant in Cool Cool Mountain but you'll be seeing more of them now and they're just as annoying as they were in Cool Cool Mountain. To beat one, run in circles CLOSE to it and it'll fall to the ground and die.

Once the snowman is dead, continue forward. If you go in between two obstacles, you should see an electric ball. An icy blast prevents you from going any further, so go AROUND the obstacles to get to the other side. Make sure to grab the RED COIN (1) as you're going around the right obstacle. Run past the hill leading to the frozen platform where there's an icy Big Bully. Below the Billy there's a frozen pond. Touch this pond and Mario flies up, losing three hit points. You'll notice that there's two red coins on the frozen pond. Those are the two that you need to get with the shell. We'll be getting those two coins last. Continue past the frozen pond for now. You should be in an area with a couple of propeller enemies, a lone coin lying on the ground, and a block.

Approach the coin and it turns into a hopping coin purse. You have to chase it and punch it open to reveal five coins. The block holds a 1-Up Mushroom, so be sure to grab that. Aside from all of this, you can find the next RED COIN (2) in this area. There's also a snowman which you'll need to defeat. Past the snowman you'll find a frozen pond. This pond is still very dangerous, though not as dangerous as the previous pond. If you enter it, you'll slowly lose health. Your health will remain lost even after you climb out, and you don't regain health by jumping in. Avoid it as you jump to the small peninsula with the propeller enemy. You should notice a bunchy of ice sheets pushing forward on your left.

Ignore them for now, since we don't need to touch them for this mission. Head forward to the edge, where you'll find two propeller enemies walking around in the water. This is the hard part. Carefully drop off/jump to the first propeller enemy. There's a chance that you'll miss it, since it's hard to see in the icy water. The moment you hit it, immediately float to the upper ledge that's in front of you. You'll see two regular blocks here. The right one has a Koopa Shell, which is what we need in order to complete the "Shell Shreddin'" part of this mission. Grab the shell and turn around. Quickly look to your left to find a RED COIN (3). Go forward (DON'T drop off) sticking to the left wall. Head down this path and collect the first RED COIN (4).

There's another RED COIN (5) right after. A snowman pops up here and tries to kill you. Avoid it while grabbing the next RED COIN (6). If you hit the snowman, then you'll probably have to start the mission all over again (unless you want to try getting the final two coins by swimming, which is possible but insanely hard). Drop off at the end and you'll be near the icy pond with the Big Bully. Head into the pond and get the RED COIN (7) and then get the final RED COIN (8). If you hit any of the little tips of ice sticking out, you'll likely lose your shell. This will cause you to probably instantly die. Why? If Mario is right below the icy platform with the bully, he'll bounce up and down very quickly.

So quickly that he won't be able to get out in time, which leads to his death... I think. Does he die when you lose all of your life or not? Games

never explain this. Oh well. Anyway, after you have the coin, head out of the pond and go towards the starting point of the level. You've passed the blue star shadow countless times, so you should know exactly where the POWER STAR (5) lies.

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+=====+
|                Into the Igloo                W10S6 |
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There are two methods to doing this. The first method is the extremely simple one, the second is the somewhat harder one. This is like the only star in the level where there's two paths. Is that a record?

NOTE: If you attempt path one and lose the Koopa Shell, you MUST do path two in order to get to the igloo. That or exiting and re-entering the level.

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Path 1 (Easy Path)
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I like this name a lot. It's not a red coin name though, so I won't go on a rant. Anyway, from where you are, we'll need to travel all the way right to get to a little corner ledge that no one would think of going before. Head right for a little to find a snowman. These guys were abundant in Cool Cool Mountain but you'll be seeing more of them now and they're just as annoying as they were in Cool Cool Mountain. To beat one, run in circles CLOSE to it and it'll fall to the ground and die. Once the snowman is dead, continue forward. If you go in between two obstacles, you should see an electric ball. An icy blast prevents you from going any further, so go AROUND the obstacles to get to the other side.

Run past the hill leading to the frozen platform where there's an icy Big Bully. Below the Billy there's a frozen pond. Touch this pond and Mario flies up, losing three hit points. You'll notice that there's two red coins on the frozen pond. I'll guide you through getting those later. Continue past the frozen pond for now. You should be in an area with a couple of propeller enemies, a lone coin lying on the ground, and a block. Approach the coin and it turns into a hopping coin purse. You have to chase it and punch it open to reveal five coins. The block holds a 1-Up Mushroom, so be sure to grab that. There's also a snowman which you'll need to defeat. Past the snowman you'll find a frozen pond.

This pond is still very dangerous, though not as dangerous as the previous pond. If you enter it, you'll slowly lose health. Your health will remain lost even after you climb out, and you don't regain health by jumping in. Avoid it as you jump to the small peninsula with the propellor enemy. You should notice a bunchy of ice sheets pushing forward on your left. Ignore them for now, since we don't need to touch them for this mission. Head forward to the edge, where you'll find two propellor enemies walking around in the water. This is the hard part. Carefully drop off/jump to the first propellor enemy. There's a chance that you'll miss it, since it's hard to see in the icy water. The moment you hit it, immediately float to the upper ledge that's in front of you.

You'll see two regular blocks here. The right one has a Koopa Shell, which is the one that we need for this mission. Grab it and drop off the ledge. Head across the icy water. On the other side, turn around and look left. There's a very steep hill here with some coins. Head on it and ride up. You'll have to jump up a few times to get to the top. Once you're at the top, jump over the fence and press Z to cancel the Koopa Shell. Crawl into the igloo. Now skip to "The Igloo" section of this mission.

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Path 2 (Advanced Path)  
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This requires you to climb to the top of the snowman again. I'll say it again, you HAVE to do this path if you lose the Koopa Shell on path one, okay? Okay. Anyway, from where you are, look up. In the over-the-shoulder view, you should see the giant head of the snowman. You already have the power star, but you still need to head to the snowman in order to enter the igloo, where the next power star lies. These guys were abundant in Cool Cool Mountain but you'll be seeing more of them now and they're just as annoying as they were in Cool Cool Mountain. To beat one, run in circles CLOSE to it and it'll fall to the ground and die. Once the snowman is dead, continue forward. If you go in between two obstacles, you should see an electric ball.

An icy blast prevents you from going any further, so go AROUND the obstacles to get to the other side. Run past the hill leading to the frozen platform where there's an icy Big Bully. Below the Billy there's a frozen pond. Touch this pond and Mario flies up, losing three hit points. You'll notice that there's two red coins on the frozen pond. I'll guide you through getting those later. Continue past the frozen pond for now. You should be in an area with a couple of propeller enemies, a lone coin lying on the ground, and a block. Approach the coin and it turns into a hopping coin purse. You have to chase it and punch it open to reveal five coins. The block holds a 1-Up Mushroom, so be sure to grab that.

There's also a snowman which you'll need to defeat. Past the snowman you'll find a frozen pond. This pond is still very dangerous, though not as dangerous as the previous pond. If you enter it, you'll slowly lose health. Your health will remain lost even after you climb out, and you don't regain health by jumping in. Avoid it as you jump to the small peninsula with the propeller enemy. You should notice a bunchy of ice sheets pushing forward on your left. Head left, jumping over all the ice sheets. At the end, quickly double jump up to the ledge. Jump to the next platform and make your way across the tiny ledge. Jump up and cross a small bridge and you're now at the frustrating part of climbing the snowman.

When you step on the icy bridge, the snowman will mistake you for a flea and try to push you off. If it succeeds, you're thrown to the beginning of the level. To make matters worse, your hat is thrown off. How to avoid this? The penguin. Wait until the penguin is near you and get to the side of it. Walk when it walks and stop when it stops. The penguin likes to trick you by suddenly walking fast and sometimes walking backwards, so be careful. On the other side, don't bother climbing the small wooden ramp. Face the snowman and look down to find the igloo. Jump off the ledge and drop down and you'll be in front of the igloo. Crawl inside.

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The Igloo  
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Inside here, you'll find two propeller enemies on each side of you. Defeat them both. You should see a block of ice above you near the front. A power star floats inside. That's our star, but we can't grab it because the ice prevents us. So how do we get it? *coughcoughVanishingCapcoughcough* You should also notice a ***load of coins in all of the icy walls, so you can guess where our 100 coin mission will lead us. Anyway, go forward and kill the Goomba. Go right and south all the way, and then head left. You'll see a Vanishing Cap behind an icy wall. Turn right again and then you should notice that the icy wall is

shorter than usual. You can climb over it to grab the Vanishing Cap. Quickly head out of this wall and run straight through the next wall, into an icy block.

Grab the 1-Up Mushroom here and then head into the next wall. There's a huge amount of coins, so grab them if you wish. Head out and then go right. Turn around to find the ice block with the star. Double jump up to the block and climb in, then grab the sixth POWER STAR(6) in the level. Well, that was pretty easy, wasn't it?

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|                                     100 Golden Coins                                     W10S7 |
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Time to get a somewhat-easy 100 coin Star. You can choose any mission for this, because all paths are open for every mission. There's also a secret coin in this level, which is described how to get in the Secrets section of this guide. Okay, head left at the start. Keep to the right of the giant ice block and collect two COINS (2). The third coin is actually a coin purse. Defeat it and it'll reveal five COINS (7). Make sure to get these coins quickly because they'll scatter in all directions once you have defeated the purse. Now kill the first propeller enemy and grab the COINS (10) that it leaves behind. Defeat the second enemy and grab their COINS (13). There's a third propeller enemy here.

Defeat it and grab the COINS (16). Now head back to the starting point. Head past the star shadow and a snowman will pop up. Get very close to it and run in a circle or two. The snowman will fall over and reveal three COINS (19). Now head up the little ramp that you're on (going diagonally left) and you'll meet a propeller enemy at the top. Take it out and grab the COINS (22). There's a Shy Guy here as well. After killing it, grab the COINS (24). Now do a long jump to the platform with the icy Big Bully. Ignore it and jump to the snowy area with the block and propeller enemies. Defeat the first propeller enemy and grab the COINS (27). Defeat the second propeller enemy and grab their COINS (30). The lone coin here is actually a coin purse.

Defeat it and quickly grab the five COINS (35). Now grab the RED COIN (37) that peacefully rests on the ground. Defeat the snowman by running in a circle and then grab the COINS (40) left behind. Head forward and defeat the propeller enemy in front of the peninsula. Grab the COINS (43) left behind. Now jump to the peninsular and defeat the propeller enemy for the COINS (46). We don't need to get to the upper ledge so don't hesitate to kill the propeller enemy in the water for the COINS (49). Now run toward the sheets of ice trying to push you off. Jump over them as you move forward. At the end, double jump up and pull yourself up to the ledge. Jump up a few more ledges and you'll find a tiny ledge.

Get the two COINS (51) on this ledge. Climb the small ramp a little higher up and get the COIN (52). Now you have to get past the snowman. Stay to the side of the penguin as it walks forward and backward. On the other side, get the two COINS (54). Now from where you are, look down. Drop down to the platform with the igloo. Now jump over the fence and slide down the little slide to get all of the COINS (62). Now make your way back up to the snowman and cross the icy bridge again, then drop down once more to the igloo. You'll want to actually enter the igloo now. Inside, defeat the propeller enemy on the left for COINS (65) and then defeat the propeller enemy on the right for more COINS (68). Defeat the lone Goomba close by and get its COIN (69).

Now turn right and defeat the Goomba to get another COIN (70). Go forward and left to find a propeller enemy. Kill it for more COINS (73). Go forward, right,

forward, and left (we'll get the Invisibilty Cap later). Kill the Goomba that greets you and get the COIN (74). Now you should see a pink Bob-omb in an ice block. Go down a little and left all the way to the back, then head right. Talk to the pink Bob-omb if you want to open the cannon (it's just a convient way to get around) then hit the yellow block for three COINS (77). Now you need to return to the Vanishing Cap. Jump over the wall blocking it. When you have the cap, run through a few walls to get into an ice block with twenty COINS (97). Outside the ice block, the final three COINS (100) await.

Now grab your POWER STAR (7) and then get the power star in the ice to exit the level!

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|           |%%%%%   Wet-Dry World   %%%%%|           WORLD11   |
|           ~~~~~~                   |
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NOTE: THE FOLLOWING IS NOT AN INTRODUCTION TO THIS LEVEL. DO NOT SEE IT AND FRET, FOR I SHALL NOT BEGIN A BORING DESCRIPTION LIKE USUAL INTRODUCTIONS DO.

Okay, there is something that makes Wet-Dry World a very unique place (aside from the fact that it's like one of the coolest levels in the game; and that's saying a lot, since all of the levels kick ass. Well, maybe not Tiny-Huge Island). Anyway, it's the fact that the water level changes depending on what part of the painting you enter. If you enter the lower part of the painting (that means the beads on the end of the spider-creature's legs) then the water level will be extremely low. If you do a regular jump into the painting, you'll enter what is classified as the middle of the painting. Therefore, the water level will be at a middle level. If you enter the top of the paintaing (do a sideways somersault into it) then the water level will be extremely high.

Inside the level, you can change the water levels, but you'll always want to jump in at the correct height for the easiest path. Okay, with that said, let's move on to the first star!

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|                                     |
|           Snocking Arrow Lifts!           W11S1   |
|                                     |
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There are two paths you can take. The first path is the easiest (and the one you're not supposed to take). It requires you to set the water level at the "high" mark. The second path is harder, and it actually involves "shocking" arrow lifts. No, wait... I just figured out why they call it "shocking" arrow lifts! It's cause of the electric balls floating around the area! OMGWTFLOLBBQ SAUCE I'M A FREAKING GENUIS! Okay, sorry about that. Anyway, the two paths... now.

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Path 1 (Easy Path; High Water Level)
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You'll fall about two feet and land on a board way up near the top of the level. Okay, you need to adjust the water slightly (not so it's at the middle level, but so it is a little lower than what you're at at the moment). Jump forward and you should see a cage in the corner (this cage leads us to a whole second half of the level, but we don't need to go into the area yet). Jump into the water and head under, then start swimming toward the cage. Swim to the very, very back wall and look left. There's a strange multi-colored diamond

resting on a brick ramp. These are water switches, and they allow you to change the level of the water. Swim toward the switch and touch it and the water level in the area will lower slightly.

This will allow you to easily swim to the star area. Turn around and swim back to the board that you started on. Jump on and look northeast. There's a big tower here that juts out of the water. That's where you want to go. Swim toward that tower and you'll find a block floating in the air. This block holds the star. It was previously underwater, and you can't break underwater blocks (although you should be able to... I mean, it's stupid that you can't do basic fighting moves when in water). Anyway, get below the shadow of the block and then do down+A. Mario will jump out of the water and break the block. Swim towards your first POWER STAR (1).

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Path 2 (Intermediate Path; Middle Water Level  
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Yeah, this path isn't really "advanced" because it's still somewhat easy to get the power star. And you actually use the "shocking arrows" this time. All right when you start, you'll be standing on a wooden board. We need to raise the water level slightly, but not too much (if we raised it too much, then it'd cover the block that we're trying to reach). From where you are, turn around. Hey look, a..... bridge! (Sorry about that, my mind blanked out.) Anyway, jump on the bridge and hit the yellow block. A POWER STAR (1) will pop out. No, just kidding, it's actually three coins. Sorry if I got your hopes out. Continue forward on the bridge (avoiding the flame-spitting ball of course) to find a large "?" switch.

Step on it and a bunch of brown, floating platforms will appear in the air. A timer will start (a bunch of annoying clicking noises). Quickly jump across the platforms and onto the wide brick pillar (you have more than enough time to do this). There's a strange multi-colored diamond resting here. Hit it and the water level raises slightly. Turn around and you'll see two wooden platforms on either side of a floating orange platform. Swim to the platform that's to the right of the orange platform. From here, jump to the first floating orange platform. Jump to the second platform and you'll find a tiny square with some arrows. There's also an electric ball floating around the area. Step on the arrow square and it'll take you to another square.

Step on that one to be taken to another. Repeat all of this, avoiding the electric ball. At the end, hit the yellow block (be careful to avoid the flame; if it hits you, then you'll probably run off the edge. You can try to run against the wall though, and that might save you) and grab the POWER STAR (1) that appears.

+=====+
| Top O' The Town W11S2 |
+=====+

To do this mission easily, make sure to enter the painting high up (do a sideways somersault). You can get the star a lot quicker than usual. I THINK this is the way Nintendo wanted you to do it. But hey, who listens to me, I'm just some stupid FAQ writer. At the start, you'll fall about two feet onto a wooden board. Enter the over-the-shoulder view and look left, then up. There's a bunch of rotating platforms, and the highest platform holds a yellow block. That yellow block holds our power star. Jump into the water and swim towards the back (where there's a cage in the corner; this cage takes us to the second part of the level but we aren't going there until the fifth star so ignore it for now).

At the very back, look left to find a brick ramp. There's a strange multi-colored diamond here but don't touch it; it's a water level switch and we don't need it for this mission. Swim past it and go up the ramp, then go up a few ledges. Jump the gap (if you fall, simply double jump to get back up) and then head forward to find a purple Bob-omb. These guys are rare in levels, but they're there. They will charge at you in one direction. If they catch you, they'll pick you up and throw you in a random direction. If you move out of the way when they're charging, you can pick them up and throw them. Throw them once and they'll explode, revealing five coins. So defeat this purple Bob-omb then locate the VERY thin plank hovering above you.

Jump on it. You have to walk across carefully but if you fall, you have to do all of this over. To make things worse, you can't position the camera behind you and electric balls roam the area. I suggest crawling across, since it GREATLY decreases the chances of you falling. On the other side, jump to the platform. Be careful to avoid the flame-spitting ball as you jump to the rapidly spinning platform. There's a final platform you have to jump to. On this platform is the yellow block you saw at the beginning of the level. Break it and grab the POWER STAR (2).

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+=====+
|           Secrets in the Shallows & Sky           W11S3 |
+=====+
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I like the name of this level. If they put the word "and" in there instead of the "&" sign, this would probably be the longest mission name in the game. I think it still is the longest mission name in the game. But who listens to me, I'm just some retarded FAQ writer. Anyway, to do this mission, make ssure you enter the painting in the middle (just jump in normally). This is the main path, and there's surprisingly no other path to take. That's a first. Anyway, if you did the "Pyramid Puzzle" mission in the Shifting Sand Land then you should have an idea as to what this is. You have to find five "secrets," hidden numbers in certain areas. This makes the power star appear. They are located throughout the level, so I'll give them to you in the order that I think is best.

Jump into the water and swim straight. There's a ramp here. Head up the ramp and at the top go forward. Jump onto the wooden board and look left. You should see a circular pillar. Head forward to that pillar (watch out for the electric ball) and do a double jump up. Hit the regular block for a SECRET (1). Collect all the coins and drop down. There's a cage with a star off in a corner. Head towards that cage and you should find a large red "?" switch. Step on it and a bunch of wooden blocks will appear, making steps up to the top of the cage. Climb these steps. At the top, there's a yellow block. Hit it for another SECRET (2). After collecting all the coins, drop back down to the level you were just on.

You've gotten all of the secrets that you can get with the water at the middle level. Now you need to get the water at the lowest level (to make everything dry... wet/dry world... get it?). To do that, jump back into the water. Head to the ramp that you climbed on a couple of minutes ago. Dive down to the bottom of the level and behind the ramp you should see another multi-colored diamond. Hit it and the water will lower all the way to the bottom, so there's only about two or three inches of water. Turn around now and head all the way to the opposite side of the level. When you get to the wall, turn right. Now head all the way to the forward to the next wall. There's a yellow block high up in the air, as well as a giant cube that you can push.

Head to the back of the cube and start pushing it towards the yellow block. As

you're pushing it, you'll grab a SECRET (3). Continue pushing the cube until it's under the yellow block. Jump onto the cube and jump up and hit the block for another SECRET (4). Grab the ten coins that appear and then start running right (drop off the block). Jump up to the next platform. Avoid the mouse as you move around. If it touches you, you'll be hurled high up into the air and you'll land hard, losing health. There's another giant cube that's wedged into the wall. Start pushing it into the wall and you'll reveal the final SECRET (5) of the mission. A star will appear near the start, on a wooden bridge. To get the star, you'll need to make the water level go middle once more.

From where you are, turn around and head to the back wall. Go left and you'll pass a stone pillar to your left that has a couple of ledges you need to jump on. Jump to the top (avoiding the electric ball). Hit the multi-colored diamond here to raise the water level to the middle point. Go left and you'll spot the bridge. Return to the wooden platform that you always start the level on, and jump to the bridge from there. Head to the POWER STAR (3) and grab it. STAR GET!

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+=====+
|                               Express Elevator -- Hurry Up!                               W11S4 |
+=====+
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Damn, I thought I found a really cool way to get this star ten minutes ago by doing a bunch of wall kicks but it turns out that you can't do it. Too bad I found out the hard way and lost about a dozen lives :(Ah well, I guess you have to give Miyamoto credit for noticing that people would be able to wall kick up to the star. Now if only he noticed the stupid flying cap in Lethal Lava Land that reduced the difficulty of getting the stars by about two-thirds of what it really should be like. Anyway, this star gave me hell when I was smaller, partially because I had not discovered both the wall kick and the internet :) But now it's one of the easiest stars to get, and you'll find it quite simple as well.

Okay, you'll need the water level at its lowest to get this star. So walk up to the wall where the painting is be hung (hey, I wonder what would happen if you were to take the painting off the wall; would there be something behind it or could you still jump into the level?) and then do a small jump to enter the very bottom part of the painting. At the start, you'll fall all the way down to where the water level is super-low. I don't think we've started with the water level low, have we? *checks* Nope, and this is the only time we WILL start with the water level low (except for the 100 Coin Star, but that don't count). Head forward and you'll find a small caged area to your left. The cage is blocked off by a wooden block.

Punch it to reveal a hole (see, I thought you could wall kick up this area but the elevator you need to take prevents you from getting the star). Don't head inside yet, since there's nothing to do in there at the moment. Okay, now we need to get to the top of the level, but we have to take the long, hard way since we're at the very bottom of the level. We could raise the water level, but it has to be at its lowest the whole time in order to get the star. So from where you are, turn around and jump up to the ledge. You'll find a Blue Coin Switch here. This is the best Blue Coin Switch yet, giving you a whopping thirty coins (no, maybe Hazy Maze Cave's switch had more, can't remember). Grab the coins if you wish, avoiding the fire-spitting ball.

Head around this platform to find a strange wind-up mouse moving around. It's carrying a shovel and if you step on the shovel, it'll throw Mario high up in the air. Unless he lands on something, then you'll fall back to the ground and suffer some damage. And that glitch where the water restores your health can't save you because the water is at its lowest level. What you need to do is draw

the mouse towards the wall then run around it so the mouse is still close to the wall, but its back is to it. Step on the shovel and it'll hurl you to the upper floor. There's another mousey here and you need to do the same thing, although if you REALLY mess up you'll have a LONG fall in store. After the mouse hurls you up to the next floor, you'll find yet ANOTHER mouse.

DO NOT get on this one. Instead, head right all the way to find a big red "?" block. Step on it and some wooden blocks will form stairs up to the top of the cage that's close by. At the top of the cage, drop off on the other side and you'll land on some wooden boards sticking out. The left board will start to move down (this is the express elevator). As soon as it begins to move down, quickly jump off and fall to the ground (do a Ground Pound before you hit the ground to prevent damage). If you destroyed the block at the beginning like I said, the hole will still be open. Enter the hole and wait until the elevator comes all the way down to the bottom. Quickly do a wall kick on the opposite wall to get on the elevator.

After a short period of time, it'll start to rise to the top again. Grab the POWER STAR (4) resting here.

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+=====+
|                Go to Town for Red Coins                W11S5 |
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Well, it's a pretty good name don't you think? It doesn't actually give you any hint as to what you're supposed to do except get the red coins. A better name for this would be "Red Coins out on the Town" or something, but it's still a good name. I think it's cool that you haven't seen a single red coin yet. You also haven't seen a town. You probably noticed that large cage in the corner. It doesn't look like anything important at first glance but that cage leads to an underwater pipe. Swim down through the pipe and you emerge at a huge city. Of course, all the people have drowned, their bodies have decayed, and their bones have been spread wide apart. Why? 'Cause the city keeps flooding when the water changes.

Okay, to get into the cage easiest, you'll want to jump into the higher part of the painting (do a sideways somersault) so that the water level is at its highest. There are two paths to getting into the cage. The first one takes about three seconds to do, and the second one takes about two or three minutes to do. Still, the second one is fun, so I'll list it.

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Path 1 (3-Second Path)
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You'll start the level facing the cage. Jump in the water and swim towards it. When you reach it, jump (down+A) and Mario will grab onto the top of the cage. Pull yourself up and drop down into the other side. Yipee.

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Path 2 (Easy Path)
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When Mario lands, turn to your left. Enter the over-the-shoulder view and look left slightly (after turning left). You should see a tall tower sticking out of the water. A little ways away from that tower is a floating orange platform. Our first destination is the floating platform and our second destination is the top of the tower. Start swimming towards the tower and you'll notice a floating wooden platform (this one is floating on water, not on air) is near the platform in the air. Head to that wooden platform and do a double jump/sideways somersault

up to the floating platform. A lovely pink Bob-omb is here. Talk to it and it'll open the cannon on the top of the tower. So turn around and drop back into the water.

Swim to the left side of the tower and then climb the ramp. Hop down into the cannon and aim yourself at the cage in the corner. Go a little higher than the cage and shoot. Mario will fly forward for a long time, and land in the corner. He's inside the caged area.

~~~~~  
The Town  
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The screen doesn't actually black out when you enter the town part of the level, but it's so big I thought it deserved it's own section in Wet-Dry World. Everything needs to have their moment's of glory. Anyway, in the cage, swim down to the bottom. Chances are you've become fast and efficient at swimming (especially if you've spent time in the two water worlds) so you should reach the bottom quickly. Swim through the long pipe and then go under the cage-type wall. There's a second cage-type wall above that and you have to swim over the wall. You're now inside the town. When you emerge from the pipes, swim down to the bottom of the floor. Turn around and swim to the multi-colored diamond. Activate it and the water level will drop down to as low as it can be.

Okay, we're ready to get the red coins! Turn around and head forward and you should find a little garden with nothing in it between two buildings (on your right). Jump into the garden and start to do wall kicks using the buildings as your walls. At the top, get onto the left building (the brick one). There's a wooden block floating in the air here. Break it to reveal a RED COIN (1). Now do a long jump to the second, smaller building that you used as a wall. There's another block here. Break this one and get the RED COIN (2). By the way, practically all but a few of the red coins are in blocks so when you see a block on a building, chances are there's a red coin in it. From where you are, look out straight.

There are two blocks on some ledges. Do a long jump over the first wall and you'll land in what I'm going to call the "town square" part of the level. Defeat the water spider and get the coins, and then go right (assuming your back is to the wall you just jumped over). Jump up the ledge to find a block. Smash it and grab the RED COIN (3) inside. Now jump up to the next ledge. There's a tiny, tiny church here that maybe one person can fit in. Head to either side of the church and get onto the roof by doing a sideways somersault. On the roof is a RED COIN (4). Now drop off the roof. Turn around and you'll find that you can walk on top of the walls of the town square. Carefully drop onto the right wall.

Carefully walk across it and halfway through you'll find a water spider. The guy's a little freaked out since it's stuck on top of this wall so it'll run around in a circle frantically. Defeat it and continue carefully along the wall. At the end, punch the block and grab the RED COIN (5). Now drop down into town square. Here, do a sideways somersault and grab onto the top of the opposite wall. Pull yourself up and head to the back where there's another block. Break it and grab the RED COIN (6). From where you are, look straight. You should see a small house with a fire-spitting ball on the top. Drop down and look to the right of that house. There's a big white building, and we need to get to the top of that.

Jump forward to the wall of the house and do a wall kick up to the top of the white building. Not surprisingly, a block is here. Break it and grab the *shock!* RED COIN (7). Now drop down onto the other side of the building. In a corner here, there's another garden with two trees and a bunch of flowers. To

the right of it there's a HUGE building. Climb the tree closest to the building. Go the very top of the tree so Mario will perform a hand stand on the top. Turn yourself so that Mario's back is to the big building (you can't see Mario's body, but you can tell when his back is to the tree by look at where is feet are pointing). Press A and instantly push forward on the control stick to fly up to the building.

If done correctly, you should grab onto the building. This can be somewhat hard to do, so you might have to do this a couple of times before actually accomplishing it. Up here is the final block and RED COIN (8). The star is now here. Drop down off the building and head to the town square. Jump up the ledges and head into the one-man church where the POWER STAR (5) rests.

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+=====+
|           Quick Race Through Downtown!           W11S6 |
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Downtown... where the folks are broke.
Downtown... where your life's a joke.
Downtown... where you buy your-

Oh, *ahem* sorry about that I was just uh... nevermind. I bet a whole 2% of you people know that song. Anyway, you have to have a quick race through downtown as the level suggests. Okay, to get into the cage easiest, you'll want to jump into the higher part of the painting (do a sideways somersault) so that the water level is at its highest. There are two paths to getting into the cage. The first one takes about three seconds to do, and the second one takes about two or three minutes to do. Still, the second one is fun, so I'll list it.

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When Mario lands, turn to your left. Enter the over-the-shoulder view and look left slightly (after turning left). You should see a tall tower sticking out of the water. A little ways away from that tower is a floating orange platform. Our first destination is the floating platform and our second destination is the top of the tower. Start swimming towards the tower and you'll notice a floating wooden platform (this one is floating on water, not on air) is near the platform in the air. Head to that wooden platform and do a double jump/sideways somersault up to the floating platform. A lovely pink Bob-omb is here. Talk to it and it'll open the cannon on the top of the tower. So turn around and drop back into the water.

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Okay, we do have to have a quick race through downtown here. We have to go from one side of the town to the other. All the way across from you (diagonally) there's a power star. But it's inside a cage you can't pass. Can anyone say... Vanishing Cap? From where you are, go south all the way. Near the back here is a Vanishing Cap. Quickly go forward and head through the town square wall. Go across town square and head through the other wall. Turn right here and go through the cage. You'll find that there's a tall, tall pillar that you have to get up to. Wait until the effect of the Vanishing Cap fades, then do wall kicks up to the top of the pillar. Climb a couple of ledges and grab the POWER STAR (6) at the top.

Well, that was a short star, wasn't it? A a very quick "race" through the town.

Downtown... where the cabs don't stop.
Downtown... where the food is slop.
Downtown... where the hop-hea-

notices crown of people watching him
runs away

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+=====+
|                100 Golden Coins                W11S7 |
+=====+
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Hey folks it's that time again! Time to get one of the easiest 100 coin stars so far! The coolest thing about this star is that you don't have to enter the city at all! Okay, you'll first want to enter the place when the water level is at zero. Choose any star you wish (I choose Quick Race Through Downtown! since it's a cool name) and start the level. You'll want to kill the water spider in front of you at the start and get the COINS (3). Now head to the right wall. There are four blocks on this wall. Break them all and get all of the COINS (15) inside them. Once you have those, head back to the starting point. From here, go left and jump up the ledge to get to the first platform. Your first concern is the water spider.

Kill it and get the COINS (18). Now stomp on the Blue Coin Switch. God's gift to you is a whopping six BLUE COINS (48). So, you have forty-eight coins in twelve lines of text. Nice. Now drop off the ledge and head to the back of the area. Behind the tall tower there's a large metal cube. Push it until it's under the yellow block. Climb the cube and hit the yellow block. This block carries ten COINS (58). See, I told you this was easy! Now we have to raise the water level, since we've gotten all the coins we can while having the floor at the lowest point. Turn around and go forward. You should spot a pillar with an electric ball floating around the top. Climb the ledges on this pillar and hit the multi-colored diamond at the top.

The water level raises to the middle level. From here, return to the starting point. Head straight and climb up the long ramp. Go forward and you should see a

yellow block in the corner. Push the cube so it's below the yellow block, then break the block and get the COINS (61). From where you are, go left. There's a circular pillar with an electric ball circling it. Surrounding the pillar, there's a bunch of COINS (69). Now double jump up to the top of the pillar. Break the block and get the ten COINS (79) inside. Drop down off the pillar and go right. Hit the large red switch to make a bunch of wooden steps appear. Climb them to the top of the cage. Hit the yellow block here and grab all of the COINS (89) inside.

Now do a long jump to the back of the platform to land on a ledge with a sign and five COINS (94). Now head left and jump up the ledges. Jump the gap (if you fall, simply double jump to get back up) and then head forward to find a purple Bob-omb. These guys are rare in levels, but they're there. They will charge at you in one direction. If they catch you, they'll pick you up and throw you in a random direction. If you move out of the way when they're charging, you can pick them up and throw them. Throw them once and they'll explode, revealing five COINS (99). You only have one more coin to go, yipee. From where you are, jump back down into the water and head to the starting platform. Jump to the bridge behind the platform.

Break the block and grab the three COINS (102) then grab the next POWER STAR (7). Yahoo, Wet-Dry World is complete!

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|          ~~~~~                      |
|          |%%%% Tall Tall Mountain  %%%%|          WORLD12  |
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|                                     |
|          Scale the Mountain          |          W12S1  |
|                                     |
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Alright, nm14 is here, and I am going to make this a fun experience for you because this is my favorite level in this entire game. This is basically a large mountain with many obstacles and neat features in this level that make it one of the unique and most fun levels in the entire game. Anyway, let's move on with the strategy of this Power Star. There are two options for most of these stars, and I will explain both of them just as I always do. So, I will start off with the strategy that the game most likely intends that you go, and then follow that by the strategy that I like to use, and is probably a lot easier and quicker than the first one. Again, either way is acceptable and both of them will lead you to the same place, so it is up to you in picking the way that you want to go.

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Path 1 (Advanced)
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To start off, head backwards to find a small ledge here. There is an easy 1-UP that you can obtain, and you should really get this for all of the Power Stars that you have to go through in this game. So grab the 1-UP and then head back to the beginning of this level. Run forward and you will notice a pack of brown Goombas that await you. Take all three of them out by either punching them or jumping on their heads. Use any method that you want, and then continue forward. You should come to a gap in the floor, so you are going to have to jump over it by doing a long jump to make it passed the gap. If you fall, you can either head back to the left and continue from the beginning, or you can do some wall kicks to get back to the top. Use whatever you want, and then do a second long jump over the next gap, but be more careful here because this gap does not have

a solid floor underneath.

Now, head forward, and slightly turn to the left. You will notice a group of mushrooms on the left side. There is a 1-UP that you can claim if you really want to, or you can simply just ignore these mushrooms and continue forward. Right here, head forward to get to an area where a bunch of moles are throwing rocks at you. Just ignore them for right now, and then turn the corner. Now, head to the right and pass the next corner. You should meet up with some of your favorite enemies, also known as the bob-ombs. There are a total of three of them, and you are best off simply letting them chase you around and then exploding. Grab their prizes, the nice yellow coins. Now, head forward to get to a large plateau.

As you enter this area, you will notice that there is a large purple enemy. This enemy is really easy and can be taken care of just as you take care of one of those small black bob-ombs. Basically, run behind them and then press the B button to grab their backs. Then, throw them, just as you did for the bob-omb king. Then, grab the coins that they leave behind, which is rather nice since they leave so many of those yellow coins behind. It is also a good way of regaining health lost by either the bob-ombs or the moles that were right before them. Now, head forward to find a small wooden bridge. You should find a Shy Guy (one of those Ghost-like enemies that fly in the air). Watch out for their fire ball attacks because they can easily send you off of the cliff. If you need health, jump on the Shy Guy and then land safely on some firm ground.

Now, notice that there is a large wooden log to the right of this area. To get to this log you are going to have to avoid a monkey. This monkey is not a friendly one, so do not go near it. If you do, it will take your hat and you will lose your hat forever until you steal it back. So, if you die or exit this level without your hat, you will remain without a hat! Yes, it would be wise to keep your hat, so make sure you avoid this pesky monkey. Now, head to that log and go across, just as you did in Lethal Lava Land. Make sure that you stay balanced and run slightly to the opposite side that the log is actually moving. Now, make it to the other side and you will begin the next part of this world.

Ok, this is very similar to the Bob-omb Battlefield mountain where the bowling balls came crashing down. There is going to be quite a few of them, and they are traveling at high velocities, so make sure that you dodge all of them. Continue up, carefully look at each of the bowling balls, and you will finally exit the area of the bowling balls. The funny thing is: all of the bowling balls are coming from the sky. Talk about being unrealistic, but we really should give them a break because this is Mario, and Mario has a magical world. Yea, anyway enough of my rambling. Let's head to the next part of this large mountain world.

Ok, right as you pass the last part of the ramp where the bowling balls come from, head forward. There is a small slide right ahead, and you can have a little fun and slide down, or you can be impatient and simply jump to the very bottom of this area. It is all up to you, as usual. Now, head forward and you will notice a pack of three Goombas. I really love fighting Goombas because you get the opportunity to box them out. So, if you are like me, and you like to punch the Goombas, press the B button to punch them off of the cliff, and watch them fall to wherever that end leads you. Or, if you are one of those people who do not believe in fun (hehe) simply jump on the Goombas and they will be squashed into a nice round yellow coin. The choice is yours, like I always say. Now, continue forward.

Head a bit forward and you will notice a rather large gap. To the left, on a very small edge is an easy 1-UP, and on the right, to the northeast, is a large white cloud. It basically blows gusts of wind at you, and tries to knock you

off of the cliff, but is usually unsuccessful. Anyway, grab the 1-UP and then head forward by doing a long jump to the other side. Do not over jump or you will fall off of the cliff, and when you land, quickly head forward so that the wind has no effect on you. Also note that you cannot kill this cloud, so just avoid it when you get passed the darn thing. Now, continue up the path to get to the next portion of this lovely mountainous world.

The next thing that you should notice is that there is a large patch of dirt and vines, and a pack of three Goombas. The vines will not allow you to jump very high, so you are going to have to use the last resort (for those of you who cannot stand boxing the Goombas). That means, you are going to have to use your melee moves, like the kicks and punches by pressing the B button rapidly. If you want, you can try to jump on the Goombas by making the long jump from the hard ground to the Goomba's head, but that is just time consuming and not really worth the time. Anyway, collect all of the coins that the Goombas left behind and cross the large vine patch. Then, jump to the small ledge on the other side of the large patch to get to the next part of this world.

Now, as you move forward you will notice another one of those purple switches with an exclamation mark on top of them. If you press it, and group of wooden blocks will appear, and you can jump on them. Then, do a double jump from the top of the highest wooden block to collect all of the yellow coins that are up there. This is obviously optional, and once you are done you can head forward to see the main waterfall at its highest point. Basically, you are going to have to get to the other side, and there is a small narrow bridge that leads over there. Luckily there are no enemies that will distract you, so you can easily make it to the other side without any problems, so just go as slow as you possibly can, and head to the other side. Now, run up the small slope to get to the very top of the mountain, and you will finally gain what you have been looking for, POWER STAR (1). Now head for the next mission, which is very similar to this one.

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Path 2 (Easy)  
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To start off, head backwards to find a small ledge here. There is an easy 1-UP that you can obtain, and you should really get this for all of the Power Stars that you have to go through in this game. So grab the 1-UP and then head back to the beginning of this level. Run forward and you will notice a pack of brown Goombas that await you. Take all three of them out by either punching them or jumping on their heads. Use any method that you want, and then continue forward. You should come to a gap in the floor, so you are going to have to jump over it by doing a long jump to make it passed the gap. If you fall, you can either head back to the left and continue from the beginning, or you can do some wall kicks to get back to the top. Use whatever you want, and then do a second long jump over the next gap, but be more careful here because this gap does not have a solid floor underneath.

Now, head forward, and slightly turn to the left. You will notice a group of mushrooms on the left side. There is a 1-UP that you can claim if you really want to, or you can simply just ignore these mushrooms and continue forward. Right here, head forward to get to an area where a bunch of moles are throwing rocks at you. This is where we like to call the shortcut comes into play. That is also why this is considered a heck of a lot easier than the first route that I mentioned. Simply head forward, and go to the left. Try to ignore the moles and their rocks that they throw at you, and head for the center platform. Jump over to the platform on the right, and then do a jump to the left on the next level platform. If you want, you can do a backflip right from the first one to the second.

Now, jump to the right and you should be on solid ground. This is really where the mountain trail is, and you basically skipped about ten whole minutes of gameplay. That ten minutes probably involves the hardest part of this level as well, so you should be very proud that you are smarter than the game developers intended you to be. Anyway, you should notice, to the right, a ramp that has a bunch of bowling balls going down. Even more oddly, the bowling balls come directly from the sky. I know it sounds weird, but that is the way that Mario likes to do things: Magically. Anyway, let's move on with the level.

Ok, right as you pass the last part of the ramp where the bowling balls come from, head forward. There is a small slide right ahead, and you can have a little fun and slide down, or you can be impatient and simply jump to the very bottom of this area. It is all up to you, as usual. Now, head forward and you will notice a pack of three Goombas. I really love fighting Goombas because you get the opportunity to box them out. So, if you are like me, and you like to punch the Goombas, press the B button to punch them off of the cliff, and watch them fall to wherever that end leads you. Or, if you are one of those people who do not believe in fun (hehe) simply jump on the Goombas and they will be squashed into a nice round yellow coin. The choice is yours, like I always say. Now, continue forward.

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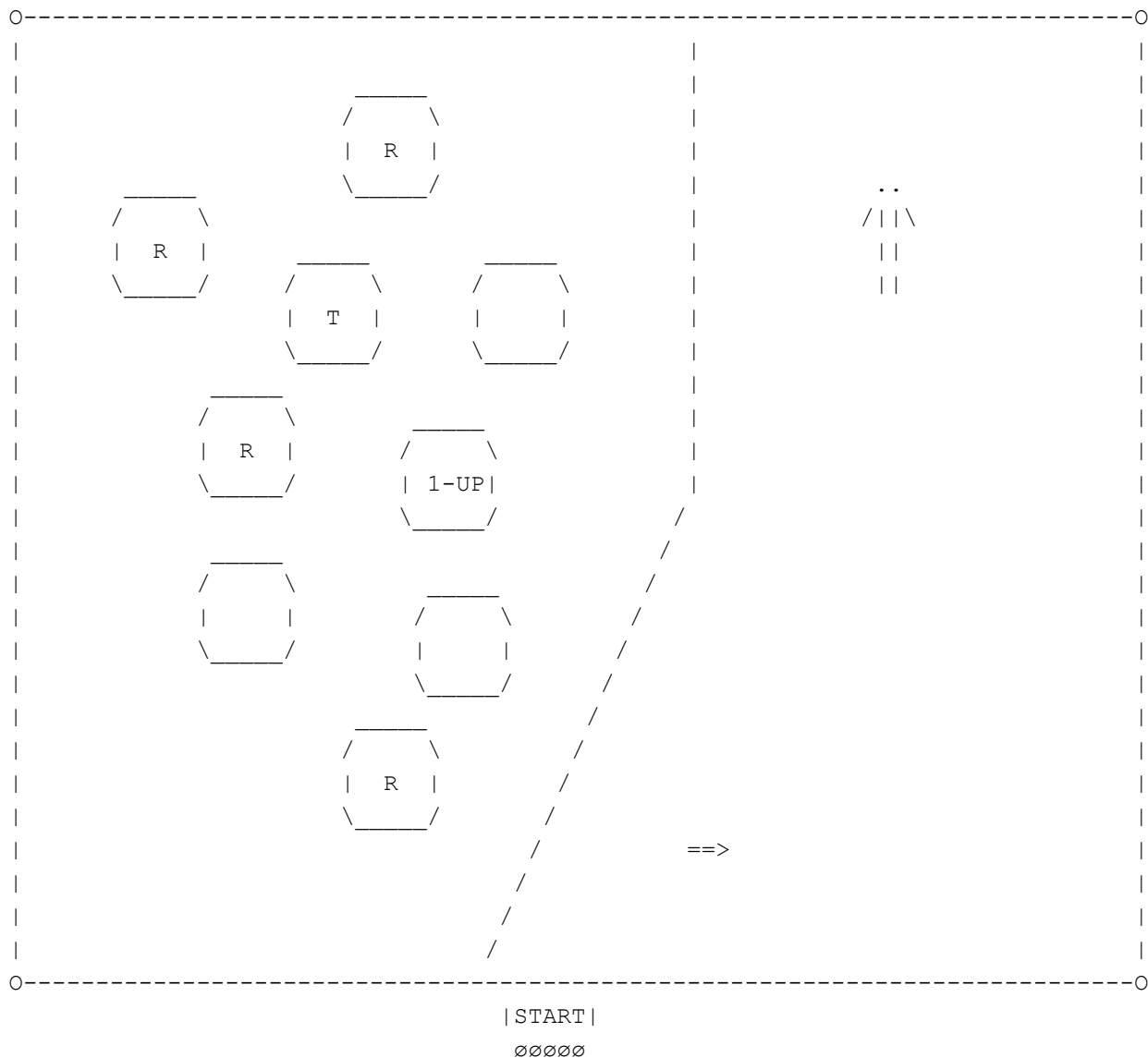
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Now, as you move forward you will notice another one of those purple switches with an exclamation mark on top of them. If you press it, and a group of wooden blocks will appear, and you can jump on them. Then, do a double jump from the top of the highest wooden block to collect all of the yellow coins that are up there. This is obviously optional, and once you are done you can head forward to see the main waterfall at its highest point. Basically, you are going to have to get to the other side, and there is a small narrow bridge that leads over there. Luckily there are no enemies that will distract you, so you can easily make it to the other side without any problems, so just go as slow as you possibly can, and head to the other side. Now, run up the small slope to get to the very top of the mountain, to find a monkey at the top. You are going to have to catch this monkey, so try to get behind him and dive into his body. It should be similar to when you were catching the rabbit near the entrance to Lethal Lava Lands. Now, once you grab the monkey, he will show you his power star if you follow him and let him go, so follow him to the water fall below and then the Power Star will appear at the bottom of the water fall, so make a large jump to get to the platform, and grab POWER STAR (2).

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Path 2 (Easy)  
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To start off, head backwards to find a small ledge here. There is an easy 1-UP that you can obtain, and you should really get this for all of the Power Stars that you have to go through in this game. So grab the 1-UP and then head back to the beginning of this level. Run forward and you will notice a pack of brown Goombas that await you. Take all three of them out by either punching them or jumping on their heads. Use any method that you want, and then continue forward. You should come to a gap in the floor, so you are going to have to jump over it by doing a long jump to make it passed the gap. If you fall, you can either head back to the left and continue from the beginning, or you can do some wall kicks to get back to the top. Use whatever you want, and then do a second long jump over the next gap, but be more careful here because this gap does not have a solid floor underneath.

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LEGEND/KEY
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R - Red Coin
1-UP - Free Life
T - Teleport



Now, head forward, and slightly turn to the left. You will notice a group of mushrooms on the left side. There is a 1-UP that you can claim if you really want to, or you can simply just ignore these mushrooms and continue forward. Right here, head forward to get to an area where a bunch of moles are throwing rocks at you. This is where we like to call the shortcut comes into play. That is also why this is considered a heck of a lot easier than the first route that I mentioned. Simply head forward, and go to the left. Try to ignore the moles and their rocks that they throw at you, and head for the center platform. Jump over to the platform on the right, and then do a jump to the left on the next level platform. If you want, you can do a backflip right from the first one to the second.

Now, jump to the right and you should be on solid ground. This is really where the mountain trail is, and you basically skipped about ten whole minutes of gameplay. That ten minutes probably involves the hardest part of this level as well, so you should be very proud that you are smarter than the game developers intended you to be. Anyway, you should notice, to the right, a ramp that has a bunch of bowling balls going down. Even more oddly, the bowling balls come directly from the sky. I know it sounds weird, but that is the way that Mario likes to do things: Magically. Anyway, let's move on with the level.

Ok, right as you pass the last part of the ramp where the bowling balls come from, head forward. There is a small slide right ahead, and you can have a little fun and slide down, or you can be impatient and simply jump to the very bottom of this area. It is all up to you, as usual. Now, head forward and you will notice a pack of three Goombas. I really love fighting Goombas because you get the opportunity to box them out. So, if you are like me, and you like

to punch the Goombas, press the B button to punch them off of the cliff, and watch them fall to wherever that end leads you. Or, if you are one of those people who do not believe in fun (hehe) simply jump on the Goombas and they will be squashed into a nice round yellow coin. The choice is yours, like I always say. Now, continue forward.

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The next thing that you should notice is that there is a large patch of dirt and vines, and a pack of three Goombas. The vines will not allow you to jump very high, so you are going to have to use the last resort (for those of you who cannot stand boxing the Goombas). That means, you are going to have to use your melee moves, like the kicks and punches by pressing the B button rapidly. If you want, you can try to jump on the Goombas by making the long jump from the hard ground to the Goomba's head, but that is just time consuming and not really worth the time. Anyway, collect all of the coins that the Goombas left behind and cross the large vine patch. Then, jump to the small ledge on the other side of the large patch to get to the next part of this world.

Now, as you move forward you will notice another one of those purple switches with an exclamation mark on top of them. If you press it, a group of wooden blocks will appear, and you can jump on them. Then, do a double jump from the top of the highest wooden block to collect all of the yellow coins that are up there. This is obviously optional, and once you are done you can head forward to see the main waterfall at its highest point. Basically, you are going to have to get to the other side, and there is a small narrow bridge that leads over there. Luckily there are no enemies that will distract you, so you can easily make it to the other side without any problems, so just go as slow as you possibly can, and head to the other side. Now, run up the small slope to get to the very top of the mountain, to find a monkey at the top. You are going to have to catch this monkey, so try to get behind him and dive into his body. It should be similar to when you were catching the rabbit near the entrance to Lethal Lava Lands. Now, once you grab the monkey, he will show you his power star if you follow him and let him go, so follow him to the water fall below and then the Power Star will appear at the bottom of the water fall, so make a large jump to get to the platform, and grab POWER STAR (2).

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+=====+
|                Scary Shroom Red Coins                W12S3 |
+=====+
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To start off, head backwards to find a small ledge here. There is an easy 1-UP that you can obtain, and you should really get this for all of the Power Stars that you have to go through in this game. So grab the 1-UP and then head back to the beginning of this level. Run forward and you will notice a pack of brown Goombas that await you. Take all three of them out by either punching them or jumping on their heads. Use any method that you want, and then continue forward. You should come to a gap in the floor, so you are going to have to jump over it by doing a long jump to make it passed the gap. If you fall, you can either head back to the left and continue from the beginning, or you can do some wall kicks to get back to the top. Use whatever you want, and then do a second long jump over the next gap, but be more careful here because this gap does not have

a solid floor underneath.

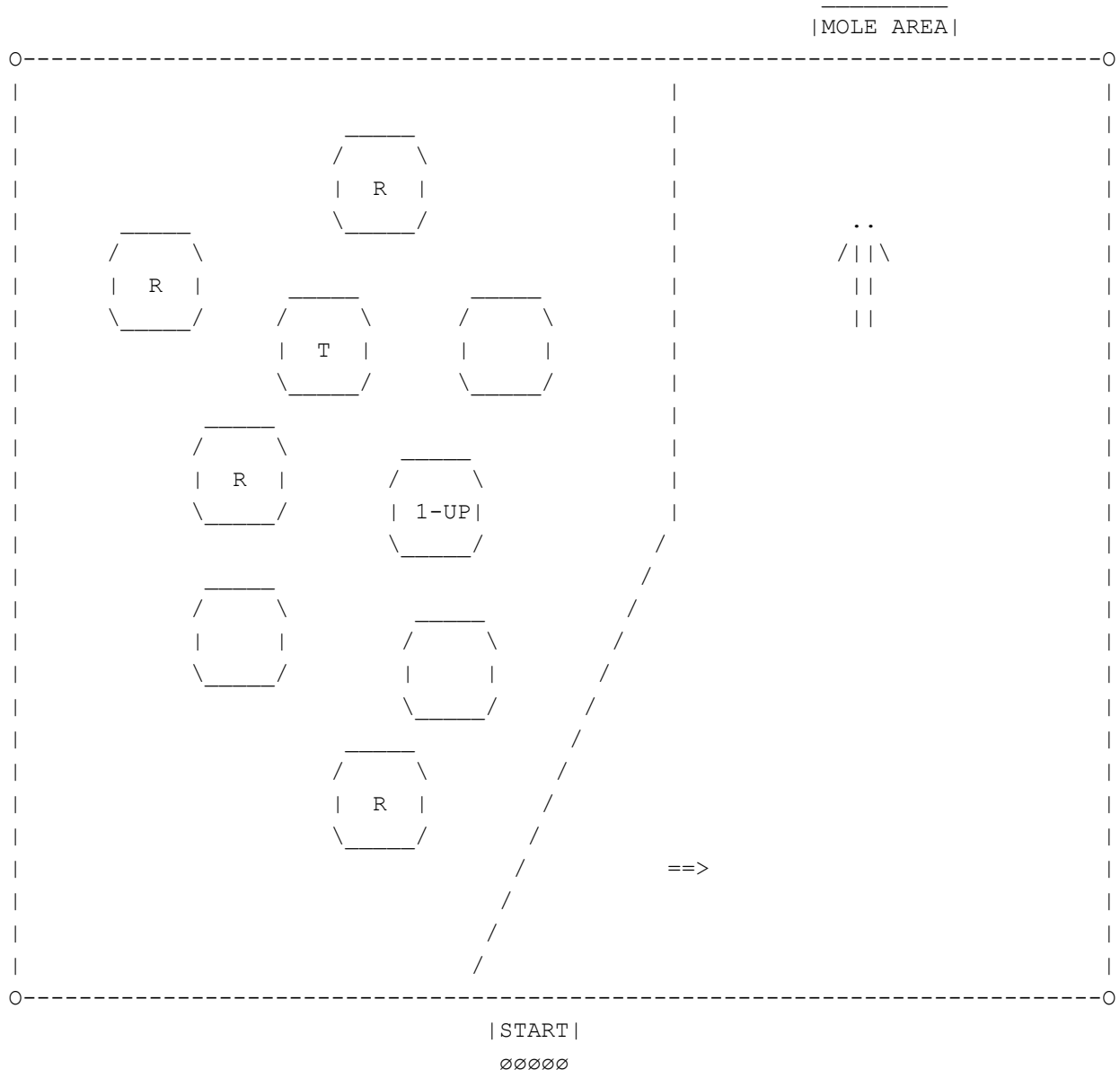
Now, head forward, and slightly turn to the left. There is a patch of shrooms here that have half of the red coins that you need to get in this mission, so that might make you feel pretty good. In case you are wondering, the other half of the eight red coins are just in the mole section, so you are not going to have to head all the way up the mountain like you did for the past two Power Stars. Anyway, head to the left to find the pack of mushrooms, and I will do a small ASCII map for this part of the level.

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LEGEND/KEY

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- R - Red Coin
- 1-UP - Free Life
- T - Teleport



So, what you basically have to do here is just jump to the first mushroom to gain RED COIN (1). Now, jump to the mushroom right ahead. You can jump ahead to get a 1-UP if you want, or you can simply head to the left and grab the next RED COIN (2). Now, head forward to the next mushroom, but do not stand for too long because this one teleports you. Now, head to the left to grab the next RED COIN (3). Finally, head back to the right, where the teleport was, and go to where the mushroom is ahead to gain RED COIN (4). Alright, now head around the corner to find the moles again. Just avoid their rocks that they like to

throw at you, and head over to the left side. You will immediately notice a RED COIN (5) on the platform above. So, jump to that platform.

Now, from the platform that had the red coin, you can either do a backflip or a double jump to get to the next platform, right above your present platform. This one, as you can obviously see, contains a RED COIN (6). So, grab it and then do a double jump to get to the solid level. Now, notice that there are still some more platforms to the left, and you can climb them, or rather, you MUST climb them in order to beat this mission. Grab RED COIN (7) on the first platform. You can also grab the 1-UP that is on the next platform on the left. Finally, make one last jump to the last platform, or the highest, which ever you prefer. There is another red coin up here, so grab RED COIN (8). Well, that conclude getting all of the red coins, but really, that is only half of the fun for this power star. You still have to get the power star.

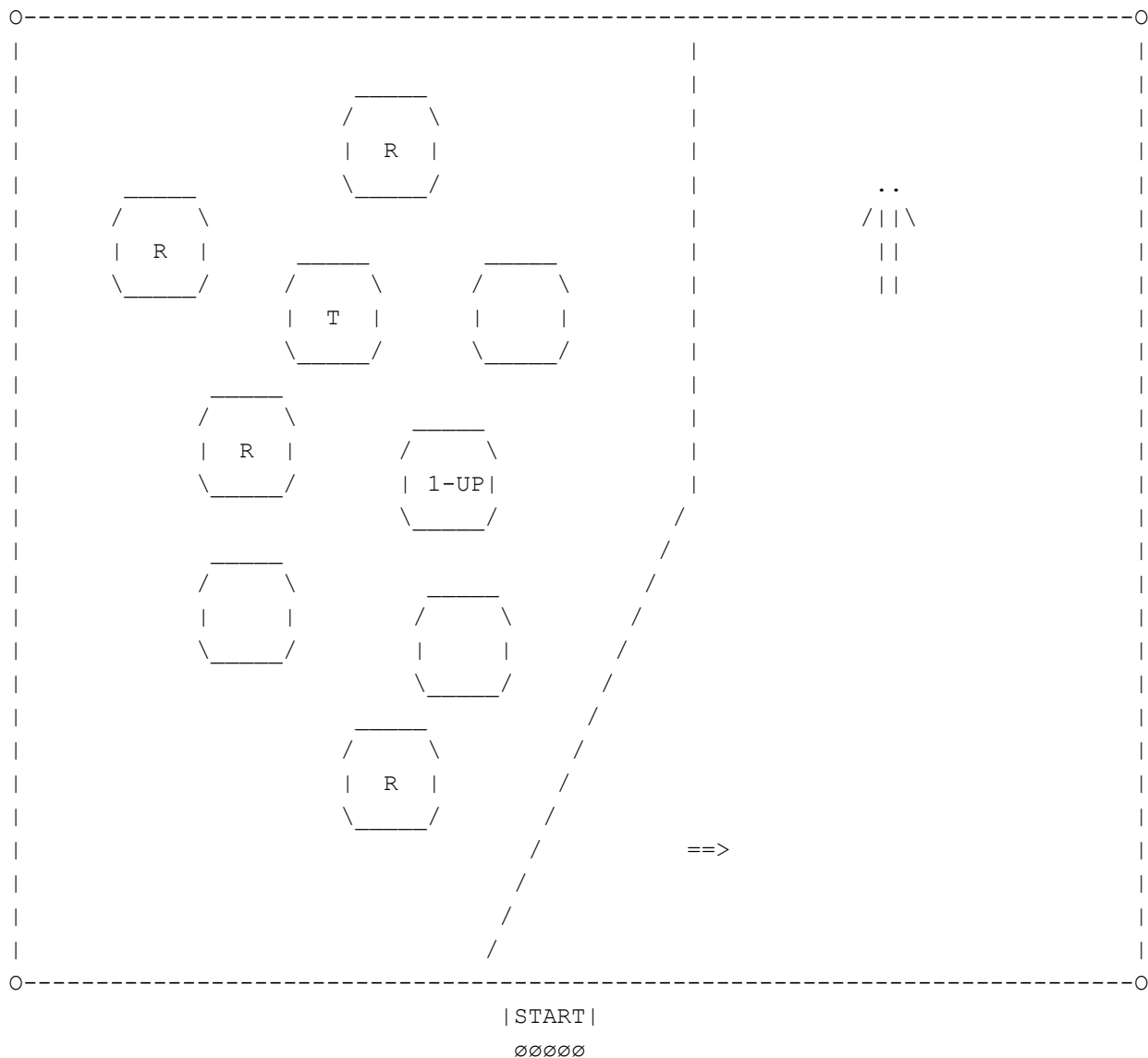
So, getting the power star is a bit tough, but I think we will be able to handle it. Just so you know, the power star is located on a mushroom in the near distance. You have two options to getting this, and both of them are going to sound a bit scary. The first one is to head onto the grassy platform near the top of this area, where the last red coin was. If you head to the top of that grassy platform you can make a jump ahead to land on the mushroom, which contains the power star. If that does not sound fun, you can try the other method (which may be a tiny bit easier). Basically, head to the very bottom of this area with the moles throwing rocks. Here, look behind you and you will notice the mushroom right here. You are going to have to do a long jump to get to the mushroom, but you cannot use a full long jump. If you do a full one, you will simply go way too far and you will fall off of the cliff. So, try to time it right and you should be fine. You have to do it somehow, so pick whatever way suites you best. Eventually you will get POWER STAR (3). Let's move on.

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+=====+
|                Mysterious Mountainside                W12S4 |
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Path 1 (Advanced)
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To start off, head backwards to find a small ledge here. There is an easy 1-UP that you can obtain, and you should really get this for all of the Power Stars that you have to go through in this game. So grab the 1-UP and then head back to the beginning of this level. Run forward and you will notice a pack of brown Goombas that await you. Take all three of them out by either punching them or jumping on their heads. Use any method that you want, and then continue forward. You should come to a gap in the floor, so you are going to have to jump over it by doing a long jump to make it passed the gap. If you fall, you can either head back to the left and continue from the beginning, or you can do some wall kicks to get back to the top. Use whatever you want, and then do a second long jump over the next gap, but be more careful here because this gap does not have a solid floor underneath.

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LEGEND/KEY
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R      - Red Coin
1-UP  - Free Life
T      - Teleport
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Now, head forward, and slightly turn to the left. You will notice a group of mushrooms on the left side. There is a 1-UP that you can claim if you really want to, or you can simply just ignore these mushrooms and continue forward. Right here, head forward to get to an area where a bunch of moles are throwing rocks at you. Just ignore them for right now, and then turn the corner. Now, head to the right and pass the next corner. You should meet up with some of your favorite enemies, also known as the bob-ombs. There are a total of three of them, and you are best off simply letting them chase you around and then exploding. Grab their prizes, the nice yellow coins. Now, head forward to get to a large plateau.

As you enter this area, you will notice that there is a large purple enemy. This enemy is really easy and can be taken care of just as you take care of one of those small black bob-ombs. Basically, run behind them and then press the B button to grab their backs. Then, throw them, just as you did for the bob-omb king. Then, grab the coins that they leave behind, which is rather nice since they leave so many of those yellow coins behind. It is also a good way of regaining health lost by either the bob-ombs or the moles that were right before them. Now, head forward to find a small wooden bridge. You should find a Shy Guy (one of those Ghost-like enemies that fly in the air). Watch out for their fire ball attacks because they can easily send you off of the cliff. If you need health, jump on the Shy Guy and then land safely on some firm ground.

Now, notice that there is a large wooden log to the right of this area. To get to this log you are going to have to avoid a monkey. This monkey is not a friendly one, so do not go near it. If you do, it will take your hat and you will lose your hat forever until you steal it back. So, if you die or exit this

level without your hat, you will remain without a hat! Yes, it would be wise to keep your hat, so make sure you avoid this pesky monkey. Now, head to that log and go across, just as you did in Lethal Lava Land. Make sure that you stay balanced and run slightly to the opposite side that the log is actually moving. Now, make it to the other side and you will begin the next part of this world.

Ok, this is very similar to the Bob-omb Battlefield mountain where the bowling balls came crashing down. There is going to be quite a few of them, and they are traveling at high velocities, so make sure that you dodge all of them. Continue up, carefully look at each of the bowling balls, and you will finally exit the area of the bowling balls. The funny thing is: all of the bowling balls are coming from the sky. Talk about being unrealistic, but we really should give them a break because this is Mario, and Mario has a magical world. Yea, anyway enough of my rambling. Let's head to the next part of this large mountain world.

Ok, right as you pass the last part of the ramp where the bowling balls come from, head forward. There is a small slide right ahead, and you can have a little fun and slide down, or you can be impatient and simply jump to the very bottom of this area. It is all up to you, as usual. Now, head forward and you will notice a pack of three Goombas. I really love fighting Goombas because you get the opportunity to box them out. So, if you are like me, and you like to punch the Goombas, press the B button to punch them off of the cliff, and watch them fall to wherever that end leads you. Or, if you are one of those people who do not believe in fun (hehe) simply jump on the Goombas and they will be squashed into a nice round yellow coin. The choice is yours, like I always say. Now, continue forward.

Head a bit forward and you will notice a rather large gap. To the left, on a very small edge is an easy 1-UP, and on the right, to the northeast, is a large white cloud. It basically blows gusts of wind at you, and tries to knock you off of the cliff, but is usually unsuccessful. Anyway, grab the 1-UP and then head forward by doing a long jump to the other side. Do not over jump or you will fall off of the cliff, and when you land, quickly head forward so that the wind has no effect on you. Also note that you cannot kill this cloud, so just avoid it when you get passed the darn thing. Now, continue up the path to get to the next portion of this lovely mountainous world.

Alright, if you head to the left you will notice that the wall jiggles a small bit. What does this mean? Well, this is a secret slide. You need to jump into the wall, and you will magically be on a slide. The nice thing about this, is that if you fall off of the slide you can start right back at the beginning of the slide. You do not have to travel all the way up the mountain. Anyway, head to the front of the slide. Head down the slide and you will find a patch of coins and a 1-UP around the center of the slide. Grab all that you can, and then head to the left. There will be a loop ahead, and many coins, including a lot of Blue Coins, so grab all the coins that you possibly can for the most success. Head along the next loop and grab the few coins that appear. Make sure you get to the straightaway that is just ahead.

The final loop looks much like a "two" shaped figure, so make your way around that without falling. There are quite a few coins along this loop, and near the end you should find a bundle just to suite your appetite. Anyway, continue forward and you will finally be at the end of this slide. Remember not to head forward at the very end of the slide because it turns into a dead end. You are going to have to turn to the right on the wooden bridge in order to claim this Power Star, and remain alive. Now, head to the center structure, and head through to get back outside. Also, in case you are wondering, you are right on the top of where you always start this level. I know, it makes you mad that you had to travel all this way, but I guess it was worth it now, so grab the

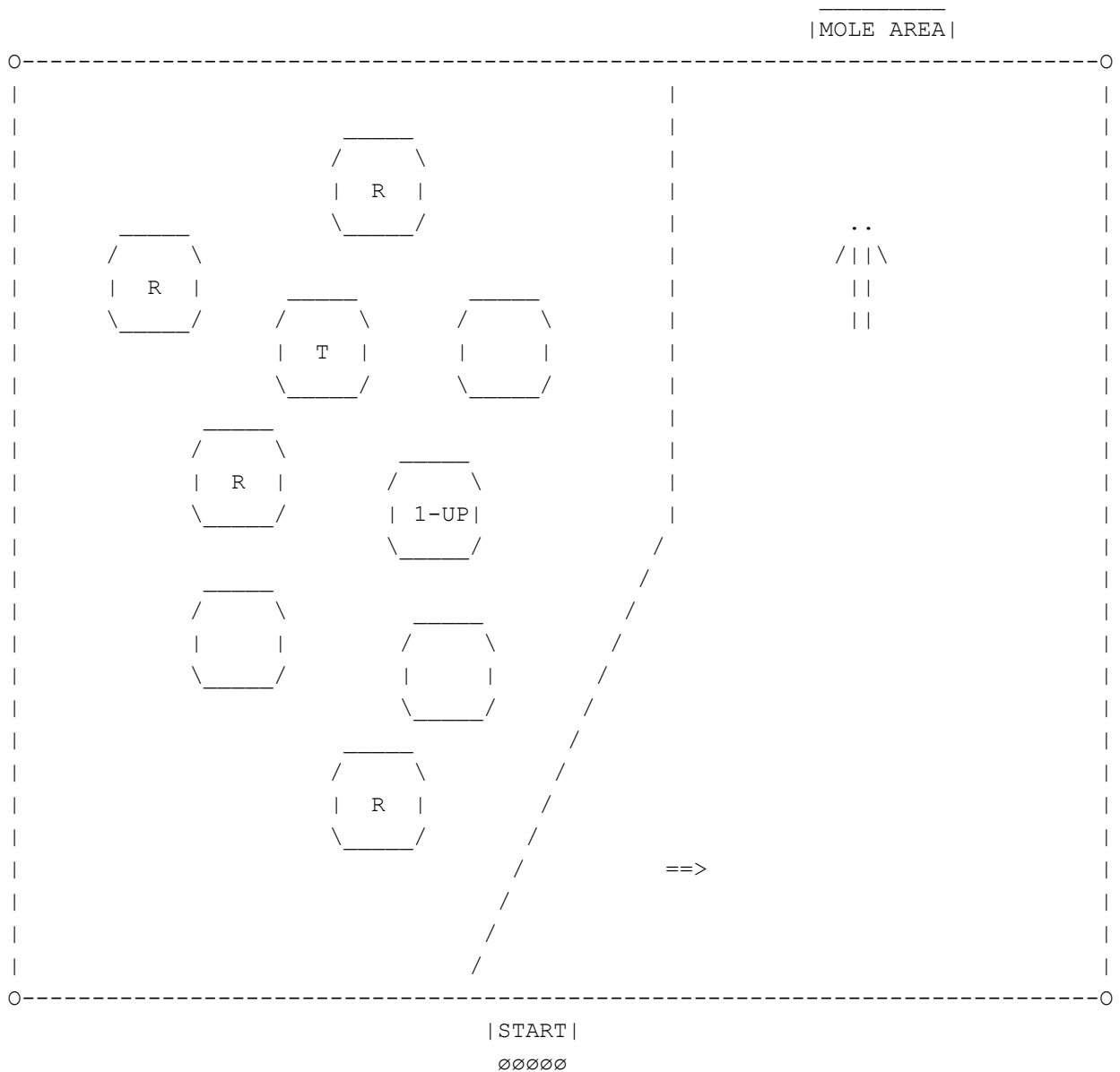
POWER STAR (4) that is right next to you.

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Path 2 (Easy)  
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To start off, head backwards to find a small ledge here. There is an easy 1-UP that you can obtain, and you should really get this for all of the Power Stars that you have to go through in this game. So grab the 1-UP and then head back to the beginning of this level. Run forward and you will notice a pack of brown Goombas that await you. Take all three of them out by either punching them or jumping on their heads. Use any method that you want, and then continue forward. You should come to a gap in the floor, so you are going to have to jump over it by doing a long jump to make it passed the gap. If you fall, you can either head back to the left and continue from the beginning, or you can do some wall kicks to get back to the top. Use whatever you want, and then do a second long jump over the next gap, but be more careful here because this gap does not have a solid floor underneath.

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LEGEND/KEY
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- R - Red Coin
- 1-UP - Free Life
- T - Teleport



Now, head forward, and slightly turn to the left. You will notice a group of mushrooms on the left side. There is a 1-UP that you can claim if you really want to, or you can simply just ignore these mushrooms and continue forward. Right here, head forward to get to an area where a bunch of moles are throwing rocks at you. This is where we like to call the shortcut comes into play. That is also why this is considered a heck of a lot easier than the first route that I mentioned. Simply head forward, and go to the left. Try to ignore the moles and their rocks that they throw at you, and head for the center platform. Jump over to the platform on the right, and then do a jump to the left on the next level platform. If you want, you can do a backflip right from the first one to the second.

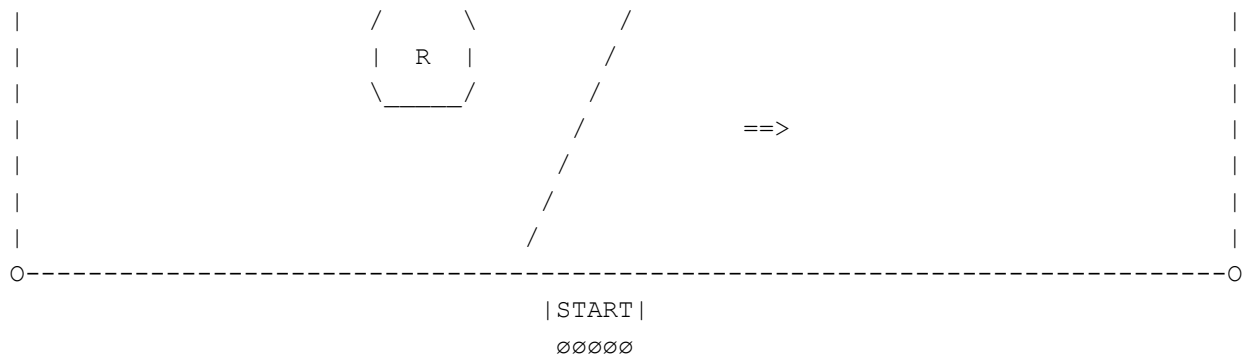
Now, jump to the right and you should be on solid ground. This is really where the mountain trail is, and you basically skipped about ten whole minutes of gameplay. That ten minutes probably involves the hardest part of this level as well, so you should be very proud that you are smarter than the game developers intended you to be. Anyway, you should notice, to the right, a ramp that has a bunch of bowling balls going down. Even more oddly, the bowling balls come directly from the sky. I know it sounds weird, but that is the way that Mario likes to do things: Magically. Anyway, let's move on with the level.

Ok, right as you pass the last part of the ramp where the bowling balls come from, head forward. There is a small slide right ahead, and you can have a little fun and slide down, or you can be impatient and simply jump to the very bottom of this area. It is all up to you, as usual. Now, head forward and you will notice a pack of three Goombas. I really love fighting Goombas because you get the opportunity to box them out. So, if you are like me, and you like to punch the Goombas, press the B button to punch them off of the cliff, and watch them fall to wherever that end leads you. Or, if you are one of those people who do not believe in fun (hehe) simply jump on the Goombas and they will be squashed into a nice round yellow coin. The choice is yours, like I always say. Now, continue forward.

Head a bit forward and you will notice a rather large gap. To the left, on a very small edge is an easy 1-UP, and on the right, to the northeast, is a large white cloud. It basically blows gusts of wind at you, and tries to knock you off of the cliff, but is usually unsuccessful. Anyway, grab the 1-UP and then head forward by doing a long jump to the other side. Do not over jump or you will fall off of the cliff, and when you land, quickly head forward so that the wind has no effect on you. Also note that you cannot kill this cloud, so just avoid it when you get passed the darn thing. Now, continue up the path to get to the next portion of this lovely mountainous world.

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Now, as you move forward you will notice another one of those purple switches with an exclamation mark on top of them. If you press it, a group of wooden blocks will appear, and you can jump on them. Then, do a double jump from the top of the highest wooden block to collect all of the yellow coins that are up there. This is obviously optional, and once you are done you can head forward to see the main waterfall at its highest point. In case you did not notice, there is a Power Star right in the center of the waterfall. This is the one that we are aiming for. There are two options to get this, and one is the "correct" way, I guess. Basically, just do a normal jump and try to hang on the ledge. Then, grab the Power Star. The correct way is to use that exclamation switch to make the wooden blocks appear. Then, head for the waterfall and a wooden block is like another platform to get the star, so grab it. You should now have POWER STAR (5).

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Path 2 (Easy)  
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To start off, head backwards to find a small ledge here. There is an easy 1-UP that you can obtain, and you should really get this for all of the Power Stars that you have to go through in this game. So grab the 1-UP and then head back to the beginning of this level. Run forward and you will notice a pack of brown Goombas that await you. Take all three of them out by either punching them or jumping on their heads. Use any method that you want, and then continue forward. You should come to a gap in the floor, so you are going to have to jump over it by doing a long jump to make it passed the gap. If you fall, you can either head back to the left and continue from the beginning, or you can do some wall kicks to get back to the top. Use whatever you want, and then do a second long jump over the next gap, but be more careful here because this gap does not have a solid floor underneath.

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LEGEND/KEY

Ok, right as you pass the last part of the ramp where the bowling balls come from, head forward. There is a small slide right ahead, and you can have a little fun and slide down, or you can be impatient and simply jump to the very bottom of this area. It is all up to you, as usual. Now, head forward and you will notice a pack of three Goombas. I really love fighting Goombas because you get the opportunity to box them out. So, if you are like me, and you like to punch the Goombas, press the B button to punch them off of the cliff, and watch them fall to wherever that end leads you. Or, if you are one of those people who do not believe in fun (hehe) simply jump on the Goombas and they will be squashed into a nice round yellow coin. The choice is yours, like I always say. Now, continue forward.

Head a bit forward and you will notice a rather large gap. To the left, on a very small edge is an easy 1-UP, and on the right, to the northeast, is a large white cloud. It basically blows gusts of wind at you, and tries to knock you off of the cliff, but is usually unsuccessful. Anyway, grab the 1-UP and then head forward by doing a long jump to the other side. Do not over jump or you will fall off of the cliff, and when you land, quickly head forward so that the wind has no effect on you. Also note that you cannot kill this cloud, so just avoid it when you get passed the darn thing. Now, continue up the path to get to the next portion of this lovely mountainous world.

The next thing that you should notice is that there is a large patch of dirt and vines, and a pack of three Goombas. The vines will not allow you to jump very high, so you are going to have to use the last resort (for those of you who cannot stand boxing the Goombas). That means, you are going to have to use your melee moves, like the kicks and punches by pressing the B button rapidly. If you want, you can try to jump on the Goombas by making the long jump from the hard ground to the Goomba's head, but that is just time consuming and not really worth the time. Anyway, collect all of the coins that the Goombas left behind and cross the large vine patch. Then, jump to the small ledge on the other side of the large patch to get to the next part of this world.

Now, as you move forward you will notice another one of those purple switches with an exclamation mark on top of them. If you press it, a group of wooden blocks will appear, and you can jump on them. Then, do a double jump from the top of the highest wooden block to collect all of the yellow coins that are up there. This is obviously optional, and once you are done you can head forward to see the main waterfall at its highest point. In case you did not notice, there is a Power Star right in the center of the waterfall. This is the one that we are aiming for. There are two options to get this, and one is the "correct" way, I guess. Basically, just do a normal jump and try to hang on the ledge. Then, grab the Power Star. The correct way is to use that exclamation switch to make the wooden blocks appear. Then, head for the waterfall and a wooden block is like another platform to get the star, so grab it. You should now have POWER STAR (5).

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+=====+
|                Blast to the Lonely Mushroom                W12S6 |
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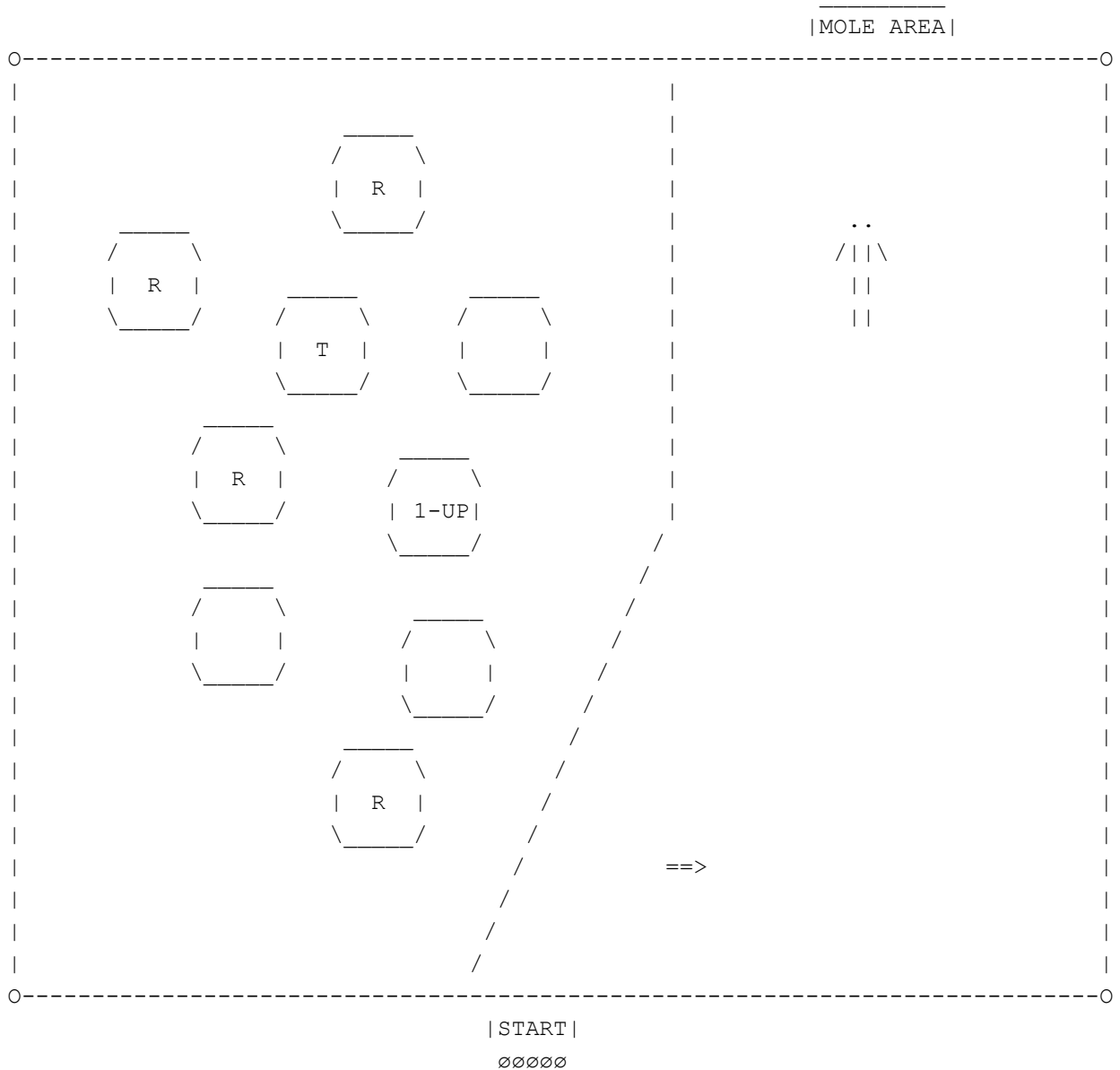
Just as a prewarning, you need to open the cannons in order to complete this mission. To open the cannons, follow these directions.

To start off, head backwards to find a small ledge here. There is an easy 1-UP that you can obtain, and you should really get this for all of the Power Stars that you have to go through in this game. So grab the 1-UP and then head back to the beginning of this level. Run forward and you will notice a pack of brown Goombas that await you. Take all three of them out by either punching them or

jumping on their heads. Use any method that you want, and then continue forward. You should come to a gap in the floor, so you are going to have to jump over it by doing a long jump to make it passed the gap. If you fall, you can either head back to the left and continue from the beginning, or you can do some wall kicks to get back to the top. Use whatever you want, and then do a second long jump over the next gap, but be more careful here because this gap does not have a solid floor underneath.

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 LEGEND/KEY
 =====

R - Red Coin
 1-UP - Free Life
 T - Teleport



Now, head forward, and slightly turn to the left. You will notice a group of mushrooms on the left side. There is a 1-UP that you can claim if you really want to, or you can simply just ignore these mushrooms and continue forward. Right here, head forward to get to an area where a bunch of moles are throwing rocks at you. Just ignore them for right now, and then turn the corner. Now, head to the right and pass the next corner. You should meet up with some of your favorite enemies, also known as the bob-ombs. There are a total of three of them, and you are best off simply letting them chase you around and then exploding. Grab their prizes, the nice yellow coins. Now, head forward to get to a large plateau.

As you enter this area, you will notice that there is a large purple enemy. This enemy is really easy and can be taken care of just as you take care of one of those small black bob-ombs. Basically, run behind them and then press the B button to grab their backs. Then, throw them, just as you did for the bob-omb king. Then, grab the coins that they leave behind, which is rather nice since they leave so many of those yellow coins behind. It is also a good way of regaining health lost by either the bob-ombs or the moles that were right before them. Now, head forward to find a small wooden bridge. You should find a Shy Guy (one of those Ghost-like enemies that fly in the air). Watch out for their fire ball attacks because they can easily send you off of the cliff. Now make sure you see the pink bomb right below you. jump down to the small little platform below, and talk to the PINK BOMB, to open the cannons. Now, head all the way back to the mole area.

Once you are back at the mole area, look for the small entrance from the Red Coin mushrooms to the moles. There is a small ledge, and if you drop to the ledge below, and hold the control stick to the right, you will land on an new ledge. Follow this small path around the mountain and you should find a cannon at the very end of this area. Head in, and then look for the mushroom with the power star. Aim a bit above the power star and then shoot. If you hit it right on the spot, nice work. If you are a bit low, try quickly pressing the A button right as you hit the mushroom to actually gain the power star. Either way you should eventually gain POWER STAR (6). Now, we only have to get the 100 coins star.

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|          |%%% Tiny-Huge Island  %%%|          WORLD13  |
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+=====+
|          Pluck the Piranaha Flower          W13S1  |
+=====+

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Welcome to Tiny-Huge Island! It's me frog here and this is the last level that we have to do before we're done with the entire guide and we can send it in and rejoice by doing... okay, I'm gonna stop there. Anyway, I despise this level but I ended up doing it anyway because nm14 pointed a gun at my head and fired it >_< Anyway, Tiny-Huge Island, while it is horrible, evil, cruel, deadly, and something I refer to as That of Which I Do Not Speak Of, has a very unique twist added to it. When you enter the room, there are three paintings. The middle one is normal sized and there's a solid wall behind it. The left one is very small so Mario looks like a giant compared to it. The one on the right is about three times bigger than a normal sized painting.

Jumping in on the one that's on your left will make you about a hundred (I'm honestly not kidding) times larger than normal. This makes all the enemies look pathetic and lots of entrances very very very hard to get into. Then there is the huge painting. This makes all the enemies about fifteen times bigger than Mario and for the normal sized things (like the flames and pipes and such) very very VERY

big. Something that looked like a mouse hole to super-super-super-super-Mario can now be a gigantic tunnel to mini-Mario. And when you're small, you can Ground Pound the giant Goombas for a blue coin. It's very useful when you're out to get those 100 coin Stars. In the levels, there's a series of warp pipes that will warp you to the opposite type of Tiny-Huge Island.

This can be required in some levels, like the first one, to get certain Stars. Some areas are accessible only by being big and some are accessible only by being small. Overall, being big is a LOT better than being small but both can have their advantages I guess. Okay, I'm done with the introduction. There are two paths you can take for this level. The first is quite simple and the second is quite difficult. Which one will you take? It's up to you...

~~~~~  
Path One (Easiest)  
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PLUCK THE PIRANHA FLOWER requires you to enter the small portrat so you can become super-super-super-super-Mario. When you land, a Goomba will foolishly charge toward you. It's hiliarious how small this guy is and how hard it tries to hurt you. The Goomba will slam into you can die without leaving a coin. You'll notice that the water here is perfectly normal but keep in mind that to mini-Mario it's a vast bay. Jump into the water and swim up to the next platform. Pull yourself up but watch out for the evil, vile, and deadly fire-spitting ball. Rush and long jump to the next platform. A very small Piranha flower will pop out. This is really "plucking" the flower but Nintendo doesn't see it that way.

Kill the stupid thing and jump into the pipe. You're now mini-Mario and if you look down, that small puddle IS now a vast bay. And holy crap! The Piranhas are now five and they are HUGE. The ones that are close to Mario will sprout from the ground and spit fire at you. Rush to one before it retreats into the ground and jump on it. You won't actually jump all the way on its head because it's too high for you. But the game knows what you're talking about and it'll kill the plant for you. So you retain all your normal strength even though you're mini-Mario. Okay, I'm cool with that. There are five and the first three are closeby, near the front. You'll most likely get burnt but try not to fall off the ledge because I'd consider that wrose than dying.

Why? Because you have to take a VERY long route back around to get here or if you exit, you'd appear at the front of the castle. Oh, I suppose you could always

drown

yourself or get eaten by the giant fish that lurks in the waters of Huge Island. Anyway, you'll want to go behind the warp pipe (it's now huge) and stomp the remaining two plants into oblivion. The POWER STAR (1) will appear where the

fianl plant was. Since I'm in the middle of a SMS guide as well, I have this huge urge to say "STAR GET" and I can't fight it... damn... this is going to sound weird but...

STAR GET!

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Path Two (Hardest)  
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Pluck the Piranha Flower, path two, requires you to enter the large portrait so you can become mini-Mario. When you land... HOLY CRAP. Three HUGE Goombas are walking around innocently... until they find you. Dammit, haven't these guys ever felt like picking on someone their own size? Oh, but I guess we should tell that to Mario since like 90% of the enemies he kills are smaller... and he strips innocent Koopas of their shells! LET'S TAKE CONTROL OF BOWSER AND KILL HIM! Anyway, if you Ground Pound the Goombas then they'll drop a very useful blue coin. So you can get fifteen coins with no effort within your first thirty seconds of the level. Also, there's a wooden peg here that serves no significance whatsoever if you pound it into the ground.

Okay, look to your right (assuming you're facing the bay thingy) to find a small tunnel (this is the mousehole as super-super-super-super-Mario). Go forward into the water. You'll want to swim to your right, to the shore. There's a gigantic killer fish in here that will swallow you like you were just some mini-Mario on a giant island that was stupid enough to swim near a fish that will swallow you like you were just some mini-Mario on a giant island that was stupid enough to swim near a fish that will swallow you like- *is shot* Okay, just got to the damn shore. Here, jump up and defeat the evil Lakister that tries to throw spiny balls on you that poke you and hurt because they poke you. Now jump onto the Koopa's shell and he'll run away crying.

That's probably what he is doing but Nintendo didn't want to make Mario look like the meany he is. You know what? I'm throwing lots of unnecessary details into this part of the guide. Let's move on, shall we? Anyway, grab the shell and surf on the water. The big fish here can still jump out of the water and swallow you just like- *is shot again* Just surf past the water and don't look for the fish. Go up the grass ramp. Here, you can play around a little with the Goomba. If you surf into it, it'll hop up into the air and fall down unscathed. Try to stay under it for

as
long as you can and you'll be juggling Goombas! Yeah! Okay, rush into the fence
to
get rid of your shell and defeat the Goomba (Ground Pound, remember) and Shy Guy
before proceeding.

The cannon here won't open until a later episode (wow, I'm really used to that
phrase from SMS) so ignore it. Instead, rush forward and long jump the gap.

Gusts
of wind will start to blow on the next gigantic pillar that must be huge
because it
dips down into the sky below you like everything in this level (or any level
that
seems to have this kind of atmosphere). Jump (regular jump) to the ledge
sticking
out on your left and the wind will lift you up to it. Here, hit the yellow block
for a very powerful, poisonous, deadly, and sinister 1-Up Mushroom. Now rush up
the
very very narrow wooden plank attached to the wall. It takes to long to
sidestep
so just have the control stick pointed in a diagonal direction and you'll be
running the cool and hip way up it.

Yes. You must get hip with this game. Anyway, here go down the wooden ramp and
wind
will start blowing to the left, trying to push you off into the sky where you
will
fall for a long time, hit an airplane, and die. Avoid that by running slightly
to
the right as you go down. When you get across the ramp, you'll notice that
deadly
Bowling Balls of Death (TM) are rolling down ledges. Rush up to the ledge and
jump
up. Avoid the BBoD if you can. You have to jump up a few more ledges in order to
get to the top of this area. Eventually (you'll sustain damage, but don't freak
out) you'll reach the source of the BBoD. From here, look to your right and
look
down. You should see the edge of the island before, which is home to the
Piranhas
that you need to pluck.

Go down a little (to the right assuming you're facing the island) and jump down.
Remember to Ground Pound near the end so you don't lose health due to the fall.
There are five Piranhas and they are HUGE. The ones that are close to Mario will
sprout from the ground and spit fire at you. Rush to one before it retreats into
the ground and jump on it. You won't actually jump all the way on its head
because
it's too high for you. But the game knows what you're talking about and it'll
kill
the plant for you. So you retain all your normal strength even though you're
mini-
Mario. Okay, I'm cool with that. There are five and the first three are closeby,
near the front. You'll most likely get burnt but try not to fall off the ledge
because I'd consider that worse than dying.

Why? Because you have to take a VERY long route back around to get here or if
you
exit, you'd appear at the front of the castle. Oh, I suppose you could always
drown
yourself or get eaten by the giant fish that lurks in the waters of Huge Island.

Anyway, you'll want to go behind the warp pipe (it's now huge) and stomp the remaining two plants into oblivion. The POWER STAR (1) will appear where the fianl plant was. Since I'm in the middle of a SMS guide as well, I have this huge urge to say "STAR GET" and I can't fight it... damn... this is going to sound weird but...
STAR GET!

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+=====+
|                Tip-Top of the Huge Island                W13S2  |
+=====+
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Welcome to Tiny-Huge Island! It's me frog here and this is the last level that we have to do before we're done with the entire guide and we can send it in and rejoice by doing... okay, I'm gonna stop there. Anyway, I despise this level but I ended up doing it anyway because nml4 pointed a gun at my head and fired it >_< Anyway, Tiny-Huge Island, while it is horrible, evil, cruel, deadly, and something I refer to as That of Which I Do Not Speak Of, has a very unique twist added to it. When you enter the room, there are three paintings. The middle one is normal sized and there's a solid wall behind it. The left one is very small so Mario looks like a giant compared to it. The one on the right is about three times bigger than a normal sized painting.

Jumping in on the one that's on your left will make you about a hundred (I'm honestly not kidding) times larger than normal. This makes all the enemies look pathetic and lots of entrances very very very hard to get into. Then there is the huge painting. This makes all the enemies about fifteen times bigger than Mario and for the normal sized things (like the flames and pipes and such) very very VERY big. Something that looked like a mouse hole to super-super-super-super-Mario can now be a gigantic tunnel to mini-Mario. And when you're small, you can Ground Pound the giant Goombas for a blue coin. It's very useful when you're out to get those 100 coin Stars. In the levels, there's a series of warp pipes that will warp you to the opposite type of Tiny-Huge Island.

This can be required in some levels, like the first one, to get certain Stars. Some areas are accessible only by being big and some are accessible only by being small. Overall, being big is a LOT better than being small but both can have their advantages I guess. Okay, I'm done with the introduction. There are two paths you can take for this level. The first is quite simple and the second is quite difficult. Which one will you take? It's up to you...

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Path One (Easiest)
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Path one of Tip-Top of the Huge Island requires you to enter the small portrait so you can become super-super-super-super-Mario. You can probably already tell that this isn't the proper way to do it because you're the huge one and the island is tiny. When you land, a Goomba will foolishly charge toward you. It's hilarious how small this guy is and how hard it tries to hurt you. The Goomba will slam into you can die without leaving a coin. You'll notice that the water here is perfectly normal but keep in mind that to mini-Mario it's a vast bay. Jump into the water and swim up to the next platform. Pull yourself up but watch out for the evil, vile, and deadly fire-spitting ball. Rush and long jump to the next platform. A very small Piranha flower will pop out.

Defeat it for a coin and go to the right side of the warp pipe. Drop off the ledge to land on a switch. 3-D Mario games have always had really crappy cameras. This is one of the worst camera positions ever because you can't see anything but the ledge and there's no way to shift unless you want a really freaky angle. Anyway, you can press R to zoom in but I hate that angle. Just rush out onto the yellow block path that was made in result of you stepping on the switch. Instead of turning to the left when you need to, do a long jump to the very small ledge ahead of you. This is usually huge if you're mini, but you're not. Turn right and start jumping up the ledges. Avoid the bowling balls rolling down but they aren't super dangerous because you're a lot bigger than them.

At the top, go forward and then right. You'll find a warp pipe which you should jump into. When you pop out, you'll be mini-Mario and you'll be at the foot of the huge island. Jump onto the ledge and Ground Pound the Goomba to defeat it. Do a Sideways Somersault to get up to the next ledge. Here, you should jump up to the next platform which has the purple Bob-omb on it. Defeat it (you know how, right? Good) and get the five coins. Then walk out onto the wooden ledge and rush across it. This would be extremely small if you weren't smaller but that's of no importance. On the other side is a yellow block. Break it and the POWER STAR (2) will pop out. Now how simple was that?

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Path Two (Hardest)  
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Pluck the Piranha Flower, path two, requires you to enter the large portrait so you can become mini-Mario. When you land... HOLY CRAP. Three HUGE Goombas are walking around innocently... until they find you. Dammit, haven't these guys ever felt like picking on someone their own size? Oh, but I guess we should tell that to Mario since like 90% of the enemies he kills are smaller... and he strips innocent Koopas of their shells! LET'S TAKE CONTROL OF BOWSER AND KILL HIM! Anyway, if you Ground Pound the Goombas then they'll drop a very useful blue coin. So you can get

fifteen

coins with no effort within your first thirty seconds of the level. Also, there's a wooden peg here that serves no significance whatsoever if you pound it into the ground.

Okay, look to your right (assuming you're facing the bay thingy) to find a small tunnel (this is the mousehole as super-super-super-super-Mario). Go forward into the water. You'll want to swim to your right, to the shore. There's a gigantic killer fish in here that will swallow you like you were just some mini-Mario on a giant island that was stupid enough to swim near a fish that will swallow you like you were just some mini-Mario on a giant island that was stupid enough to swim near a fish that will swallow you like- *is shot* Okay, just got to the damn shore. Here, jump up and defeat the evil Lakister that tries to throw spiny balls on you that poke you and hurt because they poke you. Now jump onto the Koopa's shell and he'll run away crying.

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The cannon here won't open until a later episode (wow, I'm really used to that phrase from SMS) so ignore it. Instead, rush forward and long jump the gap. Gusts of wind will start to blow on the next gigantic pillar that must be huge because it dips down into the sky below you like everything in this level (or any level that seems to have this kind of atmosphere). Jump (regular jump) to the ledge sticking out on your left and the wind will lift you up to it. Here, hit the yellow block for a very powerful, poisonous, deadly, and sinister 1-Up Mushroom. Now rush up the very very narrow wooden plank attached to the wall. It takes to long to sidestep so just have the control stick pointed in a diagonal direction and you'll be running the cool and hip way up it.

Yes. You must get hip with this game. Anyway, here go down the wooden ramp and wind will start blowing to the left, trying to push you off into the sky where you will

fall for a long time, hit an airplane, and die. Avoid that by running slightly to the right as you go down. When you get across the ramp, you'll notice that deadly Bowling Balls of Death (TM) are rolling down ledges. Rush up to the ledge and jump up. Avoid the BBoD if you can. You have to jump up a few more ledges in order to get to the top of this area. Eventually (you'll sustain damage, but don't freak out) you'll reach the source of the BBoD. Look to your right to find a ledge. Jump onto the ledge and Ground Pound the Goomba to defeat it.

Do a Sideways Somersault to get up to the next ledge. Here, you should jump up to the next platform which has the purple Bob-omb on it. Defeat it (you know how, right? Good) and get the five coins. Then walk out onto the wooden ledge and rush across it. This would be extremely small if you weren't smaller but that's of no importance. On the other side is a yellow block. Break it and the POWER STAR (2) will pop out. Okay, that was a little harder than path one but more action and involvement in it :)

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|                               Rematch With Koopa the Quick                               W13S3 |
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Welcome to Tiny-Huge Island! It's me frog here and this is the last level that we have to do before we're done with the entire guide and we can send it in and rejoice by doing... okay, I'm gonna stop there. Anyway, I despise this level but I ended up doing it anyway because nm114 pointed a gun at my head and fired it >_< Anyway, Tiny-Huge Island, while it is horrible, evil, cruel, deadly, and something I refer to as That of Which I Refuse to Speak Of, has a very unique twist added to it. When you enter the room, there are three paintings. The middle one is normal sized and there's a solid wall behind it. The left one is very small so Mario looks like a giant compared to it. The one on the right is about three times bigger than a normal sized painting.

Jumping in on the one that's on your left will make you about a hundred (I'm honestly not kidding) times larger than normal. This makes all the enemies look pathetic and lots of entrances very very very hard to get into. Then there is the huge painting. This makes all the enemies about fifteen times bigger than Mario and for the normal sized things (like the flames and pipes and such) very very VERY big. Something that looked like a mouse hole to super-super-super-super-Mario can now be a gigantic tunnel to mini-Mario. And when you're small, you can Ground Pound the giant Goombas for a blue coin. It's very useful when you're out to get those 100 coin Stars. In the levels, there's a series of warp pipes that will warp you to the opposite type of Tiny-Huge Island.

This can be required in some levels, like the first one, to get certain Stars. Some

areas are accessible only by being big and some are accessible only by being small.

Overall, being big is a LOT better than being small but both can have their advantages I guess. Okay, I'm done with the introduction. There are two paths you

can take for this level. The first is quite simple and the second is pretty difficult. Which one will you take? It's up to you...

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Path One (Easiest)  
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Path one of Rematch with Koopa the Quick requires you to enter the small portrat so you can become super-super-super-super-Mario. You can probably already tell that this isn't the proper way to do it because you're the huge one and the island is tiny. When you land, a Goomba will foolishly charge toward you. It's hiliarious how small this guy is and how hard it tries to hurt you. The Goomba will slam into you can die without leaving a coin. You'll notice that the water here is perfectly normal but keep in mind that to mini-Mario it's a vast bay. Jump into the water and swim up to the next platform. Pull yourself up but watch out for the evil, vile, and deadly fire-spitting ball. Rush and long jump to the next platform. A very small Piranha flower will pop out.

Defeat it for a coin and go to the right side of the warp pipe. Drop off the ledge to land on a switch. 3-D Mario games have always had really crappy cameras. This is one of the worst camera positions ever becuae you can't see anything but the ledge and there's no way to shift unless you wan't a really freaky angle. Anyway, you can press R to zoom in but I hate that angle. Just rush out onto the yellow block path that was made in result of you stepping on the switch. Instead of turning to the left when you need to, do a long jump to the very small ledge ahead of you. This is usually huge if you're mini, but you're not. Turn right and start jumping up the ledges. Avoid the bowling balls rolling down but they aren't super dangerous because you're a lot bigger than them.

At the top, go forward and then right. You'll find a warp pipe which you should jump into. When you pop out, you'll be mini-Mario and you'll be at the foot of the huge island. We don't want to climb the island this time so instead, go down past the area where the giant black bowling ball thigns come out of. Head down the small hill and collect the coins. You'll find two big Goombas waiting for you, one in a fenced area and the other out in the open. Take the one out in the open and the one in the fence (that may not seem important but it'll help in about twenty seconds). Now look beyond it to find Koopa the Quick! His head has sort of deflated so he's not such a big-shot bragger idiot anymore. Instead, he just challenges you to

another race and of course you're gonna accept... right?

Yeah. Anyway, at the start Koopa will go around the fence. You want to jump over the fence and then quickly long jump across the distance over the other side. If you do this correctly you'll gain about three seconds which is a lot in this race.

You'll now want to start long-jumping up the hill. When you get to the point where the evil bowling balls starting rolling down, you'll want to long-jump still but you have to do it with caution so you're not hit by the balls (which can knock you down and cut off two or three seconds). When you get to the ledges, long jump down them. You might fall and land hard, losing time, but you should be far enough ahead of Koopa for that to not matter. When you get to the wooden bridge, you'll face a problem.

Don't star long-jumping here because the gust of wind that blows you to the right will just pick you up in mid jump. You have to run forward and against the force of the wind, but that will slow you down greatly. Koopa won't be slowed at all so stay in the middle as you run. You should be able to make it across without him reaching you but if he catches up, remain in the middle. He can't go around you without falling off so he'll push you. That will still keep you in front and you'll regain your speed once you get across. Here, just run to the left where the finish flag lies. Like a good sport, Koopa will admit that he lost again. In frustration, he will jump off the ledge and kill himself.

Actually, he'll just give you a POWER STAR (3) which is good enough.

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Path 2 (Hardest)  
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Rematch with Koopa the Quick, path two, requires you to enter the large portrait so you can become mini-Mario. When you land... HOLY CRAP. Three HUGE Goombas are walking around innocently... until they find you. Dammit, haven't these guys ever felt like picking on someone their own size? Oh, but I guess we should tell that to Mario since like 90% of the enemies he kills are smaller... and he strips innocent Koopas of their shells! LET'S TAKE CONTROL OF BOWSER AND KILL HIM! Anyway, if you Ground Pound the Goombas then they'll drop a very useful blue coin. So you can get fifteen coins with no effort within your first thirty seconds of the level. Also, there's a wooden peg here that serves no significance whatsoever if you pound it into the ground.

Okay, look to your right (assuming you're facing the bay thingy) to find a small tunnel (this is the mousehole as super-super-super-super-Mario). Go forward into

the water. You'll want to swim to your right, to the shore. There's a gigantic killer fish in here that will swallow you like you were just some mini-Mario on a giant island that was stupid enough to swim near a fish that will swallow you like you were just some mini-Mario on a giant island that was stupid enough to swim near a fish that will swallow you like- *is shot* Okay, just got to the damn shore. Here, jump up and defeat the evil Lakister that tries to throw spiny balls on you that poke you and hurt because they poke you. Now jump onto the Koopa's shell and he'll run away crying.

That's probably what he is doing but Nintendo didn't want to make Mario look like the meany he is. You know what? I'm throwing lots of unnecessary details into this part of the guide. Let's move on, shall we? Anyway, grab the shell and surf on the water. The big fish here can still jump out of the water and swallow you just like- *is shot again* Just surf past the water and don't look for the fish. Go up the grass ramp. Here, you can play around a little with the Goomba. If you surf into it, it'll hop up into the air and fall down unscathed. Try to stay under it for as long as you can and you'll be juggling Goombas! Yeah! Okay, rush into the fence to get rid of your shell and defeat the Goomba (Ground Pound, remember) and Shy Guy before proceeding.

The cannon here won't open until a later episode (wow, I'm really used to that phrase from SMS) so ignore it. Instead, rush forward and long jump the gap. Gusts of wind will start to blow on the next gigantic pillar that must be huge because it dips down into the sky below you like everything in this level (or any level that seems to have this kind of atmosphere). Jump (regular jump) to the ledge sticking out on your left and the wind will lift you up to it. Here, hit the yellow block for a very powerful, poisonous, deadly, and sinister 1-Up Mushroom. Now rush up the very very narrow wooden plank attached to the wall. It takes to long to sidestep so just have the control stick pointed in a diagonal direction and you'll be running the cool and hip way up it.

Yes. You must get hip with this game. Anyway, here go down the wooden ramp and wind will start blowing to the left, trying to push you off into the sky where you will fall for a long time, hit an airplane, and die. Avoid that by running slightly to the right as you go down. When you get across the ramp, you'll notice that deadly Bowling Balls of Death (TM) are rolling down ledges. Rush up to the ledge and jump up. Avoid the BBoD if you can. You have to jump up a few more ledges in order to get to the top of this area. Eventually (you'll sustain damage, but don't freak

out) you'll reach the source of the BBoD. Head down the small hill and collect the coins. You'll find two big Goombas waiting for you, one in a fenced area and the other out in the open.

Take the one out in the open and the one in the fence (that may not seem important but it'll help in about twenty seconds). Now look beyond it to find Koopa the Quick! His head has sort of deflated so he's not such a big-shot bragger idiot anymore. Instead, he just challenges you to another race and of course you're gonna accept... right? Yeah. Anyway, at the start Koopa will go around the fence. You want to jump over the fence and then quickly long jump across the distance over the other side. If you do this correctly you'll gain about three seconds which is a lot in this race. You'll now want to start long-jumping up the hill. When you get to the point where the evil bowling balls starting rolling down, you'll want to long-jump still but you have to do it with caution so you're not hit by the balls (which can knock you down and cut off two or three seconds).

When you get to the ledges, long jump down them. You might fall and land hard, losing time, but you should be far enough ahead of Koopa for that to not matter. When you get to the wooden bridge, you'll face a problem. Don't star long-jumping here because the gust of wind that blows you to the right will just pick you up in mid jump. You have to run forward and against the force of the wind, but that will slow you down greatly. Koopa won't be slowed at all so stay in the middle as you run. You should be able to make it across without him reaching you but if he catches up, remain in the middle. He can't go around you without falling off so he'll push you. That will still keep you in front and you'll regain your speed once you get across.

Here, just run to the left where the finish flag lies. Like a good sport, Koopa will admit that he lost again. In frustration, he will jump off the ledge and kill himself. Actually, he'll just give you a POWER STAR (3) which is good enough.

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|                    Five Itty Bitty Secrets                    W13S4 |  
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Welcome to Tiny-Huge Island! It's me frog here and this is the last level that we have to do before we're done with the entire guide and we can send it in and rejoice by doing... okay, I'm gonna stop there. Anyway, I despise this level but I ended up doing it anyway because nml4 pointed a gun at my head and fired it >_< Anyway, Tiny-Huge Island, while it is horrible, evil, cruel, deadly, and something I refer to as That of Which I Refuse to Speak Of, has a very unique twist added to it. When you enter the room, there are three paintings. The middle one is normal sized and there's a solid wall behind it. The left one is very small so Mario looks

like a giant compared to it. The one on the right is about three times bigger than a normal sized painting.

Jumping in on the one that's on your left will make you about a hundred (I'm honestly not kidding) times larger than normal. This makes all the enemies look pathetic and lots of entrances very very very hard to get into. Then there is the huge painting. This makes all the enemies about fifteen times bigger than Mario and for the normal sized things (like the flames and pipes and such) very very VERY big. Something that looked like a mouse hole to super-super-super-super-Mario can now be a gigantic tunnel to mini-Mario. And when you're small, you can Ground Pound the giant Goombas for a blue coin. It's very useful when you're out to get those 100 coin Stars. In the levels, there's a series of warp pipes that will warp you to the opposite type of Tiny-Huge Island.

This can be required in some levels, like the first one, to get certain Stars. Some areas are accessible only by being big and some are accessible only by being small.

Overall, being big is a LOT better than being small but both can have their advantages I guess. Okay, I'm done with the introduction. This is the first one with only one path, but it's a long one. Five Itty Bitty Secrets requires you to locate five spots in Tiny Island (they'd be huge if you were in Huge Island... well, I guess that's pretty obvious) where "secrets" are being held. Five Itty Bitty Secrets requires you to enter the small portrait so you can become super-super-super-super-Mario. You can probably already tell that this isn't the proper way to do it because you're the huge one and the island is tiny.

When you land, a Goomba will foolishly charge toward you. It's hilarious how small this guy is and how hard it tries to hurt you. The Goomba will slam into you can die without leaving a coin. You'll notice that the water here is perfectly normal but keep in mind that to mini-Mario it's a vast bay. Jump into the water and swim up to the next platform. Pull yourself up but watch out for the evil, vile, and deadly fire-spitting ball. Rush and long jump to the next platform. A very small Piranha flower will pop out. Defeat it for a coin and go to the right side of the warp pipe. Drop off the ledge to land on a switch. 3-D Mario games have always had really crappy cameras. This is one of the worst camera positions ever because you can't see anything but the ledge and there's no way to shift unless you want a really freaky angle.

Anyway, you can press R to zoom in but I hate that angle. Just rush out onto the yellow block path that was made in result of you stepping on the switch. Instead of turning to the left when you need to, do a long jump to the very small ledge ahead of you. This is usually huge if you're mini, but you're not. Turn right and start jumping up the ledges. Avoid the bowling balls rolling down but they aren't

super dangerous because you're a lot bigger than them. At the top, go forward and then right. Ignore the warp pipe and jump up to the ledge with the very small Goomba. Ignore it, defeat it, have it on toast, whatever. On the next ledge, you can do whatever with that Goomba. Because you're super-super-super-super-Mario, this ledge has suddenly become very very small.

It is harder to walk on but if you take it slow you should be fine. Across, go up the hill and to the top of the tiny hill where the first SECRET (1/5) is. Now turn around and head back down the hill (don't drop because you might end up in a bad position). Head to the area where the small bowling balls come out of. This is where the second SECRET (2/5) is being held. Now head down the hill to find Koopa the Quick... though he's not so quick anymore. I wonder how you look from their point of view... it must be freaky. Anyway, wipe Koopa and the Goomba out if you want to and then stand at the edge. Across the gap is a very very small bridge. At the end is a hole. Rush and do a long jump to the hole to activate the SECRET (3/5).

There's a very big chance that you'll end up sliding down the hill and onto the beach area. Here, swim to the right and rush up to the hole where the fourth SECRET (4/5) lies. Now swim to the other side (the man-eating fish isn't here because you're huge... I wish it was so we could kill it) and climb out. Where the cannon usually would be is a very small hole. You guessed it! It's the final SECRET (5/5). Now talk to the pink Bob-omb so he'll open the cannon for you during later missions. Now jump to the next ledge where a Goomba will try to ram you. Make sure to wipe it out yourself because even though it won't hurt you, it might push you off the ledge which is exactly what we DON'T want. After it's gone, jump to the next ledge.

It's not possible to inch across the ledge on your left so you have to long jump. To do that, you need to get rid of the yellow block so bust it open, then rush forward and jump to the area in front of the warp pipe. Now go down the long plank in front of the warp pipe (damn those bad camera angles). Start jumping up the ledges. Avoid the bowling balls rolling down but they aren't super dangerous because you're a lot bigger than them. At the top, look down off the ledge to see the Piranha Plant ledge below. Drop down to it and then drop off onto the switch that we start many levels by hitting. The yellow blocks will appear again. This time you want to go across all of them. You'll come to an island that holds the POWER STAR (4).

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|                Wiggler's Red Coins                W13S5  |
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Welcome to Tiny-Huge Island! It's me frog here and this is the last level that we have to do before we're done with the entire guide and we can send it in and rejoice by doing... okay, I'm gonna stop there. Anyway, I despise this level

but I ended up doing it anyway because nm14 pointed a gun at my head and fired it >_< Anyway, Tiny-Huge Island, while it is horrible, evil, cruel, deadly, and something I refer to as That of Which I Refuse to Speak Of, has a very unique twist added to it. When you enter the room, there are three paintings. The middle one is normal sized and there's a solid wall behind it. The left one is very small so Mario looks like a giant compared to it. The one on the right is about three times bigger than a normal sized painting.

Jumping in on the one that's on your left will make you about a hundred (I'm honestly not kidding) times larger than normal. This makes all the enemies look pathetic and lots of entrances very very very hard to get into. Then there is the huge painting. This makes all the enemies about fifteen times bigger than Mario and for the normal sized things (like the flames and pipes and such) very very VERY big. Something that looked like a mouse hole to super-super-super-super-Mario can now be a gigantic tunnel to mini-Mario. And when you're small, you can Ground Pound the giant Goombas for a blue coin. It's very useful when you're out to get those 100 coin Stars. In the levels, there's a series of warp pipes that will warp you to the opposite type of Tiny-Huge Island.

This can be required in some levels, like the first one, to get certain Stars. Some areas are accessible only by being big and some are accessible only by being small. Overall, being big is a LOT better than being small but both can have their advantages I guess. Okay, I'm done with the introduction.

NOTE: If you did what I said at the end of the last star and talked to the pink Bob-omb, then you can enter Huge Island and skip the first couple of paragraphs which will only describe how to open the cannon. You can simply run through the hole on your right, swim through (beware the fish) and hop into the cannon. All other unworth candidates start following the next paragraph.

Wiggler's Red Coins requires you to enter the small portrat so you can become super-super-super-super-Mario. You can probably already tell that this isn't the proper way to do it because you're the huge one and the island is tiny. When you land, a Goomba will foolishly charge toward you. It's hilarious how small this guy is and how hard it tries to hurt you. The Goomba will slam into you can die without leaving a coin. You'll notice that the water here is perfectly normal but keep in mind that to mini-Mario it's a vast bay. Jump into the water and swim up to the next platform. Pull yourself up but watch out for the evil, vile, and deadly fire-spitting ball. Rush and long jump to the next platform.

A very small Piranha flower will pop out. Defeat it for a coin and go to the right side of the warp pipe. Drop off the ledge to land on a switch. 3-D Mario games have

always had really crappy cameras. This is one of the worst camera positions ever because you can't see anything but the ledge and there's no way to shift unless you
wan't a really freaky angle. Anyway, you can press R to zoom in but I hate that angle. Just rush out onto the yellow block path that was made in result of you stepping on the switch. Instead of turning to the left when you need to, do a long
jump to the very small ledge ahead of you. This is usually huge if you're mini, but
you're not. Turn right and start jumping up the ledges.

Avoid the bowling balls rolling down but they aren't super dangerous because you're
a lot bigger than them. At the top, head down the hill to find Koopa the Quick...
though he's not so quick anymore. I wonder how you look from their point of view...
it must be freaky. Anyway, wipe Koopa and the Goomba out if you want to and then stand at the edge. Simply drop off this ledge here and onto the beach area. The evil fish is gone so you can simply swim to the island that holds the pink Bob-omb.
Speak to it to open the cannon in Huge Island. Now we have to make our way to a warp pipe which should be easy enough. Get back into the water and swim to the beach. Here, go up and then look left. Just do a double jump up to the ledge that
held midget Koopa the Quick.

Here, go forward and then up the ledge. Head past the spot where the bowling balls
are and then you'll find a warp pipe. Jump in to enter Huge Island. You must
sigh
once again head back down the hill. Ignore the giant Goombas and drop down to the
beach below you. Jump on the poor, seemingly innocent (I'm not so sure it's innocent... YES I KNOW WHAT IT'S UP TO IN THE MIDDLE OF THE NIGHT!) Koopa and steal
his shell. Surf on the water up to the spot where the cannon is now open. NOW
ALL
WHO SKIPPED THE FIRST FEW PARAGRAPHS CAN SAFELY PICK UP AGAIN WITHOUT THIS
COMPUTER/PAPER BLOWING UP. Okay, jump into the cannon and aim up and right. You should see a tree. Aim above the tree and fire.

Seeing as how you've been firing yourselves out of cannons for like... a lot of stars, then you should be able to do this successfully. When you grab onto the tree, slide down and kill the Goomba. Now look at the very narrow plank that leads
to a hole. Even for mini-Mario this is a NARROW path. You have to walk slowly as you go across. If you fall off then you have to get in the cannon over again and we
don't want that do happen. When you get across, head inside the hole. This is where
all of the red coins are being held. In this area, the first six are pretty much right in front of you and the final two aren't extremely difficult to get.
Unless
you really suck at jumping, then this will be very easy for you.

The first RED COIN (1/8) is on the platform right in front of you. From here, jump
to the right to get the RED COIN (2/8) there. Proceed to jump left from platform to

platform collecting the RED COINS (6/8). When you collect the sixth one, you'll have to make your way up to a higher platform. Stand on the edge (opposite of the platform you want to reach) and run and do a double jump up to the ledge. Up here, ignore the fire-spittinig ball and get the RED COIN (7/8). Do another double jump up and grab onto the bars above you. Hang on and make your way southwest to a pillar with the final RED COIN (8/8). The POWER STAR (5) will appear below you. Here, drop down and grab the star.

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|               Make Wiggler Squirm               W13S6 |
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Welcome to Tiny-Huge Island! It's me frog here and this is the last level that we have to do before we're done with the entire guide and we can send it in and rejoice by doing... okay, I'm gonna stop there. Anyway, I despise this level but I ended up doing it anyway because nml4 pointed a gun at my head and fired it >_< Anyway, Tiny-Huge Island, while it is horrible, evil, cruel, deadly, and something I refer to as That of Which I Do Not Speak Of, has a very unique twist added to it. When you enter the room, there are three paintings. The middle one is normal sized and there's a solid wall behind it. The left one is very small so Mario looks like a giant compared to it. The one on the right is about three times bigger than a normal sized painting.

Jumping in on the one that's on your left will make you about a hundred (I'm honestly not kidding) times larger than normal. This makes all the enemies look pathetic and lots of entrances very very very hard to get into. Then there is the huge painting. This makes all the enemies about fifteen times bigger than Mario and for the normal sized things (like the flames and pipes and such) very very VERY big. Something that looked like a mouse hole to super-super-super-super-Mario can now be a gigantic tunnel to mini-Mario. And when you're small, you can Ground Pound the giant Goombas for a blue coin. It's very useful when you're out to get those 100 coin Stars. In the levels, there's a series of warp pipes that will warp you to the opposite type of Tiny-Huge Island.

This can be required in some levels, like the first one, to get certain Stars. Some areas are accessible only by being big and some are accessible only by being small. Overall, being big is a LOT better than being small but both can have their advantages I guess. Okay, I'm done with the introduction. Make Wiggler Squirm requires you to first enter the small portrat so you can become super-super-super-super-Mario. When you land, a Goomba will foolishly charge toward you. It's hiliarious how small this guy is and how hard it tries to hurt you. The Goomba will slam into you can die without leaving a coin. You'll notice that the water here

is

perfectly normal but keep in mind that to mini-Mario it's a vast bay.

Jump into the water and swim up to the next platform. Pull yourself up but watch out for the evil, vile, and deadly fire-spitting ball. Rush and long jump to the next platform. A very small Piranha flower will pop out. Defeat it for a coin and

go to the right side of the warp pipe. Drop off the ledge to land on a switch.

3-D

Mario games have always had really crappy cameras. This is one of the worst camera

positions ever because you can't see anything but the ledge and there's no way to

shift unless you want a really freaky angle. Anyway, you can press R to zoom in but I hate that angle. Just rush out onto the yellow block path that was made in result of you stepping on the switch. Instead of turning to the left when you need

to, do a long jump to the very small ledge ahead of you.

This is usually huge if you're mini, but you're not. Turn right and start jumping

up the ledges. Avoid the bowling balls rolling down but they aren't super dangerous

because you're a lot bigger than them. At the top, go forward and then right.

Ignore the warp pipe and jump up to the ledge with the very small Goomba. Ignore it, defeat it, have it on toast, whatever. On the next ledge, you can do whatever

with that Goomba. Because you're super-super-super-super-Mario, this ledge has suddenly become very very small. It is harder to walk on but if you take it slow you should be fine. Across, go up the hill and to the top of the tiny hill where the first secret is, though that's of no importance to us at the moment.

Instead, Ground Pound the water and it'll all drain into a very small hole. Now make your way back down the mountain. You'll find a warp pipe which you should jump

into. When you pop out, you'll be mini-Mario and you'll be at the foot of the huge

island. Jump onto the ledge and Ground Pound the Goomba to defeat it. Do a Sideways

Somersault to get up to the next ledge. Here, you should jump up to the next platform which has the purple Bob-omb on it. Defeat it (you know how, right? Good)

and get the five coins. Then walk out onto the wooden ledge and rush across it. Ignore the block with the power star and head to the top of the island. Here, drop

down into the hole that was previously very small. This is Wiggler's cave.

In your first (I think) of your three (so far, SM64, SMS, and M&L) encounters with

Wiggler, he'll be mad because you put a hole in his roof (which was already there), flooded his house (even though there's no sign of water) and got him all wet

(even though he's perfectly dry). So now he's pretty mad. Ack, this is what happens

when you don't get the essential nutrients and calories for your daily diet so folks

make sure to eat healthy. Put a 15 by 23 food chart in every room of the house, three of them in the kitchen, dining room, and the room of no real significance. You can figure out the rest. Anyway, this is a fairly simple fight with Wiggler. Drop down and jump on his head. You have to make sure that he doesn't trample

you
because that can hurt.

He'll make some comment and start rushing faster. Aside from that, there is no difference in fighting. Jump again, and after speeding up then jump once more. I really doubted that you needed such an in-depth guide for this so that's what you get. Wiggler will tell you to come visit any time because you're apparently such a nice person and then he'll disappear. Uh... yeah. This game's a little weird. But the POWER STAR (6) will rise up for your taking. Grab it!

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+=====+  
|                100 Golden Coins                W13S7 |  
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I find this 100 Coin Star easy to do but I don't know about you. Seeing as how I am exhausted, the guide is nearly done, and this is a very simple Star anyway don't expect a super in-depth guide. Sure, it'll take you through coin by coin but not as depthful. You want to start off by entering Huge Island so you can be mini-Mario. Ground Pound the three Goombas at the start for a quick fifteen COINS (15/100). Head through the tunnel on your right and swim through the water. When you emerge, jump up and defeat the Lakitu and collect all of the COINS (20/100) it leaves behind. See, 1/5 of the way there already. Grab the Koopa shell and wipe out the poor Koopa for another BLUE COIN (25/100) and then jump up and kill the Shy Guy to get some more COINS (27/100).

Surf into the water and up the hill where you should abandon your shell. In this area, Ground Pound the Goomba for a BLUE COIN (32/100). Kill the Shy Guy for two more COINS (34/100). jump into the cannon and aim up and right. You should see a tree. Aim above the tree and fire. Seeing as how you've been firing yourselves out of cannons for like... a lot of stars, then you should be able to do this successfully. When you grab onto the tree, slide down and kill the Goomba for the BLUE COIN (39/100). Now look at the very narrow plank that leads to a hole. Even for mini-Mario this is a NARROW path. You have to walk slowly as you go across. If you fall off then you have to get in the cannon over again and we don't want that do happen.

There are five COINS (44/100) on this path. When you get across, head inside the hole. This is where all of the red coins are being held. In this area, the first six are pretty much right in front of you and the final two aren't extremely difficult to get. Unless you really suck at jumping, then this will be very easy for you. The first RED COIN (46/100) is on the platform right in front of you. From here, jump to the right to get the RED COIN (48/100) there. Proceed to jump left from platform to platform collecting the RED COINS (56/100). When you collect the sixth one, you'll have to make your way up to a higher platform. Stand on the edge (opposite of the platform you want to reach) and run and do a double jump up

to the ledge. Up here, ignore the fire-spitting ball and get the RED COIN (58/100).

Ground Pound the Blue Coin Switch and collect the two BLUE COINS (68/100) that appear. Do another double jump up and grab onto the bars above you. Hang on and make your way southwest to a pillar with the final RED COIN (70/100). The Power Star will appear but we don't want that, remember? Drop down and head back outside.

Here, drop onto the beach again and rush to the cannon. Here, get in and shoot yourself to the ledge below the one with the tree. A lone Goomba rests here. You know what to do. After you collect the BLUE COIN (75/100) drop down and return to the platform with the cannon once more. Jump to the "sky pillar" and from here, jump up and you'll get caught in the wind. Float up to the nearby ledge. Here, carefully make your way up the ledge attached to the wall.

You can collect five COINS (80/100) on this ledge as well. Up here there are two Goombas and a warp pipe. Ground Pound the Goombas and collect their BLUE COINS (90/100). Ten left! Go down the plank, against the wind flow, and then head up the ledges with the bowling balls like you've done so many times before. There are five COINS (95/100) here as well. Up at the top, go forward and jump up the ledge that begins the mountain climb. There's a Goomba here. A final BLUE COIN (100/100) will get you the remaining coins and thus the remaining POWER STAR (7).

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|                ~~~~~~                               |
|                |%%%%%   Tick Tock Clock   %%%%%|           WORLD14   |
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+=====+
|                Roll Into the Cage                W14S1   |
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Before I begin describing this star mission, I'd like to explain the secret of Tick Tock Clock. As you might've already noticed, the face of Tick Tock Clock's grandfather clock is working. This may look like a decoration but no, it's not. This actually affects how you're going to play in Tick Tock Clock because it can freeze time. If it stops ON the twelve o' clock hand, all mechanical gears will be stopped, completely. For six of the seven stars, it makes things MUCH easier (for the remaining star you NEED to have the gears moving). If it stops anywhere NEAR the twelve o' clock hand, the gears will move extremely fast. They move at normal speed if it's on the three or nine o' clock hand and they move slowly if it's on the six o' clock hand.

Remember this because the difficulty of getting the stairs will alter depending on when you enter the clock's face (as in what position the long hand is pointing on; the hour hand, thankfully, doesn't matter). Okay, the vast world of Tick Tock Clock is the strangest world yet. First off, you must notice the extremely dangerous

abyss that rests in the huge center of the clock. Yes, you only go around the outer edges of this world when moving through it, something that you can find quite annoying. There are turning blocks that involve many risks of turning so you'll fall into the abyss below. The pendulums swing back and forth and all try to knock you off as you're going. Everything is synchronized in this level so there's a pattern for everything.

Remember this because when you have to have the gears moving you'll want them going at the slowest synchronization possible. Is synchronization a word? Anyway, now off to the guide. Roll Into the Cage has a recommended synchronization of zero. As in, enter when it's on the twelve o' clock hand so everything is stopped. This will allow you to make it through the level a lot easier than normal. When you start, go left and you should find a small gap with a frozen pendulum. Ignore it and jump the gap. On the other side, turn left and climb up the big blocks. You'll be on a frozen conveyor belt (luckily). Go left and you'll find a strange looking block. Had time been moving, this thing would rotate constantly and drop you into the abyss below.

Luckily, it's frozen. Jump on and then carefully do a double jump to collect the two coins above you. With the coins in hand, jump to the ledge on your right. There's a gap with a frozen pendulum. Jump it and then go right to find a yellow block. Hit it for some coins and then go left, sticking to the back wall (not so much as you're sidestepping but just stay close). Climb up the ramp and head onto the frozen cube once you reach the top. Jump up onto each of the frozen cubes so that you won't fall into the abyss. At the top, CLIMB (not jump) over the strange thing sticking out of the wall. If you jump over, you might jump off the ledge entirely and fall to the lower floor below. Climb up to the next ledge where we'll find a flame-spitting ball.

There is also a yellow block with some coins that you can grab. Once you have them, run forward and get onto the yellow conveyor belt. Jump up to the upper ledge and head onto the hexagonal platfomrs. These platforms are usually spinning, but they're not now. Jump up the four hexagonal platforms and you'll be on a tight ledge once you reach the top. Go forward and then jump over the little thing sticking out of the wall. Instead of jumping to the top of the cage, drop down to the hexagonal platform on your left. Carefully, so you don't fall, long jump to the conveyor belt in front of you. From here, you'll find the POWER STAR (1) on your right. Well now, that was an easy star!

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|               The Pit and the Pendulums               W14S2 |
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Before I begin describing this star mission, I'd like to explain the secret of Tick Tock Clock. As you might've already noticed, the face of Tick Tock Clock's

grandfather clock is working. This may look like a decoration but no, it's not. This actually affects how you're going to play in Tick Tock Clock because it can freeze time. If it stops ON the twelve o' clock hand, all mechanical gears will be stopped, completely. For six of the seven stars, it makes things MUCH easier (for the remaining star you NEED to have the gears moving). If it stops anywhere NEAR the twelve o' clock hand, the gears will move extremely fast. They move at normal speed if it's on the three or nine o' clock hand and they move slowly if it's on the six o' clock hand.

Remember this because the difficulty of getting the stairs will alter depending on when you enter the clock's face (as in what position the long hand is pointing on; the hour hand, thankfully, doesn't matter). Okay, the vast world of Tick Tock Clock is the strangest world yet. First off, you must notice the extremely dangerous abyss that rests in the huge center of the clock. Yes, you only go around the outer edges of this world when moving through it, something that you can find quite annoying. There are turning blocks that involve many risks of turning so you'll fall into the abyss below. The pendulums swing back and forth and all try to knock you off as you're going. Everything is synchronized in this level so there's a pattern for everything.

Remember this because when you have to have the gears moving you'll want them going at the slowest synchronization possible. Is synchronization a word? Anyway, now off to the guide. The Pit and the Pendulums has a recommended synchronization of zero. As in, enter when it's on the twelve o' clock hand so everything is stopped. This will allow you to make it through the level a lot easier than normal. When you start, go left and you should find a small gap with a frozen pendulum. Ignore it and jump the gap. On the other side, turn left and climb up the big blocks. You'll be on a frozen conveyor belt (luckily). Go left and you'll find a strange looking block. Had time been moving, this thing would rotate constantly and drop you into the abyss below.

Luckily, it's frozen. Jump on and then carefully do a double jump to collect the two coins above you. With the coins in hand, jump to the ledge on your right. There's a gap with a frozen pendulum. Jump it and then go right to find a yellow block. Hit it for some coins and then go left, sticking to the back wall (not so much as you're sidestepping but just stay close). Climb up the ramp and head onto the frozen cube once you reach the top. Jump up onto each of the frozen cubes so that you won't fall into the abyss. At the top, CLIMB (not jump) over the strange thing sticking out of the wall. If you jump over, you might jump off the ledge entirely and fall to the lower floor below. Climb up to the next ledge where we'll find a flame-spitting ball.

There is also a yellow block with some coins that you can grab. Once you have them, run forward and get onto the yellow conveyor belt. Jump up to the upper ledge and head onto the hexagonal platforms. These platforms are usually spinning, but they're not now. Jump up the four hexagonal platforms and you'll be on a tight ledge once you reach the top. Go forward and then jump over the little thing sticking out of the wall. You'll now want to perform a double jump to grab onto the top of the cage. Pull yourself up and go forward. Head down the ramp and at the end jump across the small gap. If you fall, you'll land near the start so be careful.

On the frozen elevator, double jump and you should grab on to the upper ledge.

Go up and then grab the pole, being careful to avoid the electric ball. Make your way up the pole and at the top, jump off. A 1-Up Mushroom will appear. Grab it and head forward. You'll reach a wide open area with a wind-up mouse and two blocks. The yellow blocks have coins in them, so grab them if you want. Be VERY careful about the wind-up mouse. It will get you nowhere except maybe to the abyss down below. Pass it and it'll stop chasing you when you're near the end of the ledge. Here, carefully jump to the triangular platform (it usually spins but hey, there ARE minor losses to freezing time) and then quickly jump to the next ledge before you slide off of the triangular platform. You're at the pit and the pendulums now.

Go left and carefully walk across the ledge. There's the Blue Coin Switch so hit it if you want. Otherwise, carefully jump to the next narrow ledge (made easier now thanks to the frozen pendulum). Carefully make your way across this ledge, taking care not to fall. Otherwise, you'll fall into the pit and have to start over. At the end, jump to the ledge attached to the wall and then head over to the POWER STAR (2) floating in the air.

```
+=====+
|               Get a Hand               W14S3 |
+=====+
```

Before I begin describing this star mission, I'd like to explain the secret of Tick Tock Clock. As you might've already noticed, the face of Tick Tock Clock's grandfather clock is working. This may look like a decoration but no, it's not. This actually affects how you're going to play in Tick Tock Clock because it can freeze time. If it stops ON the twelve o' clock hand, all mechanical gears will be stopped, completely. For six of the seven stars, it makes things MUCH easier (for the remaining star you NEED to have the gears moving). If it stops anywhere NEAR the twelve o' clock hand, the gears will move extremely fast. They move at normal speed if it's on the three or nine o' clock hand and they move slowly if it's on the six o' clock hand.

Remember this because the difficulty of getting the stairs will alter depending on when you enter the clock's face (as in what position the long hand is pointing

on;
the hour hand, thankfully, doesn't matter). Okay, the vast world of Tick Tock
Clock
is the strangest world yet. First off, you must notice the extremely dangerous
abyss that rests in the huge center of the clock. Yes, you only go around the
outer
edges of this world when moving through it, something that you can find quite
annoying. There are turning blocks that involve many risks of turning so you'll
fall into the abyss below. The pendulums swing back and forth and all try to
knock
you off as you're going. Everything is synchronized in this level so there's a
pattern for everything.

Remember this because when you have to have the gears moving you'll want them
going
at the slowest synchronization possible. Is synchronization a word? Anyway, now
off
to the guide. Get a Hand has two different paths in it. One path is safe and
long
and it requires you to unfreeze time. The other path involves a slight bit of
advanced skills and some luck, but you can perform it while freezing time. In
order
from easiest to hardest, here are the paths.

~~~~~  
Path 1 (Easy Path)  
~~~~~

This path in Get a Hand has a recommended synchronization of zero. As in, enter
when it's on the twelve o' clock hand so everything is stopped. This will allow
you
to make it through the level a lot easier than normal. When you start, go left
and
you should find a small gap with a frozen pendulum. Ignore it and jump the gap.
On
the other side, turn left and climb up the big blocks. You'll be on a frozen
conveyor belt (luckily). Go left and you'll find a strange looking block. Had
time
been moving, this thing would rotate constantly and drop you into the abyss
below.
Luckily, it's frozen. Jump on and then carefully do a double jump to collect the
two coins above you. With the coins in hand, jump to the ledge on your right.

There's a gap with a frozen pendulum. Jump it and then go right to find a yellow
block. Hit it for some coins and then go left, sticking to the back wall (not so
much as you're sidestepping but just stay close). Climb up the ramp and head
onto
the frozen cube once you reach the top. Jump up onto each of the frozen cubes so
that you won't fall into the abyss. At the top, CLIMB (not jump) over the
strange
thing sticking out of the wall. If you jump over, you might jump off the ledge
entirely and fall to the lower floor below. Climb up to the next ledge where
we'll
find a flame-spitting ball. There is also a yellow block with some coins that
you
can grab. Once you have them, run forward and get onto the yellow conveyor belt.

Jump up to the upper ledge and head onto the hexagonal platforms. These
platforms
are usually spinning, but they're not now. Jump up the four hexagonal platforms

and
you'll be on a tight ledge once you reach the top. Go forward and then jump over
the little thing sticking out of the wall. From here, jump to the next platform
and
then go left and drop onto the frozen hexagonal platform. Get into your
over-the-
shoulder view and look down the gap in between the conveyor belt and the
hexagonal
platform you're standing on. You should see a little alcove in the wall with a
power star floating in it. Carefully walk off the side of the hexagonal platform
and drop down into the gap where the little alcove can be found.

Hold the control stick to your right as you fall. If you do this correctly then
you
should fall into the little alcove where you can grab the POWER STAR (3)
floating
in the air.

~~~~~  
Path 2 (Hard Path)  
~~~~~

Damn, I have to edit my whole strategy for getting up to where we need to be now
that we need to have the gears moving. This path in Get a Hand has a recommended
synchronization of one. As in, enter when it's on the three o' clock hand to
have
the gears move slowly. Okay, everything is in a very steady motion, not too slow
and definitely not too fast. It's just right for our attempted path for this
mission. When you start, go left and you should find a small gap with the now
moving pendulum pendulum. Wait until it is to the far left or right side and
jump
the gap. On the other side, turn left and climb up the big blocks. You'll be on
a
steadily moving conveyor belt which shouldn't be too hard to get across. Go left
and you'll find a strange looking block.

This thing is now moving, increasing the difficulty of getting up. When the
position of the block shifts a little, it means it's about to turn. So when it
moves up and down slightly, jump and it'll turn. You'll land on the side it
turns
on and it'll be stationary again. Wait until the block turns and then quickly
jump
onto it and then onto the caged platform (ignore the coins above you). There's a
gap with a moving pendulum. Again, wait until it gets to one side and then jump
it.
Go right to find a yellow block. Hit it for some coins and then go left,
sticking
to the back wall (not so much as you're sidestepping but just stay close).
Climb up
the ramp and head onto the frozen cube once you reach the top. This part is
harder,
because three spinning cubs are here.

Wait until the first one turns, then quickly jump onto it. Stand there until it
shifts. Jump and all three will turn. When you land, jump to the next one and
repeat. On the third one, don't bother waiting for it to shift. Just get to the
ledge. At the top, wait until the block retreats back into the wall and quickly
rush past it. Climb up to the next ledge where we'll find a flame-spitting ball.
There is also a yellow block with some coins that you can grab. This is the area
where we need to be. Here, you won't find the long hand that you found before in

the last two missions. It's moving now so you have to wait a long while.
Meanwhile,
the flame-spitting ball will be spitting lots and lots of lava at you that you
have
to avoid.

Keep avoiding the lava until the hand finally comes around. Jump on and then
jump
onto the red tip. It will take you in a circle around Tick Tock Clock. Let it
take
you one-hundred and eighty degrees and you'll be in front of an alcove with the
power star. When it gets in the middle of the alcove jump (watch out for the
electric ball) but do NOT jump to your full height. If you do, you'll hit the
wall
and fall down onto the floating caged platform below. Just do a half-jump and
you'll be inside the alcove. Now grab the POWER STAR (3).

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+=====+  
|                Stomp on the Thwomp                W14S4 |  
+=====+
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Before I begin describing this star mission, I'd like to explain the secret of
Tick
Tock Clock. As you might've already noticed, the face of Tick Tock Clock's
grandfather clock is working. This may look like a decoration but no, it's not.
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the remaining star you NEED to have the gears moving). If it stops anywhere NEAR
the twelve o' clock hand, the gears will move extremely fast. They move at
normal
speed if it's on the three or nine o' clock hand and they move slowly if it's on
the six o' clock hand.

Remember this because the difficulty of getting the stairs will alter
depending on
when you enter the clock's face (as in what position the long hand is pointing
on;
the hour hand, thankfully, doesn't matter). Okay, the vast world of Tick Tock
Clock
is the strangest world yet. First off, you must notice the extremely dangerous
abyss that rests in the huge center of the clock. Yes, you only go around the
outer
edges of this world when moving through it, something that you can find quite
annoying. There are turning blocks that involve many risks of turning so you'll
fall into the abyss below. The pendulums swing back and forth and all try to
knock
you off as you're going. Everything is synchronized in this level so there's a
pattern for everything.

Remember this because when you have to have the gears moving you'll want them
going
at the slowest synchronization possible. Is synchronization a word? Anyway, now
off
to the guide. Stomp on the Thwomp can be one of the most frustrating Tick Tock
Clock missions you'll have to endure since the second half can be pretty tricky
and
cause you to fall down to your death often. This path in Stomp on the Thwomp

has a recommended synchronization of one. As in, enter when it's on the three o' clock hand to have the gears move slowly. Okay, everything is in a very steady motion, not too slow and definitely not too fast. It's just right for our attempted path for this mission. When you start, go left and you should find a small gap with the now moving pendulum pendulum.

Wait until it is to the far left or right side and jump the gap. On the other side, turn left and climb up the big blocks. You'll be on a steadily moving conveyor belt which shouldn't be too hard to get across. Go left and you'll find a strange looking block. This thing is now moving, increasing the difficulty of getting up. When the position of the block shifts a little, it means it's about to turn. So when it moves up and down slightly, jump and it'll turn. You'll land on the side it turns on and it'll be stationary again. Wait until the block turns and then quickly jump onto it and then onto the caged platform (ignore the coins above you). There's a gap with a moving pendulum. Again, wait until it gets to one side and then jump it.

Go right to find a yellow block. Hit it for some coins and then go left, sticking to the back wall (not so much as you're sidestepping but just stay close). Climb up the ramp and head onto the frozen cube once you reach the top. This part is harder, because three spinning cubs are here. Wait until the first one turns, then quickly jump onto it. Stand there until it shifts. Jump and all three will turn. When you land, jump to the next one and repeat. On the third one, don't bother waiting for it to shift. Just get to the ledge. At the top, wait until the block retreats back into the wall and quickly rush past it. Climb up to the next ledge where we'll find a flame-spitting ball. There is also a yellow block with some coins that you can grab.

From here, head to the back and jump to the moving conveyor belt. On this, double jump to the upper ledge. The hexagonal platforms are now spinning but they aren't any type of bother even though they continue to spin. Jump up the four hexagonal platforms and onto the ledge at the top. Here, go forward. Wait until the block has retreated into the wall and then continue forward. Double jump up to the top of the cage. Now go forward and head down this ramp. At the bottom you'll find a moving elevator. Jump on it and let it take you to the upper ledge. There's some coins, an electric ball, and a pole here. Grab the coins and avoid the electric ball as you climb up to the top. Here, a 1-Up Mushroom will appear. Grab it and turn around

to
reveal a cage platform that's usually not noticeable because no one would think twice to look behind this area.

There's a Power Heart here so use it if you need it. Another elevator will lower.
Jump on it and let it take you up higher. This part wouldn't be so hard if the damn camera didn't get in your way EVERY SINGLE TIME! You have to jump onto the rotating triangular platform when it's near you. From here, jump to the spinning hexagonal platform. Once you're on this, jump to the regular floating ledge that's in front of you. From here, carefully jump to the floating platform in front of the spinning cube. Now jump onto the spinning cube right after it... well, spins. Get a behind-Mario view so that you're looking through the bars of the cage at Mario. Yes, it's a bad view but it's the best one at the moment. Dammit, I hate the camera system.

Anyway from where you are, jump to the spinning cube right in front of you. Wait until it spins once (jump when it does) and then double jump up to the ledge above you. This next part can be a little tricky to pull off. You want to reach the higher ledge that's to the left of you but just jumping won't get there (you'll either fall back onto the cube or, if you're unlucky, fall back to a MUCH earlier part of the stage). You have to do a Sideways Somersault closeby and then you'll land on it. Rush forward and STOP in front of the first block. There are four consecutive pushing blocks here. Wait until they all retreat then quickly run across. If they get you, they'll push you off into the abyss that's down below!

From here, jump to the moving conveyor belt. Quickly jump up to the next conveyor belt and then jump up to the third one. On the third conveyor belt, jump to the platform. Here, follow this long platform to the end, taking care not to fall off. You'll find two slowly-rotating platforms here. If you look left, you can use the rotating platforms to get to a cage-island with a 1-Up Mushroom. This is NOT worth getting, since the risk in getting across the platforms is insane. Just avoid it as you carefully make your way across the platforms. To do that, wait until the first one has ALMOST evened out and then jump on it. Jump on the now-even second one and then jump to the ledge on the other side. Make your way up this square ledge.

At the top, you'll find rotating triangular blocks. These are like rotating cubes except it's impossible to grab onto the rotating triangles. I remember when I tried it cost me a life and I had to start this whole hellhole...er, mission over again. Double jump up to the first rotating triangle and wait. When it shifts, jump and it'll spin. Double jump up to the second one and from there jump up to the

ledge.

Go forward and you'll find a flame-spitting ball spitting tacos at you. No, what do you think it's spitting? Avoid the fire as you wait for the rotating hand to come. You do NOT want to be burnt here because there's the risk of running off and falling to your death, making you re-do the whole mission. When the rotating hand arrives, jump onto it.

You're safe from the flames now. Now wait on the edge of the red hand until you get to a conveyor belt. Jump on it and start going forward. A Thwomp is in the distance. Triple Jump as that you'll land on top of the Thwomp just as it lands (this is the hardest part of the mission so be careful). When you get on top of it, let it take you up to the next ledge where you can get your hard-earned POWER STAR
(4). Most. Annoying. Mission. Ever.

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+=====+  
|                Timed Jumps on Moving Bars                W14S5 |  
+=====+
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Before I begin describing this star mission, I'd like to explain the secret of Tick Tock Clock. As you might've already noticed, the face of Tick Tock Clock's grandfather clock is working. This may look like a decoration but no, it's not. This actually affects how you're going to play in Tick Tock Clock because it can freeze time. If it stops ON the twelve o' clock hand, all mechanical gears will be stopped, completely. For six of the seven stars, it makes things MUCH easier (for the remaining star you NEED to have the gears moving). If it stops anywhere NEAR the twelve o' clock hand, the gears will move extremely fast. They move at normal speed if it's on the three or nine o' clock hand and they move slowly if it's on the six o' clock hand.

Remember this because the difficulty of getting the stairs will alter depending on when you enter the clock's face (as in what position the long hand is pointing on; the hour hand, thankfully, doesn't matter). Okay, the vast world of Tick Tock Clock is the strangest world yet. First off, you must notice the extremely dangerous abyss that rests in the huge center of the clock. Yes, you only go around the outer edges of this world when moving through it, something that you can find quite annoying. There are turning blocks that involve many risks of turning so you'll fall into the abyss below. The pendulums swing back and forth and all try to knock you off as you're going. Everything is synchronized in this level so there's a pattern for everything.

Remember this because when you have to have the gears moving you'll want them going at the slowest synchronization possible. Is synchronization a word? Anyway, now off to the guide. Timed Jumps on Moving Bars can be one of the most frustrating Tick

Tock Clock missions you'll have to endure since the second half can be pretty tricky and cause you to fall down to your death often. This path in Time Jumps on Moving Bars has a recommended synchronization of one. As in, enter when it's on the three o' clock hand to have the gears move slowly. Okay, everything is in a very steady motion, not too slow and definitely not too fast. It's just right for our attempted path for this mission. When you start, go left and you should find a small gap with the now moving pendulum pendulum.

Wait until it is to the far left or right side and jump the gap. On the other side,

turn left and climb up the big blocks. You'll be on a steadily moving conveyor belt

which shouldn't be too hard to get across. Go left and you'll find a strange looking block. This thing is now moving, increasing the difficulty of getting up.

When the position of the block shifts a little, it means it's about to turn. So when it moves up and down slightly, jump and it'll turn. You'll land on the side it

turns on and it'll be stationary again. Wait until the block turns and then quickly

jump onto it and then onto the caged platform (ignore the coins above you).

There's

a gap with a moving pendulum. Again, wait until it gets to one side and then

jump

it.

Go right to find a yellow block. Hit it for some coins and then go left, sticking

to the back wall (not so much as you're sidestepping but just stay close).

Climb up

the ramp and head onto the frozen cube once you reach the top. This part is harder,

because three spinning cubs are here. Wait until the first one turns, then quickly

jump onto it. Stand there until it shifts. Jump and all three will turn. When you

land, jump to the next one and repeat. On the third one, don't bother waiting for

it to shift. Just get to the ledge. At the top, wait until the block retreats back

into the wall and quickly rush past it. Climb up to the next ledge where we'll find

a flame-spitting ball. There is also a yellow block with some coins that you can grab.

From here, head to the back and jump to the moving conveyor belt. On this, double

jump to the upper ledge. The hexagonal platforms are now spinning but they aren't

any type of bother even though they continue to spin. Jump up the four hexagonal platforms and onto the ledge at the top. Here, go forward. Wait until the block has

retreated into the wall and then continue forward. Double jump up to the top of the

cage. Now go forward and head down this ramp. At the bottom you'll find a moving elevator. Jump on it and let it take you to the upper ledge. There's some

coins, an

electric ball, and a pole here. Grab the coins and avoid the electric ball as

you
climb up to the top. Here, a 1-Up Mushroom will appear. Grab it and turn around
to
reveal a cage platform that's usually not noticeable because no one would think
twice to look behind this area.

There's a Power Heart here so use it if you need it. Another elevator will
lower.
Jump on it and let it take you up higher. This part wouldn't be so hard if the
damn
camera didn't get in your way EVERY SINGLE TIME! You have to jump onto the
rotating
triangular platform when it's near you. From there, jump to the spinning
hexagonal
platform and then onto the ledge in front of you. From there, go right and drop
down onto the cage. Here, go and jump to the higher ledge. Three blocks spring
out
of the wall, one right after the other. Wait until the first springs out and
then
quickly jump on it. Wait until the second springs out as well, and then the
third.
From here, jump into the cage. Head to the back of it which holds the POWER STAR
(5).

```
+=====+  
|                Stop Time for Red Coins                W14S6 |  
+=====+
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Meh, Stop Time for Red Coins is an okay name. Maybe the name Red Coins Frozen in
Time would be a cooler name. Actually, that IS a cooler name. Damn Nintendo,
some
red coin names are good but others need to be improved. Okay, I'm done with my
red
coin rant. Before I begin describing this star mission, I'd like to explain the
secret of Tick Tock Clock. As you might've already noticed, the face of Tick
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Clock's grandfather clock is working. This may look like a decoration but no,
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not. This actually affects how you're going to play in Tick Tock Clock because
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If it stops anywhere NEAR the twelve o' clock hand, the gears will move
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First
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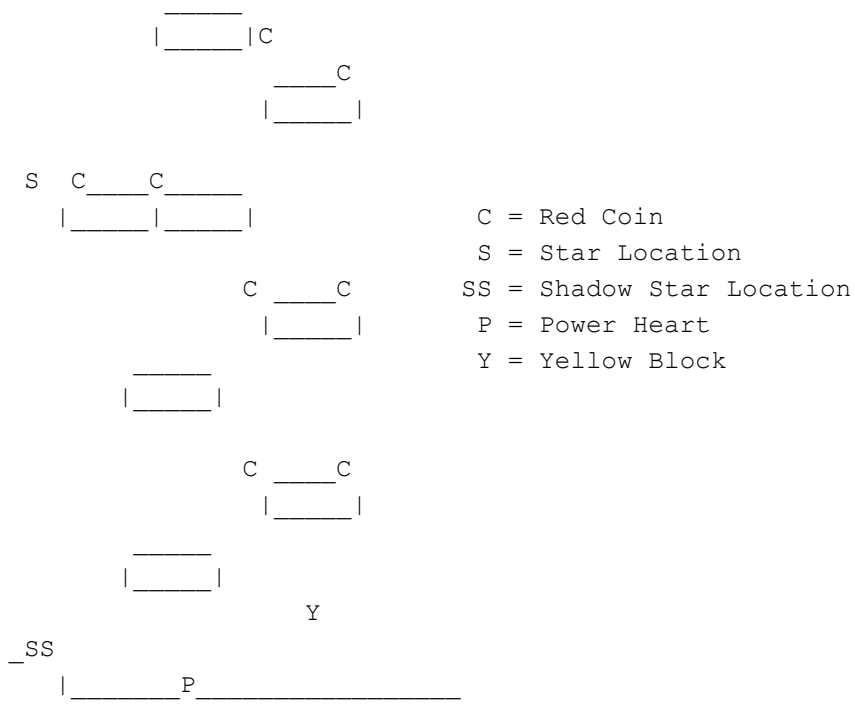
the clock. Yes, you only go around the outer edges of this world when moving through it, something that you can find quite annoying.

There are turning blocks that involve many risks of turning so you'll fall into the abyss below. The pendulums swing back and forth and all try to knock you off as you're going. Everything is synchronized in this level so there's a pattern for everything. Remember this because when you have to have the gears moving you'll want them going at the slowest synchronization possible. Is synchronization a word?

Anyway, now off to the guide. Stop Time for Red Coins has a REQUIRED synchronization of zero. As in, enter when it's on twelve o' clock hand to have the gears stop completely. Go right at the start and kill the two Bob-ombs. The Shadow Star is very close which means that the red coins are very close as well.

Drop down and you'll find a Power Heart. You're going to be needing this. There's also a block with a bunch of coins if you want them. Okay, you should notice a bunch of still platforms above you. Had you had everything moving, these platforms would be spinning. You need to get on these platforms to get the red coins which is why we had to stop the time. You're going to be very grateful about the time stop function because Stop Time for Red Coins is one of the easiest red coin missions. The coins are all very close to each other and they're all in one column. And there's a Power Heart. Things can't get much better. Okay, I've devised a handy little map to help you with getting the red coins.

Since I am so good at mapmaking (yeah right) this should help you better than text would. So... uh... here it is!



Okay, so you'll want to jump onto the first block on your left, above the Power Heart. From there, you have to DOUBLE JUMP (the second one is slanted so you can't

do a Sideways Somersault) to the second platform. As you double jump, grab the RED COIN (1). Then run to the end of the second platform and grab the next RED COIN (2). From there, double jump up to the third platform, second on the left. Then double jump up to the fourth platform and grab the RED COIN (3) to the left of it. At the end of the platform is the next RED COIN (4). See, we're already halfway there! Then double jump up to the fifth platform, located on your left. Run to the end and jump the tiny gap in between the two platforms.

The RED COIN (5) is here. At the very, very end of the platform next to it is the next RED COIN (6). From there, double jump up to the platform on your right and grab the RED COIN (7) at the end. Then do a regular jump up to the final RED COIN (8). The Power Star will appear and you'll fall down to the fifth platform. Make your way to the edge of the platform next to it and carefully jump to the POWER STAR (6) that's floating in the air. If you fall, heal yourself with the Power Heart and make your way back up the platforms to the star.

```
+=====+
|               100 Golden Coins               W14S7 |
+=====+
```

Ah, the wonderful 100 Coin Star mission! This one is at a moderate difficulty. Not too hard and not too easy. It's DEFINITELY made easier if you stop time so make sure to do that if you don't want too much trouble. Before I begin describing this star mission, I'd like to explain the secret of Tick Tock Clock. As you might've already noticed, the face of Tick Tock Clock's grandfather clock is working. This may look like a decoration but no, it's not. This actually affects how you're going to play in Tick Tock Clock because it can freeze time. If it stops ON the twelve o'clock hand, all mechanical gears will be stopped, completely. For six of the seven stars, it makes things MUCH easier (for the remaining star you NEED to have the gears moving).

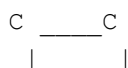
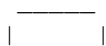
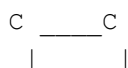
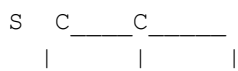
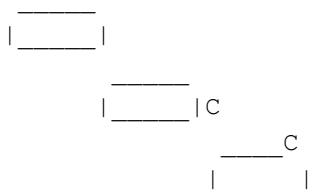
If it stops anywhere NEAR the twelve o'clock hand, the gears will move extremely fast. They move at normal speed if it's on the three or nine o'clock hand and they move slowly if it's on the six o'clock hand. Remember this because the difficulty of getting the stairs will alter depending on when you enter the clock's face (as in what position the long hand is pointing on; the hour hand, thankfully, doesn't matter). Okay, the vast world of Tick Tock Clock is the strangest world yet. First off, you must notice the extremely dangerous abyss that rests in the huge center of the clock. Yes, you only go around the outer edges of this world when moving through it, something that you can find quite annoying.

There are turning blocks that involve many risks of turning so you'll fall into the abyss below. The pendulums swing back and forth and all try to knock you off as you're going. Everything is synchronized in this level so there's a pattern for everything. Remember this because when you have to have the gears moving you'll want them going at the slowest synchronization possible. Is synchronization a word?

Anyway, now off to the guide. The 100 Coin Star has a recommended synchronization of zero. In other words, frozen time. Jump in when the long hand is at the twelve o'clock number to have everything frozen. Everything is a lot easier now and you'll be VERY happy about that once you get to the depths of the level.

You can choose any level for this mission, it doesn't matter since all the paths are open for every mission. I just choose Stop Time for Red Coins just for the hell of it. Okay, go left at the start. You'll find a Bob-omb walking around near the Shadow Star. Kill it and get the COIN (1). There's another Bob-omb walking around near the edge of the platform. Kill that one as well and grab its COIN (2). Now drop off the ledge. Drop down and you'll find a Power Heart. You're going to be needing this. The yellow block here has a wonderful amount of ten COINS (12) so grab them all. Okay, you should notice a bunch of still platforms above you. Had you had everything moving, these platforms would be spinning.

You need to get on these platforms to get the red coins which is why we had to stop the time. You're going to be very grateful about the time stop function because grabbing all of the red coins is very easy because the gears are frozen. The coins are all very close to each other and they're all in one column. And there's a Power Heart. Things can't get much better. Okay, I've devised a handy little map to help you with getting the red coins. Since I am so good at mapmaking (yeah right) this should help you better than text would. So... uh... here it is!



Y

- C = Red Coin
- S = Star Location
- SS = Shadow Star Location
- P = Power Heart
- Y = Yellow Block

Okay, so you'll want to jump onto the first block on your left, above the Power Heart. From there, you have to DOUBLE JUMP (the second one is slanted so you can't do a Sideways Somersault) to the second platform. As you double jump, grab the RED COIN (14). Then run to the end of the second platform and grab the next RED COIN (16). From there, double jump up to the third platform, second on the left. Then double jump up to the fourth platform and grab the RED COIN (18) to the left of it. At the end of the platform is the next RED COIN (20). See, we're already halfway there! Then double jump up to the fifth platform, located on your left. Run to the end and jump the tiny gap in between the two platforms.

The RED COIN (22) is here. At the very, very end of the platform next to it is the next RED COIN (24). From there, double jump up to the platform on your right and grab the RED COIN (26) at the end. Then do a regular jump up to the final RED COIN (28). The Power Star will appear and you'll fall down to the fifth platform. From here, drop down to the lower platform and use the Power Heart if you took any damage while taking that trip. Jump up to the starting platform so we can resume our coin quest. Okay, now go left and you should find a small gap with a frozen pendulum. Ignore it and jump the gap. On the other side, turn left and climb up the big blocks. You'll be on a frozen conveyor belt (luckily). Go left and you'll find a strange looking block. Had time been moving, this thing would rotate constantly and drop you into the abyss below.

Luckily, it's frozen. Jump on and then carefully do a double jump to collect the two COINS (30) above you. With the coins in hand, jump to the ledge on your right. There's a gap with a frozen pendulum. Jump it and then go right to find a yellow block. Hit it for some COINS (3) and then go left, sticking to the back wall (not so much as you're sidestepping but just stay close). Climb up the ramp and head onto the frozen cube once you reach the top. Jump up onto each of the frozen cubes so that you won't fall into the abyss. At the top, CLIMB (not jump) over the strange thing sticking out of the wall. If you jump over, you might jump off the ledge entirely and fall to the lower floor below. Climb up to the next ledge where we'll find a flame-spitting ball.

There is also a yellow block with some COINS (36) that you can grab. Once you have them, run forward and get onto the yellow conveyor belt. Jump up to the upper ledge and head onto the hexagonal platforms. These platforms are usually spinning, but they're not now. Jump up the four hexagonal platforms and you'll be on a tight ledge once you reach the top. Go forward and then jump over the little thing sticking out of the wall. You'll now want to perform a double jump to grab onto the top of the cage. Pull yourself up and go forward. Head down the ramp and at the end

jump across the small gap. If you fall, you'll land near the start so be careful.
On the frozen elevator, double jump and you should grab on to the upper ledge.

Here, get the COINS (41). Now go up and then grab the pole, being careful to avoid the electric ball. Make your way up the pole and at the top, jump off. A 1-Up Mushroom will appear. Grab it and head forward. You'll reach a wide open area with a wind-up mouse and two blocks. The yellow blocks have COINS (47) in them, so grab them both. Almost halfway done. Be VERY careful about the wind-up mouse. It will get you nowhere except maybe to the abyss down below. Pass it and it'll stop chasing you when you're near the end of the ledge. Here, carefully jump to the triangular platform (it usually spins but hey, there ARE minor losses to freezing time) and then quickly jump to the next ledge before you slide off of the triangular platform. You're at the pit and the pendulums now.

Go left and carefully walk across the ledge. There's the Blue Coin Switch which gets you a ****load of coins. Hit it and return to the previous platform where a TON of BLUE COINS (82) lie. Grab them all and then backtrack across the triangular platform to the platform with the wind-up mouse. From here, make your way back to the pole. Double jump up to the frozen elevator. Here is a VERY HARD PART of the mission. This is the only negative thing to freezing time. Face the back wall and perform a Sideways Somersault against it. When you hit it, wall kick to the triangular platform above. If you go too far then you'll fall into the abyss and have to start all over. When Mario's shadow is over the triangular platform, Ground Pound to ensure a safe landing.

That's the easiest way to go. Okay, now jump to the frozen hexagonal platform and then to the long platform near it. From here, jump up to the ledge with the frozen cube. Jump up to the next cube. From here, jump to the ledge. Face the top of the cage that has Power Star No. 5 in it and long jump (CAREFULLY; you don't want to jump over the cage) to the top of the cage. Grab the COINS (85) in the Yellow Block. From here, long jump back to the previous platform. For a longer, but safer route you can drop down and then make your way up the cubes once more. Anyway, once you are on the platform double jump up to the higher platform. Run forward to find four blocks sticking out of the wall and making it very hard to get across.

I find it easiest to crawl across the very narrow ledge. Sure it's slow. But it is without a doubt the safest way to go. When you get to the other side, turn around and jump into the cage above the four frozen blocks. Head to the back and hit the Yellow Block then get all of the COINS (95) that jump out. The last five coins are difficult to get, but don't despair! We're almost done with this long mission!
Go

forward and out of the cage, then head onto the frozen conveyor belt. From here, jump up to the second frozen conveyor belt. Then jump up to the third frozen conveyor belt. From here, jump up to the long, long platform. Look to your right to see some frozen gears that lead to a ledge with a Yellow Block.

The block has a 1-UP Mushroom so if you fell like taking a slight risk, jump across

those platforms and to the block. Make sure to Ground Pound on each platform because it guarantees that you won't overjump. Anyway, whether you decide to get it

or not is your choice. On the long platform, go forward and hit the Yellow Block.

Grab the COINS (98) in it. Now go forward to find two frozen gears. Jump across them carefully, so you don't fall. Continue up the path until you encounter two traingular platforms. These things usually spin, but they aren't because time is frozen. DOUBLE JUMP (you can't grab onto the ledges of these things) onto the first one and then double jump up to the second.

From there, jump to the platform and go forward. Here, hit the Yellow Block at the end and get the ten COINS (108). If you double jumped to get the coins, the star should appear up high. While being careful to avoid the fire-spitting ball, do a Sideways Somersault to jump up and grab the POWER STAR (7) floating high in the air. Well that was certainly an adventure, wasn't it?

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|          ~~~~~~                    |
|          |%%%%%    Rainbow Ride    %%%%%|          WORLD15    |
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Yeah! Time for the last level in the game. And am I the only one who finds it odd that you fall down into a picture but appear way up high in the clouds? Probably. Okay, this is one of them difficult levels and hey... wait... I haven't listed a mission yet right? So this is like an introduction to the level right? So that means... OH CRAP! *runs away at breakneck speed*

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+=====+
|          Cruiser Crossing the Rainbow          W15S1    |
+=====+
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(This is twelve hours later... seriously) Okay, after an AIM chat, I AM doing this level. No worries. Anyway, where was I? Oh yeah, this is course fifteen. So what's that have to do with you? Nothing, I know. Anyway, Cruiser Crossing the Rainbow should give you a great idea of what to expect from this super-complicated level. It can give you a tour of the area and what's around it. So let's start! Okay, you're on a floating platform at the start. To your right, there's a huge floating area with a bunch of very tiny pyramids. That's one of the hardest stars. Behind you is an easily missed area and it makes up about a quarter of the level. What's in front of you is a rainbow track, complete with your basic magic carpet ride.

Jupm on a magic carpet and it'll start to follow the rainbow track. Along the way, floating obstacles are placed throughout the area. The magic carpet will pass under these obstacles but Mario will not be able to go under. You'll have to jump over them, but there's a risk because you might jump too far and fall. Also, if you get off the magic carpet, you have about two seconds before the carpet flashes and vanishes. Once it reaches the end of the rainbow track, it

will flash as well. Whenever a carpet flashes with you on it, get the hell off or you'll be thrown into the wild blue. Okay, so get on this first magic carpet and it'll start moving forward. Your first obstacle is a floating blue block. You have to jump over this as the carpet passes under.

Make sure not to jump too far or you'll fly ahead of the carpet and fall into the endless abyss. After that, the ride continues for a few seconds. Ahead of you is a flamethrower. Not good. The flamethrower is timed so it'll shoot out fire as the carpet passes it. You'll want to jump in the air and kick to extend your hangtime a little. This way, the flames won't touch you. There's another strategy if this won't work. You can jump off and onto the floating platform with the electric ball when you get near the flames. Wait for the carpet to pass the flames, then jump back on. After the flames, you'll near the end of your carpet ride. Jump off to the spinning platform as the carpet dives into the sky below.

On this rapidly spinning platform, there's absolutely nothing. However, you ARE perfect target for the Lakitu to approach you. These aren't like the nice Lakitu that's serving as your camera; no, it throws spiked balls down. Just stand in one place and wait for the Lakitu to get above you. Jump to destroy the cloud, killing the Lakitu. Lakitus are frequent here so you'll want to be on guard at all times. Now you can either jump to the left of right spinning platform. Jump to the platform on your right and collect all the coins to recover any energy that you might've lost. Now jump to the rectangular platform on the right side of the platform you're on. There's another magic carpet waiting for you.

Step on and let it take you up the steep hill. At the top is blue block. Let it pass about halfway under and then jump over the block yourself. There's another blue block right after. This one is a little higher, so you'll have to pull yourself up to the block as you jump. Do this quickly or the carpet will disappear and you'll be in a difficult situation. Let the carpet take you up the curve. At the top, there are two steps blocking your way. Let the carpet get ALMOST all the way under these and quickly jump up and onto the carpet. RIGHT after that is another platform. This one has a block in your way. Jump over it and quickly get on the carpet before it disappears. You're near the end of the ride.

There are two carpets for you to choose from now, and they each lead to separate stars. We want to get onto the carpet on the left side. Jump to the carpet before the one you're on dives down. The next carpet will go up a little before taking a very dangerous route around a rotating platform. This platform has a blue flamethrower on the bottom and two large rectangles sticking out of the sides to try to push Mario off. At first, you just have to avoid the flame. As you get higher, the rectangles will be able to shove you off. Crouch to avoid them. It'll get to the point where you HAVE to jump over one of the rectangles, so do so. You have to jump over the rectangles three times before you get away from the platform.

Ride a little and then Mario will encounter a ton of floating blue blocks. This is the hardest part of the mission (in my opinion). Quickly jump over the blocks, stepping on the carpet BRIEFLY in between each block (so it doesn't disappear). After all the blocks, the carpet will be at the end of the ride. Jump onto the log platform. The logs slowly sink here, so you have to be quick in jumping to the next platform. Okay, you're finally safe. Walk across the bridge and then carefully cross the wooden plank. On the actual ship, strong winds will start blowing east. Head west, against the current of the winds. Jump up to the front of the ship and grab the POWER STAR (1) resting in the air.

Well, if that wasn't hard, then wait until you see the others. They can be hell (the sixth star is very fun though). That was a taster of the difficulty of this

level.

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+=====+
|               The Big House in the Sky               W15S2 |
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The Big House in the Sky takes you mainly on the same path as Cruiser Crossing the Rainbow for the first half of the mission. But then you'll have to take an entirely different route and you'll be able to see even more of the level. This star takes place mainly on magic carpet rides (more than the first mission) so I do hope that you've gotten used to riding around on the carpets. Okay, you're on a floating platform at the start. To your right, there's a huge floating area with a bunch of very tiny pyramids. That's one of the hardest stars. Behind you is an easily missed area and it makes up about a quarter of the level. What's in front of you is a rainbow track, complete with your basic magic carpet ride.

Jump on a magic carpet and it'll start to follow the rainbow track. Along the way, floating obstacles are placed throughout the area. The magic carpet will pass under these obstacles but Mario will not be able to go under. You'll have to jump over them, but there's a risk because you might jump too far and fall. Also, if you get off the magic carpet, you have about two seconds before the carpet flashes and vanishes. Once it reaches the end of the rainbow track, it will flash as well. Whenever a carpet flashes with you on it, get the hell off or you'll be thrown into the wild blue. Okay, so get on this first magic carpet and it'll start moving forward. Your first obstacle is a floating blue block. You have to jump over this as the carpet passes under.

Make sure not to jump too far or you'll fly ahead of the carpet and fall into the endless abyss. After that, the ride continues for a few seconds. Ahead of you is a flamethrower. Not good. The flamethrower is timed so it'll shoot out fire as the carpet passes it. You'll want to jump in the air and kick to extend your hangtime a little. This way, the flames won't touch you. There's another strategy if this won't work. You can jump off and onto the floating platform with the electric ball when you get near the flames. Wait for the carpet to pass the flames, then jump back on. After the flames, you'll near the end of your carpet ride. Jump off to the spinning platform as the carpet dives into the sky below.

On this rapidly spinning platform, there's absolutely nothing. However, you ARE perfect target for the Lakitu to approach you. These aren't like the nice Lakitu that's serving as your camera; no, it throws spiked balls down. Just stand in one place and wait for the Lakitu to get above you. Jump to destroy the cloud, killing the Lakitu. Lakitus are frequent here so you'll want to be on guard at all times. Now you can either jump to the left of right spinning platform. Jump to the platform on your right and collect all the coins to recover any energy that you might've lost. Now jump to the rectangular platform on the right side of the platform you're on. There's another magic carpet waiting for you.

Step on and let it take you up the steep hill. At the top is blue block. Let it pass about halfway under and then jump over the block yourself. There's another blue block right after. This one is a little higher, so you'll have to pull yourself up to the block as you jump. Do this quickly or the carpet will disappear and you'll be in a difficult situation. Let the carpet take you up the curve. At the top, there are two steps blocking your way. Let the carpet get ALMOST all the way under these and quickly jump up and onto the carpet. RIGHT after that is another platform. This one has a block in your way. Jump over it and quickly get on the carpet before it disappears. You're near the end of the ride.

There are two carpets for you to choose from now, and they each lead to separate

stars. We want to get onto the carpet on the right side. The moment you start this ride, it'll look like you should jump onto the sinking log platform. Not true. There's a rainbow track under it that the magic carpet will continue to ride on. But wait, when you get up to the giant glass cage, you won't be able to get through. Even a simple jump can't help. Not to worry though! Jump towards the blue cage and wall kick to the sinking log platform you just saw. From there, quickly jump to the top of the blue cage and then head back onto the magic carpet (this is easier done than said actually). The next blue cage is a little trickier.

There is no sinking log platform for Mario to jump on. Stay on the magic carpet as it rises and disappears under the cage. When Mario has almost NO room to stand, jump up to the top of the cage and then drop back down onto the magic carpet. For now, you're safe. You'll start to approach the giant house that's advertised in the mission name. You'll enter a "side door" of the giant house. It seems small, but it's quite a large area of space. The magic carpet is going to pass a flamethrower. Since you have a lot of room to walk, just jump off the carpet and wait until it passes the flamethrower, then jump back out. Ride it back out of the house. You'll approach a blue cage with an electric ball on top.

As the carpet approaches the cage, quickly jump onto the top and head to the other side (avoid the electric ball). Wait for the carpet to reappear and jump back on. There's another blue cage in front of you, but this one doesn't have an electric ball. Jump on, head across, and then wait for the carpet to appear again. Mario will now enter through a "window" of the big house. The path will take a sudden drop down to the bottom of the house where, not surprisingly, the flamethrower continues to spit fire. Again jump off the carpet and wait until it passes the flame, then jump back on. Ride it as it goes straight up through the roof of the house. At the top, quickly jump off before the carpet falls back to the ground.

Grab the 1-Up Mushroom inside the yellow block and then grab the POWER STAR (2).

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+=====+
|                Coins Amassed in a Maze                W15S3 |
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This is my final chance to talk about the name of the red coin mission before I never get to cover another red coin mission again *cries*. What does "amassed" mean? Let me look it up, hold on... "to come together; collect." Well that makes sense so it's basically "Coins Collected in a Maze." Could've been a LOT better than that. I'm very proud of the name I made up: The Labyrinth of Hidden Coins. Should've used that, Nintendo... ah well. Okay, you're on a floating platform at the start. To your right, there's a huge floating area with a bunch of very tiny pyramids. That's one of the hardest stars. Behind you is an easily missed area and it makes up about a quarter of the level. What's in front of you is a rainbow track, complete with your basic magic carpet ride.

Jump on a magic carpet and it'll start to follow the rainbow track. Along the way, floating obstacles are placed throughout the area. The magic carpet will pass under these obstacles but Mario will not be able to go under. You'll have to jump over them, but there's a risk because you might jump too far and fall. Also, if you get off the magic carpet, you have about two seconds before the carpet flashes and vanishes. Once it reaches the end of the rainbow track, it will flash as well. Whenever a carpet flashes with you on it, get the hell off or you'll be thrown into the wild blue. Okay, so get on this first magic carpet and it'll start moving forward. Your first obstacle is a floating blue block. You have to jump over this as the carpet passes under.

Make sure not to jump too far or you'll fly ahead of the carpet and fall into

That's one badass maze, isn't it? Of course it is. Anyway, you'll start near the giant block at the bottom. Jump to that block. From here, run forward and do a long jump over the gap (it looks bigger than it actually is on the map) to the ledge with the RED COIN (1). Long jump back to the big block. Jump up to the ledge and turn around and jump on the next ledge. Head to the back of this long path to find another RED COIN (2). Watch out for the fire-spitting ball right behind the red coin. From here, you should see a gap in between two floating platforms above you. Wall kick that gap to grab a RED COIN (3) and make sure to land on the right ledge. Proceed to the end of this ledge and jump up to the ledge on your right.

Pull yourself up and grab the RED COIN (4). Jump to the ledge behind you which has another RED COIN (5). Now jump and then kick to a ledge on your right. The sixth RED COIN (6) rests here. Drop down to the platform below you. From here, jump back down to the step platform and jump up to the ledge that had the fourth red coin. Pull yourself up to the second part of that floating platform. Slide down the end here and jump to the RED COIN (7) as you slide. Make sure to land on the top of the cross. Drop down on your right and grab the final RED COIN (8). The power star is in between the giant block and the first red coin. Drop down to the bottom from where you are and start going left. Grab the POWER STAR (3) when you see it.

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+=====+
|                Swingin' in the Breeze                W15S4 |
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What a freaking shock, there's two paths to this star. Well, you probably didn't know which star in the level would have two paths; you should've known that at least one of the stars in this level would have two paths though, since like every level has alternate paths for stars. Hey, guess what, I'll be posting both of those paths so your pathetic little minds (it was a joke, put down your torches okay?) can follow them. The first path is a three second path that is something Nintendo probably never intended you to do. The second path is the proper way to do it and it takes a lot longer, but it's still pretty simple. Taking these paths don't get you to the star; they just get you to the second part of the level.

You'll still have to fight your way through a bunch of obstacles if you want to get the star, sorry!

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Path 1 (3-Second Path)
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At the start of the level turn around. You should spot a light/dark blue striped pole. That's your target. Start running toward that pole and long jump off the floating platform that you're on. If all goes well, you'll grab onto the pole and you'll be able to slide down. If all goes okay, you'll miss the pole but still land on the platform, taking some damage. If all goes terribly, you'll miss the platform entirely and die :)

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Path 2 (Intermediate Path)
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The second, more uh... proper way to perform this mission is to take the intermediate path. It involves a couple of spinning platforms and magic carpets. What's in front of you is a rainbow track, complete with your basic magic carpet ride. Jump on a magic carpet and it'll start to follow the rainbow track. Along the way, floating obstacles are placed throughout the area. The magic carpet

will pass under these obstacles but Mario will not be able to go under. You'll have to jump over them, but there's a risk because you might jump too far and fall. Also, if you get off the magic carpet, you have about two seconds before the carpet flashes and vanishes. Once it reaches the end of the rainbow track, it will flash as well.

Whenever a carpet flashes with you on it, get the hell off or you'll be thrown into the wild blue. Okay, so get on this first magic carpet and it'll start moving forward. Your first obstacle is a floating blue block. You have to jump over this as the carpet passes under. Make sure not to jump too far or you'll fly ahead of the carpet and fall into the endless abyss. After that, the ride continues for a few seconds. Ahead of you is a flamethrower. Not good. The flamethrower is timed so it'll shoot out fire as the carpet passes it. You'll want to jump in the air and kick to extend your hangtime a little. This way, the flames won't touch you. There's another strategy if this won't work. You can jump off and onto the floating platform with the electric ball when you get near the flames.

Wait for the carpet to pass the flames, then jump back on. After the flames, you'll near the end of your carpet ride. Jump off to the spinning platform as the carpet dives into the sky below. On this rapidly spinning platform, there's absolutely nothing. However, you ARE perfect target for the Lakitu to approach you. These aren't like the nice Lakitu that's serving as your camera; no, it throws spiked balls down. Just stand in one place and wait for the Lakitu to get above you. Jump to destroy the cloud, killing the Lakitu. Lakitus are frequent here so you'll want to be on guard at all times. Now you can either jump to the left or right spinning platform. Jump to the floating platform on your left.

Now jump to the floating wooden block near here. Get over the fence, grab onto the pole, and slide down.

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Second Part of Rainbow Ride  
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The entire second half of the level is here. You get two stars here, and we're getting the first one. Head forward at the beginning and take out the Shy Guy. Grab the coins if you wish and jump to the seesaw-like platform. If you want a 1-Up Mushroom, then grab onto the pole near the seesaw. Slide down and then head to the back of the large, empty area. Hit the lonely yellow block and grab the mushroom. Back at the seesaw, let it tilt upward to the floating platform. Rush up to the platform and jump to it. Mario now has to jump onto a large, swinging pendulum. This thing is huge and Mario can stand on it (yes, once again Nintendo refuses to tell us how Mario can maneuver easily around eighty degree angle platforms).

Jump on the pendulum and let it take you to the other side of the gap. Here, head up to find a floating log platform. The moment you step on this platform it'll start to fall. Quickly jump to the seesaw ahead of you to avoid falling. Let the seesaw tilt upward to the next log platform. Jump on it and quickly turn around to find another log platform. Jump to this one and then jump the final gap (be careful not to hit the flamethrower as you're jumping). On the other side, wait until the yellow platform STARTS to move toward the log platform in front of you. Then quickly jump to the log platform and onto the yellow platform. If you can't reach the yellow platform then jump back to the previous platform.

Once you're across the gap, kill the killer Goomba. Now use the brown ledges to climb the steep hill. At the top look left to find another pendulum. Jump on it and let it take you to the other side. Avoid the flamethrower as you jump to the

final floating platform. On this platform, there's the POWER STAR (4).

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+=====+
|                Tricky Triangles!                W15S5 |
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Tricky triangles indeed, this level likes to play with your mind. It shows a false path that is actually impossible to get across, although it makes it look like the path is the only way to the star. I bet you're not surprised to find that this level has two paths, right? I knew you wouldn't be surprised. The first path is a three second path that is something Nintendo probably never intended you to do. The second path is the proper way to do it and it takes a lot longer, but it's still pretty simple. Taking these paths don't get you to the star; they just get you to the second part of the level. You'll still have to fight your way through a bunch of obstacles if you want to get the star, sorry!

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Path 1 (3-Second Path)
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At the start of the level turn around. You should spot a light/dark blue striped pole. That's your target. Start running toward that pole and long jump off the floating platform that you're on. If all goes well, you'll grab onto the pole and you'll be able to slide down. If all goes okay, you'll miss the pole but still land on the platform, taking some damage. If all goes terribly, you'll miss the platform entirely and die :)

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Path 2 (Intermediate Path)
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The second, more uh... proper way to perform this mission is to take the intermediate path. It involves a couple of spinning platforms and magic carpets. What's in front of you is a rainbow track, complete with your basic magic carpet ride. Jump on a magic carpet and it'll start to follow the rainbow track. Along the way, floating obstacles are placed throughout the area. The magic carpet will pass under these obstacles but Mario will not be able to go under. You'll have to jump over them, but there's a risk because you might jump too far and fall. Also, if you get off the magic carpet, you have about two seconds before the carpet flashes and vanishes. Once it reaches the end of the rainbow track, it will flash as well.

Whenever a carpet flashes with you on it, get the hell off or you'll be thrown into the wild blue. Okay, so get on this first magic carpet and it'll start moving forward. Your first obstacle is a floating blue block. You have to jump over this as the carpet passes under. Make sure not to jump too far or you'll fly ahead of the carpet and fall into the endless abyss. After that, the ride continues for a few seconds. Ahead of you is a flamethrower. Not good. The flamethrower is timed so it'll shoot out fire as the carpet passes it. You'll want to jump in the air and kick to extend your hangtime a little. This way, the flames won't touch you. There's another strategy if this won't work. You can jump off and onto the floating platform with the electric ball when you get near the flames.

Wait for the carpet to pass the flames, then jump back on. After the flames, you'll near the end of your carpet ride. Jump off to the spinning platform as the carpet dives into the sky below. On this rapidly spinning platform, there's absolutely nothing. However, you ARE perfect target for the Lakitu to approach you. These aren't like the nice Lakitu that's serving as your camera; no, it

throws spiked balls down. Just stand in one place and wait for the Lakitu to get above you. Jump to destroy the cloud, killing the Lakitu. Lakitus are frequent here so you'll want to be on guard at all times. Now you can either jump to the left of right spinning platform. Jump to the floating platform on your left.

Now jump to the floating wooden block near here. Get over the fence, grab onto the pole, and slide down.

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Second Part of Rainbow Ride  
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The entire second half of the level is here. You get two stars here, and we're getting the first one. Head forward at the beginning and take out the Shy Guy. Grab the coins if you wish and jump to the seesaw-like platform. If you want a 1-Up Mushroom, then grab onto the pole near the seesaw. Slide down and then head to the back of the large, empty area. Hit the lonely yellow block and grab the mushroom. Back at the seesaw, let it tilt upward to the floating platform. Rush up to the platform and jump to it. Mario now has to jump onto a large, swimming pendulum. This thing is huge and Mario can stand on it (yes, once again Nintendo refuses to tell us how Mario can maneuver easily around eighty degree angle platforms).

Jump on the pendulum and let it take you to the other side of the gap. Here, head up to find a floating log platform. The moment you step on this platform it'll start to fall. Quickly jump to the seesaw ahead of you to avoid falling. Let the seesaw tilt upward to the next log platform. Jump on it and quickly turn around to find another log platform. Jump to this one and then jump the final gap (be careful not to hit the flamethrower as you're jumping). On the other side, wait until the yellow platform STARTS to move toward the log platform in front of you. Then quickly jump to the log platform and onto the yellow platform. If you can't reach the yellow platform then jump back to the previous platform.

Once you're across the gap, kill the killer Goomba. Now there's ANOTHER floating log platform in front of you. Jump to it and quickly jump to the triangular platform before the logs fall. Slide down the other side of the traingular platform to be on another log platform. Quickly jump to the next log platform. Now jump the gap (avoiding the flamethrower) and you've arrived at the tricky trinagles. There's a big red "?" switch here. Step on it and all the triangles become flat platforms. Nintendo wants you to think that you can jump across every platform and make it to the top. Nope, they like to trick you remember? First, step on the switch. The platforms will flatten out. Jump up the first two of platforms.

You're in front of a platform that's higher up. Double jump up to it and WHAM! You just bypassed about half of the platforms. Quickly turn around and jump up the rest of the triangles to reach the POWER STAR (5).

+====+-----+
| Somewhere Over the Rainbow W15S6 |
+====+-----+

Hey, does Nintendo have the legal authorization to take this name? SUE! SUE IS SAY! SUUUE! Okay, sorry about that. Anyway, this is the final "real" power star in the game (a coin star and a secret star don't count). It's a pretty difficult task to accomplish since the name gives you maybe a tiny TINY hint as to what to do. But this guide gives you the full scoop! See, I'm good at advertising! What's in front of you is a rainbow track, complete with your basic magic carpet ride. Jump on a magic carpet and it'll start to follow the rainbow track. Along

the way, floating obstacles are placed throughout the area. The magic carpet will pass under these obstacles but Mario will not be able to go under.

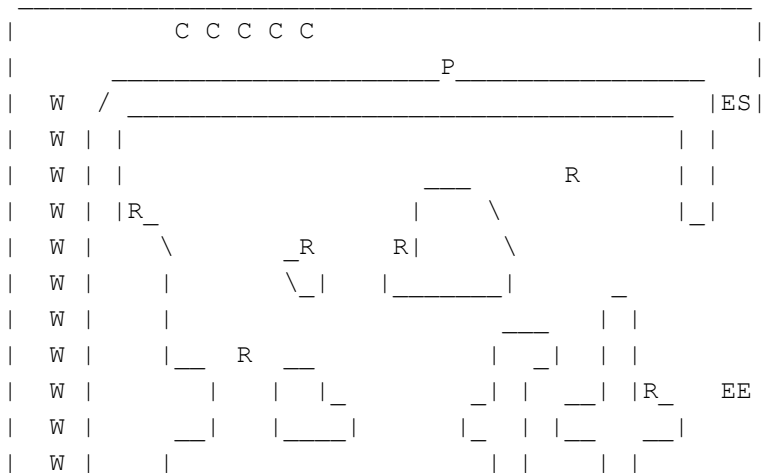
You'll have to jump over them, but there's a risk because you might jump too far and fall. Also, if you get off the magic carpet, you have about two seconds before the carpet flashes and vanishes. Once it reaches the end of the rainbow track, it will flash as well. Whenever a carpet flashes with you on it, get the hell off or you'll be thrown into the wild blue. Okay, so get on this first magic carpet and it'll start moving forward. Your first obstacle is a floating blue block. You have to jump over this as the carpet passes under. Make sure not to jump too far or you'll fly ahead of the carpet and fall into the endless abyss. After that, the ride continues for a few seconds. Ahead of you is a flamethrower.

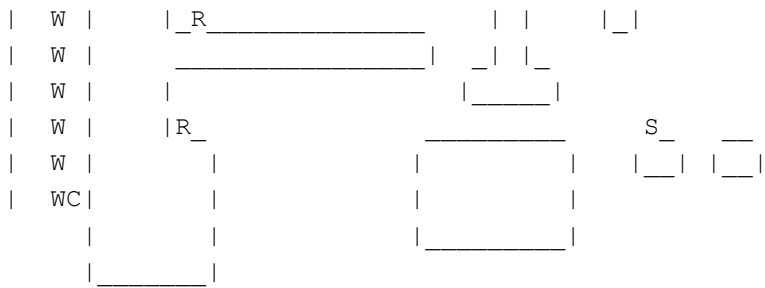
Not good. The flamethrower is timed so it'll shoot out fire as the carpet passes it. You'll want to jump in the air and kick to extend your hangtime a little. This way, the flames won't touch you. There's another strategy if this won't work. You can jump off and onto the floating platform with the electric ball when you get near the flames. Wait for the carpet to pass the flames, then jump back on. After the flames, you'll near the end of your carpet ride. Jump off to the spinning platform as the carpet dives into the sky below. On this rapidly spinning platform, there's absolutely nothing. However, you ARE perfect target for the Lakitu to approach you. These aren't like the nice Lakitu that's serving as your camera; no, it throws spiked balls down.

Just stand in one place and wait for the Lakitu to get above you. Jump to destroy the cloud, killing the Lakitu. Lakitus are frequent here so you'll want to be on guard at all times. Now you can either jump to the left of right spinning platform. Again, we have to take the left path. From here, jump to the one with the power heart. Run through if you need energy (which isn't likely) and then jump to the floating grey platform. Some maze, huh? Actually, the maze is placed in a VERTICAL position. If you pause the game, you can see the whole thing. To make your life (and my life) easier, I'll create a map of the vertical maze:

---KEY---

- S = Starting Position
- R = Red Coin
- H = Power Heart
- B = Blue Coin Switch
- C = Blue Coin
- P = Pink Bob-omb
- W = Wall Kick Area
- ES= Elevator Start
- EE= Elevator End





H_B

That's one badass maze, isn't it? Of course it is. Our objective is to not get the red coins; no, it's to get up to the very very top where a pink Bob-omb lies. Drop down to the bottom of this maze and head to the back. You'll find both a Blue Coin Switch and a Power Heart. The Power Heart is for recovering all the lost health that you'll uh... lose when you attempt to make it up a very tall wall. Head over to the end and jump towards the wall you can reach. From there, do six wall kicks and you'll make it up to the top of the maze. Run to your right to find the pink Bob-omb. Talk to it and it'll open the cannon... on the ship? Crap. Continue going right and take the elevator down to the bottom of the maze.

Drop down and head to the spinning, rotating platforms. From here, jump to the platform on your left and then jump to the rectangular platform. There's another magic carpet waiting for you. Step on and let it take you up the steep hill. At the top is blue block. Let it pass about halfway under and then jump over the block yourself. There's another blue block right after. This one is a little higher, so you'll have to pull yourself up to the block as you jump. Do this quickly or the carpet will disappear and you'll be in a difficult situation. Let the carpet take you up the curve. At the top, there are two steps blocking your way. Let the carpet get ALMOST all the way under these and quickly jump up and onto the carpet.

RIGHT after that is another platform. This one has a block in your way. Jump over it and quickly get on the carpet before it disappears. You're near the end of the ride. There are two carpets for you to choose from now, and they each lead to separate stars. We want to get onto the carpet on the left side. Jump to the carpet before the one you're on dives down. The next carpet will go up a little before taking a very dangerous route around a rotating platform. This platform has a blue flamethrower on the bottom and two large rectangles sticking out of the sides to try to push Mario off. At first, you just have to avoid the flame. As you get higher, the rectangles will be able to shove you off. Crouch to avoid them.

It'll get to the point where you HAVE to jump over one of the rectangles, so do so. You have to jump over the rectangles three times before you get away from the platform. Ride a little and then Mario will encounter a ton of floating blue blocks. This is the hardest part of the mission (in my opinion). Quickly jump over the blocks, stepping on the carpet BRIEFLY in between each block (so it doesn't disappear). After all the blocks, the carpet will be at the end of the ride. Jump onto the log platform. The logs slowly sink here, so you have to be quick in jumping to the next platform. Okay, you're finally safe. Walk across the bridge and then carefully cross the wooden plank. On the actual ship, strong winds will start blowing east.

Go with the winds to the back of the ship, where you should jump into the cannon. There's a rainbow circle here. Aim a little above the bottom of the circle and fire. Mario should shoot to some lonely floating platform and grab onto a pole. There's a purple Bob-omb here. Ignore it/defeat it (if it catches you, you're screwed 'cause it'll probably throw you off the edge) and then hit

Drop down to the lower level floor and defeat the two Bob-ombs and collect their COINS (31). This next part is pretty hard if you aren't used to wall-kicking up large walls. Head to the very back and then you'll find the Blue Coin Switch. Stomp on it and VERY quickly jump to the wall with the BLUE COIN (36). Wall kick all the way up to the top (if you fall, you won't have a chance at getting the coins) and then quickly collect the five BLUE COINS (61) resting up at the top. Now head all the way to the end of this area and take the elevator back down to the bottom. Drop down to the giant block shown on the map. From here, run forward and do a long jump over the gap (it looks bigger than it actually is on the map) to the ledge with the RED COIN (63).

Long jump back to the big block. Jump up to the ledge and turn around and jump on the next ledge. Head to the back of this long path to find another RED COIN (65). Watch out for the fire-spitting ball right behind the red coin. From here, you should see a gap in between two floating platforms above you. Wall kick that gap to grab a RED COIN (67) and make sure to land on the right ledge. Proceed to the end of this ledge and jump up to the ledge on your right. Pull yourself up and grab the RED COIN (69). Jump to the ledge behind you which has another RED COIN (71). Now jump and then kick to a ledge on your right. The sixth RED COIN (73) rests here. Drop down to the platform below you. From here, jump back down to the step platform and jump up to the ledge that had the fourth red coin.

Pull yourself up to the second part of that floating platform. Slide down the end here and jump to the RED COIN (75) as you slide. Make sure to land on the top of the cross. Drop down on your right and grab the final RED COIN (77). Ignore the power star and drop down to the bottom once more. Make your way back to the spinning platform that has the Power Heart. Jump to the right platform and then slide down the pole here. Ready yourself as the Shy Guy comes down. DON'T jump on him; destroy him another way so you won't fly in the air. Now quickly gather the COINS (79) before they fall off. Drop off to the next platform. Collect all of the COINS (84) that are on this platform and then jump to the seesaw.

Let it tilt up towards the next platform. Jump to it and wait for the swinging pendulum to come to you. As the platform swings, jump and get the COINS (89) in the air. Now let the pendulum take you to the next platform. From here, jump to the wooden platform and then jump to the next seesaw. Have this tilt up towards the log platform. Jump up and quickly collect the COINS (91) on the platform. Now jump to the next log platform and get the COINS (93) there. Avoid the flamethrower as you jump the gap. Here, wait until the yellow platform approaches you, then jump to it by means of the log platform. Let the yellow platform take you across the gap and then jump to the next platform. Kill the Goomba and get the COIN (94).

Now climb the wooden steps so you can get up the steep hill. At the top, collect all of the COINS (99). Slide back down the hill (be careful not to fall off the platform). From here, jump to the log platform and quickly rush forward and get the first COIN (100). Grab the POWER STAR (7) that appears. All worlds now complete! If you've been following this guide from start to finish (which I very much doubt) then you should only have the secret stars left. Good job!

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|                |%%%%% Bowser in the Sky   %%%%|                BOWSER3   |  
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Look, nml4 and I had a little AIM chat and we decided something: The majority of you people (I'd say eighty percent) have followed this guide for the past 119 stars. The final red coins star should be something that YOU alone should get.

Even if you only followed this for a few stars, do this level alone so you can truthfully say that you beat the game on your own. As in finished the final part of the game on your own which is technically beating the game on your own though un-technically it isn't so you could be lying to your friends if you think about it in one term but when you think about it in another term you're not lying to your friends so you're safe so if you worry about lying so much to your friends then don't worry because this isn't considered a lie even though some people might study this thing for a long time and consider it a lie but then again I'm only saying this on an assumption that you even have friends so if you don't have friends then you don't need to read this and you're just reading a very long run-on for no reason at all and wasting precious seconds of your life that you can be spending outside which reminds me of something and that something is that they should make games outside because I don't think that people who make games don't get enough sunlight but what should I know since I'm a stupid FAQer which also brings up another point which is why FAQers like us are always considered evil, cruel, and 666ish because we're not especially not the dedicated ones but this FAQ isn't about us or going outside or your friends and it's actually about Super Mario 64 which is what we should focus on so after a few more words we're gonna go back to focusing on Super Mario 64 and I think you should agree with me because if you don't then I'll shoot you through your computer screen or I'll decide to make something really bad happen to you that you have to do something about so agree with me now when we go back to the guide very very very very soon NOW.

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|                |%%%%%      Secret Stars      %%%%|                SECRET      |
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+=====+
|                Princess Slide                SECl      |
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Ah, the lovely Princess Slide. Charge forward at the start and press B right before you start to slide. You'll now go much faster down the slide. We want to make it to the bottom in under twenty-one seconds. To do that, we have to hug as many corners as we can while not falling off/hitting walls. This is pretty simple, although hitting walls can sometimes cause trouble. At one point, you're going to hit an area where a bunch of hills head down. A 1-Up Mushroom appears here. Grab it, but make sure you don't fall off the slide in the process. Let me also take the time to point out that you will NOT lose a life if you fall off; you'll just have to start the slide from the beginning once again.

On your first attempt, DON'T try to collect all the coins. You just want to break the time limit. That's your ONLY. CONCERN. As long as you keep hugging corners and not hitting walls, you should make it in about twenty and a half seconds. A star will appear. DON'T grab the star inside the block; we'll get

that in a sec. For now, just grab the first POWER STAR (1). Okay, once you have that, return to the Princess Slide. NOW it's time to have some fun. You can collect as many coins as you want (fifty gets you a life after you finish). At the end, hit the block and get the POWER STAR (2).

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|                Tower of the Wing Cap                SEC2  |
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The Wing Cap is likely the first cap that you'll get. After you get ten stars (which can be done easily by beating any two levels) a huge light will shine upon the giant sun rug in the middle of the entrance hall. Stand in the center of that light, get into the over-the-shoulder view, and look up at the clouds. You're magically warped to the Tower of the Wing Cap course. All red coins are grouped in twos here, and they are all located in the air. If this is the first time that you've done the Tower of the Wing Cap then you'll have to get used to the controls a little, so it's likely that you're not going to get the star on your first try. Anyway, there are three giant rainbow rings above one TALL tower.

Fly in between the first and second rainbow rings and you'll approach the first two coins. Stay in the exact center and Mario will grab the RED COINS (1) (2) with his outstretched arm. Now do a sharp turn left. Start flying towards the center of the area between the orange-roof tower and the blue-roof tower. Another couple of red coins lie in the center of a coin circle. Again, stay in the center and Mario will automatically grab the RED COINS (3) (4) with his arms. Take another turn left and head to the center of the area in between the two blue-roof towers. Inside yet another circle of coins there are the next couple of RED COINS (5) (6). After grabbing them do a final sharp turn to the left.

Fly down a little lower (since these coins are lower than the first six) and then head through the coin circle to get the final RED COINS (7) (8). A power star will appear on top of the high tower. You should only have about twelve or so seconds left of the wing cap if you didn't have to go back to get the coins so quickly return to the tower. Here, you'll find a gigantic red switch. Jump on it and it'll slam down automatically. This solidifies all red blocks. Red blocks are Wing Cap blocks, so you can put on a wing cap whenever you find one of these blocks. After you have activated the blocks, grab the POWER STAR and warp out.

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+=====+
|                The Secret Aquarium                SEC3  |
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Inside the Jolly Roger Bay room there are two windows on the left and right sides of the entrance door. The left window holds a 1-Up Mushroom. The right window holds a secret entrance to an aquarium. Double jump up to the window and then pull yourself up. Fall through to enter the aquarium. This is where you are for the water levels so if you're not an experienced swimmer, this place will teach you how to swim. nml4's Jolly Roger Bay guide has excellent instructions on how to swim so consult those if you are stuck. Okay, the entire level takes place underwater. That means your oxygen will slowly deplete. Luckily there are many, many coins in this level and each time you get a coin you recover a single point of your oxygen.

Swim straight at the start to find a RED COIN (1) hidden in a bunch of yellow coins. Turn left and swim to the corner, then turn left once more. Start swimming forward quickly and you'll find a second RED COIN (2) in the middle of a circle of coins. Continue swimming towards the corner. When you get to the end turn left once more. About halfway down this path you'll find another circle of coins. Inside this circle there's another RED COIN (3). Once again swim to the

end and turn left. Swim forward until you get the fourth RED COIN (4). Now we're not going to turn the corner as usual. Instead, after you get the fourth coin, dive straight down to the very bottom of the aquarium. Here, swim to the corner where you'll find another RED COIN (5).

Turn left and swim all the way to the next corner where the next RED COIN (6) lies. Not surprisingly, you need to turn the corner. Head all the way to the back where another RED COIN (7) lies. Turn the corner once more and swim to the back where the final RED COIN (8) rests. A power star appears in the center of the aquarium (at the bottom). Turn and start swimming towards the center, where you should grab the POWER STAR.

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|                                     Toad One                               SEC4   |
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me frog is back to torture you with tortorous explanations of worlds full of tourtue. Word. From the Hazy Maze Cave liquid, locate the Toad in this room. When you find him, talk to him and he'll give you a POWER STAR. Easy as talking to a Toad and having him give you a power star, isn't it? That's EXACTLY what I thought too!

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|                                     Bunny One                               SEC5   |
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When you first enter the basement area you should notice a bunny jumping all over the place. This bunny is late for a very important date, though it seems that he just sits around waiting for you to approach him. Jumping and diving at the bunny as he moves around is the key to capturing it. Make sure not to jump into the flame although that may speed you up. Also make sure not to jump into any levels (the level that people accidentally jump in the most is the Shifting Sand Land). When the bunny is cornered, quickly jump and dive. That's usually the best way to capture it.

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|                                     Vanish Cap Under the Moat           SEC6   |
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Hey, me frog here once again. It's my turn to torture you with complicated information. So let's start the torture, er... I mean the guide. From Bowser in the Dark World, you'll want to head outside. If you try to insert your key, it won't fit. The text box hints that it might be for the basement... Drop down below the grande staircase. ON either side, there are regular wooded doors. Head through either one, they'll both take you ot the same hallway. In this next big hallway, you'll notice a giant Boo. But we aren't going to follow it just yet, so turn around and head down the set of stairs that are here. Another giant keyhole is here... interesting. Mario the midget has to jump up to turn the key.

Heh. Anyway, inside here is the giant basement area. If you've followed this walkthrough since the beginning (which I doubt) you should have over thirty stars. So you could face the next Bowser right now if you wanted to. But we're not going to do that just yet, since we have a whole lot of worlds (four I think) to go before we should actually fight Bowser again. Besides, I think he needs a breather after getting his ass whooped by you. Wouldn't you agree? Anyway, you should go through the passageway on your right. Follow it and head through the door at the end. You're now in the REAL part of the basement. There's burning torches in here, full of both red and blue fire. Let me take the time to explain that fire.

If you touch a red flame, you'll burn and lose two hit points. Mario automatically runs when he is touched by flame, so you'll have to control yourself if you don't want to veer off course. Fire can be put out by water (duh), even the smallest ponds. If you jump into the water as you're being burned, you may not lose two hit points. Blue fire is even worse, taking away four hit points. It's one of the most damaging things in the whole game. You'll want to avoid the blue torches at all costs because they can get rid of you easily. Again, water can put out the blue flame and you'll lose control when you're on fire with the blue. Okay, so with that in mind, take the right path (the left leads to a dead end).

Follow this path and you'll see a pumpkin painting ahead. This isn't the level we want, so don't jump in. You should see a bunny in the water. Approach it and it'll start to run. You have to chase it around the basement now. It's pretty fast, and the only way to actually catch it is if you jump and dive forward. Rush toward it and do regular dives as it tries to escape. When you finally catch it, it'll explain that it's very late for a date. You'll get a POWER STAR from it in exchange for letting it go. You'll notice that the bunny doesn't move at all now. I thought it was late for a date? AHA! IT'S A LIAR! ATTACK! Anyway, now that you have that star, return to the little pond where you first saw the bunny.

Turn right and you'll find yourself facing a starless door. Go right once more and head to the blue flame. Head left now to find another wooden door. Head through to be in a big pool of water. Jump into the water and swim through. Head through the little tunnel and pop out on the other side. Here, Ground Pound the two pillars to make all of the water drain out of the moat. Head out of the metal door to be outside the castle. Go left for a while, under the bridge, and drop through the hole.

Welcome to the Vanishing Cap Switch Course. Here, you can do two things: collect another secret star from the castle and get the vanishing cap activated. At the start, slide down the hill (make sure you're sliding down the part near you) and you'll land on a ledge sticking out. This ledge has a RED COIN (1). After grabbing the coin, look right to find another ledge below you. Jump to it and collect another RED COIN (2; you'll lose health by jumping but the red coins instantly regenerate your health). Look to your right once more. On the far end, there's a ledge with a "?" block. Jump to it and hit the "?" block. This will reveal a 1-Up Mushroom. After grabbing it, look left. What do you know, another ledge.

Jump to this one (by now, your vanishing time should have run out) and collect the 1-Up Mushroom sitting on it. Now approach the edge of the ledge and look down (using the over-the-shoulder view). You should see another ledge right below you. Drop down and get the RED COIN (3) that rests there. Now look to your left to find a ledge right next to you. Jump to this one and grab the RED COIN (4). Now use a triple jump to reach the previous ledge. Straight ahead is another ledge. Jump to it and collect the 1-Up Mushroom. Three 1-Up Mushrooms in less than a minute... pretty good. Anyway, those are all the ledges on this huge slope. Drop down to the bottom, where some little black balls spit out flame.

It's always orange flame, but you should avoid it nonetheless. Go right, down the path, and head north at the end. Collect all the coins to make up for any lost damage (and make sure to avoid the fire-spitting balls while doing so). Jump to the board and have it tilt upward. Run up to it and jump to the next ledge. Avoid the electric and fire-spitting balls as you jump to the next ledge. If you need to recover any health, bust the "?" block open to reveal some coins. Now jump to the rotating platforms. Wait until it takes you to the

tilting wooden board, then jump. The board will tilt upward. Head up and get the RED COIN (5) on one side. The board will now tilt the other way. Go back and collect the next RED COIN (6).

Now jump to the next rotating platform. When this gets to the top, jump so that you don't tip over. Land on it and jump to the next rotating platform. As it rises, jump to the third rotating platform, getting the RED COIN (7) on the way. Next, wait until this rotating platform rises and then jump to the Vanishing Cap Switch. Now all Vanish Caps are solid. The Vanish Cap allows you to talk through walls and enemies, making you totally invisible. It's very useful for certain puzzles. Anyway, grab the final RED COIN (8) in front of the switch. You'll find the path to the star is blocked by an evil rope wall. Not to worry! Use the Vanishing Cap and pick up the hat. Now run through the wall to the other side.

Collect the POWER STAR here.

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|                Cavern of the Metal Cap                SEC7  |
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Right as you enter, you will meet up with a spider enemy. Take it out by simply pounding on it, and then head forward. Take the left path, because that is the direction of the power star that you are currently trying to achieve. As you head down the path you will be met with a large abyss at the bottom, and if you fall you will lose a free life from your stock, so we are going to have to make it to the other side without falling. Simply do a long jump to get to the other side, and then head through the door right in front of you.

This room is another one of those two directional path rooms. Basically, you will notice a large number of boulders that constantly come flying down an incline to the pit. That is where you are going to want to head to, but for now let's take a look at the directions that we can enter. The first path, and most likely the easiest path is going to the right. At first you will find a spider enemy, so jump on it, or punch it to quickly take it out and collect the remaining three coins that you get from them. Then, continue around the bend to find a door on the right. Just ignore that door for right now, and continue towards a large gap, which has the boulders tumbling down on the other side. Again, this is your goal, so head over to where the boulders are by doing a jump over the gap.

Now, there is also a second option to getting towards here. This option may be a bit harder (which probably makes you wonder why I am even telling you about this, but there really is a lot of significance to this alternative route). Basically, do a long jump over to the lone platform with a heart on it. This is a significant area because you can refill your health easily using this heart, in case you have lost some health somewhere else. Anyway, once you are near the heart, do a second long jump over to the platform where the boulders are at. Now, you will end up on the platform with the rolling boulders using either of the methods, and you will be able to continue on with your mission.

Right now, head to the right side, and make sure you dodge all of the boulders. There is a group of coins right on the left side, so grab them in case you went the first route, and still need health, or if you are hit by one of the boulders, which is really likely. Anyway, head to the end of the path, and make a right, through the door. This room is rather interesting, as it contains many items that will get you very excited. First of all, you will probably notice a Power Star that is shining on the other side of the cage that separates you and this room. Yes, I know it is frustrating, but we will get that Power Star soon enough. Also, there is a ring of coins, so grab them if you are low on

health. One of the neat things about going this direction is that you can get a free life anytime you enter here because there is one hidden in the wooden block. Just throw it and you will gain the free life.

The last important thing in this room is the elevator in the center of the room. This is where you are really aiming for, so simply head right on the elevator and go down to the water caverns. If you want, you can jump off and then butt stomp right before you get to the ground level to eliminate any health loss, or you can be patient and wait for the elevator to go all the way to ground level. Now, find the see monster, and you will have to head to the back of this area to find a new area. Jump over to it and enter the area to go through a Metal Cap course!

You need to be inside Hazy Maze Cave to do this. I'll leave it up to nm14's excellent directions to get you through to the actual cavern. Okay, yeah, once you have those directions and are inside the cavern then you're ready to roll. Don't you just LOVE the music to the Metal Cap? I do. Anyway, as Metal Mario, you can do quite a number of extrondinary things. One, you're completely invincible. If you touch an enemy then they'll instantly die. Two, you can jump into lava without fear of getting hurt (though wouldn't lava melt Metal Mario?). Three, you can walk with the fishes. As in you can walk underwater. You can't swim at all, but you can go against currents and activate underwater switches easily.

Most of this course takes place in a rushing river. If you're not Metal Mario when you jump in the river, you're going to be swept away to the waterfall OUTSIDE (yeah, you heard me correctly) the castle. Joyus maximum. At the start, you won't be near the river. Rush down the hallway and destroy the floating mask of death. There's another mask near the end of the hallway. NOW you're at the river. You don't want to actually jump in yet though! Turn left and you should find another platform across the river. Quickly rush to that platform. From here, jump to the bigger, longer platform. Head forward and defeat the mask. Cross the tiny bridge on your right and you'll be in front of a small alcove.

Inside the alcove there's a 1-Up Mushroom along with the first two RED COINS (1) (2). Head outside the alcove and go across the narrow ledge (collecting the coins). Jump to the next ledge where a transparent Metal Block rests. From there, jump to the ledge in the middle. Here, you'll find a gigantic green switch. Jump on it and it'll slam down automatically. This solidifys all green blocks. Green blocks are Metal Cap blocks, so you can put on a Metal Cap whenever you find one of these blocks. After you have activated the blocks, grab the two RED COINS (3) (4). Now jump back to the previous platform and grab the Metal Cap. With the Metal Cap on, Mario can safely drop down into the water.

Surrounding the main island (the one that had the Metal Cap Switch) there are the last four RED COINS (5) (6) (7) (8). Walk around in a circle to collect all of them. The power star will appear behind the island. Quickly head behind (if you aren't already) and grab the POWER STAR.

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+=====+
|                                     Bunny Two                               SEC8 |
+=====+
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After fifty stars, the bunny you captured earlier will return with the same reason as before: He is late for a very important date, though it seems that he just sits around waiting for you to approach him. Jumping and diving at the bunny as he moves around is the key to capturing it. Make sure not to jump into the flame although that may speed you up. Also make sure not to jump into any levels (the level that people accidentally jump in the most is the Shifting Sand Land). When the bunny is cornered, quickly jump and dive. That's usually the

best way to capture it. He's a little faster this time, which makes him a little harder to catch. You might have to chase him around the area for quite a while before he actually gives up.

Don't worry about the bunny's route changing, since it doesn't. So if you know the basement area well, you shouldn't have that much trouble capturing the bunny.

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+=====+
|                                     Toad Two                               SEC9   |
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On the second floor, run around the interior area of the wall. There is a Toad trapped in the wall here. Talk to the Toad and it'll give you one of the POWER STARS that it found. How does a Toad find a star if it's trapped in a wall? Strange...

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+=====+
|                                     Toad Three                               SEC10  |
+=====+
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On the third floor, locate the Toad that's near the small window that gets you to Rainbow Ride. This Toad is also trapped in the wall (well, all of them are actually...). Talk to him and he'll give you his POWER STAR that he found earlier.

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+=====+
|                                     Wing Mario Over the Rainbow           SEC11  |
+=====+
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To get this star, you have to be on the third floor and you should already be there 'cause you just got the "Toad 3" star didn't you? DIDN'T YOU? Left of Tick Tock Clock there's a huge platform. Double jump up to it. There's a window similar to the Rainbow Ride window wedged into the wall. From the platform, jump to the window. Head forward and fall through the hole to get to this secret star course. This is, without a doubt, the WORST course ever since (1) the coins are spread far apart and you have to fly to them and (2) if you fall, you'll end up in the moat all the way in front of the castle, causing you to make your way to the top all over again. Damn you Nintendo, you just love doing stuff like this to us don't you?

Okay at the start, the first RED COIN (1) should be right behind you. If you can't find it, then you are the most pathetic little creature on the planet and you deserve to put your nose in the brown corner for the rest of your life. Yeah, my fourth grade teacher used to say that >_< Now it's time to actually take flight. Put on your Wing Cap and triple jump to start flying. You'll want to fly down a little, to a very low pink platform with a pole and a cannon. This is behind the wind cap at a low altitude. When you locate it, land and talk to the pink Bob-omb. He'll open the cannons for you. Your life just got a hell of a lot easier. After you hold a brief celebration for opening the cannons, grab the next RED COIN (2).

Now climb the pole and have Mario handstand on top. A 1-Up Mushroom will pop out. Stay in a handstand and it'll fall down to you. Climb back down the pole and get the new Wing Cap to extend your flying time. Now hop into a cannon. Go up a little to find yourself aiming at another cloud. Blast out and fly to that cloud, then land. Collect the RED COIN (3) that rests on this cloud. Now grab the Wing Cap (even though you just grabbed one two seconds ago, we want as much flying time as possible), triple jump, and fly back down to the platform with the cannon. Jump into the cannon and push it all the way to the right (until it

can't go anymore). There's a cloud off in the distance. Shoot yourself out and fly to that cloud.

Ground Pound as you're over it and collect the long RED COIN (4) that's found here. From here, triple jump and fly back down to the platform with the cannon (you'll find yourself coming here a lot). When you land, grab a new Wing Cap and hop into the cannon. Go about halfway to the right to find the big, main cloud. Aim the cannon all the way up and fire. When you get control, fly to the main cloud. Here, grab a new Wing Cap and then face the direction the Wing Cap goes. Triple jump and fly forward to find a tiny pink platform with a single cannon. Go left until you see a cloud with a bunch of poles hanging off, and then another cloud below the poles. Aim your cannon at the center of the pole and go up a little above the high-up cloud.

Fire and if done correctly, you'll grab onto the center pole. Slide down and grab the RED COIN (5) as you're sliding. You'll fall to the lower cloud. Here, get another Wing Cap and then fly to the previous platform with the cannon. Aim towards the area with the two clouds and the poles but this time aim the cannon in the center and go ALL the way up. Fire and you should land on top of the top cloud. There's a RED COIN (6) and then a second RED COIN (7) right after that. Two on one cloud, yippee. Hit the yellow block for a 1-Up Mushroom and then hit the cap block for a new Wing Cap. Return (yet again!) to the small platform with the cannon. Aim at the clouds/pole area but then shift your cannon to the right of that part.

There's a transparent cloud to the left of the main cloud. Shoot yourself toward the transparent cloud. Fly through it and grab the final RED COIN (8). A power star will appear on the main cloud. Since you're so close to the main cloud, you can just fly back to it. So do so and get the POWER STAR.

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|                               Bowser in the Dark World                               SEC12 |
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Alright, continue down the path to get to a gap. Jump onto the wooden structure and then over to the otherside. You can simply jump over using a double or triple jump, or a long jump if you want to, but it is all up to you. Wait for the flame shooter to stop, which it does periodically, and then step on the switch ahead. This causes a block to appear directly to where the flames are pointing. Grab RED COIN (1), and then head out of the flame's path. Then, wait for the flame to stop again, and then run back to the beginning of the level. There is a wooden block here that leads to RED COIN (2). Grab it and then head forward passed the flame shooter. It is possible to do this all in one button switch, but you are better off shooting this with two to be sure you will make both of them. It is up to you, whether you have time or not.

Head into the moving platforms, and then jump to the other side of the gap. Now, head down the small incline, and over to the flame shooter ahead. Again, wait for it to stop periodically, and then cross its path. Now, jump over to the next ledge. Here, you are going to need to jump onto the circling ledges. Jump onto one of the platforms, and then over to the otherside where three Goombas will meet you. Take them out and grab the free life from the small box. Then, head towards the spiral bridge with some crystals. Rotating around the crystals are some electricuting balls. Just avoid all of them, and make a U Turn around the zig zag bridge. Near one of the crystals is RED COIN (3). Grab it and move towards the bridge.

Alright, wait for the Yellow Platform to come towards you, and then jump to it. Then, jump on top of the solid structure that does not move at all. There is a red coin right below you to the right, so time it so that when the Yellow

Platform arrives on the right side, you can grab RED COIN (4), and then hop back to the solid area. Then, ride the yellow platform all the way to the other side of the area. Alright, now head onto the platforms, and wait for the platforms to line up with each other. Once they line up, jump to the next platform. Now, grab RED COIN (5) on this platform and wait a bit. Then, wait for the third platform to line up with the second, and jump to it. Finally, head to the next platform where you will find a Goomba.

Now, head to the left carefully so that you do not fall, and then grab the RED COIN (6) that is circling around on the spinning platform. You can grab any other items that are of any use here, and then you can head back. Go towards the bridges that go up and down. Then, wait for the side to fall down and quickly head to the other side of the bridge and jump to the next. Do the same for the next one, and then jump to the platform above. Do a long jump, after turning your camera to the opposite direction, to the next platform. Then, grab the free life here. Finally, do a long jump to the last platform to grab RED COIN (7). Now, head back down to the bottom and grab RED COIN (8) on the ledge near the back. Now, head for the Power Star near the green pipe ahead, but climbing the stairs in the time limit after pressing the button. Then, grab the POWER STAR (1)! Now, head into the pipe to face Bowser.

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|                               Bowser in the Fire World                               SEC13 |
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Alright, welcome to the second bowser. I am sure you want to finish Dire Dire Docks, so you are going to have to get through this without any stress, right? Well, this Bowser stage is not too hard. It is, however, a bit harder than the first one (simply because the first one was absolutely simple). Basically, this level has to do with the fire aspect of enemies. Your surroundings are almost always lava, which means you are going to have to be very careful. Remember, getting in lava does not instantly kill you, but simply burns your butt and allows you to jump very high. So, if you are burned, immediately look for a platform to cool down on. Other than that, let's get to this mission and beat the crap out of bowser, ok?

The beginning of this level is a typical objective that you might have to face in many games. Simply jump to the black caged platform, and it will suddenly start to move. Along the way there will be objections that will force you to jump up, and then back onto the platform. For the first one, you can jump to the platform and then grab the 1 UP before you actually get to the platform, or you can simply head towards the platform. Now, the black cage is going to go under the lava for a short period, so you are going to have to find some solid ground other than the lava below your feet. So, jump to the left onto a yellow platform. Then, head to the right and jump to the next platform. Wait a small bit to see the black platform come back to the surface level, so jump over to it.

Alright, for this part you are going to have to jump to the right onto three platforms, which periodically are covered by lava. Just time it, which should not be too hard, and then head to the platform on the right. There is going to be a bulley here, so jump on his face and watch that shining black face turn bright red: lava red. Now, head to the area in the background and collect the RED COIN (1) that is up here. Now, return to where you just were, that is to where the bulley once was. Head to the right and take out the three Goombas that meet you. Either punch them or jump on them and grab their coins. Use the heart for health if you want, and then jump to the pole ahead. Climb up and then jump to the second level of this area. Head to the left of this area and then cross the moving platforms. There is a RED COIN (2) that is on the edge of one of these platforms, so make sure that you grab it. If you fall, and

you hit the lava, make sure you quickly get onto the platforms and then refill your health using that heart that I mentioned before.

Now, as you head passed the platforms, jump onto the pole that is at the end of that path. Do a handstand at the top to gain a 1-UP, as you are probably going to want as many free lives as you possibly can in this level. First of all, grab the RED COIN (3) in the right hand corner of this room. Then, head over to the left by jumping off of the pole, and wait for the platform to leave. Then jump and grab RED COIN (4). Then ride the platform up to the next area and move on in this world. Then, head to the right. There is another one of those moving platforms below you. Jump onto it, and time it so that you do not hit the fire sprayer above. Then, jump to the platform right up there. Now, head passed the pyramid like object, and you will get to a caged area. First, head towards the background as you did before and take the RED COIN (5) that the Bulley is guarding. Now, head back to where you originally were. For best results, I would recommend jumping ontop of the cage by doing a triple jump to the top. If you are having trouble with that, just jump to the bars above and hold the A button to hold on. Then walk across. This way, however, you have a good chance of getting hit by an enemy.

Either way, make it to the other side of this area. You will come to a few moving platforms. Once you are on the platform, jump over to the next one. This takes patience, so do not try to rush yourself. Then, jump to the platform at the end of this area. Then, head to the left to meet up with your black bulley friends. To beat both of them, try to get them right next to each other. Then, when you jump on one of them, you will also jump on the second one. This will allow you to defeat both of the bulleys in only one jump! Pretty nifty if you ask me. Anyway, once they are defeated you are going to want to head to the left. Use the platform here, and get to the next level. Head to the right side and you will notice a hole with some coins. Collect these if you wish, but you will have to get back up to this area. If not, head on passed them. Find the RED COIN (6) shadow above, and jump to it.

Now, head to the large platform ahead. Jump to it once it comes to where you are, and then ride it to the lower level. Now, head to the left. Head to where the fireball enemy is, and avoid its small and useless fire ball. Then, head forward and go around the small area to find a bob-omb. Nice to see one of these enemies again, but not for long. Just pick it up and throw it into the lava. Or, you can let it explode its own self. Again, the choice is yours, but I guess it really depends on how cruel you are, eh? Anyway, head to the right. This part is pretty neat because there are platforms with flame throwers along the edge. On top of that, the platforms periodically are covered in lava except for the exact middle of each platform.

Now, we are going to have to use strategy. Basically, you are only going to want to cross one platform at a time, and wait on that platform until the lava is gone and you can cross again. This, however, does not apply to the platforms with flame throwers at the edge. That is because the flame throwers will hit you if you are standing in the middle of their platform, so make sure you go two platforms so you do not get hit. One of my tricks that I like to use is to just burn my butt all the way over to the edge of this area, but that is all up to you. Why, you may ask? Well, the game developers conventiantly placed one of those hearts that refill your health at the end, so I just like to use that to regain all of my health. That is basically all there is to it. On the fourth platform there is RED COIN (7), so make sure you grab it and then go forward.

Now, there is a pole to the right that ices its bottom with some lava. That means you are going to want to stay at the top of the pole to avoid any damage because starting over here is really a pain in the neck. Anyway, once you get

to the top, jump to the right and enter this area. Now, head onto the next platform and jump to the wall on the right, do a wallkick, and you will end up on the next level. Continue to do a wallkick to get to the next area. Once you make it to the top, you will find a yellow exclamation marked box, which gives you a free life! Also, grab the RED COIN (8) that is flying below. Grab it and then head to the right. There is a large bridge with a bunch of yellow blocks. Each time you touch a block, it will fall, so rush across the bridge and you will have made it to the other side, and have completed this mission! Now, head inside the pipe and get ready for a fight.

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+=====+
|                               Bowser in the Sky                               SEC14 |
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Look, nml4 and I had a little AIM chat and we decided something: The majority of you people (I'd say eighty percent) have followed this guide for the past 119 stars. The final red coins star should be something that YOU alone should get.

Even

if you only followed this for a few stars, do this level alone so you can truthfully say that you beat the game on your own. As in finished the final part of

the game on your own which is technically beating the game on your own though un-

technically it isn't so you could by lying to your friends if you think about it in

one term but when you think about it in another term you're not lying to your friends so you're safe so if you worry about lying so much to your friends then don't worry because this isn't considered a lie even though some people might study

this thing for a long time and consider it a lie but then again I'm only saying this on an assumption that you even friends so if you don't have friends then you don't need to read this and you're just reading a very long run-on for no reason at

all and wasting precious seconds of your life that you can be spending outside which reminds me of something and that something is that they should make games outside because I don't think that people who make games get enough sunlight but what should I know since I'm a stupid FAQer which also brings up another point which is why FAQers like us are always considered evil, cruel, and 666ish because

we're not especially not the dedicated ones but this FAQ isn't about us or going outside or your friends and it's actually about Super Mario 64 which is what we should focus on so after a few more words we're gonna go back to focusing on Super

Mario 64 and I think you should agree with me because if you don't then I'll shoot

you through your computer screen or making something really bad happen to you that

you have to do something about so agree with me now when we go back to the guide very very very very soon NOW.

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|                               |%%%%%           %%%%|           ITEMS           |
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~~~~~
                               Star
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The stars are the most important items in the game. They're like Golden Bananas in Donkey Kong 64, Boos in Luigi's Mansion, or Jiggies in Banjo-Kazooie. You need them to access new areas, and there are plenty of stars in the game.

There's a total of seven Power Stars in each level. There are fifteen levels so that makes a total of 105 Power Stars. But wait, there's another three Power Stars found in each of the three Bowser levels so that makes 108 Power Stars. And then there's the three cap stars which brings the total up to 111. There's also the three stars that the Toads give you, so that's 114. And then there's two stars located in the secret slide so 116. Don't forget the underwater level and the cloud level as well, so 118.

Then there's two more stars that Mario has to capture from an escaping bunny so that brings us to a grand total of 120 Power Stars in the game. You only need seventy power stars to complete the game but getting all 120 is one of the best things in the game since it's quite difficult and it's a cool accomplishment. And you get to meet Yoshi if you get all of the stars in the game :) You have to accomplish missions to get the stars. Missions range from collecting eight red coins, navigating a toxic maze, scaling a tall mountain, or becoming invisible and going through a wall in a vast city. The objectives are all very different which is why this game is so unique. This is starting to sound like a review, isn't it?

Sorry about that. Anyway, that's your main goal in the game, to get the power stars.

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Coin  
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There are over 100 coins in every level, and coins play a vital role in getting the power stars. Coins are the "secret" seventh star in every level. You're not told that you need to collect 100 coins to get a star at all in the game and it's not mentioned once in the instruction booklet either. Most people find out by accident when they're trying to get a lot of coins. But the 100 Coin Star is in every level, not including secret levels or the Bowser levels. There are three types of coins:

Yellow Coin (Worth 1) - These coins only add one coin to your total. They are found pretty much EVERYWHERE and each time you grab one coin you recover one bit of your power meter. Once you get the coin, you can't get it again (it doesn't appear once more).

Red Coin (Worth 2) - There are eight red coins in every level. Collecting all eight red coins nets you a power star but they are also useful when you're going for the 100 Coin Star. You can get sixteen extra coins by means of the red coins so grab as many of them as you can.

Blue Coin (Worth 5) - Blue coins can be found in every level, but they're rare. In each level there is a Blue Coin Switch. Ground Pound it and blue coins (up to six, it varies for each level) will appear. They are only there for a limited time so collect them as fast as possible. Grabbing one restores 5/8 of your power meter and it adds a great amount to your coin total. Sometimes blue coins are also found within enemies (like in Big Boo Haunt, they're found in each Boo and Mr. I).

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## 1-Up Mushroom

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These are also found in every level, though you'll never find more than nine in a level (it's rare to find even five or six; the common amount is three or four).

If you grab one, an extra life will be added to your count. Extra lives aren't really needed in the game, but they are sometimes useful. You always get tossed out of a painting if you get a life lost and you just appear outside the castle with a Game Over. But sometimes you don't appear outside of a painting if you're in a certain section of the area (examples: the pyramid in Shifting Sand Land, the slide in Tall Tall Mountain, any of the Bowser battle arenas in the Bowser levels) so you'll want to grab 1-Ups there. There's a list of how to get all of the 1-Ups in this guide if you need it.

Note that once you get 120 stars, you can head up to the castle roof. There, you find Yoshi who gives you a whopping 99 lives!

~~~~~ Koopa Shell

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In some levels (not all of the levels, just some) you can find a Koopa running around. If this Koopa spots you, it'll start running away as fast as possible. If you jump on it's shell, you'll destroy the Koopa and it'll yield a blue coin. But that's not the most important thing about the Koopa. If you get on it's shell, you'll start a "shell-surfing" scenario where you can ride around on the shell. You are completely invincible to all main enemies (not bosses or GIANT enemies that can't be killed) and you'll defeat them if touched. You can surf on the surface of water, laval, or quicksand. You can go into any dangerous terrain as long as you have the Koopa shell. But you have to be careful, because hitting a wall will cause you to lose the Koopa shell.

If you lose it in a dangerous area, it can mean trouble. Also, on a quick note, Koopa shells can be found in blocks in some areas. You'll usually find it on a Koopa, but in certain levels (like Lethal Lava Land, Shifting Sand Land, and Snowman's Land for example) you'll find it in a box. Levels that have it with a Koopa are levels like Bob-omb Battlefield and Tiny-Huge Island (there are more, I just can't remember them).

## ~~~~~ Yellow Blocks

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There are four types of blocks: The Yellow Block, the Red Block, the Green Block and the Blue Block. This section is about the yellow block. You'll see these floating in the air with a question mark on them. They can have 1-Ups, coins, Koopa Shells and on rare occasions they can have power stars. Hit them whenever you find one because they always have something you'll want.

~~~~~ Red Blocks

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Red Blocks contain the Wing Cap. The Wing Cap allows you to fly all over different areas. You put it on and then jump up in the air with a Triple Jump. You can Triple Jump while standing still as long as you have the Wing Cap on. Mario will start to fly. It's harder to fly higher than Mario's starting height and he'll slowly start to fly lower as you go on. Still, he'll be able to move



around in the air for quite some time so don't worry. With the Wing Cap, you can do dive bombs and that sometimes gets you a little higher. Eventually, your Wing Cap will start to flash. This means that you're about to run out of flying time. If you're high up in the air when the Wing Cap flashes, GET DOWN LOWER. Also, make sure you're not over a ledge when flying too much because if the Wing Cap disappears, you'll die.

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Green Blocks
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The second hat that you should find is the Metal Cap. The green blocks are the blocks that hold the Metal Cap. The Metal Cap is, in my opinion, the most useful cap out of the three. It makes you invincible to all enemies as well as lava and you defeat any enemy just by touching them. Also, you can jump in water and you can breathe indefinitely. Aside from all of that, you sink like a rock. This sounds bad, but it's actually quite useful. Since Mario is metal, he'll be able to move against many strong currents that would usually push him back. He can also step on underwater switches that he wouldn't be able to step on otherwise. Mario sinks VERY slowly so you might want to walk down to the bottom of a body of water.

Mario will start to flash once his Metal Cap time is almost up. If you're in water, you'll instantly switch back to how regular Mario acts in water. If you're in a strong current, you'll be pushed with the force of the current. If you're in lava, you'll start to burn. Etc., etc., etc.

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Blue Blocks
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The final block out of the four is the blue block. The blue blocks hold the Vanishing Caps. These caps make Mario both invisible and invincible. He can go right through enemies, so they can't hurt him. However, he can't defeat enemies simply by touching them. In fact, he can't defeat enemies at all. If you try to kill an enemy, you'll go right through them. Aside from being able to go through enemies, you can also go through certain walls. Any roped or red-caged wall is a wall that you can go through when invisible. Any type of poster (like in Big Boo Haunt) is a wall that you can go through when invisible. You can't go through completely solid walls that you see in all of the levels and you can't go through lava/quicksand/etc.

Mario will begin to rapidly flash once his Vanishing Cap time starts to run out. Don't get stuck inside a wall where you can't get out and don't be in a difficult situation with lots of enemies or you'll find yourself in a bad way  
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Cannon
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There are cannons scattered throughout the different worlds. Here are the levels that have cannons:

- Bob-omb Battlefield - 4
- Whomp's Fortress - 1
- Jolly Roger Bay - 1
- Cool Cool Mountain - 1
- Big Boo Haunt - 0
- Hazy Mazy Cave - 0

Lethal Lava Land - 0  
Shifting Sand Land - 1  
Dire Dire Docks - 0  
Wet-Dry World - 1  
Snowman's Land - 1  
Tall Tall Mountain - 1  
Tiny-Huge Island - 0  
Tick Tock Clock - 0  
Rainbow Ride - 0

None of the Bowser levels have cannons and the final secret star that takes place up in the clouds has MANY cannons. When you get in a cannon, you can shoot yourself out and go to high up places. It's a great place to be if you're wearing a Wing Cap because you can go a LOT higher. Aim with the control stick and fire with A. These are vital to your adventure. To open all cannons in a world, locate the lone Pink Bob-omb that will open them. All cannons will then be opened in that world for the rest of the game.

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Blue Stars
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Nothing really to say about blue stars. They are just stars that you have already gotten. They don't count towards your power star total but you'll grab them if you're going through a mission more than once.

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Air Bubbles
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These are rare items that are found in the two water levels (Jolly Roger Bay and Dire Dire Docks). If you touch these, a portion of your oxygen will be restored, allowing to stay underwater for a longer period of time. When you're solving the treasure chest puzzles in the missions, air bubbles usually pop out. Grab them (they look like big, regular bubbles) before they pop.

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Power Heart
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These hearts are very useful, and can be found throughout different worlds. They aren't found in every world, and when they are found they're usually put in a location where you'll need them (I'll give an example in a second). If you run through a power heart, it'll start to spin. For every three hundred and sixty degree rotation a power heart makes, one unit of your eight energy units will be restored. So the faster you run through it, the more it'll spin and you'll restore more energy. Lets say you need to wall kick up to a high, high location (like in Rainbow Ride). You're almost to the top, but then you mess up and fall. When you land, you're going to lose health. A Power Heart will have been placed so you can restore that health.

Rarely will a Power Heart be placed in some random location. I can only remember once when that happens (in Bob-omb Battlefield). Otherwise, they all have a reason for being there.

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Pipe
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Warp pipes are found in Tiny-Huge island. If you jump into a pipe, you'll appear

on the other side of the island as tiny (if you were big) or huge (if you were tiny). It's an efficient way to get through areas when you need to switch between tiny and huge.

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Bouncing Block
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A strange item is the bouncing block. You'll find one in Shifting Sand Land, Big Boo Haunt, Tall Tall Mountain, and Lethal Lava Land (those are from memory; there's probably more). If you grab one, the block will start to bounce. It will do a small bounce, a medium bounce, and then a high bounce. After that, it explodes and reveals five coins. I don't really know the point to these things unless you try to get to a higher area by using them (which I've only pulled off once in Tall Tall Mountain).

~~~~~  
Big Block
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You'll also find these scattered throughout worlds. The big block is a gigantic wooden cube. You can't pick it up, but you can jump on it and sometimes smash it. Some of the Big Blocks that you smash contain coins. Some are just used as stairs and others are just there to annoy you I guess.

~~~~~  
Small Block
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The Small Block is a tiny wooden cube. You can't pucnh these, since they're too small. You can pick them up though. If you throw them, they'll slide along and eventually stop. The only way to break them open is to throw them against a wall of some kind. It'll explode and coins will scattered in all different directions so make sure to get them before they disappear.

~~~~~  
Question-Mark Switch
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These are big red switchs with a question mark on top of them. Step on them and they'll slam down. This usually creates a stairway of some sort to appear, though it can do other things as well (for example, one Question-Mark Switch in Hazy Maze Cave opens a door). The majority of the Question-Mark switches only stay in effect for a limited time. When that time runs out, you'll have to press the switch again.

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There's a \*\*\*\*load of secrets in the game and they are all interesting in one way or another. These aren't any stupid button codes or anything; no you have to unlock them. Glitches first, then unlockables, then commonly known secrets.

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Glitches
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There's a lot of glitches (well, not a LOT of them) in Super Mario 64. Most of them are very fun to play with. Let's start with the famous one first, shall we?

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Bowser's Black Room of Death
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I remember when I used to play with this glitch so often... good times, good times. Anyway, Bowser's Black Room of Death can be accessed only when you have 120 stars. Outside the castle entrance, the cannon will be open (if you have the 120 stars). Hop in and aim at the roof. Shoot yourself up there and run around the castle roof until you find a Wing Cap. Put it on and do a triple jump up to the smaller, higher towers (doesn't matter which one). From here, make your way to the tallest tower. Keep jumping up so you don't slip and when you reach the VERY top of the castle, Mario will fall right through all the way down. He is inside the wall that's between the castle and the garden. There is currently no way to escape the room other than resetting your Nintendo 64.

If it's too hard to get to the top of the castle by using only the Wing Cap, don't fret. Pick up the Wing Cap and drop back down to the bottom. Hop in the cannon again (with the cap still on you), shoot yourself out, and fly to the top of the castle.

~~~~~  
The Weirdest 1-Up Trick in Video Game History
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Yes, this is a strange way to get a lot of 1-Ups. However, it only works for the Japanese version of the game dammit :( Anyway, head to any of the three Bowser's (Bowser in the Dark World, Fire World, or Sky) and then fight Bowser. I recommend Bowser in the Dark World since it's the easiest one. Anyway, Bowser sometimes breathes out little fireballs. Sometimes these fireballs become coins. You have to get 100 coins and then run off the edge of the arena. You'll GAIN a life whenever you die. If you grab a 1-Up Mushroom (this is why it's the weirdest 1-Up trick in video game history) you'll LOSE a life. Have fun with this one.

~~~~~  
Getting to Bowser in the Sky With 31 Stars
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Yes, it's possible. Yes, it's insane. Yes, it's the hardest glitch in the game to pull off. Okay, you'll first need to get thirty stars and open up the star door leading to Dire Dire Docks. After getting on Bowser's sub and getting the star there (31) beat Bowser in the Fire World to get the key to the second floor. Open up the key and head up to the stairs that lead to Tick Tock Clock, Rainbow Ride, and the 70 star door. Now a hidden (but possible) move is the backwards long jump. It's pretty simple to do. Just get the camera so you're facing the front of Mario and do a long jump forward. Right after, start doing long jumps but hold the control stick down. Mario will perform a backwards long jump.

Okay, after you have practiced this move, you're ready to put the glitch into action. Stand at the foot of the stairs leading to the 50 star door and start doing backward long jumps up the stairs. Since they turn, this can be pretty difficult (although they are short, it's still hard to do). Took me a hell of a long time to do it. Anyway, if you do enough long jumps, Mario will eventually go SUPER fast. I don't know why this happens but it does. This speed will cause him to go right through the fifty star door. Now go through the 70 star door

(the door opens without 70 stars but the stars are endless until you actually get 70). In here, run up the stairs as much as you want. You won't stop going up them.

Again, stand at the foot of the stairs. Since this is a wide set that's totally straight, it's actually a lot easier to pull off than it was when getting through the fifty star door. Do your backward long jumps up and Mario will again go SUPER fast. This will cause him to break the endless chain of stairs and you're at the hole leading to Bowser in the Sky. This is a VERY fun and interesting thing to do so try it if you haven't gotten seventy stars yet (for a challenge try it without fifty stars).

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Dead Mario... Alive?
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Yes, you can remain in control of Mario even when his power meter is completely full with black damage. To do this, you must be in the eleventh world (Wet-Dry World). This trick is performed easiest when the water level is high, so jump into the upper part of Wet-Dry World. Now swim to the cannon (see the Wet-Dry World guide if you don't know where the cannon is or how to open it) and jump in. Push the control stick all the way to the left and aim all the way up. You should be aiming at a very bright sun. Fire the cannon but don't touch anything as you go. Mario will fly towards the sun and then hit an invisible wall. He'll bounce back to the platform with the cannon and lose three energy units. He'll also slide back into the cannon.

Do this twice more and Mario's energy meter will show all health lost. However, he will fall into the cannon once more and you can control it. You can shoot at the sun as long as you want and Mario will still "live" so to speak. If you aim it anywhere else and fire Mario will die. If he lands on land (no pun intended) then he will instantly fall to the ground. If he lands in water his health will not refill, but he will instantly drown.

~~~~~  
Hatless Mario For the Rest of the Game
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You know in Snowman's Land, when you sometimes have your hat blown off by the snowman if he hits you? Sometimes, depending on the angle you're at, the hat will land inside the giant iceblock that holds the star. That hat will go past the star and rest on the bottom. Mario can never get his hat back; if he drops down, he'll grab the star first! This makes the game a lot harder because Mario takes double damage without his hat (why though? It's just a stupid hat).

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Two Hats For Mario
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This one takes place in Snowman's Land. Have the giant snowman blow your hat off (it can't land in the ice block though). Once it's resting in the area, go to the teleport in between the two snowy trees (near a pond). When you arrive near the hats, pick up the first one. There's another hat right under it. Pick that up and Mario will have it the rest of the level.

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Auto-Heal
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Because Nintendo decided to use your actual damage meter as your oxygen meter, a glitch occurred. Whenever Mario jumps into water, the game will take it as Mario surfacing water, so it will heal you thinking that it's simply restoring your oxygen. I can't believe this glitch wasn't spotted during testing... it makes the game a LOT easier.

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Secrets
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Yoshi!
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Once you get all 120 stars, the cannon outside will open. There is no cinema showing it's opened or anything, it's just open. Jump into the cannon and aim at the roof of the main part of the castle. Fire and land on top of the roof.  
Run  
around the roof, grabbing the lives, and then you'll see Yoshi running. Talk to him to hear a message of congratulations from the Super Mario 64 team and a gift of 100 lives! After that, he'll commit suicide by jumping into a waterfall five-hundred feet away :)

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The Big, FAT Penguin
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Once you get all 120 stars, something changes with the Big Penguin Race. Select it and jump down through the chimney. Talk to the penguin and he's gotten MUCH fatter and he has a new message for you at the beginning. Because he weighs so much more, his speed increases downhill so he's also a lot harder to beat. One of the funnest things in the game made even funner...

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Camera Control in Ending Scene
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I remember when I first did this I was showing my friend the scene and the camera was screwing up. I was like, "WTF is going on?" Actually, I was moving the second controller. During the ending scene, plug a second controller into your Nintendo 64. You can move the control stick around (on the second controller) and the camera will shift. You can do this to watch the scene from different angles.

~~~~~  
The Secret of Coins in a Pole
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Hey, this sounds like a great name for a red coin mission, doesn't it? DOESN'T IT? Yeah, better than most red coin mission names. Anyway, there are many poles located throughout levels. One example is at Whomp's Fortress. Run around a pole five times and a bunch of coins will appear. It makes getting the 100 Coin Star easier but you don't need the poles when you have this wonderful guide ;)

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Bowser's Confession
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Well, it isn't really a "confession" of any type it's just Bowser's admitting a

few things. After you get 120 stars, go and beat the Bowser in the Sky again (or for the first time if you haven't faced him yet). Once he's defeated, he'll spring up a new message about how all of his troops had surrendered the power stars andn that there were some stars even Bowser didn't know about (hence the "secret stars" of the castle).

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The Secret of the Wet-Dry World Painting
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Okay, there is something that makes Wet-Dry World a very unique place (aside from the fact that it's like one of the coolest levels in the game; and that's saying a lot, since all of the levels kick ass. Well, maybe not Tiny-Huge Island). Anyway, it's the fact that the water level changes depending on what part of the painting you enter. If you enter the lower part of the painting (that means the beads on the end of the spider-creature's legs) then the water level will be extremely low. If you do a regular jump into the painting, you'll enter what is classified as the middle of the painting. Therefore, the water level will be at a middle level. If you enter the top of the paintaing (do a sideways somersault into it) then the water level will be extremely high.

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The Secret of Tick Tock Clock's Face
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You enter Tick Tock Clock by jumping into the face of a giant grandfather clock. If you notice, the hands on the clock are moving. This actually affects how you're going to play in Tick Tock Clock because it can freeze time. If it stops ON the twelve o' clock hand, all mechanical gears will be stopped, completely. For six of the seven stars, it makes things MUCH easier (for the remaining star you NEED to have the gears moving). If it stops anywhere NEAR the twelve o' clock hand, the gears will move extremely fast. They move at normal speed if it's on the three or nine o' clock hand and they move slowly if it's on the six o' clock hand.

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NOTE: THESE ARE ALL MY (me frog) CONTACT RULES. nm14 DIDN'T HAVE ANY, ONLY AN E-MAIL ADDRESS, BUT LET ME TELL YOU THIS: DON'T SEND HIM SPAM, DON'T SEND HIM THINGS ALREADY IN THE GUIDE, AND DON'T SEND HIM STUPID QUESTIONS. NO FAQER WANTS THAT. NONE. Well, there is the occasional nutcase BUT I CAN ASSURE THAT nm14 ISN'T THAT ONE.

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AIM Contact rules
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My AIM: me frog 12345

PLEASE don't start whole conversations with me. Chances are, if I'm on, I'm usually talking to somebody else, and I don't want to stop to have a conversation with somebody that I don't know. Just ask the question, you'll definitely get a response, and then that's it.

Note that I don't know the answer to everything. If you ask a question that I'm unsure about, I'll simply tell you that I don't know the answer and that'll be the end of it. Kthnxbye.

Also, if you IM me asking something about the FAQ, I'll simply say, "Look in the FAQ" and then won't say anything else. I really don't like having to stop other conversations for a few moments to answer some question that's obviously already typed.

If you don't get an answer in a minute, don't flip. I might be away for just a couple of minutes, or I might be talking to a bunch of other people at once. I'll usually answer within ten minutes of your question, so just keep the text box open while you do something else and you'll get a response. If you have no patience and keep posting, "What's the answer?" a dozen times, I simply won't answer you. If it gets too far, I might even block you, though I rarely do that to people who ask me questions.

Don't pop up later and start chatting with me. I personally don't like it when I start to get into conversations where I don't know you. If it happens



constantly,  
I'll simply block you. Note that you don't have to worry about warnings; I'll never warn someone, I'll just block him or her completely.

Well, that should be it then. Now on to e-mail...

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E-mail contact rules
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My e-mail address is cskull@frogdesign.com. There are a few things that you can e-mail me about, and few things that you can't. First the things that are okay.

Information on the game. No this does NOT mean full world guides, because if it isn't there I haven't gotten to them yet but I will. It means additional TIPS on beating a world or correcting information that I messed up. Secrets are TOTALLY accepted.

Praise mail. I used to be against this, but now I realize how rare praise really is. Just don't send me things like, "Yer faq is kewl, lol!!!"

Suggestions for the FAQ. Something like, "Why don't you add such and such in your FAQ. NOT "Why don't you totally re-do your FAQ because it sucks!" That is just plain rude and annoying. If you don't like my FAQ, tell me things to make it better!

The things that you CAN'T e-mail me about are...

Spam. This is the NUMBER ONE thing that you must not send. I get at least twenty spam e-mails a day and I don't need yours it doesn't help. Please don't send any.

Asking permission to use this FAQ. No, you can't, so don't bother. Only four sites, which I have listed at the top of the guide, can use this FAQ.

Hate mail. No I don't appreciate it if you send me an e-mail saying, "Your FAQ is the biggest piece of \*\*\*\* ever created! It sucks!" That just fills up my inbox and it really annoys me.

Spelling/Grammar mistakes. I used to get about ten e-mails a day saying, "You spelled these two words wrong." or something like, "You used inappropriate grammar in this chapter." Please people! I can find those on my own!

And that wraps up the contact. Once again my e-mail is:  
cskull@frogdesign.com

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nml4's credits
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I would like to credit ONE PERSON. Yes, only one person, and no one else. That

one person is ME! No, not ME ME! ME, as in ME FROG. Yea, my co author, because he is godly. He is holy, and should be respected. No, really, he put 5x as much effort as me, and he only deserves all the credit. Thank you man, I am really sorry for this inconvenience...You know what I am talking about.

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All of nm14's work can be found at:

<http://www.gamefaqs.com/features/recognition/32285.html>

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me frog's credits
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nm14 - this guide started in April and it should've finished late in June if I didn't get so sidetracked... he didn't freak out or anything like that.

Aside

from that, he did a LOT of depth on what he worked on... that Tall Tall Mountain guide is incredible. nm14 gets about 95% of all of the credit I'm giving...

thanks

for putting up with me man :)

CJayC for his awesome game site and putting this up on it

All of my friends both in my life and on the FCB... you're all great expect for maybe Milner... just kidding ;)

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You can check out all of my other work at:

<http://www.gamefaqs.com/features/recognition/11408.html>

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