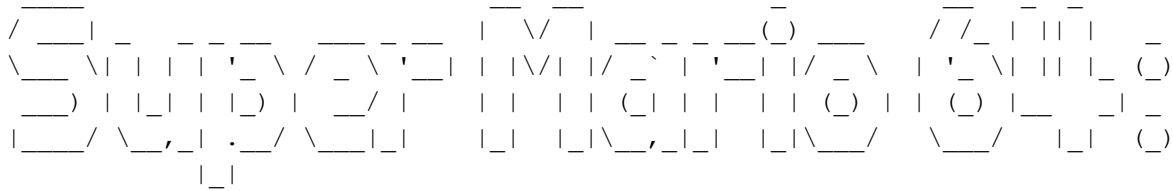


Super Mario 64 1-Up Mushrooms Locations Guide

by NMorgan

Updated to v1.00 on Apr 9, 2004



1 - U P M U S H R O O M S L O C A T I O N S F A Q

=====
V e r s i o n 1 . 0 0
=====

Super Mario 64 1-Up Mushrooms Locations Guide

For the Nintendo 64

Version 1.00 (Last Updated: April 9, 2004)

By Nick Morgan - skcin7 <at> comcast <dot> net

Copyright (c)2003 Nick Morgan

EASY-NAVIGATE

=====
To quickly find a section you are looking for, hold the CTRL key and press the F key to bring up a search string and type in any key words in the Table of Contents (listed below). It should help you navigate your way through this guide a lot quicker.

Super Mario 64 is (c)1996-1997 Nintendo.

[TABLE] OF [CONTENTS]

=====
01. 1-UP MUSHROOMS LOCATIONS

- [101] Outside Of The Castle
- [102] Inside The Castle Walls
- [103] Bob-Omb Battlefield
- [104] Whomp's Fortress
- [105] Jolly Roger Bay
- [106] Cool Cool Mountain
- [107] Big Boo's Haunt
- [108] Hazy Maze Cave
- [109] Lethal Lava Land
- [110] Shifting Sand Land
- [111] Dire Dire Docks
- [112] Snowman's Land
- [113] Wet-Dry World
- [114] Tall Tall Mountain
- [115] Tiny-Huge Island

- [116] Tick-Tock Clock
- [117] Rainbow Ride
- [118] Bowser in the Dark World
- [119] Bowser in the Fire Sea
- [120] Bowser in the Sky
- [121] Vanish Cap Course
- [122] Metal Cap Course
- [123] Princess's Secret Slide
- [124] The Secret Aquarium
- [125] Rainbow Over The Water

06. GUIDE STUFF

- [201] Updates And Revisions
- [202] Guide Information
- [203] Contact Information
- [204] Copyright / Disclaimer

```
|_____|
|_|_| |-----
| | | Section 01.          |
_| |_| | 1-UP MUSHROOMS LOCATIONS |
|_____| |-----
```

=====
101 - Outside of the Castle - 1-Up Mushroom Locations
=====

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

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

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

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

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

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

Mushroom 7: After you have obtained 120 stars, go into the cannon and shoot

yourself ontop of the castle. There are three free 1-Up Mushrooms sitting right next to each other. Grab one of them.

=====
102 - Inside The Castle Walls - 1-Up Mushroom Locations
=====

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

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

=====
103 - Bob-Omb Battlefield - 1-Up Mushroom Locations
=====

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

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

Mushroom 3: Go across the tilty bridge located after the Chain Chomp and go up the small staircase. Navigate your way to the other end of the meadow that you are now in. You are looking for a patch of yellow flowers arranged in a circle shape that has eight yellow coins located around it. Get all eight of these yellow coins to force a 1-Up Mushroom to appear in the middle of the patch of flowers.

=====
104 - Whomp's Fortress - 1-Up Mushroom Locations
=====

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

Mushroom 2: Get to the wooden board platform that spins in circles, it's located a little bit past the third sleeping Pirahna that you will come across. Stand in the center of this wooden board platform and

let it ride past the roof shaped platform, then quickly go to the end of it and wait there. When it begins to move again, it will take you past four yellow coins and one red coin. When you touch the third yellow coin, a 1-Up Mushroom will appear underneath. To get it, quickly run underneath. This 1-Up Mushroom usually disappears quickly, so you'll need to be fast.

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

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

=====
105 - Jolly Roger Bay - 1-Up Mushroom Locations
=====

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

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

=====
106 - Cool, Cool Mountain - 1-Up Mushroom Locations
=====

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

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

Mushroom 3: For this one, you will need to get into the hidden shortcut of the secret slide. If you don't know how to get to the shortcut, slide down the secret slide until you come to a row of five yellow coins pointing toward a wall. You can go straight through the wall at the spot where the coins are pointing to. Go straight through the wall, you've found the hidden shortcut! Follow the hidden shortcut to the very end. You will be deposited at the end of the

secret slide ontop of a high ledge that you would not normally be able to jump to. If you walk to the right, you will find a yellow box ontop of this ledge. Hit the yellow box and a 1-Up Mushroom will appear.

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

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

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

=====
107 - Big Boo's Haunt - 1-Up Mushroom Locations
=====

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

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

=====
108 - Hazy Maze Cave - 1-Up Mushroom Locations
=====

Mushroom 1: When you start out, take the left path and long jump over the pit, then go into the door. Get across the bottomless pit area to the platform with all the rolling boulders. Bypass the rolling boulders and go into the door. In the new room, you will see an elevator with eight coins and a yellow '!' box on the other side of the elevator. Hit the yellow '!' box and the 1-Up Mushroom will pop out!

Mushroom 2: Within the Toxic Maze, search through the maze for the part where

there are two Monty Mole holes on a platform sitting right next to each other. Once you find this, kill eight Monty Moles, and a 1-Up Mushroom will appear.

Mushroom 3: Within the Toxic Maze, search through the maze for the platform elevated above the toxic gas that has one Monty Mole hole sitting on it. Once you find this, kill eight of these Monty Moles to make a 1-Up Mushroom appear.

Mushroom 4: To get this 1-Up Mushroom, you will need to get to the wire cage material that is located above the bottomless pit that the giant rolling boulders fall into. If you don't know how to get here, you will need to get into the Toxic Maze and go into the steel door that is inside the first alcove in the wall (the doorway that leads to the 'A-Maze-Ing Emergency Exit' star. Anyway, now that you are in the section of this level with the wire cage, jump onto the wire cage and hold on by holding the A button. Take the left path, the path that leads to a yellow '!' box. Hit this yellow '!' box for the 1-Up Mushroom.

=====
109 - Lethal Lava Land - 1-Up Mushroom Locations
=====

Mushroom 1: Get onto the spinning platform that spins around the volcano. There is a flamethrower just outside this spinning platform. 1-Up Mushroom #1 is found just ontop of this flamethrower.

Mushroom 2: This one is located on the raised brownish colored platform located next to the spinning platform that revolves around the volcano. It's easiest to get ontop of this platform with a turtle shell.

Mushroom 3: This one is located on the small curved platform located next to the spinning platform that revolves around the volcano. It's easiest to get ontop of this platform with a turtle shell.

Mushroom 4: In the upper-left (northwest) section of the stage, ontop of a curved platform. It's easiest to get with a turtle shell.

Mushroom 5: In the upper-right (northeast) section of the stage, ontop of a raised brownish colored platform. It's easiest to get with a turtle shell.

Mushroom 6: in the upper-middle (northcentral) section of the stage, just behind the square shaped grey colored platform. It's easiest to get with a turtle shell.

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

Mushroom 8: Get inside the volcano. Get right next to the star entitled "Hot-Foot-It Into The Volcano." You should notice four poles that you need to jump across to get to the star. If you climb to the

top of the highest pole, the 1-Up Mushroom will appear.

=====
110 - Shifting Sand Land - 1-Up Mushroom Locations
=====

- Mushroom 1: At the very start of the level, head right past two Bob-ombs. You will come to a circular shaped sand pit. There is a 1-Up Mushroom sitting stationary above this sand pit. If you go into the sand pit, you will die. To get this 1-Up Mushroom without losing a life, you will have to perform a long jump.
- Mushroom 2: There is a big wall of bars that stretches from one side of the pyramid to a giant dune of sand. There is a 1-Up Mushroom located right in front of this bar wall. Be sure not to fall into the two circular sand pits; they make this extra life difficult to get.
- Mushroom 3: In front of the entrance to the pyramid, there is a yellow '!' block. Hit this yellow '!' block to make a 1-Up Mushroom appear.
- Mushroom 4: Climb the tree sitting right next to the oasis. This will make a 1-Up Mushroom appear.
- Mushroom 5: Get inside the pyramid. Other than the outside portion, the bottom floor is made up of sand. There are eleven small platforms in this patch of sand. Five of eleven of these small platforms are sitting right next to each other. If you stand on all five of these platforms, a 1-Up Mushroom will appear.
- Mushroom 6: At the entrance of the pyramid, take the left path, then follow it until you come to a Mummified Thwomp hopping up and down. Jump on top of this Mummified Thwomp. As he hops, he will hop right past an extra life. If you are positioned correctly on the Thwomp, you will get the extra life.
- Mushroom 7: At the entrance of the pyramid, take the left path, then follow this path until you come to a Mummified Thwomp. Pass the Mummified Thwomp and you will find a yellow '!' box. Hit this yellow '!' box and a 1-Up Mushroom will appear.
- Mushroom 8: At the entrance of the pyramid, take the right path. Follow the right path as far as it will go (around corners, past Thwomps, et cetera). Eventually, you will come to a ramp leading uphill with a small staircase and a downward leading ramp at the top of it. When you get to this upward leading ramp, go up it, then go down the downward leading ramp. You will now be right next to a yellow '!' box. Hit this yellow '!' box to make a 1-Up Mushroom appear.
- Mushroom 9: Inside the pyramid, this 1-Up Mushroom is sitting stationary on top of a wire cage. To get to the 1-Up, you can either risk falling to the first story by attempting to jump on it, or you can do the way it was intended to be gotten. To get this 1-Up the "correct" way, climb the pole that leads to the third floor. Stand stationary at the left side of the top of this pole, this will transport you to on top of the wire cage so that you can easily grab the 1-Up. Note that this transport is only a one-way transport.

=====
111 - Dire, Dire Docks - 1-Up Mushroom Locations
=====

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

=====
112 - Snowman's Land - 1-Up Mushroom Locations
=====

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

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

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

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

=====
113 - Wet-Dry World - 1-Up Mushroom Locations
=====

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

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

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

Mushroom 4: Get to the hidden town and lower the water level. There is a small garden in the corner of the level, it has two trees in it and a bunch of yellow flowers. It also has a yellow block inbetween the

two trees. Find this garden and hit the yellow block to make the 1-Up Mushroom appear.

=====

114 - Tall, Tall Mountain - 1-Up Mushroom Locations

=====

- Mushroom 1: As soon as you start the level, turn around and walk in the opposite direction. You will be led to a stationary 1-Up Mushroom sitting in the very edge of the stage. Be careful in getting it~ you could fall off the edge!
- Mushroom 2: In the area of the stage where the cluster of giant mushrooms are (the mushroom that have the red coins ontop of them), one of the Mushrooms has a yellow block on it. Jump on this yellow block and hit the yellow block to make the 1-Up Mushroom appear.
- Mushroom 3: At the first area where you see the Monty Moles (just after the section with the cluster of the giant mushrooms), kill eight of the Monty Moles and a 1-Up Mushroom will appear.
- Mushroom 4: At the first area where there are a bunch of Monty Moles (just after the cluster of the giant mushrooms), there will be a bunch of platforms sticking out of the mountain. Jump on these platforms sticking out of the mountain and use them to get higher and higher up. Eventually, you will come to a cluster of four Monty Moles. Kill eight of these Monty Moles and a 1-Up Mushroom will appear.
- Mushroom 5: At the first area where there are a bunch of Monty Moles (just after the cluster of the giant mushrooms), there will be a bunch of platforms sticking out of the mountain. Jump on these platforms sticking out of the mountain and use them to get higher and higher up. There is a 1-Up Mushroom sitting stationary on the top of one of these platforms. The 1-Up Mushroom is relatively high up. Just keep an eye out for it.
- Mushroom 6: Before jumping across the large gap that leads to the Mountain Slide (before the cloud that will try to blow you away), there is a stationary 1-Up Mushroom that most people overlook. To get it, walk to the edge that you would normally long jump off of. Turn to the left and you will see a small portion of the platform that most people skip right over. There is a stationary 1-Up Mushroom sitting on it.
- Mushroom 7: Jump into the Mountain Slide. In the very beginning room of the Mountain Slide, walk to all four corners to make a 1-Up Mushroom appear in the center of the room.
- Mushroom 8: Jump into the Mountain Slide. Advance past the first room of the Mountain Slide into the open area, but do not go down the slide quite yet. Instead, turn around and you will find a 1-Up Mushroom and a yellow coin. Get the 1-Up Mushroom. Now you can go down the slide.
- Mushroom 9: As you are sliding down the Mountain Slide, there is a 1-Up Mushroom at the very beginning of the slide, just after the first row of yellow coins. If you miss it, you will have to go all the way through the slide again to get it.

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

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

=====
115 - Tiny Huge World - 1-Up Mushroom Locations
=====

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

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

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

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

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

Mushroom 6: For this one, you must have accessed the cannon. If you have not accessed the cannon, locate the pink Bob-omb buddy and talk to him to access the cannon. Anyway, you must be in the large world for this. Get to the cannon and shoot yourself into the only visible

tree. Slide down this tree, and run around the base of the tree to make three butterflies appear. Punch the butterflies. If you get lucky enough, the butterflies will turn into a 1-Up Mushroom.

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

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

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

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

=====
116 - Tick Tock Clock - 1-Up Mushroom Locations
=====

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

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

out. For some reason, this will cause a 1-Up Mushroom to appear ontop of the platform.

Mushroom 3: Take the route to the very top of the level, the route that leads to the Thwomp. Eventually, you will come to three consecutive yellow colored treadmils. Pass these treadmils. Soon after the treadmils, there are three consecutive turning platforms that lead to a platform with a yellow block on it. To get onto the platform with the yellow block, you could jump on the yellow turning platforms, but I find it much easier to just long jump onto it. Once on the platform, hit the yellow block to get the 1-Up Mushroom.

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

=====
117 - Rainbow Ride - 1-Up Mushroom Locations
=====

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

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

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

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

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

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

Mushroom 7: Located ontop of the spinning platform with the blue fire shooting out of it. You must take the left carpet path (the path toward the

ship) to get it. You must be quick, or your carpet will disappear!

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

Mushroom 9: Get ontop of the ship and climb to the very top of the pole that is located in the middle of the ship. Upon jumping off the top of the pole, a 1-Up Mushroom will pop out and home toward you.

=====
118 - Bowser In The Dark World - 1-Up Mushroom Locations
=====

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

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

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

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

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

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

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

=====
119 - Bowser In The Fire Sea - 1-Up Mushroom Locations
=====

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

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

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

Mushroom 3: After the two tilty stone platforms, there is a pole that leads to an elevator. Climb this pole to the top, then jump off. A homing

1-Up Mushroom will appear out of the top of the pole and will zoom into your arms.

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

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

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

=====
120 - Bowser In The Sky - 1-Up Mushroom Locations
=====

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

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

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

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

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

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

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

you are are facing the pipe.

=====
121 - Vanish Cap Switch Course - 1-Up Mushroom Locations
=====

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

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

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

Mushroom 4: At the very end of the stage, at the area where the star of power would appear if you've gotten all eight red coins, there are three yellow coins. Get all three of these yellow coins to make a 1-Up Mushroom appear.

=====
122 - Metal Cap Switch Course - 1-Up Mushroom Locations
=====

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

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

=====
123 - Princess's Secret Slide - 1-Up Mushroom Locations
=====

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

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

=====
124 - The Secret Aquarium - 1-Up Mushroom Locations
=====

Mushroom 1: In the very middle of the aquarium (slightly above the star

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

=====
125 - Rainbow Over The Water - 1-Up Mushroom Locations
=====

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

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

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

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

|_ _ _ | -----
| | | | | Section 02. |
| || |_| | GUIDE INFORMATION |
|_ _ _ | -----

=====
201 - Updates And Revisions
=====

Friday April 9, 2004

Version 1.00 Released - First Release

=====
202 - Guide Information
=====

.-----.
FAQ STATS
Update No. 1

| Size 51.5 KB |
| Bytes 52,763 |
| Pages 15 |
| Characters 52,763 |
| Lines 993 |
'-----'

Webmasters, if you would like to post this guide on your website, you will have to have expressed written permission by Nicholas Morgan. The guide was written, and is owned by him. If you post this guide without permission, it is stealing, and any violator is at extreme risk.

=====
203 - Contact Information
=====

How to contact the author, Nick Morgan:

E-Mail: skcin7 <at> comcast <dot> net
MSN Messenger: skcin7 <at> comcast <dot> net
AIM Messenger: NicholasSMorgan

=====
204 - Copyright / Disclaimer
=====

This FAQ is Copyright (c)2003 Nick Morgan. All rights reserved. This FAQ may not be published, sold or distributed for profit. It may not be posted on any unlisted websites without direct advance permission given from the author. All researched information is credited to Nick Morgan, and other contributors credited within this guide. If you would like to use this guide on your website or use direct information please contact me and give credit.

Super Mario 64 is (c)1996-1997 Nintendo.

End of File

Copyright (c)2003 Nick Morgan

This document is copyright NMorgan and hosted by VGM with permission.