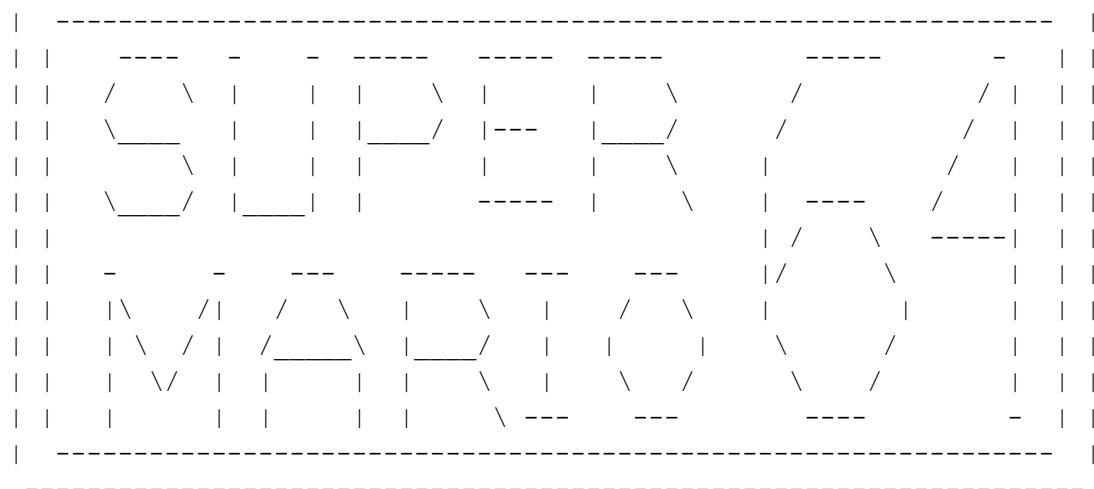


# Super Mario 64 Secret Castle Stars FAQ

by StarFighters76

Updated to v1.0 on Mar 7, 2005



F O R T H E N I N T E N D O 6 4

V e r s i o n 1 . 0

M a d e B y S t a r F i g h t e r s 7 6

Welcome to my walkthrough for a popular favorite game for the Nintendo 64 called Super Mario 64. I hope this walkthrough helps out as much as possible. Below is nothing but major spoilers on the game, so if you don't want to be spoiled, please take a detour and hit the Back button now. However if you want to be spoiled or need some help, please scroll down as far as you need to. Consider this as your Spoiler Warning!

Please keep in mind (as I will say later on), this is an In-Depth FAQ for the 15 Stars that are consider as Castle Secrets. Do not email me asking where the other 105 Stars are, that you can find in other FAQs.

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SECTION 1: |INTRO|  
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A: |Version Guide|  
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Version 1.0: Sent in Written FAQ for the game in. (03/08/05)

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B: |The Story Of Super Mario 64|  
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Princess Toadstool was gonna bake a cake and invite Mario over. Atleast that's what was planned to happen. Bowser struck out and kidnapped the Princess once again, and is holding her captive in his Sky World deminision. Mario got word of this and has set off to find the Princess. What's worse, Bowser took and hid 120 powerful stars in different deminsions disguised as paintings. Mario rushes back into action retrieving the stars, but will he be able to thwart Bowser once again? Only you can decide that!

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C: |What Is Super Mario 64|  
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Super Mario 64 was the first game for the Nintendo 64. Basically it's the classic story, Bowser kidnaps the Princess and Mario must save her. The twist in this story, Mario must also find 120 Power Stars and restore peace to the Mushroom Kingdom. This is Mario's first 3-D adventure ever, and believe me, it's a doozy of an adventure. With brand new moves and abilities, you must travel through different pictures to other worlds and defeat a brand new slew of enemies recovering Power Stars. Can Mario do it, it's up to how well you play the game of Super Mario 64.

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D: |About This Walkthrough|  
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This walkthrough is basically describing how to get all 15 Castle Secret Stars only. Not only that, even though I am the one writing this walkthrough, the "Basic Strategy" Section will be explain by how me and a friend played the game. The reason why, is because both me and him (even though I'm doing the typing for us both ^\_^) are very good at the game, and we both have our share of tips/strategies for the game (even though he is the "Mario 64 Master" as he puts it, and you don't wanna know what he calls me). I feel that making this walkthrough wouldn't be complete without his input as well as my own.

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E: |Control Configuration|  
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I assume you have a basic idea of all the control combinations, so here is the basic stuff.

- START = Pauses the game
- 'A' BUTTON = Jumps
- 'B' BUTTON = Punches
- 'Z' BUTTON = Crouches
- 'C' BUTTON = Control Camera angle
- 'L' BUTTON = Does nothing
- 'R' BUTTON = Switches from Lakitu to Mario View
- D-PAD = Does nothing
- ROTATE PAD = Controls Mario



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SECTION 2: |WALKTHROUGH|  
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A: |Before The Walkthrough|  
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1. Before we get started, each level I described will be given the assumption you have unlocked all the Cap Blocks (Red = Wing, Blue = Invisible, Green = Metal).
2. Also, if you happen to screw up in some levels, you will not lose any lives. Keep this in mind, as it will become helpful. However when you do screw up, you will be taken to another part of the castle and you will have to make your way through the castle, just to find the level you made your mistake in.
3. Keep in mind, this is an FAQ for the 15 Castle Secret Stars only. To find the others, refer to other FAQs.

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B: |1st Floor (Star 01 - Star 05)|  
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| STAR 01: TOWER OF THE WING CAP |  
| LOCATION: Main Hall |  
| REQUIREMENTS: 10 Stars needed |  
| LOSE LIFE: No |  
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Here is what you do. First off, get 10 Stars, then come back to the Main Hall. Stand on the rug at the entrance, then use the camera angle and look straight up into the sky. It will then teleport you to the Wing Cap Tower. You will automatically be wearing the Wing Cap and flying. To get this star, you need to get all 8 Red Coins. This can be tricky to do. When you do get control of Mario, you will notice a trail of coins going around in a circle. Maintain balance when flying and follow the trail of

coins. Although it isn't necessary, try to get them all that way you will be able to get the Red Coins easier.

There will be 2 Red Coins paired up, and if you fly through the ring of coins that surround them, you will be able to get both at once. Continue doing this as you make your way through the downward spiral. After getting the final Red Coin, the Star will appear on the Tower. If by chance you can't get all the coins on one trip, land on the tower and try again. To start flying again, triple jump, but you won't be able to fly as high as when you started this area, unless you're an experienced flyer, then it's all gravy. Get the Star and this Castle Secret will be completed.

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| STAR 02: THE PRINCESS'S SECRET SLIDE (PART 1) |  
| LOCATION: Upper right side of Main Hall      |  
| REQUIREMENTS: 1 Star (unless already unlocked) |  
| LOSE LIFE: No                               |  
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To get here, head up the stairs and to the right. Enter the door (if you have 1 Star) then walk down the short hallway. You will see three paintings of the princess, but you wanna go in the one on the right. Do so and you will be at the Secret Slide. Now this area is VERY easy, despite the small problem you will have about halfway through. All you have to do is make it down the slide to the end, and the Star will be waiting for you in the Yellow '!' Block. Here's is the gist of what's going on. When you start off, head over to the right and you will see a Blue Coin Block. Stomp on it and head to the slide. It be best to go down the center of the slide. Collect all the coins there is.

Now of course you don't have to collect all the coins, but I figure if you can get 50 Coins, an extra life wouldn't be that big of a problem now would it? As you slide down, you will go down a really steep slide. After this, the slide will have no more sides, and it will be like that until you get close to the end, so it's probably best to stay in the middle of the slide at all possible. You will see a 1-Up Mushroom along the way. If you get it, good, if not, don't worry about it. Once you get to the end of the slide, you will see a platform. Head behind it to trigger another 1-Up Mushroom. Get that, then hit the Yellow '!' Block to reveal the Star for this course. Get it and this Castle Secret will be completed.

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| STAR 03: THE PRINCESS'S SECRET SLIDE (PART 2) |  
| LOCATION: Upper right side of Main Hall      |  
| REQUIREMENTS: 1 Star (unless already unlocked) |  
| LOSE LIFE: No                               |  
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If you thought the first time down the slide was easy, this will definitely be more of a challenge. Same goal as before, just this time, you have to make it down the slide in 21 seconds. Now just how in the world can you do that? Go down the slide normally, but stay towards the left side. Once you get to the very top of the steep hill, jump over the left side, and you will fall to (hopefully) the slide below. Try if you can to steer Mario towards the slide. You will take some damage however you do this, but if

you can get Mario on the slide, then that will be great. Continue down the slide and you will hopefully get to the finish line in under 21 seconds. If you make it to the finishing line in under 21 seconds, the Star will instantly appear. Get it and this Castle Secret will be completed.

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| STAR 04: THE SECRET AQUARIUM           |  
| LOCATION: Bottom right side of Main Hall |  
| REQUIREMENTS: 3 Stars needed           |  
| LOSE LIFE: Yes                         |  
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Get ready for some underwater swimming! To get to the location of this Castle Secret, make your way to the room where Course 3 painting is. In there, head to the left black square for an 1-Up Mushroom (optional), then head clear across the room for the other black square. Go in it and it will take you to the Secret Aquarium. This entire area is an underwater fishtank so keep that mind, that will probably be the only downside to getting this Castle Secret Star. Other than that, it should be a piece of cake. Now for this Castle Secret, you have to collect the 8 Red Coins. How you collect them is up to you, but this is how I collect them: From where you start swim down slightly and you will see some Gold Coins. Swim towards it and RED COIN #1 will be there. Now swim all the way down the wall until you reach the floor.

Once there go right and head to the corner along the floor, where RED COIN #2 will be. Turn right about 90 degrees and you can barely see RED COIN #3, which you will swim to. Repeat the same process over again, for RED COIN #4 and then RED COIN #5 (which will be in the opposite corners). After getting RED COIN #5, turn around 180 degrees and swim upwards, but stay along the wall, and you will see a ring of Gold Coins with RED COIN #6 in the middle. Get it, then turn about 45 degrees to the left and you will see RED COIN #7 near the other wall. Go after that coin then turn 90 degrees to the left again and you will see RED COIN #8. After getting the final Red Coin, the camera will point out where the Power Star will appear (which is in the center of the level). Swim down to it, and if you go through the ring of Gold Coins, a 1-Up Mushroom will appear, but don't waste your time with that. After getting the Power Star however, you will have completed this Castle Secret.

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| STAR 05: BOWSER IN THE DARK WORLD      |  
| LOCATION: Upper left side of Main Hall |  
| REQUIREMENTS: 8 Stars needed           |  
| LOSE LIFE: Yes                         |  
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To get here, head up the stairs of the main hall and go to door on the left with the giant star. If you have 8 Power Stars you may enter. Do so and keep going and you will fall through a trap door. You are now in the first Bowser level. To get this Castle Secret Star, you must collect all 8 Red Coins in here. Where are they, well here they are! First off, BE CAREFUL! When starting off, you will see a Green Metal Cap Box, hit it to become Metal Mario then move forward quickly but carefully. Jump across the gap then run up the hill, and you will see a purple switch as well as a

flamethrower shooting fire. Step on the switch and walk a few steps away from it and you will see RED COIN #1. Get it then head back to the start of this level. Once there you will see a wooden block appear. Go on it and there will be RED COIN #2. Do this quickly as the switch will stay active for a short time. If you wanna get the first coin, wait, hit the switch and go after the second coin, that be a better idea. After this head back to the switch and continue onward carefully. Pass the moving platforms, and don't go up the steep ramp (you won't make it), instead move along the pathway and up the other hill to make it on the next level (watch out for the flamethrower).

Jump on the ferris wheel then over to the next area. There will be some Goombas here but it won't be too tough. There's also a 1-Up Mushroom, but don't worry with that either. Climb along the bridge to the next level upwards. Follow the path and next to the third crystal sticking out will be RED COIN #3. After that, follow the path some and you will be at a ledge where a platform will go back and forth. Jump on it and then the platform in the middle. From there you will see RED COIN #4, but timing is the key. After getting that, continue onwards and RED COIN #5 should be in plain sight on the next obstacle. Carefully make it past that obstacle and on the next platform there will be a Goomba, so stomp on it. After that there will be a teeter totter obstacle, but ignore this for now. Instead on the left side of the platform is a small lower path. Do a quick Zoom-In and crawl because this path will be VERY tough to get through. Follow this narrow path to an island which will have RED COIN #6.

After that, make your way back to the previous platform, and make it across the teeter-totters (avoiding the 1-Up Mushrooms, they put those in the oddest of places). When you make it across this obstacle, you should be on a high up platform. Turn all the way around and in the distance you should see RED COIN #7. To get it, long jump from platform to platform to get it, and do the same thing to get back to your current position. Back on course, from the high up platform, drop down to the lower platform below you. There will be 2 Goombas down here. Also once here, using the Lakitu Camera, search around and you will see RED COIN #8 on a skinny ledge. Carefully make your way to it and the camera will show you where the Power Star is located (which is behind the warp pipe leading to Bowser). Head back to the lower platform.

Climb up the two wooden steps and make it around the small corner and there will be another purple switch. This switch will make a staircase out of the ramp before you. Climb up it very quickly and at the top you will see the warp pipe leading to Bowser. Behind it is the Power Star, which you will get. What you do is up to you, whether it's fight Bowser (again, if you already have), exit the level or jump off and die. Either way, by getting this Power Star you will have collect this Castle Secret Star.

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C: |Basement (Star 06 - Star 10)|  
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To get into the Basement Area, you must have the Key from Bowser In The Dark World first to unlock the door.

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| STAR 06: VANISH CAP SWITCH COURSE |  
| LOCATION: Moat outside |  
| REQUIREMENTS: Access to the Basement/Drain moat |  
| LOSE LIFE: No |

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First off, to get to this Castle Secret Star, you must drain the moat dry before entering it. To do so, go in the Basement, and head towards where Course 6, 7 and 8 is. Go in the other door with no star on it, and swim under the water to the other side. Once there, walk a few steps and there will be two pedestals. Butt stomp each of them once and the water will be drained. Exit through the door at the bottom and you will be outside. Run across the dried up moat to the other side and you will see a hole. Jump in it and you will be in the Vanish Cap Switch Course.

The object to getting this Castle Secret Star is to collect all 8 Red Coins. Here is what you do: You start off wearing the Invisible Cap, just to give it a test run, and you will be on a high platform. Now this can be tricky if you're not careful. CRAWL down the hill (holding the Z Button and whichever direction you go). As you make your way down the steep hill, you will see many platforms sticking out. As you make it down the left side, you will see RED COIN #1. Get it and then go to the right and crawl down the hill a ways and you will see RED COIN #2 on another platform. Get that then crawl down the right side and there will be Yellow ! Block. Hit it for a 1-Up Mushroom, then crawl to the leftside and down and there will be another 1-Up Mushroom. After that crawl down the middle part and you will see RED COIN #3 and to the right of that is RED COIN #4. Get those (and the 1-Up Mushroom on the other side) and continue downward. Now you could either crawl and jump down, but if you jump down, do a flip to stop you from sliding any further into the pit.

On the bottom part, go around the corner, collect the coins avoiding the Fireball Launchers, make your way across the teeter totter to the other side, then jump up on the higher platform. Ahead of you should be another Yellow ! Block, which if you hit it, 3 Yellow Coins will come out. This next part can be tricky so be ready. To the right of the block you will see platforms being lifted and dropped. Jump on it and let it carry you to a high point. Jump off and you woillsee RED COIN #5, infact you might get it if you jump off at the right spot. Travel across the teeter-totter and there will be RED COIN #6. Get that and jump on the next lift. This will be tough because there are three lifts here to deal with. And what's worse, RED COIN #7 sits at the top of the middle lift, so be VERY careful.

Finally jump onto the platform after the lifts and you will see the Blue Invisible Cap Switch (push it if you haven't already) and a Blue ! Block, as well as RED COIN #8. Get the coin and the Power Star will appear on the otherside of the fence. To get it, get the Invisible Cap and run through the fence, collecting the coins if you want (for an extra 1-Up Mushroom), and getting the Power Star. Do this and you will have completed this Castle Secret Star.

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| STAR 07: MIPS THE RABBIT (PART 1) |  
| LOCATION: Back of the Basement |  
| REQUIREMENTS: More than 15 Stars but less than 50 Stars needed |

| LOSE LIFE: No |

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To get this Castle Secret Star, you must travel to the back of the Basement, and you must have MORE than 15 Stars but LESS than 50 Stars. To get there, head to either of the two wooden doors with no stars on them, then once there, down the stairs and through the door with a giant keyhole on it. Once in the basement, head down the pathway and around the corner and there will be a door, which you will enter. Walk around a bit and you will see a rabbit named Mips. He has this Castle Secret Star, but to get it from him WON'T BE EASY. You must catch him to get the star, but as you get close to him, he will take off. Chase after him to get the star. It's best to corner him somewhere, then when you do that, slide forward towards him to grab him. This will take many many tries to do, but timing and persistence will be the key here. Grab him and in exchange to letting him go, he will give you the Power Star, thus completing this Castle Secret Star.

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| STAR 08: PRESENT FROM TOAD (PART 1) |  
| LOCATION: Back of the Basement (near Course 6 entrance) |  
| REQUIREMENTS: None |  
| LOSE LIFE: No |

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This will be really simple. While in the Basement area, head over to the door leading to Course 6 (Hazy Maze Cave). Go inside and make your way to the bottom floor. DO NOT go inside the pool of liquid metal. Instead search around on this floor and you will see Toad in the corner. Talk to him and he will give you a Power Star. Doing this will easily complete this Castle Secret Star.

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| STAR 09: CAVERN OF THE METAL CAP (IN THE HAZY MAZE CAVE) |  
| LOCATION: At the far end of Course 06 (near Star #1) |  
| REQUIREMENTS: Green '!' Switch pressed (is preferred) |  
| LOSE LIFE: No |

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To get to this Castle Secret Star, head to the far end of Course 06. If you don't know where that is, well to get to Course 06, while in the Basement, head to the door with a star on it. In there, jump in the liquid metal, you will be in Course 06. In Course 06 (shorthand for you), take the left path, long jump over the pit, enter the door. In this room, follow the narrow path to its end, long jump over pit, run up the short hill (watch out for the boulders), around the corner enter door. In this room, go onto the lift (get the 1-Up Mushroom from the block if you like), take lift to bottom level. Follow path into water, jump on Dorrie the Dinosaur, make it to the other side where there's a door. Go in the door, jump in the pool of liquid metal, and you're there. I love short-handing it ^\_^

Okay here we go! The object to this Castle Secret Star is to collect the 8 Red Coins here. To get them, run up along the path to the edge. Two things to note: One, if you get in the water it will drag you to outside the castle and you will have to go through this all over again. Two, because of this, it's best to unlock the Green ! Blocks by stomping on the Green Switch Button



first, so you can access the Liquid Metal Cap, which will allow you to move freely in the water. With that out of the way, let's get this started. From where you should be, head left then jump over to the other platform. Then walk a few feet and leapfrog over to the next platform. Watch out for the Snifits along the way. Make your way down the platform and over the narrow bridge and you will see RED COIN #1 and RED COIN #2 in a small gap with a 1-Up Mushroom. Get those then continue the path. At the end, jump to the small green platform then over to the platform with the Green Switch Button. Beside it will be RED COIN #3 and RED COIN #4.

After getting them, jump back to the previous platform and hit the Green ! Block, to get the Liquid Metal Cap to become Liquid Metal Mario. With that, jump into the water around where you are and walk around it and you will find RED COIN #5, RED COIN #6, RED COIN #7 and RED COIN #8 all lined up perfectly as you go around the base of the platform, which then it will show where the Power Star is. After that, make your way around the base again and the Power Star will be right there waiting. Get it and you will have completed this Castle Secret Star!

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| STAR 10: BOWSER IN THE FIRE SEA |  
| LOCATION: Basement Area |  
| REQUIREMENTS: 30 Stars needed and complete Course 09 Star #1 |  
| LOSE LIFE: Yes |  
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To get to this Castle Secret Star, you need 30 Power Stars as well as Star #1 (Board Bowser's Sub) from Course 9. To get there, head down the stairs leading into the basement, then once there, head left through the door with the giant star on it. Walk up a ways into the hole and you will be in the Fire Sea Level. This level can be a real pain because of all the lava. Your objective here is to (once again) find all 8 Red Coins, which surprisingly isn't that hard to do. So let's get started on this Castle Secret!

From the starting point, walk a few feet and step on to the grated platform, which will start to move. While on it, you will see a 1-Up Mushroom, get it if you want, but using what you see along the way to help you, continue on the platform to the end and jump off on to the solid ground. Ahead you will see platforms rising/submerging into the lava. When they all are visible, do what it takes to get across quickly. On the otherside of that is another solid platform, with a Bully. Take it out if you wish then you will have to either go up the ramp or continue onward. Go up the ramp and carefully follow the path to it's end, and you will see RED COIN #1 and 8 Yellow Coins. After getting them, head back down the ramp and continue the level. You will see some Goombas and a Spinning Heart. After this keep going and there will be another platform but with a pole. Jump on the pole and stay at it's top. At it's highest point, jump to the left and there will be RED COIN #2. Get it and keep going over the teeter-totters to the other pole. Curious if you went right? It's just a Yellow ! Block with a 1-Up Mushroom in it.

Anyways, climb up the pole and soon as you reach the top, press UP and a 1-Up Mushroom will appear. After this jump off and get RED COIN #3 which is in the corner. Next walk to the left some and there will be a platform. Step on it, but get back off because

underneath it will be RED COIN #4. Go after it, but do a butt-stomp so you won't lose any health. Won't matter because you will land near the Spinning Heart. After this make your way back up to the area you were just at. Take the platform up to the next area. This next part can be done a few ways, either by long jumping or taking the moving platform. Either way, watch out for the flamethrower. Now climb up the steep hill and you will see a narrow path behind you. Take it, and follow it to it's end because RED COIN #5 is waiting up there, as well as a Bully, so be careful. Get the coin then you should see a grated fencing just to the left of you. Jump down to it if you wanna take the quick route. Once there jump down to the lower platform and make your way across the moving tiles. A couple Bullies will greet you on the otherside, and past that the path will rise/sink. Climb the paths: First platform will have a 1-Up Mushroom, second one will have 4 Gold Coins, the third one will have RED COIN #6. After that continue to it's end and wait till it's at its highest point and continue on. A Yellow ! Block will come up containing 10 Gold Coins!

Keep going over the next platforms. Next to the second flamethrower will be RED COIN #7. Time this carefully because it can be tricky (a Spinning Heart will be nearby just incase). After this keep going. This will be fun, climb the pole on the riser, then head over to the second one. Go down, then walk over to the third one. Climb up it's pole and jump over to the right, you will see RED COIN #8 during this. After getting this coin, the Power Star will appear. To get it will be a pain. Head back to the second pole riser thing, then wall jump back and forth until you reach a high platform with a Yellow ! Block on it (which has a 1-Up Mushroom in it). From there, jump over to the other platform (which is higher up) to get the Power Star. After this, do whatever you want, but by getting the Power Star you will have completed this Castle Secret Star.

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| STAR 11: MIPS THE RABBIT (PART 2)      |  
| LOCATION: Back of the Basement        |  
| REQUIREMENTS: More than 50 Stars needed |  
| LOSE LIFE: No                         |  
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Guess what, once you get 50 Power Stars, you get to play with Mips The Rabbit again, in the same location, the Basement! Once again you must catch him to get the star, but as you get close to him, he will take off. Chase after him to get the star. It's best to corner him somewhere, then when you do that, slide forward towards him to grab him. This will take many many tries to do, but timing and pesistance will be the key here. Grab him and in exchange to letting him go, he will give you the Power Star, thus completing this Castle Secret Star.

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D: |2nd Floor & 3rd Floor (Star 12 - Star 15)|  
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To get into the 2nd Floor Area, you must have the Key from Bowser In The Fire Sea first to unlock the door. To get into the 3rd Floor Area, you must collect 50 Stars first.

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| STAR 12: PRESENT FROM TOAD (PART 2) |  
| LOCATION: 2nd Floor                |  
| REQUIREMENTS: None                 |  
| LOSE LIFE: No                      |  
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This is another simple star to get. When arriving onto the 2nd Floor, go all the around the 2nd Floor and you will see Toad under the stairs heading to the 3rd Floor. He will give you a hint on how to enter Course 10 (Snowman's Land), and after that he will give you another Power Star, thus completing this Castle Secret Star.

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| STAR 13: PRESENT FROM TOAD (PART 3) |  
| LOCATION: 2nd Floor                |  
| REQUIREMENTS: None                 |  
| LOSE LIFE: No                      |  
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This is the final simple star to get. To get there, when arriving onto the 2nd Floor, go right and there will be a staircase going up to the 3rd Floor. Head up there and through the door (assuming you have 50 Power Stars) then head forward to the giant clock and to the right of it in the corner is Toad. Talk to him, and he will give advice about the clock (Course 14), then after that he will give you yet another Power Star, thus completing this Castle Secret Star.

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| STAR 14: WING MARIO OVER THE RAINBOW |  
| LOCATION: 3rd Floor                  |  
| REQUIREMENTS: Red Wing Cap Switch unlocked |  
| LOSE LIFE: No                       |  
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Damn I hate this one with a passion, why do you people make me do this for!!! Anyways to get this Castle Secret Star, will be a doozy of a challenge. For starters you must have the Red ! Block Switch activated to get through here (it is a must). To get there, make your way to the 3rd Floor. Once there, go right to the wall, backflip on the upper ledge and jump through the hole in the wall. Walk a few feet and jump into the other hole and you will be at this level. The good news is, if you fall off the level, you don't lose a life. Bad news however is when you do fall off, it will take you outside of the castle and into the moat where you will have to make your way up to this level again.

The object here, once again find the 8 Red Coins, which WILL NOT be easy at all. Once you start off, turn all around and you will see RED COIN #1 right away (why can't it be this easy for). Also you'll see where the Power Star will appear (KEEP THIS IN MIND). Advice for this level, will be very hard to give so bare with me. From RED COIN #1 look around (using Mario Camera View) and you will see a pinkish platform next to a cloud platform. Hit the Red ! Block for a Wing Cap and follow the rainbow leading to that first cloud, RED COIN #2 will be there. After that, turn left and head to the pinkish platform. Once there, there will be RED COIN #3, a Pink Bob-Omb, and a Red ! Block. Talk to the Pink

Bob-Omb to activate the cannon, then climb the nearby pole to it's tip top and a 1-Up Mushroom will appear, then hit the Red ! Block for another Wing Cap and jump into the cannon.

Look at the Pink Bob-Omb while in the cannon, then go right and up until you see a white cloud (with rainbows connecting to it) and a blueish cloud. Aim for a little higher than the white cloud and launch, and hopefully you will land and see RED COIN #4 and a Red ! Block. After this, head back down to the platform where the cannon is. Once there, jump into the cannon. Direct the cannon towards the Pink Bob-Omb for guidance, then go left until you see an upside down triangle, then aim up to see it's another pinkish platform. Aim higher up than it and launch aiming for the platform. Jump into the cannon. Remember that blueish cloud, well look for it, then aim higher up from it and launch straight at the blueish cloud (you can travel through it), and in it will be RED COIN #5. After getting that try to fly to the left a little and you'll see a huge cloud with green poles hanging off of it. Make your way there and grab the poles. There will be RED COIN #6. After getting that, just slide down off the pole and there will be a cloud platform to land on. There will also be 8 Yellow Coins and a Red ! Block as well.

Get the Wing Cap from the Red ! Block and you will see (in plain sight) the platform with a cannon on it. Make your way to that and get in the cannon. While in it, aim back over to that cloud with the green poles, then go higher up than that ABOVE the cloud. Once at a nice height launch and make it to that giant cloud. Look around up there and there will be RED COIN #7 and RED COIN #8 up there, as well as a Red ! Block and a Yellow ! Block (which has a 1-Up Mushroom in it). After getting the last coin, the camera will show where the Power Star is (which is at the beginning). Get the Wing Cap and make it back to the Power Star carefully, and you will have completed this Castle Secret Star.

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| STAR 15: BOWSER IN THE SKY           |  
| LOCATION: 3rd Floor                   |  
| REQUIREMENTS: You must have 70 Stars first |  
| LOSE LIFE: Yes                        |  
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This is the final Castle Secret Star to get. To get there, make your way to the 3rd Floor, once there, go on either side to see a big staircase. Climb up it to the balcony and then go through the door. You must have 70 Power Stars to do this or else when you open the door you will be going through an endless staircase that goes nowhere. Make your way up, and jump through the hole and you will be in Bowser In The Sky level.

From the start of this level, make your way past the platforms until you reach an area with a crate on top. Push the crate back some, then climb on it to discover RED COIN #1. Get it then continue onward across the teeter-totter, then up the steep ramp. On the next path, Goombas will greet you. Take them out and continue onwards. Make your way across the spinning platform (which will move fast) and get the 1-Up Mushroom for the Yellow ! Block if you like. Next path has a Small Pirahna Plant and RED COIN #2 on it. Make your way to the end of this path and you will have 2 choices, the lower road or the main road. Let's go lower

first. Jump down to the nearby platform, and on there, there will be a hidden 1-Up Mushroom sitting behind the pole. Now make it to the lowest level. Carefully make it towards the back edge of this big platform. Use the camera to turn things around and you will see RED COIN #3. After that, nothing else down there except a bunch of coins, a Chuckya and some fire spitting cannons. Back on the main road. Go across the teeter-totter, then onto the ferris wheel. Continue onwards and you will see a Walking Thwomp. This can be tricky because of the layout of this area, so you will have to plan this carefully.

Once there, continue on to the end of this path and make your way to the next level. Make your way across the path to a purple switch. Care for a shortcut instead? At the highest point of the ferris wheel, backflip onto the nearby platform and you'll be near the purple switch. Either way, step on the purple switch to turn the ramp into stairs (this won't last long). Once at the top of the stairs, continue along the path and up the steep ramp. At the highest point of the steep ramp will be some Yellow Coins and RED COIN #4. Get them then go down the otherside to a checkerboard platform. Cross it and you will see a moving platform. This next part is very tricky to get through. Board the platform and it will move. Along the way will be a Spinning Heart on the first small platform. This next set will be two square shapes and a diamond shape wooden platform. What's worse is ontop of the diamond shape one, is RED COIN #5. My best bet, is to backflip if you can, but this will be tough. After that, same as the second set only bigger. Nothing to worry about here. Once the moving platform is at it's end, jump off to the lower level where there will be two Bob-Ombs. Move quickly to the spinning platform which will have RED COIN #6. Jump over to the next spinning platform, then climb the long pole in the center to the next level.

Now after that you should be on some small grated pyramid. Once up there, jump to the left to where the platform is. Goombas will be here, but after that will be some platforms pushing back and forth. Between them however is RED COIN #7 on a pole. Time your moves carefully and make your way across these platforms to the next path. On there, 2 Bob-Ombs, and a fireball launcher. At the end, some Yellow Coins. This next obstacle can be tough, but not too tough. You will have two ferris wheels to deal with. From the highest point of the first one, jump to the second one, then make your way to the solid platform next to it. Make your way over to the other platform. Now you will have to be careful here as the wind will push you away. You can walk in the direction of the wind, but you will be slow about it. There will also be 3 Goombas standing in your way, but a Spinning Heart and 1-Up Mushroom will also be here. If you want to avoid the wind, stand behind a pillar. So you see ahead of you a pipe leading to the final battle right, so where's the final Red Coin. Well, on the staircase right before the pipe, underneath is a platform. Carefully get down there and there will be RED COIN #8. After this, the Power Star will appear behind the pipe (which is good). Get the Power Star and you will have completed this final Castle Secret Star.

Now obviously it's up to on what to do. But if you go after Bowser, here's a little hint I know. No it's not how to defeat Bowser, but you know the 1-Up Mushroom? Well get that EVERYTIME you lose to Bowser therefore you can have infinite tries to defeat him, because once you lose, you will be taken outside of the pipe

right next to the 1-Up Mushroom. But whatever you do (whether it's beat Bowser or not), you have now found all 15 Castle Secret Stars, congratulations!

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E: |Super Mario 64 Checklist|  
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In order to get a perfect game (and unlock Yoshi, see below), you need to find all 120 Stars. On top of the 15 Stars I mentioned in this walkthrough, there are 105 more Stars left to uncover, but to get those you must go through each course and collect the 7 Stars from each course. Since the list is rather big, to help a little bit, I've compiled a checklist of all the Stars in the game. After unlocking a particular course (such as the Basement or upper floors), you can collect the Stars in any order. Also to make it a bit better I would suggest printing this section off if you want, so you don't mark all over your monitor ^\_^ . Keep in mind, when you are inside the castle (but not level), press START to see what Stars you've collected from that particular course. Of course the Castle Secret Stars will be the hardest to figure out because there is no name by each Star. So here is the list:

1ST FLOOR: 28 STARS TOTAL

COURSE 01: BOB-OMB BATTLEFIELD

- [ ] STAR 01: Big Bob-Omb On The Summit
- [ ] STAR 02: Shoot To The Island In The Sky
- [ ] STAR 03: Footrace With Koopa The Quick
- [ ] STAR 04: Find The Eight Red Coins
- [ ] STAR 05: Mario Wings To The Sky
- [ ] STAR 06: Behind Chain Chomp's Gate
- [ ] STAR 07: Collect 100 Coins From Course 01

COURSE 02: WHOMP'S FORTRESS

- [ ] STAR 01: Chip Off Whomp's Block
- [ ] STAR 02: To The Top Of The Fortress
- [ ] STAR 03: Shoot Into The Wild Blue
- [ ] STAR 04: Red Coins On The Floating Isle
- [ ] STAR 05: Fall Onto The Caged Island
- [ ] STAR 06: Blast Away The Wall
- [ ] STAR 07: Collect 100 Coins From Course 02

COURSE 03: JOLLY ROGER BAY

- [ ] STAR 01: Plunder In The Sunken Ship
- [ ] STAR 02: Can The Eel Come Out To Play
- [ ] STAR 03: Treasure In The Ocean Cave
- [ ] STAR 04: Red Coins On The Ship Afloat
- [ ] STAR 05: Blast To The Stone Pillar
- [ ] STAR 06: Through The Jetstream
- [ ] STAR 07: Collect 100 Coins From Course 03

COURSE 04: COOL COOL MOUNTAIN

- [ ] STAR 01: Slip Sliding Away
- [ ] STAR 02: Little Penguin Lost
- [ ] STAR 03: Big Penguin Race
- [ ] STAR 04: Frosty Slide For 8 Red Coins
- [ ] STAR 05: Snowman's Lost Head
- [ ] STAR 06: Wall Kicks Will Work
- [ ] STAR 07: Collect 100 Coins From Course 04

BASEMENT: 35 STARS TOTAL

COURSE 05: BIG BOO'S HAUNT

- [ ] STAR 01: Go On A Ghost Hunt
- [ ] STAR 02: Ride Big Boo's Merry-Go-Round
- [ ] STAR 03: Secret Of The Haunted Books
- [ ] STAR 04: Seek The 8 Red Coins
- [ ] STAR 05: Big Boo's Balcony
- [ ] STAR 06: Eye To Eye In The Secret Room
- [ ] STAR 07: Collect 100 Coins From Course 05

COURSE 06: HAZY MAZE CAVE

- [ ] STAR 01: Swimming Beast In The Cavern
- [ ] STAR 02: Elevate For 8 Red Coins
- [ ] STAR 03: Metal Head Mario Can Move
- [ ] STAR 04: Navigating The Toxic Maze
- [ ] STAR 05: A-maze-ing Emergancy Exit
- [ ] STAR 06: Watch For Rolling Rocks
- [ ] STAR 07: Collect 100 Coins From Course 06

COURSE 07: LETHAL LAVA LAND

- [ ] STAR 01: Boil The Big Bully
- [ ] STAR 02: Bully The Bullies
- [ ] STAR 03: 8-Coin Puzzle With 15 Pieces
- [ ] STAR 04: Red Hot Log Rolling
- [ ] STAR 05: Hot Foot-It Into The Volcano
- [ ] STAR 06: Inside The Volcano
- [ ] STAR 07: Collect 100 Coins From Course 07

COURSE 08: SHIFTING SAND LAND

- [ ] STAR 01: In The Talons Of The Big Bird
- [ ] STAR 02: Shining Atop The Pyramid
- [ ] STAR 03: Inside The Ancient Pyramid
- [ ] STAR 04: Stand Tall On The Four Pillars
- [ ] STAR 05: Free Flying for 8 Red Coins
- [ ] STAR 06: Pyramid Puzzle
- [ ] STAR 07: Collect 100 Coins From Course 08

COURSE 09: DIRE DIRE DOCKS

- [ ] STAR 01: Board Bowser's Sub
- [ ] STAR 02: Chests In The Current
- [ ] STAR 03: Pole Jumping For Red Coins
- [ ] STAR 04: Through The Jet Stream
- [ ] STAR 05: The Manta Ray's Reward
- [ ] STAR 06: Collect The Caps
- [ ] STAR 07: Collect 100 Coins From Course 09

2ND FLOOR: 28 STARS TOTAL

COURSE 10: SNOWMAN'S LAND

- [ ] STAR 01: Snowman's Big Head
- [ ] STAR 02: Chill With The Bully
- [ ] STAR 03: In The Deep Freeze
- [ ] STAR 04: Whirl From The Freezing Pond
- [ ] STAR 05: Shell Shredding From Red Coins
- [ ] STAR 06: Into The Igloo
- [ ] STAR 07: Collect 100 Coins From Course 10

COURSE 11: WET DRY WORLD

- [ ] STAR 01: Shocking Arrow Lifts
- [ ] STAR 02: Top Of The Town
- [ ] STAR 03: Secrets In The Shallows & Sky

- [ ] STAR 04: Express Elevator Hurry Up
- [ ] STAR 05: Go To Town For The Red Coins
- [ ] STAR 06: Quick Race Through Downtown
- [ ] STAR 07: Collect 100 Coins From Course 11

COURSE 12: TALL TALL MOUNTAIN

- [ ] STAR 01: Scale The Mountain
- [ ] STAR 02: Mystery Of The Monkey Cage
- [ ] STAR 03: Scary Shrooms Red Coins
- [ ] STAR 04: Mysterious Mountainside
- [ ] STAR 05: Breathtaking View From The Bridge
- [ ] STAR 06: Blast To The Lonely Mushroom
- [ ] STAR 07: Collect 100 Coins From Course 12

COURSE 13: TINY HUGE ISLAND

- [ ] STAR 01: Pluck The Piranha Flower
- [ ] STAR 02: The Tip Top Of The Huge Island
- [ ] STAR 03: Rematch With Koopa The Quick
- [ ] STAR 04: Five Itty Bitty Secrets
- [ ] STAR 05: Wiggler's Red Coins
- [ ] STAR 06: Make Wiggler Squirm
- [ ] STAR 07: Collect 100 Coins From Course 13

3RD FLOOR: 14 STARS TOTAL

COURSE 14: TICK TOCK CLOCK

- [ ] STAR 01: Roll Into The Cage
- [ ] STAR 02: The Pit And The Pednulum
- [ ] STAR 03: Get A Hand
- [ ] STAR 04: Stomp On The Thwomp
- [ ] STAR 05: Timed Jumps On The Moving Bars
- [ ] STAR 06: Stop Time For Red Coins
- [ ] STAR 07: Collect 100 Coins From Course 14

COURSE 15: RAINBOW RIDE

- [ ] STAR 01: Cruiser Crossing The Rainbow
- [ ] STAR 02: The Big House In The Sky
- [ ] STAR 03: Coins Amassed In A Maze
- [ ] STAR 04: Swinging In The Breeze
- [ ] STAR 05: Tricky Triangles
- [ ] STAR 06: Somewhere Over The Rainbow
- [ ] STAR 07: Collect 100 Coins From Course 15

SECRET CASTLE STARS: 15 STARS TOTAL

- [ ] STAR 01: Bowser In The Dark World
- [ ] STAR 02: The Princess's Secret Slide (Part 1)
- [ ] STAR 03: The Princess's Secret Slide (Part 2)
- [ ] STAR 04: Tower Of The Wing Cap
- [ ] STAR 05: The Secret Aquarium
- [ ] STAR 06: Bowser In The Fire Sea
- [ ] STAR 07: Cavern Of The Metal Cap (In The Hazy Maze Cave)
- [ ] STAR 08: A Gift From Toad (Part 1)
- [ ] STAR 09: Mips The Wascally Wabbit (Part 1)
- [ ] STAR 10: Vanish Cap Under The Moat
- [ ] STAR 11: Mips The Wascally Wabbit (Part 2)
- [ ] STAR 12: A Gift From Toad (Part 2)
- [ ] STAR 13: A Gift From Toad (Part 3)
- [ ] STAR 14: Wing Mario Over The Rainbow
- [ ] STAR 15: Bowser In The Sky

1ST FLOOR: 28 Power Stars



BASEMENT: 35 Power Stars  
2ND FLOOR: 28 Power Stars  
3RD FLOOR: 14 Power Stars  
SECRET: 15 Power Stars  
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TOTAL: 120 Power Stars!

What do you get for collecting all 120 Stars? Well, there is a few new things: The cannon at the front of the castle will open and will shoot you ON TOP of the castle, where Yoshi is. He will teach you a new triple jump, as well as give you 100 Extra Lives. There are also a Wing Cap Box and a couple 1-Ups (WHY????) up there. Also in Course 04, the Big Penguin gets REALLY big, and will have a new message for you.

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SECTION 3: |IN CONCLUSION|  
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A: |What's To Come|  
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With a game as big as this, who knows what else is to come. But I will keep this open if anything new develops.

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B: |Special Thanks|  
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Personal Thanks To:  
Exo-Squad: Simply because of his confidence and belief that I will be very successful at this stuff, as well as his help and input for me putting this guide together. ^\_^

On-line Thanks To:  
To GameFAQS for hosting my walkthroughs, as well as many more ^\_^.

To Ryan Harrison & NMorgan: For some of the tips from their FAQ on the order of how they got the Red Coins from the "Wing Mario Over The Rainbow" level.

To anyone who help made this game possible. Thanks! ^\_^

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C: |The Disclaimer|  
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"It's a-me, Mario!", the infamous words from everyone's favorite plumber. I have to admit, Super Mario 64 is a fun and challenging game. I don't really like alot of Nintendo 64 games, but this would be one of my favorites. It's what made the way for a brand new looking Mario! Of course, I love Super Mario Brothers, so go figure. So why this FAQ, well, after making my Secret Goals FAQ for Super Mario World, I figure why not one for Super Mario 64? So with that, I made this FAQ for everyone who's having trouble with

finding those extra 15 Stars. I made this walkthrough the best way I can and I hope it helps out in every way possible. Now here comes the important stuff you need to read.

Ok, I'll make this quick and simple. This walkthrough is my work. I've made this walkthrough, describing the game the best possible way I can. You can use whatever info you want, so long as you give me credit and don't alter anything. All you have to do is email me at StarFighters76@hotmail.com if you're gonna do anything with this walkthrough. And to show that I'm not a complete selfish bastard, if you have something you wanna add, email me and I will give you full credit ^\_^ . This walkthrough, like many others are intended for GameFAQs, GameSpot, IGN.com and NeoSeeker ONLY. You want it on your site, well you better start emailing me. Failure to comply with this, and I will be mad, among other things. Also DO NOT email me asking where the other 105 Power Stars are, you can find those in other FAQs.

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