

Super Mario 64 FAQ/Walkthrough (w/ dribon)

by youthboy

Updated to v2.0 on Dec 10, 2009

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Walkthrough by Youthboy

Version History:

12/10/09 Version 1 - Finished the sections 1, 2, 3, 4, 8, and 11. Finished the walkthrough and star checklist up to Jolly Roger Bay. Also started section 9.

12/20/09 Version 2 - Finished the walkthrough and star checklist up to Big Boo's Haunt. Some more on section 9. Some spelling and grammar checking. Edited some sections to make them look better.

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| Section 1:Intro
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Welcome to my first walkthrough! Not just a walkthrough - a walkthrough of one of the best games on the Nintendo 64! No, not Ocarina of Time - it's Super Mario 64! Whatever Miyamoto was doing as he thought of this game, he was obviously doing the right thing. However, let's stop listening to me jabbering - let's get on with it, eh?

Sorry, Ocarina of Time fans...

You can consider this guide my Christmas present to you.

You're in luck! This walkthrough also features a special section from my best friend and brother, dribon! It's called the 64-DS effect, and it's a documentation comparing the 64 and DS versions of this game.

----- The Review -----

Here's a little review of the game by me:

Storyline:6/10 - It's Mario, so obviously Bowser kidnaps Peach and Mario has to save her. Not exactly original, but it works!

Graphics:9/10 - Advanced graphics (for it's time, anyway). Every object looks great.

Sound:10/10 - Honestly, every object in here has at least one sound. It's amazing how much sound can fit in here.

Gameplay:10/10 - What's better then going around collecting stars? Nothing!

Final Rating:10/10 - Go. Buy. This. Game.

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| Section 2:Storyline |

"Dear Mario,

Please come to the castle. I have baked a cake for you.

Yours truly,
Princess Toadstool (Peach)"

The words that started Mario's next adventure.

Mario comes to the castle in search of cake - but uh-oh! Peach has been kidnapped! It must be Bowser! Well, duh, actually - it's Mario, of course, so obviously Bowser stole Peach. Anywho, we better go and rescue her! And that's where the adventure begins.

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| Section 3:Characters |

These are, well, characters. There are some real "characters" here...well, you come up with better!

----- The Good Guys -----

MARIO:The titular character and hero of the game. He's off to save Peach and get some cake! Hopefully, mostly Peach.

PEACH:The heroin and damsel-in-distress of the game. Bowser's taken her and you've gotta save her!

TOAD:Peach's servant and right-hand...mushroom boy? Biology aside, he'll give you some info and MAYBE some Stars...

LAKITU:Your cameraman. He flies in a cloud and tells you when or when not to move your camera.

PINK BOB-OMBS:These little guys are at war with the black bob-ombs. Even though they're in war, that doesn't mean they can't make peace with you...

KOOPA THE QUICK:Not exactly a good guy, but he's not out to kill you. He's just out to race you, so long as you don't cheat...

OWL:If you find him in a tree, jump into him and he'll take you up high! So long as you hold on...

THE SNOWMAN:This snowman's lost his body. This body's lost his snowman. Body. Snowman. You do the math.

THE PENGUIN:He's gonna race you! You'll need to get down to the bottom of the cabin quickly. Hmm, that wall doesn't look solid to me...

THE OTHER PENGUIN:This penguin mother's lost his baby. You have to find him. Not exactly a good mother, but still a better parent than Terry.

DORIS:The giant monster from the caverns of Hazy Maze Cave. It might look vicious (pfft...yeah, right), but don't worry. She's friendly.

THE OTHER PENGUIN 2:This guy's on top of the snowman in Snowman's Land. Exactly how he got up there is beyond me, but he'll get you across safely.

YOSHI:For some reason, Yoshi's on top of the castle. Read the walkthrough to find out more...

----- The Enemies -----

Keep in mind these names were given by me if I didn't know their names.

GOOMBAS:Little brown mushrooms that walk around.
Reward:One Coin

KOOPAS:Little turtles that run around. You can ride their shells when you jump on them.
Reward:Blue Coin, Koopa Shell

BOB-OMBS:Black bombs that walk around, light their fuse when you get near, and explode after time.
Reward:One Coin

WATERBALLS:These annoying INANIMATE objects will run you over like a pesky cockroach. Such strength for a ball of water.
Reward:You can't kill it, because it's water!

CHAIN CHOMP:This annoying little jerk will run around biting at you.
Reward:You can't beat him;however, he will give you a star.

WHOMPS:These giant bricks will try to stomp you. What do you do? Stomp them back!
Reward:3 Coins

PIRANHA PLANTS:Shhh! Be very, very quiet! We're huntin' plants! Get near these plants and they'll snap at you, so you'll have to step lightly.
Reward:Blue Coin

BULLET BILL:Really, not a threat at all. Just jump over him and he won't hurt you. At all.
Reward:Nothing.

THWOMPS:Big, ugly blue blocks with high strength and low intelligence.
Reward:You can't kill it.

CLAMMAS:Watch out for these guys! Grab their treasures and get the *bleep* outta there!
Reward:Whatever's in there.

ELECTRIC EEL:Don't touch him! For one, he's electric, so you'll get zapped! Second, he's an eel, so he's icky.
Reward:You can't beat him;however, he will get you a star.

TWIRLY:Bounce on him for spinny fun!
Reward:3 Coins and a fun ride!

THROWING MEN:They're snowman throwing snow at you. Huh. Run around them to get 'em nice and dizzy.
Reward:3 Coins

BOOS:They're ghosts. If you look in their direction, they'll be invisible and invulnerable, so you need do get them from behind.
Reward:Varies. What's in his stomach?

THE MAD PIANO:There's only one, but you can't kill it and the noise it makes is friggin' awful!
Reward:You can't kill him;however, he is hiding a red coin.

MIPS:These are rabbits hopping around in the castle. Catch one and he'll give you a Star.
Reward:One Star

SPIDDLIES:These are spiders. Not really much else.
Reward:3 Coins

MONTY MOLE:Deep in the caverns of Hazy Maze Cave, he's waiting to push you into the toxicity. Is that a word?
Reward:Nothing.

SNIFFITS:They shoot little tiny pellets at you. They hurt like BBs!
Reward:2 Coins. Unique, huh?

BULLIES:Look at the name. They're bullies. They push you around. Like the neighborhood bullies, except sometimes you'll get pushed into lava.
Reward:One Coin (except you sometimes can't get it in the lava)

SPITS:These are little black balls that shoot fire. Very annoying.

Reward:You can't kill them.

BOUNCEY BOX:Pick these up and you'll bounce 3 times before landing very uncomfortably.

Reward:Many Coins, so long as you don't fall off the landscape.

SHY GUY:These guys fly around and swoop down at you. Not exactly shy if you ask me.

Reward:3 Coins and a fun ride!

POKEY:Giant cactuses (or cacti?) in the desert. In order to kill him, you need to knock off the top head.

Reward:Blue Coin

CONDY CONDOR:These guys will swoop down and steal your hat! OMG! We have to get it back!

Reward:You can't kill him;however, he will get you a star. You also can get your hat back if you've lost it.

TOX BOX:They moves around trying to squish you. Keep under their hollow side!

Reward:You can't kill them.

SKIMDIM:A spider that crawls across the surface of the water. It isn't too menacing, however arachniphobiacs might be creeped out.

Reward:3 Coins

TEETHY:Sharks in Dire, Dire Docks. Lots of teeth. Lots of work for the Tooth Fairy.

Reward:You can't kill it.

MONEYBAGS:These little buggers around Snowman's Land look like coins. But they're not! And they're evasive, which adds to the pain!

Reward:Many coins

THE GIANT SNOWMAN:He'll literally blow you away. With his breath. Ew. I wonder what his breath smells like? Snow?

Reward:You can't kill it.

PICK 'N TOSS:He's like miniature purple version of the Big Bob-omb. He can get VERY annoying at times.

Reward:5 Coins

MONKEY:Annoying little bastard! He'll try to steal you hat, and if he succeeds, oh boy...hope you have good hat insurance!

Reward:You can't kill him, and techniacly he's not an enemy. However, he does give you your hat back if he's stolen it.

RAINSTORM:He'll REALLY blow you away! Watch out for him on Tall, Tall Mountain, because you'll lose your hat!

Reward:You can't kill him. Sorry, hat lovers.

GIANT GOOMBA:Just the same thing, but bigger.

Reward:Blue Coin

LAKITU:He'll throw spinies down at you. Oh, and he's also your camera guy. But HE won't kill you.

Reward:You can't kill him, but his Spinies are worth one coin each.

GOBBLE:He's a giant fish and he'll try to eat you like...you knew that

this was coming...a worm!

Reward:You can't kill it, unfortunately.

The Bad Guys

BOWSER:Okay, who do you think he is? Obviously, he's the villain!

BIG BOB-OMB:Located on the top of the mountain in Bob-omb Battlefield, you defeat him by picking him up from behind and toss him!

BIG WHOMP:Located on top of the pillar in Whomp's Fortress, you defeat him by

BIG BOO:Located in his house in Big Boo's Haunt, you defeat him by hitting his behind. Seriously.

BIG BULLY:Located on a platform in Lethal Lava Land, you defeat him by pushing him off his little arena.

EYEROK:Located deep inside the pyramid in Shifting Sand Land, you defeat him by punching his eyes when they appear. Not as easy as you might think, though!

BIG ICE BULLY:Located on an icy platform in Snowman's Land, you defeat him by pushing him into the freezing water below (although shouldn't he just grow stronger in water?).

PIRANHA PLANT GANG:Located to the left of the starting platform in Tiny-Huge Island, you defeat them by punching. Actually quite hard.

WIGGLER:Located in his house in Tiny-Huge Island, you defeat him by hitting each of his layers. Sounds disgusting, huh?

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| Section 4:Items |

These are the items you can collect in the game.

Collectable Stuff

POWER STAR:The most important item in the game. You need these to get into more parts of Peach's Castle.

YELLOW COIN:These are the most common coins in the game. They're worth one coin.

RED COIN:There are 8 of these in each level, and they're worth 2 coins each. Also, if you get all 8 in a world, there's another star for you!

BLUE COIN:These monsters are worth 5 coins each, but they're not in all the levels, you need to activate them with the blue coin switch, and they won't last long.

SPINNING HEART:Find one of these, run through it, and you're health will replenish.

1-UP MUSHROOM:Get one of these for an extra life!

KOOPA SHELL:Grab one of these and you can ride on it. You can ride over water, lava, or any other liquid. To stop, just run into a wall.

WING CAP:This red cap makes you fly!

METAL CAP:This green cap makes you made of metal. By wearing this, you can walk underwater and...that's about it.

INVISIBLE CAP:This blue cap makes you invisible. You can go through cages or some special walls.

----- Other Stuff -----

BLUE COIN SWITCH:These activate the blue coins in the worlds.

YELLOW BOX:These can have lots of stuff, but usually they have stars in them.

RED CAP BOX:These have red caps in them.

GREEN CAP BOX:These have green caps in them.

BLUE CAP BOX:These have blue caps in them.

RED CAP SWITCH:This activates all the red cap boxes.

GREEN CAP SWITCH:This activates all the green cap boxes.

BLUE CAP SWITCH:This activates all the blue cap boxes.

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| Section 5:Walkthrough |

Welcome to the Super Mario 64 walkthrough!

NOTE:NO SPEEDRUN TACTICS WILL BE USED! I DO NOT USE THEM, I NEVER PLAN TO USE THEM, AND THIS IS NOT A SPEEDRUN WALKTHROUGH. IF IT WAS, IT WOULD SAY SO.

1.Bob-omb Battlefield

Painting Location:In the room on the left of the main lobby.

Stars Needed:0

Overview:The easiest level of the game, but this is pretty obvious, since it's the first level. It may be filled with bob-ombs, but pay them no mind. Infact, the only real threat to you is the giant water bombs the bob-ombs are shooting. Watch out for water!

----- Big Bob-omb on the Summit -----

So, to start the game! Go foward along the path and up the bridge. Run past the rotating elevators and past the Chain Chomps. Now go across the bridge, but be careful! It adjusts to weight!

Now go to the end of the field here. Go through this gate. There's two ways to go. Up the hill or to the left. Going up the hill is a shortcut, but it's steep and you might fall down if you move the wrong way. So I reccomend going around for first-time players. Be careful of the giant metal balls! Not only do they hurt, but you could be knocked all the way off if you aren't careful!

Anyway, once you go up a ways, you'll reach the peak. Don't think that's all, though. Can you see that giant black thingy? Well, run up to it. This giant black thingy is actually the Big Bob-omb. And he's on the summit. Hence the star name. Boss fight time! Actually it's simple. Just run around to his back and pick him up. Then throw him. Don't throw him off the peak, though, or it won't count. Throw him three times and he'll give you the star. He'll also say that you can fight him again, but who wants to do that?

Best Time:1.58.06

----- Footrace With Koopa the Quick -----

Now go foward a bit - hey, I don't remember that Koopa being there! Why don't we talk to him? Talk to him and he'll tell you to race. Well, why not? You need to race to the top of the mountain where you were before. There's just one problem - you need to stay on the path OR you'll fail.

Fortunately for you, the game has a hard time recognizing what the path is. There's a lot of shortcuts you can take. I reccomend taking the flower garden warp. To get it, you need to jump the fence at the turn after the first bridge. Go into the nearby flower garden.

You'll be transported to the giant field at the bottom of the mountain. Now just run up the mountain like the previous star. To stop the timer, jump onto the pole. Now just wait for Koopa to get up there, and collect the star from him.

Best Time:1.36.68

----- Shoot To The Island In The Sky -----

First things first, you'll need to activate the cannons. To do this, talk to the Bob-omb when you start. Now, go foward up the first bridge. Now go into

the field here. Go up the giant stone structure. You might need to long jump onto it to get high enough. Get into the cannon.

See that giant floating island? Shoot to it. It might take a few times, but eventually you should get it. Now hit the yellow box and get the star. Easy!

Best Time:1.07.39

----- Find The 8 Red Coins -----

Make sure the cannons are activated, then head to the left of the bridge. You should see a rotating elevator. Go up and grab the FIRST red coin.

Now go up onto the bridge and into the field. In the left side, there's some black rocks. Go up the tall one and grab the SECOND red coin.

Now walk towards the giant mountain. On Chain Chomp's log, there's the THIRD red coin.

Go into the field. go under the giant stone structure. Under here is the FOURTH red coin.

Now go up the the mountain. Use the shortcut described in the first star of this world and get the FIFTH red coin.

Now go up a ways. Go into the cannon on the trail. Shoot to the giant island in star 3. Go onto the tree here and grab the SIXTH red coin.

Now go into the cannon. See those rings of coins? Shoot yourself into them and you'll land into a small area with the SEVENTH and EIGHTH coins.

You're probably wondering why I made you go up the mountain and then back down again. Simple. Near the seventh and eighth coins is the place where the star appears. Go grab it.

Best Time:2.07.95

----- Mario Wings To The Sky -----

*To do this star, you must have activated the wing cap boxes.

Go up to the cannon on the stone structure. Shoot yourself up to the giant island in the sky. Get the wing cap from the box. Go into the cannon. Aim yourself into the center coin in the ring

Best Time:1.21.88

----- Behind Chain Chomp's Gate -----

This is simple. Go up the bridge, and follow the path until you reach Chain Chomp. You need to Ground Pound his log three times. That might seem tricky with Chain Chomp there, but it's actually simple. Once you stand on the log, just be quick and nothing will happen. When you stomp 3 times, he'll break open the star's cell, allowing you to get it.

Best Time:0.45.65

2.Whomp's Fortress

Painting Location:In the room on the right side of the lobby with the star with a "1" on it.

Stars Needed:1

Overview:Another easy level. This features Whomps and a fortress, so you can figure out where the name came in 0.6 seconds. I know. I've counted.

----- Chip Off Whomp's Block -----

To start, go to the right a bit. Get onto this grass step. Backflip onto the stone. Now go up the pathway with the yellow arrows. Go left here. Sneak past this Piranha Plant (or kill it, whichever way you want) and go across the bridge. Be careful, the pieces will fall once you touch them.

Now go across the wooden plank. In front of you is a spinning bridge. Run onto it and get into the central piece. Wait for it to rotate to the other side, and get onto the other side. Walk along this pathway. Be careful of the Whomps. You can either destroy them or walk past them, it's up to you.

You should now come to a rotating elevator. Go up it. There's a big Whomp here, so what do we do? Attack it, of course! Walk up to it and you'll be challenged by what can only be described as a giant brick. Anyway, it's time for a boss fight! The trick is to get him on his belly. Walk in front of him (suicidal Mario?) and he'll try to squish you. Quickly get out of the way and get onto his back. Ground Pound him to hurt him. Repeat this 3 times and he'll explode, leaving a star behind.

Best Time:1.08.81

----- To The Top Of The Fortress -----

You're basically doing the same thing as the last star, but with a different ending. So let's review the path. Grass ledge, backflip onto stone. Path with yellow arrows, left turn. Past Piranha Plant. Across breaking bridge, cross wooden plank. Get across spinning bridge. Down pathway with Whomps, go on rotating elevator.

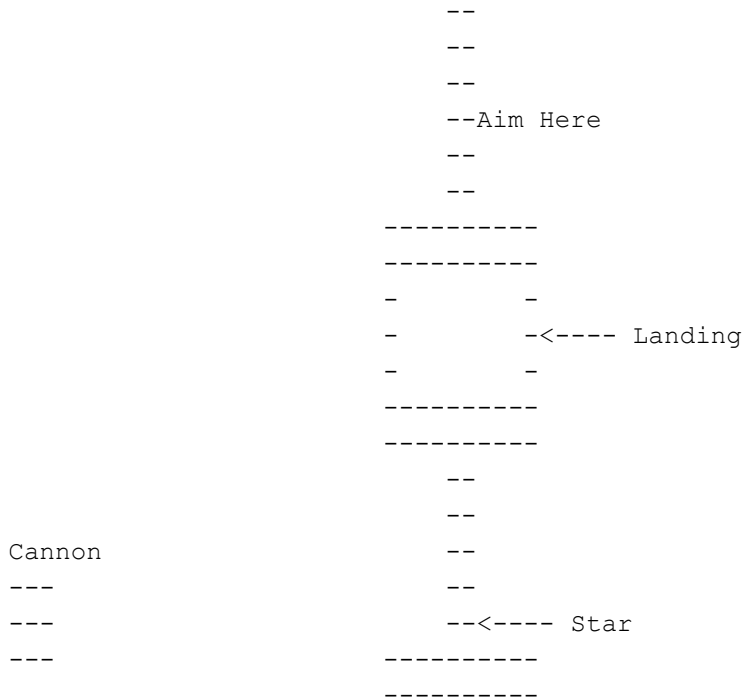
Now here's the different part. There's a giant castle where the Whomp was. There's also a Bullet Bill, but he shouldn't be much trouble. Go around to the back. Go up the stone slab that stands out of the castle. Now jump onto the next one, but be careful. It moves! Continue going up this stone slab

until you reach one that takes you up. Now get onto the castle and go around the back for the star.

Best Time:0.52.89

----- Shoot Into The Wild Blue -----

First things first, you'll need to activate the cannons. To do this, backflip onto the stone structure as usual, but go left into the pool. Keep going left until you see the Bob-omb. Talk to him and get the cannon ready. Now go into the cannon. Look around and you'll see the star. Take a look at this map (please excuse the bad drawing):



Shoot where it says "Aim Here". You won't land there, but you'll land to the spot where it says "Landing". Now, climb down the hatch to get to the star.

Best Time:0.28.97

----- Red Coins On The Floating Isle -----

Go to the right and up this grass bank, like always. This time, though, go on the dirt path. Grab the FIRST red coin from above the pushing stones.

Now continue along your way. You should see a Thwomp. Go up the stone stairs near it. Go to the next Thwomp that's in the middle of the steps. Backflip onto his head (take your time and be patient). When he rises up, get the SECOND red coin.

Now go all the way up the stairs. Go right towards the Piranha Plant. Go behind him and get the THIRD red coin.

Go forward a bit more. Hug the wall, then go into this little pathway to find the FOURTH red coin.

Get past this Piranha Plant by doing a backflip. Now get onto the rotating plank again. Wait for it to rotate past the giant block, then get on the edge. It should rotate around, leading you to some coins, which includes the FIFTH red coin.

When it's done rotating, fall down onto the slope below. Try to get into the center, and get the SIXTH red coin. If you can't grab it this way, long jump into the slope from the bottom. You should get enough momentum to get yourself back up to where it was.

Now get into the cannon. Aim to the flagpole, and make sure you hit it. Get off and into the pathway. Go to the top where the castle is. See that giant plank? Jump and kick it to knock it down (thanks to Snow Dragon for this trick!). Go across the plank and the floating arrow (how'd it get up here, anyway?). Grab the SEVENTH red coin.

Now go across the spinning pieces of land to get the EIGHTH red coin.

Go back down to the area you started in. Grab the star and you're done!

Best Time:2.13.40

----- Fall Onto The Caged Island -----

You need the owl for this star. When you start, climb up the nearest tree. The owl should pop up. Jump into him and hold A. He'll get you up high. Keep holding A. Look around for an giant cage in the sky. Get above it, then let go of A. Position yourself so you're above the cage. Now drop yourself.

This can be really tricky, and requires a HIGH hand-to-eye coordination, but if you can get in, you'll get the star.

Best Time:0.26.03

----- Blast Away The Wall -----

This is a relatively simple star. Just get into the cannon mentioned in star 3 and star 4. Now aim towards the rotating bridge. There's 2 walls sticking out. Aim towards the one on the right. Shoot it. If you hit it just right, you should break it open, revealing a star. Just get back into the cannon, and grab it again, or go back around, if you want to be safe.

Best Time:0.41.12

Painting Location: In the room on the right of the first floor of the lobby.

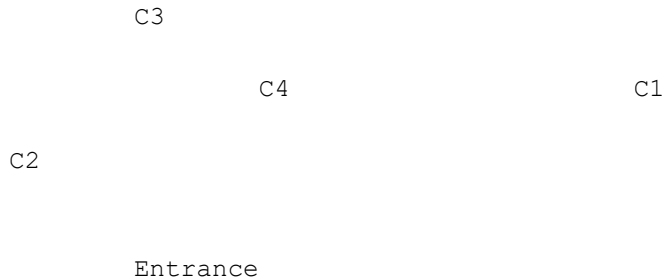
Stars Needed: 3

Overview: Ah, here's where it gets tricky. A water level...whoa? No, boo! I hate water levels in platforming games! They're complicated, and swimming can be frustrating. But don't worry, this one is most likely the easiest one you'll ever encounter in a game.

----- Plunder In The Sunken Ship -----

Get into the water. Swim to the very end. You should come to a giant area. Now dive down. See that giant ship? Swim down to it. There's an eel guarding the entrance to it. To get him out of there, swim in front of him, then go right back up to the surface. Get your breath back, then head back to where the eel was. If everything went right, the eel should no longer be guarding the entrance. If he's still there, try again until he does. Once he's gone, go into the ship.

You should be in a room with 4 chests. Here's a crude map of it:



Open the chests in order from C1 to C4. If done correctly, the water inside will drain. If you hit the wrong chest, you'll get zapped, and you'll need to start again. If you open the right chest, a big air bubble will pop out, and you can regain your health. Once the water's been drained, go to the giant slope in the back. Get onto the...uh, barnacles? Whatever, just keep going up the things until you reach a yellow box. In the box is the star.

Best Time: 2.25.37

----- Can The Eel Come Out To Play? -----

Go back to the giant area where the ship was. What's this? The ship is now floating! Pay it no mind, though. Just dive down under again. About halfway down, you should see the eel sticking out from a space in the wall. Get in front of it again, and he'll swim out. Get out of his way when he does this or you'll lose some health. Go to the surface and revive health if you need to, then dive back down.

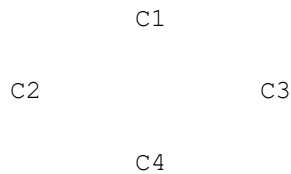
The eel should be fully out of his hiding place. He'll be swimming around. Hey, what's that thing on his back? It's the star! Get to the back of the eel and follow it. Touch the star on his tail. The star will go over to a place where you can grab it, so go get it.

Best Time:1.02.42

----- Treasure Of The Ocean Cave -----

Once again, you need to go to the giant area and dive down. This time, go through the hole in the wall. You'll go into a giant cave. Go left. Follow this pathway. Be careful, though. There's some loose rocks that will fall down and hurt you.

At the end of the hallway is a series of chests, just like star 1. It's basically the same thing, except if you touch the correct chest, you get no health back this time. Here's the order in yet another crude drawing:



Go in order from C1 to C4. If done correctly, you'll get the star.

Best Time:1.02.98

----- Red Coins On The Ship Afloat -----

Time for some good ol' fashioned red coin huntin'! At the start, go into the water. Go down at the start. Nearby should be 2 clams. One has a turtle shell in it, the other has the FIRST red coin.

Go up a bit. Nearby should be a clam by itself. Get the SECOND red coin from inside.

Now go foward a bit deeper heading towards from the giant area. Here you should see another clam, so grab the THIRD red coin from it.

Dive down into the giant area. The final clam, which contains the FOURTH red coin, is here.

Now head back to the start. Go towards the right and you'll see a stone structure. Get onto it, then go onto the pole here. Go up the pole to get the FIFTH red coin.

Go across the floating wood plank. Go onto the next stone structure. Hit the purple switch here. Go across the now reachable wooden bridges. Go onto the ship, and grab the SIXTH red coin from the bow, or front, of the ship.

Now go to the stern of the ship. That's the back, for all you non-sailors. Get onto the back structure and get the SEVENTH and EIGHTH coins.

Now get the star that appears right next to you.

Best Time:1.56.19

----- Blast To The Stone Pillar -----

You'll need the cannons, so talk to the Bob-omb on the big stone structure near the beginning. Aim towards the giant poles in the distance. Shoot towards the top of one of them. Grab one, then jump to the stone block nearby. There's a box here, so hit it and get the star that pops out.

Best Time:1.09.20

----- Through The Jet Stream -----

*To do this star, you must have activated the green cap boxes.

You've probably seen this star before but couldn't get it. The jet currents are too much for you, huh? Well, don't worry! Once you get the the green cap boxes, this will be a piece of cake.

Now, go into the cave described in star 3. Look around the cave for the metal cap box. Grab it and head out. Go down to the bottom of the giant area and find the star. Hopefully, the cap will last long enough for you to get the star.

Best Time:1.17.81

(Oh, by the way, you can get the star without the metal cap. To do this, get to the next of the stream, and rush in it. If the timing is right, your swimming is fast, and the sun and moon and planets and all the stars aligned and everything is right...the star will be yours. And if the timing is right, your swimming is fast, the sun and moon and planets and all the stars aligned and everything is right and you get the star, I salute you. Or I would if I had any breath left...)

4.Cool, Cool Mountain

Painting Location:In the room behind the door with the "3" on it to the left of the stairs.

Stars Needed:3

Overview:Hope you like snow! Mario's out in a winter wonderland filled with bodyless snowmen, lost penguins, and winter cabins, so grab your winter jacket and drink some hot cocoa, because it's gonna get frosty! And yes, I am really hyper today!

----- Slip Slidin' Away -----

To start off, you need to get into the cabin. Easier said than done, just get onto the roof and go down the chimney like Santa would. Now you're in a giant cabin. In front of you is an ice slide. Get onto it. Wheeeeeeeeeeeee!!!!

...right, where was I? Anyway, here's a basic layout: go straight, then turn right, go off the ramp, take a right turn, a sharp left turn, a small s-bend to the left, a sharp right turn, off another jump, some sharp right turns, then a left turn into a cave, and one final right turn before an ice bridge and the finish line.

Phew! Go out the door, and get the star that somehow appeared out of nowhere.

Best Time:0.55.66

----- Li'l Penguin Lost -----

Get onto the roof of the cabin like before, but this time, get onto the ledge above you. Grab that penguin. Get down from this ledge. See that mound of snow right there? Go behind it. You'll land on a slide. Go down this path, then across a bridge.

Go right now. Go down, then onto the giant ramp. You'll make a U-turn, so head towards the other side. You'll come to a giant pathway. Slide down here and you'll slow down and eventually stop.

Now head across the bridge you see at the end. Watch out for the hopping snowmen! Get across here, then go down this path. Slide down here. Go down more until you reach the bottom. Now bring the little penguin to Mommy and she'll give you a star.

...oh, you're probably thinking, "Why didn't you use the warp to get all the way to the bottom?" Well, there's a reason for that. That's a speedrun trick. If you looked carefully at the beginning, you'll see that I don't use speedrun tricks in my walkthroughs. Get over it.

Best Time:1.32.59

----- Big Penguin Race -----

Get into the cabin like in star 1. This time, you'll see a big penguin. Talk to it and he'll challenge you to a race. By now, you should know the layout of the course. Hopefully, you'll have enough speed to beat him.

Just in case you're wondering, there's a shortcut about 1/4 of the way down, but you can't use it, or he'll cry foul and you won't get the star.

Best Time:1.01.12

----- Frosty Slide For 8 Red Coins -----

Right at the star, get onto the tree for the FIRSt red coin.

Now go down the slide you took for star 2. Grab the SECONd red coin you see on the way.

Get to the edge of the pathway at the end of the slide. You should find the THIRd red coin near 2 wooden planks.

Get back up onto the bridge with the 2 hopping snowmen. Go grab the FOURTH red coin.

Go down to the bottom. Get near the cabin and climb a nearby tree to get the FIFTH red coin.

Go to Mama Penguin. Go to the left and find the SIXTH red coin.

Now go to the edge in the back. Hiding behind here is the SEVENTH red coin.

Go to where the fifth red coin was. Go to the edge of the bridge. You'll transport back to the top. Go down the slide again until you reach the bridge. Get up. Drop down off the bridge onto a ledge. Grab the EIGTH red coin from here.

Now go to the right. When you reach the edge, long jump. Aim yourself carefully and get onto the broken bridge. Right here is the star.

Best Time:2.18.77

----- Snowman's Lost His Head -----

This can be a little tricky. Get onto the ledge above the cabin again. Now go to the left. Do NOT go down the slide! Talk to this snowball (yeah, I know, snowballs can talk?). He needs to find a body. He'll talk, and then start to roll. Get down the slide. Hurry, you need to beat him down!

Get behind the snowman's head you see in the back. The rolling snowball will run into him, giving him a head, and giving you a star.

Best Time:0.44.52

----- Wall Kicks Will Work -----

First off, you need to activate the cannons. Go all the way down to the bottom. Go to the trees near the cabin. Go up this elevator nearby. About halfway up, you'll see the Pink Bob-omb.

You know the routine, just talk and he'll open the cannons.

Now go down to the bottom again by long jumping. Get into the cannon. See that tree in the distance? Aim for it. If you just shoot willy-nilly, you won't get to the platform. Anyway, shoot across and get to the tree.

Walk along this platform. You'll reach a sort of mini-maze. All you have to do is wall jump onto the platforms until you get to the top. Then you have to walk across the ice platform to get to the star. This can be tricky, but you will get it with patience and timing.

Best Time:1.32.79

5.Bowser In The Dark World

Painting Location:Inside the first big star door, at the end of the hallway.

Stars Needed:8

Overview:The first boss! YAY! This is the first Bowser encounter, and it's in a...well, dark world. So...there you go.

WALKTHROUGH:

Once you start, go to the right. Go across this plank. Go past this fire-breathing...rock? Whatever, just get past it. Go across these moving platforms. Go into the back and up this ramp. Now get onto the rotating elevator.

Now you're on a platform with 3 Goombas. Go onto the marble pathway. Follow it, but be careful. There's a bunch of electrical balls that will shock you. Anyway, you'll eventually come up to a moving yellow platform. Get on it and then across to some more moving platforms. Go across the moving platforms and onto the next platform.

Now go up these steps. Be careful, they rotate based on weight. Get to the top. Get up to the purple switch. Hit it, then go up the newly formed stairs. Now go into the pipe to find...

BOWSER 1!

This is actually simple for a boss. Get behind Bowser and grab his tail. Rotate your control stick around and around. When you're facing a bomb, release him with B. With the right timing, he'll hit the bomb and fall to the ground. He'll complain, then explode (but not die) and leave a key. YAY! Pick it up. WIN!

Go down to the collapsing bridge. Run across it (fast) and kill the Boo here.

Go through this door. Go over to the back wall and get the last Boo. If you fall down, don't worry. Go around the giant building in the middle. Go through the door, then through another door. On your right is an elevator, so go up it. Now exit this building and you'll be back outside.

Either way, go back into the main lobby inside the building. It's Big Boo! All you have to do is hit him enough times, which is 3, to shrink him down. Once you do, just go up the stairs that form and get the star.

Best Time:1.55.37

----- Ride Big Boo's Merry-Go-Round -----

When you start, go to the left. Go into this shed. Go down this elevator. Go into the back and through the door. Go down this hall to the door on the other side. Now go left a bit. Get out of the shallow water and through the door here. Go inside.

There's a bunch of Boos here. You know the drill - destroy them all. Then Big Boo will appear...again. Deja vu? Or maybe few ideas from the designers? Whatever the case, defeat him again and get the star.

Best Time:1.08.55

----- Secret Of The Haunted Books -----

Get onto the second floor of the house. Go into the room on the right side of the left wall. Go down this hallway (watch out for all the flying books!). When you get to the end, there will be some books sticking out. Hit the one in the middle, then the one on the right, then on the left. The doorway will open, revealing a door to the star.

Best Time:0.41.67

----- Seek The 8 Red Coins -----

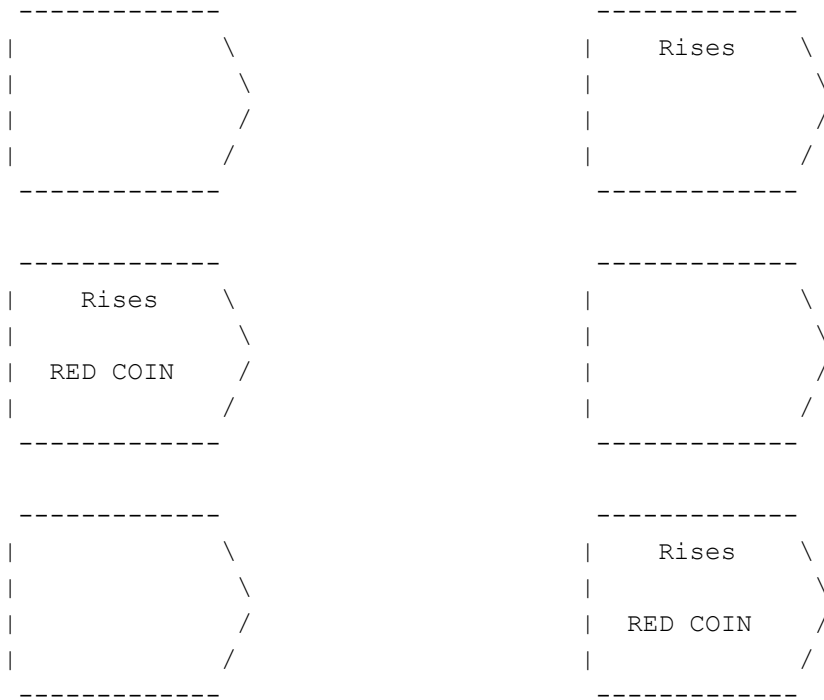
When you start, go into the house. Go into the door on your left. Go behind the piano. Grab the FIRST red coin quickly, before the piano gets you!

Now go through the other door. Wait for all the objects to stop flying at you, then grab the SECOND and THIRD red coins from the bookcases.

Exit through this door, then head into the room on the far right. Grab the FOURTH red coin from the back.

Get out of here, go into the lobby, and go up the stairs. Go into the room farthest right. Go around the bookcase. Grab the FIFTH red coin. Get out the way you came.

Now go into the nearby room. Go into the room next door. There's a bunch of coffins here. Some flip up, some don't. Here's another bad map:



Grab the SIXTH and SEVENTH red coins and head out.

Go into the room to your left. Go across this catwalk and get the EIGHTH red coin.

Now head outside and grab the star. A relatively simple star, probably the easiest red coin mission in the game.

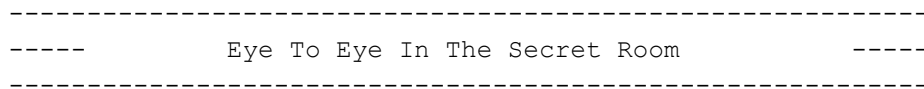
Best Time:1.59.82



Go up to the second floor again. Go into the door on the far right. Get onto the pedastal. See that balcony up there? Use some method to get up there. You can wall jump, which I always do.

Right, head through this door. You should be in a giant room. Go into the nearby door. It's Big Boo again! Defeat him as you usually do, and the star will appear on the roof. This is where it gets tricky. Long jump onto it, then get into the center formation. Now you can climb up to the star.

Best Time:1.08.65



*To do this star, you must have activated the vanish cap boxes.

Go back into the second floor and into the room on the far right. Go around the bookcase and through the door. Get the Vanish Cap from here. Now go back into the room.

Go back to the room outside the balcony Big Boo was on in the last star. Now get the vanish cap from the box. Go into the blue Boo painting.

Now defeat the Mr. I in this room by spinning around him. Now collect the star.

Best Time:0.51.79

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| Section 6:Secrets
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COMING SOON...

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| Section 7:FAQ's
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Do YOU have a question for me? Send an e-mail to:

youthboysguidesFAQ@gmail.com

Some rules for you:

- 1.NO SPAMMING! Please. No one likes a spammer.
- 2.NO CHAIN E-MAILS! It's not cool.
- 3.ONLY E-MAILS WITH QUESTIONS WILL BE ACCEPTED! If you want to annoy me with other stuff, just PM me.
- 4.MAKE SURE YOUR SUBJECT IS CORRECT! Your subject should be something like "Question for guide" or "I have a question".
- 5.PLEASE INCLUDE THE GAME YOU'RE ASKING ABOUT! It's not right to ask a Banjo-Kazooie question only to have it appear on the Mario Kart 64 guide.
- 6.DO NOT RESPOND TO MY REPLIES! All replies will be ignored.
- 7.PROPER GRAMMAR AND SPELLING! I can't stress this enough. Look below:

WHAT NOT TO DO:i haz a queshtun whats teh way to git to teh starr on teh roof of big boos balcone

WHAT TO DO:I have a question. What's the way to get to the star on the roof of Big Boo's balcony?

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----- The Questions -----
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Q:Isn't there a Nintendo DS version of this game?

A:Technically, yes. Read section 8 for more info.

Q:What's the use of coins? Other than reviving health?

A:Only one, collect 100 in each stage to get another star. Hooray!

Q:This game is way too easy...

A:That's not a question...anyway, what's so bad about an easy game? Honestly, aren't too many games are getting criticism on for being too hard? Contra? Battletoads? Super Ghouls 'N Ghosts?

Q:How do I get to-

-the basement?

A:Get the key by defeating Bowser 1.

-the top floor?

A:Get the key from Bowser 2.

-world 5?

A:Go into either of the wooden doors in the main lobby of the castle. Look down the hallway. If there's a ghost there, follow it. Look around for a boo contain a small cage. Kill it. Get near the cage. Tada!

-world 6?

A:Go into the basement. Find the door with a star on it. Go into that black liquid. Ew!

-world 8?

A:Go into the basement. Go right, then left. Go down this hallway until you reach a wall. This is the painting.

-world 10?

A:Go into the plain door on the near the giant staircase on the top floor. You'll be in a room with a huge mirror. The huge wall on the left is the painting. Original!

-world 13?

A:Go into the top floor. Go into the door on the left. There should be a painting with 2 goombas in front of you. Go either left (to the tiny world) or right (to the huge world). Either one is fine.

-world 14?

A:Go into the top floor. Go up the giant staircase. Go through this door. Go into the face of the clock. You're there!

Q:Lakitu's annoying me with his camera controls!

A:No.

Q:OMG L IS REAL 2401 !!!!111!!!!11!

A:...just...shut...up.

Q:How can I get the rabbits that keep getting out my grasp?

A:Sometimes if you back it into a corner, he'll make a sharp turn. This is usually your best bet at getting him.

Q:What are all these logs for?

A:You can pound them to a pulp if you want;however, most of the game, you won't have to.

Q:I can't find my hat!

A:Check around the world you lost it in. If you still can't find it, you're screwed.

Q:I can't get that snowman that keeps throwing stuff at me!

A:Twirl around him. He'll get dizzy and die.

Q:Who keeps saying ghosts don't die if I kill a ghost?

A:Big Boo. Kill enough and he'll say something different!

Q:I'm confused.

A:Well, you've obviously skipped the whole walkthrough to come to this section.

Q:I have a theory about L is real 2401.

A:Well, that's good for you. Unfortunately, I care way more about Jim Morrison's controversial concert in Miami than your theory. This is about as annoying as Stop 'N' Swop!

Q:How do I get across the giant snowman's path in Snowman's Land?

A:Hop on that penguin's head or use him as a barrier. I think getting on his head is easier.

Q:What are all these red/green/blue boxes for and why are they invisible?

A:They're cap boxes, and you need to activate them first. See section 4 for more info.

Q:Super Mario 64 2?

A:Sorry, no. However, you could play some hacks made for emulators. I personally recommend Super Mario 64:The Missing Stars.

Q:I can only get (X) amount of stars! HELP!

A:This is a walkthrough...check it out.

Q:I had this weird dream about L is real 2401.

A:Tell me, have you been eating speed while listening to White Zombie again?

Q:You keep saying stuff about blue coins, but I can't see them!

A:You need to hit the blue coin switch.

Q:I've heard there's some pictures of Mario, Peach, Bowser, and Yoshi in Ocarina of Time! Huh?

A:Although this is a Super Mario 64 document, I'll answer your question. Yes, there are pictures of Mario, Peach, Bowser, and Yoshi in Ocarina of Time, in the castle courtyard.

Q:Well, what about the Mario Kart 64 castle?

A:It's an exact replica of the one in Super Mario 64, but that's it. You can't go inside.

Q:What about that first-person mod of the castle I saw on Youtube?

A:NO MORE REFERENCES!!!!!!!!!!

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| Section 8:The 64-DS Effect |
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-----          Intro          -----
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Super Mario 64 DS is just like a copy of the Nintendo 64 version, but a bit different. This section will explain the difference between the two systems side-by-side.

----- ----- Comparison ----- -----		
Category	Super Mario 64	SM64 DS
Number of stars	120	150
Playable Characters	Mario	Mario, Wario, Yoshi, Luigi
System(Obvious)	Nintendo 64	Nintendo DS
Minigames	No	Yes
Major Bosses	1. Bowser	4. Bowser, Giant Goomba, Giant Boo, Giant Bully
Rabbits	A Few	Many
Graphics	Oldie	New(er)
Caps	All caps to Mario each in different boxes	One for each character Stored in Flower Power flowers
What the hell is on the castle?	Yoshi, who gives you 100 lives and better triple jump	Wing Cap and Luigi's last rabbit

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| Section 9:Glitches And Bugs |

Through The Bridge:

Go to Bob-omb Battlefield. Grab onto the bottom of the bridge with A. Hold A until you reach the lowest point you can get. Let go of A and you should go through the bridge and onto the grass. Simple.

Made Of Brick Or Not?

Go to Whomp's Fortress. Go up to a Whomp. Right when he hops, jump. If the timing is right, you should go right through him. Immediatly do a ground pound and you can kill him easily. Fun!

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| Section 10:Star Checklist |

Here's a nifty difty little checklist for you! You can print this out and check off the stars you have!

Bob-omb Battlefield

- []-----BIG BOB-OMB ON THE SUMMIT
- []-----FOOTRACE WITH KOOPA THE QUICK
- []-----SHOOT TO THE ISLAND IN THE SKY
- []-----FIND THE 8 RED COINS
- []-----MARIO WINGS TO THE SKY
- []-----BEHIND CHAIN CHOMP'S GATE
- []-----100 COIN STAR

Whomp's Fortress

- []-----CHIP OFF WHOMP'S BLOCK
- []-----TO THE TOP OF THE FORTRESS
- []-----SHOOT INTO THE WILD BLUE
- []-----RED COINS ON THE FLOATING ISLE
- []-----FALL ONTO THE CAGED ISLAND
- []-----BLAST AWAY THE WALL
- []-----100 COIN STAR

Jolly Roger Bay

- []-----PLUNDER IN THE SUNKEN SHIP
- []-----CAN THE EEL COME OUT AND PLAY?
- []-----TREASURE OF THE OCEAN CAVE
- []-----RED COINS ON THE SHIP AFLOAT
- []-----BLAST TO THE STONE PILLAR
- []-----THROUGH THE JET STREAM
- []-----100 COIN STAR

Cool, Cool Mountain

- []-----SLIP SLIDIN' AWAY
- []-----LI'L PENGUIN LOST
- []-----BIG PENGUIN RACE
- []-----FORSTY SLIDE FOR 8 RED COINS
- []-----SNOWMAN'S LOST HIS HEAD
- []-----WALL KICKS WILL WORK

Big Boo's Haunt

- []-----GO ON A GHOST HUNT
- []-----RIDE BIG BOO'S MERRY-GO-ROUND
- []-----SECRET OF THE HAUNTED BOOKS
- []-----SEEK THE 8 RED COINS
- []-----BIG BOO'S BALCONY
- []-----EYE TO EYE IN THE SECRET ROOM

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| Section 11:Closing Remarks |

Well, thanks for using my walkthrough of Super Mario 64! I hope that this is successful and I'll be known throughout the Neoseeker community

as a great guide maker. Here's some upcoming guides for you to expect...

GLOVER

BANJO-TOOIE

DONKEY KONG 64

CONKER'S BAD FUR DAY

THE LEGEND OF ZELDA:OCARINA OF TIME

GOLDENEYE 007

...and more to come throughout the years! Thanks, Neoseeker. And check out my Youtube account, youthboy14.

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-END

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