

Super Mario 64 FAQ/Walkthrough

by SilentMJay

Updated to v1.0 on Sep 19, 2013

```
SSSSSS U U P P P P P E E E E E R R R R R 6666 4444444
S U U P P E R R 6666 4444444
S U U P P P P P E R R R R R 6666 44444444
SSSSSS U U P E E E E E R R 6666 4444 4444
S U U P E R R 6666 4444 4444
S U U P E R R 6666 4444 4444
SSSSSS U U U U U P E E E E E R R 6666 4444444444444444
6666666666666666 44444444444444444444

M M A A A A A R R R R R I I I I I O O O O O 6666666666666666 4444
MM MM A A R R I O O 6666666666666666 4444
M MM M A A A A A R R R R R I O O 6666 6666 4444
M M A A R R I O O 6666 6666 4444
M M A A R R I O O 6666666666666666 4444
M M A A R R I O O 6666666666666666 4444
M M A A R R I I I I I O O O O O 6666666666666666 4444
```

```
=====
= Super Mario 64 =
= FAQ/Walkthrough v1.0 =
= *By SilentMJay =
=====
```

Table of Contents

1. Introduction.....	[1.0]
2. Basics and Controls.....	[2.0]
- Basics.....	[2.1]
- Basic Controls.....	[2.2]
- Advanced Controls.....	[2.3]
3. Walkthrough.....	[3.0]
- The Beginning.....	[3.00]
- Star #1/120: Big Bob-omb on the Summit.....	[3.01]
- Boss #1: Big Bob-omb.....	[3.01A]
- Star #2/120: Footrace with Koopa the Quick.....	[3.02]
- Star #3/120: Shoot to the Island in the Sky.....	[3.03]
- Star #4/120: Find the 8 Red Coins.....	[3.04]
- Star #5/120: Chip off Whomp's Block.....	[3.05]
- Boss #2: Big Whomp.....	[3.05A]
- Star #6/120: To the Top of the Fortress.....	[3.06]
- Star #7/120: Shoot Into the Wild Blue.....	[3.07]
- Star #8/120: Red Coins on the Floating Isle.....	[3.08]
- Star #9/120: The Princess's Secret Slide (1).....	[3.09]
- Star #10/120: The Princess's Secret Slide (2).....	[3.10]
- Star #11/120: Tower of the Wing Cap (Red Coins).....	[3.11]
- Star #12/120: Mario Wings to the Sky.....	[3.12]
- Star #13/120: Behind Chain Chomp's Gate.....	[3.13]
- Star #14/120: Fall Onto the Caged Island.....	[3.14]
- Star #15/120: Blast Away the Wall.....	[3.15]
- Star #16/120: Plunder in the Sunken Ship.....	[3.16]
- Star #17/120: Can the Eel Come out to Play?.....	[3.17]

- Star #18/120: Treasure of the Ocean Cave.....	[3.18]
- Star #19/120: Red Coins on the Ship Afloat.....	[3.19]
- Star #20/120: Blast to the Stone Pillar.....	[3.20]
- Star #21/120: The Secret Aquarium (Red Coins).....	[3.21]
- Star #22/120: Slip Slidin' Away.....	[3.22]
- Star #23/120: Lil' Penguin Lost.....	[3.23]
- Star #24/120: Big Penguin Race.....	[3.24]
- Star #25/120: Frosty Slide for 8 Red Coins.....	[3.25]
- Star #26/120: Snowman's Lost His Head.....	[3.26]
- Star #27/120: Wall Kicks Will Work.....	[3.27]
- Star #28/120: Bowser in the Dark World (Red Coins).....	[3.28]
- Main Boss: Bowser (Battle #1).....	[3.28A]
- Star #29/120: Go on a Ghost Hunt.....	[3.29]
- Star #30/120: Ride Big Boo's Merry-Go-Round.....	[3.30]
- Star #31/120: Secret of the Haunted Books.....	[3.31]
- Star #32/120: Seek the 8 Red Coins.....	[3.32]
- Star #33/120: Big Boo's Balcony.....	[3.33]
- Star #34/120: Yellow Rabbit in the Basement (1).....	[3.34]
- Star #35/120: Special Toad (1).....	[3.35]
- Star #36/120: Swimming Beast in the Cavern.....	[3.36]
- Star #37/120: Elevate for 8 Red Coins.....	[3.37]
- Star #38/120: Cavern of the Metal Cap (Red Coins).....	[3.38]
- Star #39/120: Metal-Head Mario Can Move!.....	[3.39]
- Star #40/120: Navigating the Toxic Maze.....	[3.40]
- Star #41/120: A-maze-ing Emergency Exit.....	[3.41]
- Star #42/120: Watch for Rolling Rocks.....	[3.42]
- Star #43/120: Boil the Big Bully.....	[3.43]
- Star #44/120: Bully the Bullies.....	[3.44]
- Star #45/120: 8-Coin Puzzle With 15 Pieces.....	[3.45]
- Star #46/120: Red-Hot Log Rolling.....	[3.46]
- Star #47/120: Hot-Foot-It Into the Volcano.....	[3.47]
- Star #48/120: Elevator Tour in the Volcano.....	[3.48]
- Star #49/120: In the Talons of the Big Bird.....	[3.49]
- Star #50/120: Shining Atop the Pyramid.....	[3.50]
- Star #51/120: Inside the Ancient Pyramid.....	[3.51]
- Star #52/120: Stand Tall on the Four Pillars.....	[3.52]
- Boss #3: Eyerok.....	[3.52A]
- Star #53/120: Free Flying for 8 Red Coins.....	[3.53]
- Star #54/120: Pyramid Puzzle.....	[3.54]
- Star #55/120: Yellow Rabbit in the Basement (2).....	[3.55]
- Star #56/120: Vanish Cap Under the Moat (Red Coins).....	[3.56]
- Star #57/120: Board Bowser's Sub.....	[3.57]
- Star #58/120: Bowser in the Fire Sea (Red Coins).....	[3.58]
- Main Boss: Bowser (Battle #2).....	[3.58A]
- Star #59/120: Chests in the Current.....	[3.59]
- Star #60/120: Pole-Jumping for Red Coins.....	[3.60]
- Star #61/120: Through the Jet Stream.....	[3.61]
- Star #62/120: The Manta Ray's Reward.....	[3.62]
- Star #63/120: Collect the Caps.....	[3.63]
- Star #64/120: Special Toad (2).....	[3.64]
- Star #65/120: Snowman's Big Head.....	[3.65]
- Star #66/120: Chill With the Bully.....	[3.66]
- Star #67/120: In the Deep Freeze.....	[3.67]
- Star #68/120: Whirl From the Freezing Pond.....	[3.68]
- Star #69/120: Shell Shreddin' for Red Coins.....	[3.69]
- Star #70/120: Into the Igloo.....	[3.70]
- Star #71/120: Through the Jet Stream.....	[3.71]
- Star #72/120: Eye to Eye in the Secret Room.....	[3.72]
- Star #73/120: Shocking Arrow Lifts!.....	[3.73]
- Star #74/120: Top o' the Town.....	[3.74]

- Star #75/120: Secret in the Shallows & Sky..... [3.75]
- Star #76/120: Express Elevator -- Hurry Up!..... [3.76]
- Star #77/120: Go to Town for Red Coins..... [3.77]
- Star #78/120: Quick Race Through Downtown!..... [3.78]
- Star #79/120: Scale the Mountain..... [3.79]
- Star #80/120: Mystery of the Monkey Cage..... [3.80]
- Star #81/120: Scary 'Shrooms, Red Coins..... [3.81]
- Star #82/120: Mysterious Mountainside..... [3.82]
- Star #83/120: Breathtaking View From Bridge..... [3.83]
- Star #84/120: Blast to the Lonely Mushroom..... [3.84]
- Star #85/120: Pluck the Piranha Flower..... [3.85]
- Star #86/120: The Tip Top of the Huge Island..... [3.86]
- Star #87/120: Rematch with Koopa the Quick..... [3.87]
- Star #88/120: Five Itty Bitty Secrets..... [3.88]
- Star #89/120: Wiggler's Red Coins..... [3.89]
- Star #90/120: Make Wiggler Squirm..... [3.90]
- Boss #4: Wiggler..... [3.90A]
- Star #91/120: Special Toad (3)..... [3.91]
- Star #92/120: Wing Mario Over the Rainbow (Red Coins)..... [3.92]
- Star #93/120: Roll Into the Cage..... [3.93]
- Star #94/120: The Pit and the Pendulums..... [3.94]
- Star #95/120: Get a Hand..... [3.95]
- Star #96/120: Stomp on the Thwomp..... [3.96]
- Star #97/120: Timed Jumps on Moving Bars..... [3.97]
- Star #98/120: Stop Time for Red Coins..... [3.98]
- Star #99/120: Cruiser Crossing the Rainbow..... [3.99]
- Star #100/120: The Big House in the Sky..... [3.100]
- Star #101/120: Coins Amassed in a Maze..... [3.101]
- Star #102/120: Swingin' in the Breeze..... [3.102]
- Star #103/120: Tricky Triangles!..... [3.103]
- Star #104/120: Somewhere Over the Rainbow..... [3.104]
- Star #105/120: Bob-omb Battlefield (100-Coin Star)..... [3.105]
- Star #106/120: Whomp's Fortress (100-Coin Star)..... [3.106]
- Star #107/120: Jolly Roger Bay (100-Coin Star)..... [3.107]
- Star #108/120: Cool, Cool Mountain (100-Coin Star)..... [3.108]
- Star #109/120: Big Boo's Haunt (100-Coin Star)..... [3.109]
- Star #110/120: Hazy Maze Cave (100-Coin Star)..... [3.110]
- Star #111/120: Lethal Lava Land (100-Coin Star)..... [3.111]
- Star #112/120: Shifting Sand Land (100-Coin Star)..... [3.112]
- Star #113/120: Dire, Dire Docks (100-Coin Star)..... [3.113]
- Star #114/120: Snowman's Land (100-Coin Star)..... [3.114]
- Star #115/120: Wet-Dry World (100-Coin Star)..... [3.115]
- Star #116/120: Tall, Tall Mountain (100-Coin Star)..... [3.116]
- Star #117/120: Tiny-Huge Island (100-Coin Star)..... [3.117]
- Star #118/120: Tick Tock Clock (100-Coin Star)..... [3.118]
- Star #119/120: Rainbow Ride (100-Coin Star)..... [3.119]
- Star #120/120: Bowser in the Sky (Red Coins)..... [3.120]
- Main Boss: Bowser (Final Battle)..... [3.120A]
- Post-Game Extras..... [3.121]

- 4. FAQs..... [4.0]
- 5. Version Updates..... [5.0]
- 6. Contact and Legal Information..... [6.0]
- 7. Credits..... [7.0]

=====

1. Introduction [1.0]

Welcome to my FAQ/Walkthrough for Super Mario 64! Before proceeding, I want to take a moment to introduce a few things about myself since this is my very first guide. My name is Mario Mendoza, and I am currently a freshman in college majoring in music. I am an aspiring musician, writer, and YouTuber. A major part of my life has also been dedicated to video games, so I recently decided to start writing guides for games that I have played. I actually find this as something that I enjoy to do, and that aids me toward striving for my future goals in life.

Super Mario 64, 17 years old, still remains one of the most influential titles in video game history. It set the stage as the first true 3D platformer to ever be released. For me, it was one of the first titles that I ever had the honor to play, and it still remains one of my favorites to this day. Despite the fact that there are already many guides on this game, I feel that I must fulfill my passion for writing and for this game by creating one of my own.

=====

2. Basics and Controls [2.0]

As Mario, you will be navigating a wide variety of worlds filled with lively landscapes, pounding puzzles, crazy creatures, and amazing adventure. As a result, it is absolutely vital to know the essentials of the game before you begin.

=====

--- Basics --- [2.1]

=====

- Power Stars: There are a total of 120 in the game assorted between 15 worlds and other various areas. Collecting these are the object of the game. Only 70 stars are required to complete the game. Collecting all 120 will result in a few post-game rewards. At the top of the game screen, you will see how many stars you have currently collected in your adventure.

- Coins: There are three types. Yellow coins are most common, and each are worth one. Red coins are exclusive for eight-coin puzzles in each world, and each are worth two. Blue coins are the most rare, and are only present in blue coin blocks found in certain areas as well as various enemies that you defeat. Collecting a total of 100 coins in a world will cause a special power star to appear. At the top of the game screen, you can see how many coins you have currently collected when you are inside a world.

- Life Count: At the top of the screen, a green mushroom icon will show you how many lives Mario currently has. It is always helpful to collect as many lives as you can, so do your best to get a 1-up when you see it. If you run out of lives, it's a game over and you will be taken back to the starting screen.

- Power Meter: This shows the status of Mario's health. It goes down whenever Mario takes damage, is underwater, or in other special conditions. From full health it goes down to blue, then green, then yellow, and then to red. If the power meter becomes empty, Mario will lose one life.

- ! Blocks: There are four types. Yellow blocks contain coins, a 1-up, or even a power star. Red blocks contain the wing cap. Green blocks contain the metal cap. Blue blocks contain the vanish cap.

- ! Switches: These trigger various effects depending on the world that you are in, but are usually important toward completing various objectives. A few examples include the raising of floors and appearance of boxes.

- Signs: These are posted throughout various areas and contain useful tips and pieces of information that assist you in your explorations.

=====
--- Basic Controls --- [2.2]
=====

- Control Stick: This allows for movement. Tilt it slightly to walk, and tilt it all the way to run. When swimming, pressing up will make Mario dive, and pressing down will make Mario surface. This button is also used to move the cursor for menu selections.

- Directional Pad: This is not used.

- A Button: This is used to jump. A short, light tap results in a small hop. Firmly tap it for Mario to leap higher. Press it two times, with each press as you land on the ground, to perform a double jump. Press it three times in the same manner while running to have Mario perform a triple jump. When swimming, hold A to slowly swim and press A in rhythm to perform a breaststroke and swim more rapidly. When you are at the surface of water, press A to jump out. This button is also used to advance text and confirm menu selections.

- B Button: This allows Mario to punch and kick. Press it three times to perform a combo. Press it in mid-air to do an aerial kick. This button is also used to talk to various characters, advance text, and read signs.

- Yellow Buttons: This is mainly used to adjust the view. The up arrow zooms in and allows Mario to look around. The left and right arrows let you change the camera angle in those directions. The down arrow zooms out.

- R Button: This changes the view between normal and up-close. Normal will have an icon of Mario and is the default setting. Up-close will have an icon of Lakitu and brings the view closer to Mario. In the fixed camera setting, pressing and holding this button will stop the camera and have it follow Mario no matter how far away he travels.

- L Button: This is not used.

- Z Button: This allows Mario to crouch when he is standing. In mid-air, it allows him to perform a ground-pound.

- START Button: This allows you to access the pause menu. Here you can view the stars you have collected in each world as well as its corresponding high score. In addition, you have the option to adjust camera settings and exit a course when you are inside. Red coins that you have collected also appear on the bottom of the screen.

=====

--- Advanced Controls --- [2.3]

-
- Z + Control Stick: Crawl
 - Z (hold when running): Slide
 - Z + A (when standing): Backflip
 - Z + A (when running): Long Jump
 - Z + B (when standing): Trip
 - Z + B (when running): Trip Slide
 - B (when running): Body Slide
 - A -> B (when running): Dive
 - A (after quickly turning around when running): U-Turn Somersault
 - A -> A (when running): Double Jump
 - A -> A (when against a wall): Wall Kick
 - A -> A -> A (when running): Triple Jump
-

3. Walkthrough [3.0]

* This walkthrough provides the player with a safe and orderly way of progressing through the game. It provides the player with information on each area, power star, boss battle, enemy, and item within its contents. In addition, this walkthrough is different from any other in the sense that it doesn't just list the stars of the game in the order of the worlds. The walkthrough takes into account ones that you won't be able to reach at a certain time. In other words, this walkthrough guides you step-by-step to where each star is in an order that will allow you to progress through the game in the most efficient manner. However, you are free to explore and progress through the game in any way you choose. In that case, each star will be notated with an appropriate code within the table of contents, so that you may quickly find it within the walkthrough by using Ctrl + F and typing in the code.

--- The Beginning --- [3.00]

You begin by looking at a screen where Mario's face appears. By pressing A, you bring up a cursor that you can use to play with various parts of his face. Once you are ready, press the START button to advance to the file select screen. Move your cursor to an empty file, select it with A, and let your adventure begin!

You will see an intro involving Princess Peach, followed by the appearance of the Lakitu Bro. Here he will eventually zoom to an empty area in front of the castle, where a pipe will appear out of the ground. Mario jumps out of this pipe, where you will now take control of him.

Press A to scroll through the text that appears, and then begin by heading around the path to the castle. There are a few signs scattered around the area if you want to read them, as they contain useful information on the game's basics and controls. Once you are ready, head over to the front of the castle. The Lakitu Bro will come along to explain how the camera works. After he leaves, run to the front doors of the castle and go inside.

Once inside, Bowser's voice will echo throughout the castle. Walk forward a bit and you will meet a character named Toad to the left of the entrance, who you can talk to with B. Facing the large stairwell in the room, go the area in the far left of the room where you will see a door with a blank star on it. This is the only door that you can initially go through, so head inside. Jump in the portrait in this room to enter World 1: Bob-omb Battlefield.

```
-----  
--- World #1: Bob-omb Battlefield -----  
--- Star #1/120: Big Bob-omb on the Summit [3.01] ---  
-----
```

You arrive in the territory of the red bob-omb buddies. Head toward the path that goes up, defeating small enemies known as goombas by jumping on them. Follow the path toward the area that contains a chain chomp, an enemy with sharp teeth that will try to hurt you. Stand at a safe distance, then quickly run past it after it tries to charge at you.

Run over the bridge and past the bob-ombs in this area. If they see you, they will begin to follow you, so make sure to run away before they explode. You may also encounter a bubble that falls from above and causes damage, so make sure to avoid it as well. Head toward an entrance with tall bars at the foot of the mountain.

Go through the opening and turn right, making sure to avoid the cannonballs. Proceed up the mountain, avoiding more cannonballs, until you find a small alcove on the left side where the boulders pop out. Step inside, stand near the back, and you will be transported near the top of the mountain. From there, proceed to the top of the mountain where the Big Bob-omb awaits.

```
-----  
--- Boss #1: Big Bob-omb [3.01A] ---  
-----
```

After speaking to him, he will begin by walking toward you. Run around to his back and press B to lift him up. Press B again to throw him. Avoid throwing him off of the mountain, as he will count it as cheating. When he gets up, wait a few seconds for him to start walking toward you again. Pick him up and throw him two more times in order to successfully defeat him. After advancing through the following text, the star will appear. Take it.

Congratulations! You have successfully earned your first power star of the game. You will be shown your score and then have the option to save. More text will appear afterwards. Once you've regained control, turn around and head

through the painting again.

```
-----  
--- World #1: Bob-omb Battlefield -----  
--- Star #2/120: Footrace with Koopa the Quick [3.02] ---  
-----
```

Once you appear, head toward the creature with a green shell that is waiting nearby. This is Koopa the Quick, and he will ask you for a race. Choose "yes" and the race will begin. Head to the path that goes up, follow the path past the chain chomp, and head across the following bridge. Run past the bob-ombs and bubbles in the area and go toward the entrance with tall bars at the foot of the mountain.

Run past the cannonballs while heading up the mountain. You can't teleport from the alcove this time, as it will be considered cheating by Koopa the Quick. Keep going up while avoiding the cannonballs. When you get to the cannon there will be a gap. Either tip-toe across the wooden plank or carefully time your jump over the gap. Keep following the path, where you will find a recovery heart. Run through it if your power meter is low. When you get near the top, jump onto the ledge so you can climb onto the summit.

Once you're there, run to the flag with the green shell on it. Once Koopa the Quick shows up, go to him and he will congratulate you for winning the race. He then gives you a star. Take it.

Save the game after coming out of the painting, and then turn around again and go through the painting.

```
-----  
--- World #1: Bob-omb Battlefield -----  
--- Star #3/120: Shoot to the Island in the Sky [3.03] ---  
-----
```

Once you appear, talk to the red bob-omb buddy standing on the platform. It will allow you to use the cannons in this level. Go inside the new opening to use the cannon. Once inside, use the control stick to aim the cannon toward a floating island straight ahead in the distance. Press A to be fired out of the cannon.

You will land in an open area near some goombas and a large platform. Be careful of the bubble that also appears in this spot. Jump to the top of the platform where another cannon awaits. Point the cannon straight up in the direction of the island and fire. Once you land on the island, go toward the yellow block with an "!" to the right. Go underneath and jump up to break it open. A star will be revealed. Take it.

Save the game after coming out of the painting. Advance through the text that follows, and then turn around once more to go through the painting.

```
-----  
--- World #1: Bob-omb Battlefield -----  
--- Star #4/120: Find the 8 Red Coins [3.04] ---  
-----
```


Once you appear, go forward toward two small moving platforms. Jump on one and ride it to red coin #1. From here, go to a large rock in front of you to get red coin #2. Go to the large grey platform across from the rock and jump to the top to go into a cannon. Aim the cannon straight up and fire yourself to the floating island above you.

Jump onto the tree here, and climb it using the control stick. Get red coin #3 and then press A to get off the tree. Drop down from the floating island and press Z right before you land to ground-pound and minimize damage. Head toward the chain chomp in front of the cage, and grab red coin #4 on top of the stake while avoiding the chain chomp's attacks. Go across the wooden bridge to the area with bob-ombs. Proceed toward the back to the left of the tall bar entrance where the path goes down.

In this small spot you will find red coin #5, a 1-up, and a "!" switch that opens the gate here. Don't go through the gate, but turn back around and head up the path where you came from. Run to the tall bar entrance at the foot of the mountain and run up the long slope that you see here. Make sure to just run by using the control stick. If you press any other button while going up, Mario will slide back down. Keep running until you get red coin #6. Now you can slide back down to the tall bar entrance where you came from.

Turn around to run through the tall bar entrance and keep going forward, making sure to avoid the bob-ombs and occasional bubbles. After dropping down the small ledge, you will be in an area with trees, stakes, and a few goombas. Red coins #7 and #8 are here as well, right next to each other. Grab them both, and a star will appear above the shadow star right near you. Take it.

Save the game after coming out of the painting. From here, leave this room. Once in the main room of the castle, run from the left side to the right side of the first floor to the door that has a "1" on it. The power of your collected stars will unlock the door and allow you to go through. Once inside, head to the painting of a fortress to enter World 2: Whomp's Fortress.

```
=====
--- World #2: Whomp's Fortress -----
--- Star #5/120: Chip off Whomp's Block [3.05] ---
=====
```

Once you arrive, the Lakitu Bro will bring up some text. Advance through it. Go over to the grey stone platform, and perform a double jump so you can grab the ledge. Climb up by pushing forward on the control stick. Run up the slope here and go up the stairs to your left. Here you will see a sleeping piranha plant. In order to conquer this enemy, you must approach it very slowly by slightly tipping the control stick forward. Once you are close enough, press B to punch the piranha plant.

Advance to a grey bridge and quickly run across it as it will begin to collapse behind you. Tip-toe across the wooden plank to another sleeping piranha plant. Defeat it or ignore it. Wait for the rotating platform to come to you and get on it, making sure to go to the circular center, since an obstacle on the right side will make you fall if you stay on the edge. Once the platform stops on the other side, carefully get off.

Follow the path by going right and you will encounter an enemy known as a whomp. To defeat them, just run in front of them and avoid their body slams. Once they are laying on the ground, perform a ground-pound by jumping over them and

pressing Z in mid-air. Continue following the path and defeat the second whomp in the same manner. Afterwards, jump onto the moving platforms and get off at the top to arrive at the highest point of the fortress. A big whomp will be waiting for you here.

=====
--- Boss #2: Big Whomp [3.05A] ---
=====

After talking to him, the battle will begin. The big whomp is essentially defeated in the same way as a normal whomp, except that it will take three ground-pounds instead of one. Run in front of him and avoid his body slam to perform the first ground-pound by pressing Z when above him. Quickly get off of him before he rises back up. Repeat the process of avoiding his body slams and ground-pounding two more times. He will then be defeated. Advance through the following text, and the star will appear. Take it.

Save the game after coming out of the painting, then turn back around and go through the painting again.

=====
--- World #2: Whomp's Fortress -----
--- Star #6/120: To the Top of the Fortress [3.06] ---
=====

Once you arrive, run to the grey stone platform and do a double jump to grab the ledge and climb. Run up the slope and up the stairs on your left. Defeat or ignore the sleeping piranha plant. Quickly run across the collapsible grey bridge, then tip-toe across the wooden plank. Defeat or ignore the sleeping piranha plant here, and get on the rotating platform when it stops in front of you. Wait in the center until it stops on the other side and get off.

Follow the path by going right, defeating or ignoring the whomps, until you get to the pair of moving platforms at the end. Jump on one, then hop off when it gets to the top. Last time you were here you found the big whomp, but now there is a large fortress. Run to your left, taking care to avoid the bullet bill that shoots out of the small box nearby. Jump onto the first platform that is attached to the fortress. To get to the top, you must time your jumps between each platform on the fortress, as some of them move. Once you land on the final platform, it will automatically take you to the top of the fortress. Jump off the platform when it gets to the top, and run around to find a star waiting on the other side. Take it.

Save the game after coming out of the painting, then turn back around and go through the painting again.

=====
--- World #2: Whomp's Fortress -----
--- Star #7/120: Shoot to the Wild Blue [3.07] ---
=====

Once you arrive, run over to the grey stone platform and do a double jump to grab the ledge and climb. Run to your left into an area with shallow water. Keep going left and head over the red bob-omb buddy standing here and talk to

it with B. It will open the nearby cannon for you to use. Step inside the cannon. This next part can be slightly tricky. Aim the cannon so that the back left column of bricks is underneath the bottom arrow of the cursor and fire. If done correctly, Mario should fly into the column of bricks and land on the appropriate platform. Climb onto the pole in the center and slide down by pushing down on the control stick until Mario's feet come in contact with the floor underneath. The star is waiting on this platform. Take it.

Save the game after coming out of the painting, then turn back around and go through the painting once more.

```
-----  
--- World #2: Whomp's Fortress -----  
--- Star #8/120: Red Coins on the Floating Isle [3.08] ---  
-----
```

Once you arrive, climb onto the nearby tree and go all the way to the top. An owl will pop out. It will then talk to you. Advance through the text, get off the tree, and go over to the owl. When underneath the owl, press and hold the A button to jump up and hang on to its feet. Once the owl rises, you must keep the A button held down, otherwise Mario will let go and fall. When the owl stops rising, use the control stick to control the direction that it flies.

Go over to the floating green platform with red coin #1. The owl will gradually fly lower as you hang on, so move around and let it go lower if you are unsure about your position over the platform. Once you grab red coin #1, carefully jump over to the next platforms. Grab red coin #2 on the floating brick platform, and then go over to the platform shaped like an arrow. Carefully jump from here to the path below where the whomp is. Defeat them or ignore them and follow the path to the rotating platform. Drop down to the center of the area underneath it, and you will slide onto red coin #3. If you miss it, turn around and jump as much as you can after getting a running start to reach it. After sliding down, go to the sloping path next the tree where you originally arrive in the world. Go up this path until it levels out.

You will see a thwomp here, a blue block enemy with a face. It will slowly go up and pound the ground in steady intervals. Jump on top of it right after it stomps the ground and ride it up. Jump to get red coin #4. Jump off the thwomp and land by the stairs where the sleeping piranha plant is. Quickly grab red coin #5 behind it. Run towards the collapsible bridge, but go to the skinny ledge on your right. Carefully tip-toe across this ledge and grab red coin #6.

Go over to the rotating platform, defeating or ignoring the sleeping piranha plant, and get on the platform when it stops on your side. Stand and wait on the center, but don't get off when it stops. Instead, carefully walk to it's edge in order to grab red coin #7. Once you get it, drop down below the platform. Run over and drop down to the tree where you found the owl. Head around the corner and go up the sloping path here where you will find three platforms with eyes coming out of the wall in intervals. Jump on top of the middle platform to get red coin #8. A star will then appear in the area below you to your right. Carefully drop down to this area and run to the star. Take it.

Save the game after coming out of the painting, and advance through the text that appears. Run to the door on the other side of the room and exit. From here, go toward the large set of stairs in the center of the main room. When you get to the top, make a right to a door with a "1" on it. The power of your collected stars will unlock the door. Go through it and you will arrive in a

small room with three portraits of Princess Peach. Jump through the one on the left to enter a secret area.

```
=====
--- Secret Area #1: The Princess's Secret Slide ---
--- Star #9/120 [3.09] -----
=====
```

You will arrive in a room with a blue coin block and a sign. This is the entrance to the Princess's Secret Slide. If you want, ground-pound the blue coin block, although it isn't required. When you're ready, head to the entrance to begin sliding. Follow this passage by going around the corners. Eventually you end up in a more open area, so be careful not to fall off the slide. After sliding down and going to the right, you will slide through a couple of dips. Soon you will reach a section of the slide that has guards on each end so you will be protected from falling. Keep sliding down until you end up inside an area with a finish line. Run over to the yellow "!" block in this room and jump underneath to break it open and reveal a star. Take it.

Save the game when prompted. You will reappear in the middle of the main room. Go up the stairs in the center and go right to re-enter the same room. Jump into the portrait of Princess Peach to the right.

```
=====
--- Secret Area #1: The Princess's Secret Slide ---
--- Star #10/120 [3.10] -----
=====
```

In order to get this star, you must slide as safely and quickly as possible so that you can reach the finish line in less than 21 seconds. The best way to do this is to push forward on the control stick as you slide to go faster. As long as you do this and avoid falling off, you will be able to reach the finish line in time. If you succeed, the star will appear the moment that you cross the finish line. Take it.

Save the game when prompted. If you currently have at least ten stars, you will notice that a beam of light now shines in the center of the main room. Press the up arrow from the yellow buttons on your controller to look around. Have Mario look up to the ceiling where the light is coming from to enter a secret area.

```
=====
--- Secret Area #2: Tower of the Wing Cap ---
--- Star #11/120 (Red Coins) [3.11] -----
=====
```

For your first time here, text will be brought up that explains how to fly. Once you are ready, advance through the text to take control of Mario and then carefully fly to the tower below using the control stick. When you land, you will see a large red "!" switch in the center. Jump onto it in order to activate red "!" blocks in the various worlds. Advance through the text, save when prompted, and then jump off the tower. Don't worry, you will not lose a life, you will simply reappear in the middle of the main room.

The light is not shining anymore, but you can still re-enter the area. Stay in the center of the room, press the up arrow from the yellow buttons on your controller, and look up to the clouds on the ceiling to re-enter the area.

The moment you enter, push down on the control stick to make Mario come back up. Your goal is to fly through the red coins on the other side at your height. Fly to the left of them and gradually turn so you can go through red coins #1 and #2. Gradually turn left again to find red coins #3 and #4. Gradually turn left again after this to find red coins #5 and #6. Finally, gradually turn left once more to find red coins #7 and #8. A star will then appear on the tower. Fly towards the tower, land, and run over to the star. Take it.

Save the game after reappearing in the main room. From here, go to the far left side of the room to the door with a blank star. Go through the door and jump in the portrait inside the next room to enter Bob-omb Battlefield.

```
=====  
--- World #1: Bob-omb Battlefield -----  
--- Star #12/120: Mario Wings to the Sky [3.12] ---  
=====
```

Make sure that you have activated the red "!" blocks ([3.11]) before attempting this task in case that you were freely exploring and not following the guide. When you arrive, run over to the path that slopes up. Head towards the back of the open area here to the large grey stone platform. Jump to the top in order to drop into the cannon. Aim the cannon straight up in the direction of the floating island and fire.

Once you land on the floating island, run over to the red "!" block on your left. Jump underneath to break it open and the wing cap will pop out. Grab it and jump into the cannon in the center of the island. Once inside, aim the cannon toward the ring of coins closest to you, with the center coin in the middle of the cursor. Fire out of the cannon once properly aimed. At first, Mario will fly through the center of the first few rings on his own, but keep the control stick pressed down to sail through the final two rings.

If done correctly, you will pass through the center of all five rings. If you missed any rings, guide Mario around to fly through them as needed. A number appears with a sound when you successfully pass through a ring. You may have to fly back to the floating island to get another wing cap and re-fire from the cannon if necessary. Once you fly through all five rings, a star will appear in the area with goombas, trees, and stakes below you. Head on over to the star using the wing cap or on foot. Take it.

Save the game after coming out of the painting. Afterwards, turn around and jump through the painting once more.

```
=====  
--- World #1: Bob-omb Battlefield -----  
--- Star #13/120: Behind Chain Chomp's Gate [3.13] ---  
=====
```

Once you arrive, head toward the wooden path that slopes up, and follow the path around to the right until you reach the area with chain chomp in front of its cage. After allowing the chain chomp to charge at you from a safe distance, run behind it and jump above the stake to ground-pound it by pressing the Z

button. As long as you are behind the chain chomp, it cannot see you and won't try to attack. Remain out of the chain chomp's point of view by circling around as needed, and ground-pound the stake two more times by pressing Z when above it. Once you succeed, you will see the chain chomp break free and open the cage containing the star. Take it.

Save the game after coming out of the painting, and then leave this room. From here, run from the left side to the right side of the main room's first floor. Open the door with a "1" on it, and enter the painting inside the next room to enter Whomp's Fortress.

```
=====
--- World #2: Whomp's Fortress -----
--- Star #14/120: Fall Onto the Caged Island [3.14] ---
=====
```

When you arrive, climb to the top of the nearby tree to make the owl appear. Advance through the text, get off the tree with A, and run over to the owl. Press and hold the A button in order to jump underneath and keep hold of the owl's feet. Once the owl has made it to the top, you will notice a small cage with a star inside. It's very tricky to let go and make it from this height, but you can attempt it if you are feeling bold. Fly around and let the owl drop a little bit, and then get close to the caged island. Once above it, release the A button. Mario will automatically take the star. If you miss, you are in danger of falling off the course or taking plenty of damage when you land. If you land far below, collect some coins to refill your power meter first. Afterwards, wait for the owl to come back near the tree where you found it so you can retry.

Save the game after coming out of the painting, and then turn around to go through the painting once more.

```
=====
--- World #2: Whomp's Fortress -----
--- Star #15/120: Blast Away the Wall [3.15] ---
=====
```

Once you arrive, head over the grey stone platform and perform a double jump to reach the ledge. Climb up and run to the left toward the area with shallow water. Keep going to where the cannon is next to the red bob-omb buddy. Drop into the cannon. Once inside, aim the cannon to the right where you will see a wall of brown bricks. Aim to the wall that is further from you, and point the cursor slightly above the top right corner of that wall. If done correctly, Mario will fly into that corner of the wall and break it open to reveal a star. Go back into the cannon and aim it slightly above where the star is. This may take a few tries, and you will take damage if you land the wrong way. Collect coins to refill your power meter if needed. Once you successfully fire in the right spot, Mario will automatically take the star.

Save the game after coming out of the painting. Afterwards, exit the room. Once outside, go to your right and up a small set of stairs to a door that has a "3" on it. The power of your collected stars will unlock the door. Go inside and jump through the painting of a ship to enter World 3: Jolly Roger Bay.

```
=====
```

--- World #3: Jolly Roger Bay -----
--- Star #16/120: Plunder in the Sunken Ship [3.16] ---

=====

You will arrive on the coast of this world. This world is the first to feature water, which will introduce the mechanic of swimming. The sign in front of you explains the controls of swimming. Read it if you are unsure about those controls. When you are ready, head into the water. Swim forward until you are in the larger area of the bay. Dive underwater and swim down toward the ship at the bottom. You will see an eel's head poking out of an entrance. Swim in front of the eel and quickly go back up to the surface to refill your power meter. Dive back down, and you will notice that the eel is now swimming around this area. While avoiding the eel, swim to the entrance that it was previously blocking. Go inside this entrance to enter the ship.

The inside of the ship is currently flooded, and your goal is to drain out all of the water by opening the four treasure chests in the correct order. You will have to start over with the first chest if you choose wrong at any time. From the entrance, swim to the treasure chest that is by itself on a raised platform and open it. Turn around, and with the view behind Mario, swim to the far chest on your left. From here, go over to the nearby chest to your right that is also placed at an angle. After that, go to the final chest in the center and open it.

The water will immediately begin to drain from the ship after successfully opening the final chest, so quickly turn around and swim toward the top of the purple platforms while the water is draining. If you are quick enough, you can make it to the yellow "!" block that's at the top. Otherwise, carefully jump between platforms to make it to the top. Once you arrive at the platform with the yellow "!" block, jump underneath it to break it open and reveal a star. Take it.

Save the game after coming out of the painting, and then turn around to go through the painting again.

=====

--- World #3: Jolly Roger Bay -----
--- Star #17/120: Can the Eel Come out to Play? [3.17] ---

=====

When you arrive, go forward and head into the water. Swim into the large area of the bay, where the ship now resides, and dive facing the ship. Straight ahead below you is a small opening in the wall where an eel awaits. Quickly swim in front of it, making sure to avoid it when it pops out. Turn around and wait for it to come out of the opening. As soon as the tail comes out you will notice that a star is attached. Quickly swim toward the star and grab it. Once you touch it, the star will take its place in front of the opening where the eel came out. Take it.

Save the game after coming out of the painting, and then turn around to go through the painting again.

=====

--- World #3: Jolly Roger Bay -----
--- Star #18/120: Treasure of the Ocean Cave [3.18] ---

=====

When you arrive, head forward into the water. Swim towards the ship in the large area of the bay and dive. You will notice a hole in the wall below you to the left as you swim down. Go through this hole and follow the passageway toward the surface. You will arrive in a cave containing pillars and goombas. Upon entering, run to your left and quickly run down this passage. Avoid the falling pillars and goombas as you run, as they both cause damage. At the end of the cave you will see a ledge with four treasure chests on top. You must open the chests in the proper order. Begin by opening the chest at the very back. From there, go to the chest behind you on your left. After that, go to the chest directly across to your right. Finally, open the chest at the very front. The star will come out of the final chest you opened. Take it.

Save the game after coming out of the painting, and then turn around to go through the painting again.

```
=====
--- World #3: Jolly Roger Bay -----
--- Star #19/120: Red Coins on the Ship Afloat [3.19] ---
=====
```

After arriving, head along the coast to the right toward a grey platform with a nearby pole. Get on top of the platform, face the pole, and jump to it to grab it. Use the control stick to climb the pole in the same manner that you would climb a tree. Climb to the top of this pole to get red coin #1. Get off the pole back onto the grey platform. Turn around and run to the long walkway floating on the water here. About halfway on this walkway, dive underwater to find a clam on the seafloor. It will open when you go near it. Quickly grab red coin #2 before it closes, as it will cause damage.

Swim to the left to an area where more clams await. Out of the two near the ring of coins, one will have red coin #3, and one will have a koopa shell. Pressing B when near the koopa shell will allow Mario to swim very quickly underwater for a short time, but it's just an extra power-up that is not required. Keep swimming to the open area where the ship floats above, and you will find another clam here with red coin #4. Dive down to the very bottom of the large area of the bay and you will spot another clam here with red coin #5.

After grabbing it, quickly swim back up to the surface of the bay to refill your power meter. Head toward the big grey platform to the left of the long floating walkway and climb up. There is a "!" switch here, which will make boxes appear for you to navigate your way across to the ship. Carefully head on over to the ship and climb aboard. Red coin #6 is immediately to your right. Turn toward your left while avoiding the sliding box, as it does damage, and time your jumps to make it to the upper portion of the ship. Grab red coins # 7 and 8 to make the star appear right near you. Take it.

Save the game after coming out of the painting, and then turn around to go through the painting once more.

```
=====
--- World #3: Jolly Roger Bay -----
--- Star #20/120: Blast to the Stone Pillar [3.20] ---
=====
```


When you arrive, run to your right towards the grey platform with a nearby pole. Climb up and talk to the red bob-omb buddy here. It will open a cannon on a stone platform near where you originally appeared. Head on over to the cannon and climb inside. Aim the cannon above the pole farthest to the left and fire. If done correctly, you will fly near the top and Mario will automatically grab onto the pole. If you miss, swim back to the cannon and retry. Once Mario has grabbed the pole, press the control stick left or right to have Mario rotate around the pole. Get Mario's back to face the stone ledge behind you. Once you are ready press the A button while guiding the control stick in the proper direction to have Mario leap to the ledge. A yellow "!" block is here. Jump underneath it to break it open and reveal a star. Take it.

Save the game after coming out of the painting. From where you are, notice that there are two black holes on the wall in this room. Facing away from the painting, the one on the right contains a 1-up if you want to collect it. The hole on the left is an entrance to a secret area. Double jump into the hole and climb to enter.

```
=====
--- Secret Area #3: The Secret Aquarium ---
--- Star #21/120 (Red Coins) [3.21] -----
=====
```

Your goal in here is to collect all of the red coins by swimming. Collect red coins # 1-4 between each ring of yellow coins on top, and then swim to the bottom to collect red coins # 5-8 in each corner. Keep an eye on your power meter and collect yellow coins if the meter runs low. The star will then appear in the center of the area. Swim over to the star and take it.

Save the game after arriving from the room's ceiling. From here, exit the room. Once outside, run from the right side of the first floor to the left side where you will see a door with a "3" on it. Head over to that door. The power of your collected stars will unlock the door. Once inside, run over to the portrait of the snowmen and jump through to enter World 4: Cool, Cool Mountain.

```
=====
--- World #4: Cool, Cool Mountain -----
--- Star #22/120: Slip Slidin' Away [3.22] ---
=====
```

You will arrive at the top of a vast mountain. A wooden cabin with a chimney is nearby. Go over to the cabin and jump into the chimney. You are now at the entrance of the snow slide. Sliding down and safely reaching the finish line can be tricky, since you can fall at any point. A useful way of sliding down is to keep the control stick held down while sliding. This way, you will travel more slowly and make the slide easier to navigate. When you are ready, slide down.

After going straight, navigate to the right where you will eventually drop to another section of the slide. Carefully slide through the bends here, and when you see a line of coins, collect them and keep going to go through a secret wall. This is optional, but it allows you to skip a harder section of the slide and takes you directly to the finishing area. If you miss, then keep sliding down and while carefully making your way towards a U-turn section. Be careful here, as this part of the slide has the highest risk of making you fall off. A useful tip is to push and hold the control stick in the opposite direction

of the way you are turning when on a slope.

Once around the U-turn, slide your way down the ramp and go through the final bend into the opening of the cave. Go around to your right and carefully slide over a narrow section that crosses a gap. From here you will reach the finish line. Go over to the door and go outside. The star will automatically appear. Take it.

Save the game after coming out of the painting, and then turn around to go through the painting again.

```
=====
--- World #4: Cool, Cool Mountain -----
--- Star #23/120: Lil' Penguin Lost [3.23] ---
=====
```

When you arrive, jump onto the platform above the wooden cabin. A little blue penguin is wandering around this area. Go over to it and grab it with the B button. Once you have it, turn around and run in the direction of the wooden cabin. Jump back onto the cabin's roof and the jump down again on the level of snow beneath it. Go to the left where you will see a small triangular-shaped ramp. Jump past this and begin sliding down the corner to the right. After passing through the first line of coins, head toward the end of the cliff straight in front of you that goes at an angle and jump off.

You will fall a long way, and it may be tricky, but it will allow you to skip traveling the entire mountain. While falling, use the control stick to guide Mario and aim for the pond below you with the big penguin inside. When you successfully land, Mario will momentarily be stuck in the snow. Don't worry, the penguin will remain next to you. Once Mario forces his way out, grab the little penguin once more with B and go over to the big mother penguin in the pond. The mother penguin will automatically talk to you when you go near her while carrying the little penguin. After advancing through the text, the mother penguin will reward you with a star. Take it.

Save the game after coming out of the painting, and then turn around to go through the painting again.

```
=====
--- World #4: Cool, Cool Mountain -----
--- Star #24/120: Big Penguin Race [3.24] ---
=====
```

When you arrive, head on over to the wooden cabin and enter the chimney. Once inside, walk over the big blue penguin that stands in front of the beginning of the slide. Talk to it, and it will ask you to race. Choose "yes" after advancing through the text to begin the race. Sliding down this slide is exactly the same as before, but this time you must slide more quickly in order to beat the big penguin to the finish line. While sliding, the penguin will keep catching up to you no matter what speed you go while you are ahead. Just keep calm while sliding down, making sure not to fall off. This is a tricky task and may require a few retries, but don't get discouraged. Once you successfully cross the finish line before the big penguin, wait for it for waddle over after it crashes into the wall. Walk over to it, and it will congratulate you for winning the race. Afterwards, it will reward you with a star. Take it.

Save after coming out of the painting, and then turn around to go through the painting again.

```
=====
--- World #4: Cool, Cool Mountain -----
--- Star #25/120: Frosty Slide for 8 Red Coins [3.25] ---
=====
```

When you arrive, go over to the nearby tree and climb it. Red coin #1 is on the top of this tree. Once off the tree, turn to run away from it and head toward a wooden bridge that has been cut in half. Stand on the very end of it, and you will transport to another half-bridge in a different area of the world. Follow the path here and collect red coin #2. Once off the bridge, turn in the direction away from the big penguin, and you will find red coin #3 at the very edge around the corner. Carefully grab it, and turn back around.

Run over to where the big penguin is, and you will find a tree with red coin #4. Climb up and grab it. From there, go over to the small wooden structure attached to two long cables. Stand on it to make the structure begin to climb. Once at the top, jump off the structure and collect red coin #5 in front of you. From here, run toward the snowman's head and keep going past it. To your right, you will find red coin #6 near the side of the mountain. Turn around and run past the snowman's head until you arrive at a bridge. Two snowman enemies will be hopping on this bridge. To make it across, carefully run underneath them while they are in the air.

Once across the bridge, you will come to another bridge that has been separated into halves. Grab red coin #7 here. Turn around to find a path that starts going down to where the big penguin is. Follow this path, and once you make it down, run in the opposite direction of where the big penguin is and make a left into the area where the two small bridges are. Run across the first bridge and turn right, making sure to stand at the very end of the second bridge. You will transport back to the top of the mountain.

From here, turn around and allow yourself to carefully drop down to the platform below you. Grab red coin #8 here, and the star will appear. To reach the star from this spot, drop down to where you found the bridge that was separated into two. Get a running start and long jump (Z+A) to the other side of the separated bridge. This can be tricky, but if you fall below, simply climb back up the path and retry. Once arriving on the other side, run to the star. Take it.

Save the game after coming out of the painting, and then turn around to go through the painting again.

```
=====
--- World #4: Cool, Cool Mountain -----
--- Star #26/120: Snowman's Lost His Head [3.26] ---
=====
```

Once you arrive, jump onto the cabin and then jump once more onto the platform above it. Turn to your right and run while sliding down the slope until you find a large snowball on the platform below. Go near it and it will talk to you. Advance through the text, and then it will start rolling.

Quickly slide down the path after it, making sure to get in front of the snowball as soon as you can. Keep following the path down as quickly as possible by keeping the control stick held forward. Eventually you will come to the snowman's head in this area. Quickly get behind the snowman, and wait for the snowball to follow you into the snowman's head. If successful, the snowman will automatically assume its proper form. Walk in front of the snowman and it will thank you for helping. Advance through the text, and then the snowman will reward you with a star. Take it.

Save the game after coming out of the painting, and then turn around to go through the painting once more.

```
=====
--- World #4: Cool, Cool Mountain -----
--- Star #27/120: Wall Kicks Will Work [3.27] ---
=====
```

When you arrive, immediately turn around and run to the half-bridge that hangs off the ledge of the mountain. Stand on the very end to warp to the bottom of the mountain. From here, get off the bridges and run in the direction of the big penguin. Keep going past it until you get to the small wooden structure attached to a pair of long cables. Climb onto this structure to make it start moving. On the way up, you will see a small platform with a tree, sign, and red bob-omb buddy. Carefully jump from the moving structure onto the platform.

Talk to the red bob-omb buddy with B, and it will give you access to the cannon below you near where the big penguin is. Once ready, leap from this platform in the direction of the cannon. Don't worry, there will be a strong gust of wind that will take you up and allow you to ride toward the platform. Keep the control stick pressed in the direction you want to go, and if successful, you will safely land. Climb into the cannon and aim it in the direction of a platform in the distance that can't be accessed by normal means. Aim the cursor slightly above the tree on the distant platform and fire.

Once you safely land on the platform, follow the path while avoiding the spindrifts. Turn at the corner and you will see an arrow of yellow coins and a large gap. Get a running start, and then long jump to the other side of the gap. From here, you must do wall kicks to advance higher up this area of the mountain. This can be tricky at first, but as long as you keep trying, you will eventually reach the top.

From the bottom, run towards the wall and perform a double jump. At the apex of your double jump, press A when coming in contact with the wall to have Mario perform a wall kick. Use your control stick to guide Mario and land on the platform above from where you came from. From here, get a good running start and perform a triple jump. At the apex of the triple jump, press A when coming in contact with the next wall to have Mario perform a wall kick again, making sure to use the control stick to guide Mario in the proper direction. If successful, you will land on the highest platform. Carefully tip-toe across this narrow path of ice to reach the star. Take it.

Save the game after coming out of the painting. From here, exit the room. Once outside, run to the large set of stairs in the center of the main room and go up. At the top, turn left and run to a large pair of doors with a large imprinted star. The power of your collected stars will allow you to go through the sliding doors. Once inside, run through this narrow hall toward the portrait of Peach. It will quickly turn into a portrait of Bowser as you run and a trapdoor will open beneath you, which will have you falling into a new

area.

```
-----  
--- Secret Area #4: Bowser in the Dark World ---  
--- Star #28/120 (Red Coins) [3.28] -----  
-----
```

When you arrive, advance through the text started by Bowser. From here, run forward until you reach a structure the spews out a flame toward a "!" switch. This flame causes damage and makes Mario difficult to control, so avoid it. When the structure takes a brief pause, quickly step on the "!" switch and grab red coin #1 on the activated box behind you. From here, quickly go back to where you first arrived. Run across these boxes to get red coin #2, and then get off before they disappear. If you run out of time before you can get either red coin, simply go back to the "!" switch and retry. Once you have both red coins, run past the "!" switch while carefully avoiding the flame, and advance.

You will come to two moving platforms. Carefully jump across these to get to the other side. Run up the following path to coming to a series of rotating platforms. Carefully jump onto one of the platforms and ride it to the other side. Jump off when it is safe, and then follow the path past the goombas and run up the bridge. Carefully navigate this path while avoiding the amps. These are small, spherical creatures of electricity that will shock you and cause damage if they touch you, and they cannot be defeated in any way. Grab red coin #3 on this path while avoiding the amp, and continue following the path up.

You will come to a grey platform with a yellow moving structure that moves to both sides. When the yellow structure comes toward you, quickly jump onto it and jump up to the grey platform. Wait for the yellow structure to come out on the other side and drop down to collect red coin #4. Quickly jump to the section of moving platforms, making sure to grab red coin #5, and carefully navigate your way across. Once across, turn to your right and carefully tip-toe across the narrow, green path.

You will come to a large structure. Avoid the amp here and grab red coin #6, then carefully navigate your way back to where you originally came from. From here, jump onto the light blue wooden platforms that act as a seesaw and make your way across. Stop in the center of the second platform and carefully jump to the narrow ledge on your left where you will find red coin #7. From here, turn toward the platform of goombas and jump to it. Defeat or ignore the goombas, and then jump on the light blue platform once again. Run and perform a double jump to grab the edge of the platform above you. From this platform, jump across and grab red coin #8. The star will appear at the top of the area.

Turn toward the direction of where the star appeared and jump across the upper platforms to make it back to where you found the goombas. Jump onto the narrow green platforms here, and step onto the "!" switch that you find. Quickly jump up the activated set of stairs to make it to the top of the area. Run over to the star and take it. Advance through the following text and save when prompted. Afterwards, jump into the pipe.

```
-----  
--- Main Boss: Bowser (Battle #1) [3.28A] ---  
-----
```

When you arrive, Bowser will appear. Advance through the text to let the battle

begin. Your goal is to get behind him to his tail. Don't allow yourself to be in front of him, as he will either breathe fire or charge at you, both of which can cause damage. Quickly run behind Bowser, and press the B button to grab his tail. Once Mario is holding him, quickly rotate your control stick to have Mario start spinning him. Your goal is to throw Bowser into one of the bombs in this area. Once you're ready, press the B button again to release Bowser in the direction of one of the bombs. If you miss, Bowser will return and you will have to retry. If successful, the bomb will explode when Bowser makes contact, and you will have defeated him. Go over to him after he lands, and advance through the text. Afterwards, Bowser will leave behind a special key. Take it.

Save the game after coming out of the trapdoor, and then exit this room. Once outside, run down the stairs in the middle, and then go through the plain wooden doors on either side of the stairs. You will arrive in a hallway with a big boo, a ghost, waiting for you. Run toward it and it will flee. Keep running in this direction and go through the door.

You will arrive in the castle courtyard, consisting of a large fountain in the center and plenty of boos. These enemies cause damage when you touch them, and they become transparent when you look directly at them. To defeat these enemies, you must run behind them and punch them with B while they are visible. From the entrance, defeat or ignore these enemies and go to your left in the very back of the courtyard. Here, you will find a boo that is bigger than the rest, much like the one that you saw before entering the courtyard. This boo is defeated in the same manner as the others by going behind it and pressing B. Once you defeat it, a small cage will appear. Go near this cage, and Mario will automatically leap into it to enter World 5: Big Boo's Haunt.

```
=====
--- World #5: Big Boo's Haunt -----
--- Star #29/120: Go on a Ghost Hunt [3.29] ---
=====
```

When you arrive, advance through the small bit of text. From here, head forward to the front doors of the enormous mansion in front of you. Once inside, head to the door closest to you on your left. Avoid getting too close to the piano here, as it will come to life and cause damage. Advance to the next room, where you will find two bookcases.

In this room, you will encounter the book of curses, an enemy with sharp teeth, if you go near the bookshelves. Defeat it by jumping underneath it and destroying it. There are also chairs in the room that will try to harm you if you get too close. If they rise into the air, simply keep running to avoid them. Jump up onto the platform in front of the portrait of a boo, a ghost, and turn around to face away from it. Wait until two boos appear out of the portrait. Quickly defeat them by going behind them and punching them with B. A small bit of text will appear each time you successfully defeat one.

Once you have defeated both of the boos in this room, head to the door you had not opened yet and advance. You will arrive back in the main room from a different door. From here, head through the door closest to you on your left. Here you will find another boo with a Mr.I, which is a giant eye that can be defeated by quickly running around it in circles. Defeat or ignore Mr.I, then defeat the boo by punching it when it is visible. Once successful, exit this room from the door that you came through. Go over to the next unopened door in the main room. Follow the path until you come to a narrow bridge. Quickly run across it, as it will collapse behind you.

Defeat the boo in this spot by punching it when it is visible, then go through the nearby door. You will arrive in a small room with a large gap in the center. Carefully make your way across the ledges without falling off until you reach the final boo that you must defeat. Once you defeat it by punching with B, the text will tell you that the Big Boo has appeared in the main room. Go through the door that you did not yet open, and you will once again arrive in the main room.

You will find Big Boo here waiting for you. Defeating the Big Boo is essentially the same as defeating a normal boo, except that it will take three punches instead of one. Each punch will make the Big Boo slightly smaller, but it will move more quickly as well, so be careful not to make contact with it. Quickly get behind it and punch it with B. A useful tip is to remain behind it and keep punching after it takes damage. Once you successfully defeat the Big Boo, the star will appear and travel up to the second floor of the main room. A set of stairs will form for you to get up to the second floor. Jump up these stairs to make it to the star. Take it.

Save the game after arriving in the courtyard, and then turn around and run to the bigger boo with the cage inside of it. Defeat it and then enter the cage again.

```
=====
--- World #5: Big Boo's Haunt -----
--- Star #30/120: Ride Big Boo's Merry-Go-Round [3.30] ---
=====
```

Once you arrive, head through the front doors of the mansion. Once inside, enter the door closest to you on your right. You will come to the room with the large gap in the center. Drop down this gap and you will arrive in the basement, which contains a pool of water. Swim with A and the control stick and make your way to the platform with a door. Go through the door to arrive in Big Boo's Merry-Go-Round. From here, run past the painting that spews out a flame, and keep running until you get to the first painting to the left of the second entrance of the merry-go-round. Boos will come out of this painting.

You must defeat five boos in the same manner as before by punching them when they are visible. This can be a bit more tricky with the spinning motion of the merry-go-round. Do your best to avoid taking damage from the boos. If your power meter is low, each boo will supply you with a blue coin that restores plenty of health. Once you defeat five boos, the Big Boo will appear out of the painting. Carefully navigate your way on the merry-go-round and avoid taking damage from the Big Boo. Defeat the Big Boo by going behind it and punching with B. After it takes damage the first time, punch it two more times to successfully defeat it. The star will appear afterwards. Run over to it and take it.

Save the game after arriving in the courtyard, and then advance through the text that appears afterwards. From here, turn around and run to the bigger boo with the cage inside of it. Defeat it and then enter the cage again.

```
=====
--- World #5: Big Boo's Haunt -----
--- Star #31/120: Secret of the Haunted Books [3.31] ---
=====
```

Once you arrive, go through the front doors of the mansion. Once inside, go up the stairs in the center of the main room. Once at the top, run to your left and go through the door to the left of the corner. You will arrive in a narrow passageway of book shelves. Quickly run and jump to avoid the haunted books that fly out of the shelves, as they cause damage. Follow the path and navigate around the U-turn. Keep running forward until three green switches appear out of the bookshelf blocking your way. Press the one in the center, then the one on the right, and then the one on the left. The bookshelf will activate and open up a path for you to a door. Go through the door to find a star. Take it.

Save the game after arriving in the courtyard, and then turn around. Run to the bigger boo with the cage inside of it and defeat it. Afterwards, enter the cage again.

```
=====
--- World #5: Big Boo's Haunt -----
--- Star #32/120: Seek the 8 Red Coins [3.32] ---
=====
```

Once you arrive, go through the front doors of the mansion. When you step inside, go through the door closest to you on your left. Quickly run behind the piano and grab red coin #1 before the piano springs to life. Afterwards, go through the door that you did not come through. In this room, collect red coins #2 and 3 on the top of the two bookshelves. Take extra care with the book of curses and the cursed chairs. After collecting both red coins, go through the door that you did not come through. Once in the main room, run to the opposite side of the room and go through the door by itself on the wall. Carefully make your way across the narrow ledges, and defeat or ignore the boo here. Collect red coin #4, and then turn around to return to the door that you came through.

From here, go up the set of stairs in the center of the main room. Run to the left and go through the door to the right of the corner. You will be in the upper section of the room with Mr. I and a boo. Carefully navigate your way across the red floor here, as it contains gaps, and collect red coin #5 on the other side. Go back to the door that you came through and return to the main room. Run to the right and go through adjacent door. Here you will find another Mr. I, which you can choose to defeat or ignore. Go into the next section of the room, where you will find three pairs of caskets. Some will rise as soon as you go near them, but be careful not to get caught underneath them, as they will cause damage. Go to the first casket on the right and it will rise to reveal red coin #6. From here, go to the next pair of caskets and run to the one on the left. This casket will rise and reveal red coin #7.

Afterwards, turn around and go back through the door that you came from. Once in the main room, go through the door next to you on the right. Once inside, run around the bookshelf, defeating or ignoring the book of curses if it appears, to find red coin #8 in the next area. Watch out for an indent in the floor, as this is a trapdoor that will make you fall below. Once you've collected the red coin, the star will appear in the main room. Go through the nearby door to enter the main room. Jump down and head over to the set of stairs. Once at the top, run to the left and head over to the star. Take it.

Save the game after arriving in the courtyard. Turn around and defeat the big boo with the cage inside of it. Afterwards, enter the cage again.

=====
--- World 5: Big Boo's Haunt -----
--- Star #33/120: Big Boo's Balcony [3.33] ---
=====

Once you arrive, go through the front doors of the mansion. Once inside, go up the set of stairs and make a right at the top. Go through the door on the far right wall. In the next room, you must perform a tricky wall kick to make it to a platform in the upper section of the room. Jump onto the raised platform in the corner of the room. Jump against the pillar on this corner, and then press A when coming in contact with the pillar to perform the wall kick, and then guide Mario with the control stick to make it to the upper section of the room. This is a very tricky task and may require several tries, so keep trying and you will eventually be successful. Once you've made it, go through the door here. Once inside the next room, run over to the set of double doors and go through them.

You will arrive on Big Boo's balcony. You must defeat the Big Boo in the same way as usual, but you have less room to work with so it's more tricky to avoid taking damage. A useful tip is to jump above the Big Boo and ground pound it by pressing Z when in mid-air. Once the Big Boo has taken damage three times, it will be defeated and the star will appear and travel to the top of the roof.

Getting to the star is extremely tricky. The best way to get there is to get a running start and long jump to the far left of the roof where there is a flat surface. From here, quickly long jump to the upper part of the roof on your right, and then keep jumping until you reach the section of the roof with a yellow "!" block and the star. It may take you several tries to reach the star, but as long as you keep trying, you will eventually make it. Once you are successful, run over to the star. Take it.

Save the game after arriving in the courtyard. From here, go through the door in front of you to return to the inside of the castle. Once inside, run forward and go down the set of stairs that you come to. A big set of doors will be at the bottom. The key you earned from your encounter with Bowser will unlock this door and allow you to go through it. Once in the next room, go down the stairs and follow the path with of dark stone. Go through the door at the end of this pathway to arrive in the next area of the basement.

=====
--- Star #34/120: Yellow Rabbit in the Basement (1) [3.34] ---
=====

Once inside, run to your right and go around the corner to find a yellow rabbit waiting here for you. When you get close to it, it will flee from you. Your goal is to run after the yellow rabbit and catch it with the B button. It is a bit tricky, but keep trying to catch the rabbit by pressing B on the ground to grab or by pressing B in mid-air while running to dive. Once you've caught it, it will talk to you and eventually give up a star. Take it. Advance through the text and then save when prompted.

=====
--- Star #35/120: Special Toad (1) [3.35] ---
=====

After collecting the star, run to a raised platform marked by a checkered pattern and go through the door with a blank star on it. You will arrive in a large room with a pool of liquid in the center. Jump down to the lower area of this room, and turn to your right to see Toad in the corner. Talk to him with B and he will give you a star. Take it. Advance through the text and then save when prompted.

Afterwards, jump into the pool of liquid in this room to enter World 6: Hazy Maze Cave.

```
-----  
--- World #6: Hazy Maze Cave -----  
--- Star #36/120: Swimming Beast in the Cavern [3.36] ---  
-----
```

You will arrive in a dark cave. Run to the left where you will find a large gap. Get a running start and long jump across. Once on the other side, go through the door. In the next room, carefully go to your right while defeating or ignoring the nearby enemies. The spider can be defeated by jumping on top of it. The swoop, a small blue bat, is defeated by jumping underneath it. Keep following the path around until you get to a gap that goes out to another path.

Large rocks will be rolling down this path, and they cause damage if Mario is in the way. When it's safe, jump across the gap. From here, carefully make your way up the path while avoiding the rocks. Once at the end of the path, go through the door on your right. Once inside, step onto the yellow elevator in the middle of the room and it will take you downwards. Ride the platform down to the very bottom, and you will arrive in the cavern. Get off the platform and then follow the path down into the water. Swim in this area using A and guiding Mario with the control stick, and you will see a large, blue creature.

Don't worry, this creature is not an enemy and will not harm you. Jump onto the creature's back and ground-pound by pressing Z in mid-air. The creature will lower its head and allow you to climb on. Once on its head, the creature's head will rise once again. Your goal is to get to the platform with a star in the center of the cavern. To do this, face in the direction that you want to go by gently tipping the control stick in the appropriate direction. Once the creature is close to the platform, jump onto it to reach the star. Take it.

Save the game after coming out of the pool of liquid, and then enter the liquid again.

```
-----  
--- World #6: Hazy Maze Cave -----  
--- Star #37/120: Elevate for 8 Red Coins [3.37] ---  
-----
```

Once you arrive, run forward and go to your right when the path forks in two directions. Defeat or ignore the spiders here and carefully navigate your way through the path, taking extra care not to fall. Eventually you will come to a gap where a pair of flames fire out in intervals. When the path is clear, jump over to the other side, and then go through the door here. Run over to the pole and jump to it, then use the control stick to slide down. From here, run over to your right and you will reach a set of stairs. Jump up to the top and you will see an elevator with arrows. You must navigate your way around the room by pressing the arrows in the direction that you want to go. Once on the elevator,

press the arrows toward the boxes on your right floating in mid-air. Break these boxes open by punching with B in order to collect red coins #1 and 2.

Head toward the third box, making sure to leap over the long beam, and break it open with B to collect red coin #3. Keep going toward a platform where you will find red coin #4 and jump to it. Once you've collected that red coin, carefully jump down from the platform, making sure to ground-pound with Z in mid-air to minimize damage. Run back to the set of stairs that you came from. Once on the elevator, ride it forward to the platform with a pole on it. When the elevator can't go any further, long jump to the platform. Climb up the pole with the control stick, and when you get to the top, get on the platform here. This platform will begin moving on its own, but you must safely navigate through the obstacles in your path. After beginning to move, punch the box with B when you get near it. The platform will then allow you to ride through red coin #5.

Afterwards, the platform will take you to an obstacle that you must jump over while collecting red coin #6. Watch out for the swoop if you hear its cry. If it touches you, it will make you fall off the platform, so do your best to avoid it. Keep riding and you will come to another structure with red coins #7 and 8. Jump onto it and collect them, and then the star will appear in the center of this room below you. Carefully jump down, ground-pounding with Z before you land, and then head over to the star. Take it.

Save the game after coming out of the pool of liquid, then turn around and enter the liquid again.

```
=====
--- Secret Area #5: Cavern of the Metal Cap ---
--- Star #38/120 (Red Coins) [3.38] -----
=====
```

You will arrive in Hazy Maze Cave as usual, but the secret area is inside this world. From where you begin, run to your left towards the large gap. Get a running start and then long jump over the gap. Once on the other side, go through the door here. Defeat or ignore the spider and swoop, and follow the path towards the area where you find the rolling rocks. When it is safe, carefully jump over to the path. Run up the path while avoiding the rocks, and go through the door on the right when you reach the top of the path.

In the next room, step on the elevator in the center to travel down into the underground lake. Once you reach the bottom, get off the elevator and run down the path to the water. Swim over to the harmless blue creature and climb on its back. Ground-pound the creature's back with Z in the air to make it lower its head. Climb onto its head and then turn towards the large platform in this chamber with the red dock and the double doors. Guide the creature there, jump onto the platform, and then go through the double doors. Follow this path into a room with another pool of liquid in the center. Jump into this pool of liquid and you will travel to a secret area.

You arrive in a form known as Metal Mario. The text that appears will explain to you the basics of this form. Once you've advanced through the text, run forward toward a masked enemy known as a snufit. Normally, these enemies are defeated by jumping on top of them. In the form of Metal Mario, you can simply jump right through them. Run through or past the snufits in this path and turn left at the intersection. Make your way across the cavern here and carefully cross the bridge when you get to it. There will be a small alcove at the end of the bridge where you will find a 1-up as well as red coins #1 and 2. Once collected, run over to the platform with a large green switch. Jump onto the

switch to activate the green "!" blocks throughout the various worlds. Advance through the following text and save when prompted.

Collect red coins #3 and 4 on this platform, and then go over to the newly activated green "!" block. Jump under it to reveal a metal cap and grab it. Go back to the platform with the large green switch and then drop down into the water. Metal Mario will simply sink and you will be allowed to walk on the floor. Quickly go around the platform you just came from to collect red coins #5, 6, 7, and 8 before the effects of the metal cap wear off. Once you've collected the final red coin, the star will appear near the platform that you are currently at. Go over to the star and take it.

Save the game after coming out of the pool of liquid, then turn around and jump into the liquid again.

```
=====
--- World #6: Hazy Maze Cave -----
--- Star #39/120: Metal-Head Mario Can Move! [3.39] ---
=====
```

When you arrive, run over to the large gap on the left. Long jump over the gap and then go through the door on the other side. Defeat or ignore the spider and swoop while following the path. Keep going until you get to where the rolling rocks are. When it's safe, jump over to the path and make your way up while avoiding the rocks. Go through the door on the right once you get to the top of the path. Once inside the next room, step onto the elevator in the center and ride down into the underground lake. Once at the bottom, get off the elevator and go over to the green "!" block nearby. Jump underneath to reveal the metal cap and grab it.

Once you are Metal Mario, quickly run down this path into the water. Once in the water, go to your left and follow the strip of land that is darker colored than the rest. Keep going and you will reach a large "!" switch. Press it to open the way to the wooden door. Getting to the switch in time is a tricky task, but as long as you travel as quickly as possible, you will be successful within a few tries. Once you've opened the way to the wooden door, go through it to the next room. In this narrow corridor, carefully avoid the spider that pops out of the gap. When you are ready, long jump over the gap to the middle of the room. Carefully prepare yourself and then long jump over the gap once more to reach the star. Take it.

Save the game after coming out of the pool of liquid, then turn around and jump into the liquid again.

```
=====
--- World #6: Hazy Maze Cave -----
--- Star #40/120: Navigating the Toxic Maze [3.40] ---
=====
```

Once you arrive, go to your right when the path forks. Carefully make your way through this path, and when you get to the gap with flames, wait for the gap to clear before jumping over. Once across, open the door to the next room. Jump onto the pole and slide down with the control stick to reach the bottom. From here, run over to the middle opening on your left that slopes up to a door.

Go through this door to arrive in a small, narrow room with a hole in the

floor. Drop down this hole and you will arrive in a maze of gas. Standing in this gas lowers Mario's health on his power meter, so try not to breathe it in too often and collect coins if your health runs low. From where you arrive, run forward. Defeat or ignore the snufit here, and run towards the green "!" block. Jump underneath it to reveal the metal cap. Once you've grabbed it, quickly turn to your right and run this way. Take the first left, and keep following this path. Ignore the first alcove with a door and keep running.

You will come to a second alcove with a trail of green material hanging off the edge. Double jump to grab the edge and then climb up with the control stick. Go through the door here. Follow this path past the swoops and fireballers, which spit flames at you, until you get to the elevator at the end of the path. Step onto the elevator and you will be taken up to the next area, where a star awaits. Take it.

Save the game after coming out of the pool of liquid, then turn around to go into the liquid again.

```
=====
--- World #6: Hazy Maze Cave -----
--- Star #41/120: A-maze-ing Emergency Exit [3.41] ---
=====
```

When you arrive, go to your right when the path forks. Follow this path to the gap with flames at the end. Wait for the path to clear, and then jump over to the other side. Go through the door here to get into the next room. Once inside, jump onto the pole and slide down with the control stick.

From here, run to the middle opening on your left where the path slopes up to the door, and go through it to the next room. Inside, run over to the hole in the ground and drop into the maze. Quickly run forward to the green "!" block and get the metal cap. Once you've grabbed it, quickly turn right and run to the first left turn that you come to. Keep following the path until you get to the alcove here with the door. Double jump to grab the edge and then climb up with the control stick. Go through the door to the next room.

Follow this path until you get to an elevator. Step onto the elevator and it will rise into the next room. Go through the door here. You will arrive in the upper section of the large chamber with the rolling rocks. You will see the star on a lonely platform in the distance. There are two ways to reach the star. Your first choice, though more difficult, is to long jump over to the star. Your second choice may be easier, which is to navigate to the star by using the red bars above you by jumping underneath and holding the A button.

Once Mario has grabbed the bars, use the control stick to carefully guide him, making sure to stay on the bars while keeping the A button held down. A useful tip is to change your view with the yellow buttons to get a better perspective. Once you reach the platform with the star, let go of the bars by letting go of the A button and take the star.

Save the game after coming out of the pool of liquid, then turn around to go into the liquid once more.

```
=====
--- World #6: Hazy Maze Cave -----
--- Star #42/120: Watch for Rolling Rocks [3.42] ---
=====
```

Once you arrive, go to the large gap on your left. With a running start, long jump across and then go through the door on the other side. In the large chamber, defeat or ignore the spider and swoop while following the path. Keep going until you get to where the rolling rocks are. When it's safe, jump across the gap to the path. From here, run up the path while avoiding the rocks. When you get to the top of the path, stand by the door without going through it. Facing the door, jump into the right wall and press A to wall kick. Press A once more when against the opposite wall to wall kick onto a platform with a star. This may be tricky and could take a few tries, but time your wall kicks and you will eventually be successful. Once at the top on the next platform, run over to the star. Take it.

Save the game after coming out of the pool of liquid. From here, exit this room by going through the door on the raised level. Once outside, run forward and you will see a painting of a flame on your right. Jump through this painting to enter World 7: Lethal Lava Land.

```
-----  
--- World #7: Lethal Lava Land -----  
--- Star #43/120: Boil the Big Bully [3.43] ---  
-----
```

You will arrive in a world filled with lava and flames, which all cause serious damage to Mario, so you must be extra careful in this world. Advance through the text that appears when you arrive, and then begin by running forward and leaping over the lava. Turn left underneath the arch and run down this path while avoiding the flames that occasionally appear around here. Here you will run into a new enemy known as a bully, which will try to knock you into the lava once you go near it. Defeat this enemy by either jumping on top of it or punching it with B. From here, go to your left where two platforms go up and down. When they form a bridge, quickly run across. Defeat or ignore Mr. I and keep following the path here, leaping over the lava when necessary.

Run past the giant puzzle of Bowser with red coins and go onto the long path above that comes afterwards. Defeat or ignore the bullies here, and then jump onto the rotating platform with flames. Carefully avoid the flames without falling off and then jump onto the platforms on your right when it is safe. Follow the narrow grey platform to a larger platform and jump on. Here you will encounter a big bully, which is defeated in a similar yet more difficult way than a normal bully. As soon as you get on the platform, avoid its charges and run to get into a good position. Once you are ready, charge into the big bully by jumping into it. This will push it back. Continue charging it until it finally falls into the lava. The star will then appear on top of a nearby platform. Quickly jump on the blocks in front of the platform to get on top and run over to the star. Take it.

Save the game after coming out of the painting, and then turn around to jump through the painting again.

```
-----  
--- World #7: Lethal Lava Land -----  
--- Star #44/120: Bully the Bullies [3.44] ---  
-----
```

Once you arrive, run forward and leap over the first gap. Make a left under the arch and follow the path, defeating or ignoring the bully on the way. Make a left at the intersection and cross the bridge when it forms. Run past Mr. I and go through the giant puzzle of Bowser with red coins. Run through the path of additional bullies and jump onto the rotating platform of flames. Carefully make your way over to the platforms on the side and jump over to them. Follow them to the big platform with the big bully.

This time, ignore the big bully by running around until you notice a small, black platform coming your way on the opposite side from where you came. Carefully jump over to it when it gets close, and then ride it over to the next large platform that has three bullies. Jump onto the platform. When you get on, allow only one bully to charge at you at a time, as fighting three bullies at once can be very tricky. Defeat them by jumping on top of them or punching them with B.

Once they all fall into the lava, a big bully will appear. First, get into a good position. When the big bully charges at you, charge back by running and jumping into it. Once it finally falls into the lava, a star will appear on the platform where you are currently standing. Take it.

Save the game after coming out of the painting, and then turn around to jump through the painting again.

```
=====
--- World #7: Lethal Lava Land -----
--- Star #45/120: 8-Coin Puzzle With 15 Pieces [3.45] ---
=====
```

Once you arrive, begin by running forward and leaping over the gap of lava. Turn left under the arch and follow the path to turn left once more at the intersection with the bully. Go across the bridge when it forms and run past Mr. I here to head toward the next set of platforms. Carefully jump across these platforms to reach the giant puzzle of Bowser with red coins. Red coins #1-8 are all here, but the trick is to avoid the puzzle piece that is moving, as it will cause you to fall into the lava. Once you have collected all 8 red coins, the star will appear on a solid platform at the corner of the giant puzzle. Run over to the star and take it.

Save the game after coming out of the painting, and then turn around to jump through the painting again.

```
=====
--- World #7: Lethal Lava Land -----
--- Star #46/120: Red-Hot Log Rolling [3.46] ---
=====
```

When you arrive, run forward and leap over the first gap of lava. Turn left under the arch. When you reach the intersection with the bully, turn right. Carefully navigate through the platforms here, avoiding flames and making sure not to fall into the lava. Keep jumping between platforms and head toward a long grey platform that goes to a larger platform with two bullies. Defeat or ignore the bullies, and jump onto the small, black platform below. Once you get on, the platform will begin to move. Carefully move Mario around the platform in order to avoid the flames that shoot out of the lava. Once you reach the next set of platforms, jump off and head up to the large log that you see here.

When you get on the log, navigate by gently adjusting Mario's position as the log begins to roll. As long as you balance Mario and keep him near the middle, you can safely move toward the platform on the other side. Once there, jump off the log and make your way down the narrow path to the star. Take it.

Save the game after coming out of the painting, and then turn around to jump through the painting again.

```
=====  
--- World #7: Lethal Lava Land -----  
--- Star #47/120: Hot-Foot-It Into the Volcano [3.47] ---  
=====
```

Once you arrive, begin by running forward and leaping over the first gap of lava. Turn left under the arch, and make a right at the intersection with the bully. Carefully jump between the platforms here and head towards the volcano with the large circular platform around it. Jump onto this platform, and then jump onto the volcano to go down its opening on the top. Once inside the volcano, begin by going to the right and leaping across the platforms here. Once you get onto the main path, begin following the path upwards. Carefully avoid the flames and the bully as you make your way up. When you see a large crease in the wall, stop. Slowly inch your way forward until a large obstacle comes crashing down. Once it rises, jump up onto the next level of the path.

Carefully jump across these mid-air platforms and advance. Avoid the flames here and keep following the path. Defeat or ignore the bully and then carefully navigate the narrow bridge afterwards. Grab onto the pole here and climb up with the control stick. In order to jump from pole to pole, you must have Mario face away from the pole that you want to go to. Once in position, press the A button to have Mario leap to the appropriate pole. Repeat this process until you reach the platform where the star awaits. Leap off the pole onto the platform and run over to the star. Take it.

Save the game after coming out of the painting, and then turn around to jump through the painting once more.

```
=====  
--- World #7: Lethal Lava Land -----  
--- Star #48/120: Elevator Tour in the Volcano [3.48] ---  
=====
```

When you arrive, begin by running forward and jumping over the first gap, and then make a left under the arch. Run forward and then turn right at the intersection with the bully. Follow the platforms here and carefully make your way across while heading towards the volcano. Jump onto the volcano and then enter its opening at the top. Once inside, turn around and begin heading to the left. Leap between the platforms here until you reach a platform. Step onto it and it will begin to move automatically. Allow the platform to follow its path.

As soon as you see a second platform, get ready to jump as the platform you're on is about to fall. As soon as you get close enough, jump over to the second platform and it will also begin to follow its path automatically. Eventually, the platform will reach a pole. Jump onto this pole and climb up using the control stick. Make sure to keep your back to the platform that you're climbing up to. Carefully avoid the flames that spin here, and when it is safe, leap off

the pole onto the platform. Quickly jump onto the next pole and climb up. From here, carefully jump your way over to the star that awaits. Take it.

Save the game after coming out of the painting. From here, facing away from the painting, turn right and follow this path. Take a left around the corner. Here you will see nothing but wall. However, the piece of wall at the very end is actually an entrance to another world. Jump through this particular wall to enter World 8: Shifting Sand Land.

```
=====
--- World #8: Shifting Sand Land -----
--- Star #49/120: In the Talons of the Big Bird [3.49] ---
=====
```

You will arrive in a desolate desert full of sand. From where you arrive, run forward past the bob-ombs and the shy guy, an enemy that charges you and also spits fire. Defeat this enemy by jumping on top of it. In addition, you will see tall, skinny creatures known as pokeys. These enemies can be defeated by punching each part of their body with B, or by jumping and pressing B in mid-air to kick their head. Face the large grey structure in this area, and get to the top by getting a running start and performing a triple jump. Once at the top, break open the red "!" block and grab the wing cap that appears.

Perform a triple jump while standing to begin flying, and control Mario's direction with the control stick. Once in the air, you will notice a large bird holding a star. Fly over to the other side of the large pyramid in the area with a small pond. Run up to the top of one of the large brick pillars here and the bird will eventually fly over you. When the bird gets close, jump into the star its holding to make it release the star. Run over to the star and take it.

Save the game after coming out of the wall, and then turn around to go through the wall again.

```
=====
--- World #8: Shifting Sand Land -----
--- Star #50/120: Shining Atop the Pyramid [3.50] ---
=====
```

When you arrive, run over to the large grey structure in this area and triple jump your way to the top. Once at the top, break open the red "!" block and grab the wing cap that appears. Once you've grabbed it, face the pyramid in the distance, and then perform a triple jump while standing to begin flying toward the pyramid. Stay as high up as possible as you approach the left side of the pyramid. When you get close, you will see a star shining in an alcove near the top. Fly into the alcove and take it.

Save the game after coming out of the wall, and advance through the text that follows. Afterwards, turn around to go through the wall again.

```
=====
--- World #8: Shifting Sand Land -----
--- Star #51/120: Inside the Ancient Pyramid [3.51] ---
=====
```

Once you arrive, run forward to the large grey structure in this area. Get a running start and triple jump to the top. Once there, break open the red "!" block and grab the wing cap that appears. Once you've grabbed it, face the distant pyramid, and then perform a triple jump while standing still to begin flying toward the pyramid. Approach the pyramid's left side and cruise down onto the narrow path where you see the entrance. Once you safely land, run to the opening and go through it to enter the pyramid.

Once inside the pyramid, begin by running forward and making a right at the intersection. Defeat or ignore the goombas as you follow the path. Keep running until you reach the end of this path, and then jump over to the left. Keep heading left across the platforms until you get to the beginning of the main path. Follow this path around, avoiding the amp, and keep going. A mummy thwomp will be moving up and down in this path. Wait for it to crash down and then safely leap across. Run down this path and then grab the pole that you come to. Climb up using the control stick, and then leap off when you get to the top.

Run toward the bars and grab hold of them by jumping and holding down the A button. Make your way across and let go of the bars once you reach the other side. Head up to the next level, and follow the path down here. Be extremely careful with the crusher here, which will cause damage if it rolls onto you. Either jump over it or hide in the small alcove to let it roll by. Once past it, keep running down the path. Go up the moving steps to and head up to the next level. Dash down this path while ignoring the amps that appear. Carefully make your way across the narrow ledge here, and then jump onto the pole and climb up.

Leap off the top of the pole, and carefully jump onto the mummy thwomp when it gets close. While it's on the ground, carefully jump off towards the platform across the bridge. From here, run up the sloping path to the right and jump up to the next platform at the very top of the pyramid. The star will await you in this spot. Take it.

Save the game after coming out of the wall, and then turn around to go through the wall again.

```
=====
--- World #8: Shifting Sand Land -----
--- Star #52/120: Stand Tall on the Four Pillars [3.52] ---
=====
```

Once you arrive, run over to the large grey structure in this area. Get a running start and then triple jump to the top. Break open the red "!" block and grab the wing cap that is revealed. Perform a triple jump while standing and fly towards the brick pillar closest to you. When you are above the top, press Z to ground-pound onto it, and then quickly triple jump while standing on top to begin flying once again. Quickly repeat this process for the other three brick pillars that surround the pyramid.

Once you ground-pound the final brick pillar, the top section of the pyramid will break off and shatter. Before the wing cap's effects fade, triple jump and fly to the top of the pyramid. If the effects have already worn off, you can either go up the pyramid on foot or grab another wing cap from a red "!" block. Once you are at the top, drop through the hole here. You will arrive inside the ancient pyramid, but you will come down upon a large elevator that will take you to the a secret entrance. When the elevator stops, jump into the entrance hole and run through the following path to fall into the depths of the pyramid.

=====
--- Boss #3: Eyerok [3.52A] ---
=====

Run forward and go up the stone steps here. The moment that you step onto these steps, a boss by the name of Eyerok will form. Advance through the following text to begin the battle. Each hand has an eye, and only one will open at a time. You must punch each eye with B while carefully avoiding Eyerok's tricks and various attacks. Run and jump your way into a good position if necessary, making sure not to fall off the battle area. Once you have punched each eye three times, Eyerok will be defeated. Advance through the following text and the star will appear. Take it.

Save the game after coming out of the wall, and then turn around to go through the wall again.

=====
--- World #8: Shifting Sand Land -----
--- Star #53/120: Free Flying for 8 Red Coins [3.53] ---
=====

Once you arrive, begin by turning around and running toward through the narrowing path. Carefully go over to red coin #1 without falling in the quicksand. Once you've collected it, turn around and run toward the large grey structure. Break open the box on the left side of the structure to grab red coin #2. From here, run out from underneath the roof. Get a good distance away from the structure before turning around to face it again. With a running start, triple jump to the top. Grab the wing cap from the red "!" block. Once you've gotten it, perform a triple jump while standing to begin flying.

Fly over to the brick pillar closest to you, and ground-pound with Z when directly over the top. Face red coin #3 and triple jump to fly into it. Red coins #4, 5, and 6 are all located by each of the brick pillars. Therefore, they can be collected in the same way. Whenever in doubt of how much long your wing cap will last, fly back to the structure where the red "!" block is and obtain another one.

Fly over to the pond in the very corner of the world to find red coin #7. Afterwards, triple jump while standing still and fly over the steel platforms with moving toxic boxes. Near the middle of this series of platforms is red coin #8. Carefully land near it and grab it. The star will appear on top of the large grey structure in the beginning area of the level. Triple jump while standing still to begin flying. Head towards the direction of the large grey platform and fly to the top where the star awaits. Take it.

Save the game after coming out of the wall, and then turn around to go through the wall once more.

=====
--- World #8: Shifting Sand Land -----
--- Star #54/120: Pyramid Puzzle [3.54] ---
=====

When you arrive, run forward to the large grey structure. Get a running start

and then triple jump to the top. Break open the red "!" block and grab the wing cap that is revealed. Facing the pyramid, triple jump while standing to begin flying. Head on over to the pyramid's left side and carefully land in front of the entrance near the bottom. From here, head inside. Once inside the pyramid, begin by running forward. Make a right when the paths intersect, and follow this path, defeating or ignoring the goombas as you go. At the end of the path, jump between platforms on the left to make it to the beginning of the main path. Follow this path past the amp, and when you get to the mummy thwomp, wait for it to clear the path so you can jump across the gap.

Run forward to the pole, jump onto it, and then climb to the top using the control stick. Leap off the top of the pole and run over to the bars here. Jump underneath them and hold on by holding down the A button. Make your way across and then let go once you reach the other side. Head up the steps to reach the next level, and then follow the path, taking care to avoid the crusher. Either jump over it or dodge it inside the nearby alcove, and then continue down the path. Make your way up the moving steps and then follow the next path past the amps that appear. Turn at the next corner and carefully navigate your way across the narrow ledge. Once you get to the pole, jump onto it and climb to the top. Leap off the top of the pole and head over to the mummy thwomp.

Wait for it to come near you, and then carefully jump on top of it. Once it crashes down on the ground during its hopping, safely jump off to the platforms on the other side of the bridge. Run up the slope here on your left and make your way to the top of the slope. Stand in front of the platform where you grabbed a previous star, and turn to the right. Slowly walk off the edge here in the break of brick walls, and Mario will hang on the ledge from below. Pull down on the control stick and Mario will drop down to the platform right underneath him.

Here you will collect a yellow coin and a "1" will appear alongside a sound. From this small platform. Use the up arrow on the yellow buttons of your controller to look around your surroundings. Look below this platform to find another platform below you with another lone yellow coin. Carefully jump over to this platform and a "2" will appear alongside a sound. Turn around and look below again to find a third platform with a yellow coin. Carefully drop to this platform and a "3" will appear alongside a sound. Turn around and look below you once more to find a narrow platform of sand where another stream of sand is falling into. Drop down onto this narrow platform of sand and run over to another yellow coin to have a "4" appear alongside a sound.

As you run through this sand, keep jumping and always keep moving so that you do not sink and slow down. Keep following the narrow path of sand to yet another yellow coin and a "5" will appear alongside a sound. A star will appear at the very end of the sandy path. Run over to the star, constantly pressing A to jump so that you can reach it, and take it.

Save the game after coming out of the wall.

=====
--- Star #55/120: Yellow Rabbit in the Basement (2) [3.55] ---
=====

After coming out of the wall, run down the path here to make a right around the corner. Make a right once more at the first opportunity to find a yellow rabbit waiting for you once again. You must catch this rabbit in exactly the same manner as the first time. Keep chasing it and grab it by punching or diving with the B button. Once you've caught the yellow rabbit, advance through the

following text, and it will give up another star. Take it. Advance through the following text and then save when prompted.

From where you are, run over in the direction of the door with the blank star where you entered Hazy Maze Cave. Run past this door and keep going to the right until you find a simple wooden door here. Go through the door into the next room. Enter the water here and swim through the passage into another room. Here you will see two pillars. Ground-pound both of them by pressing Z in mid-air. Once you've successfully done this, the water will begin to drain out of this room. Drop down from the pillar you're standing on and head over to the door that you find here. Go through it.

You will arrive at the front area of the castle. Before, this moat was filled with water. By pounding the pillars, you successfully drained the water out of the moat. From where you arrive outside, turn to your right and run underneath the grey arched bridge above you. You will come to a hole in the ground here. Drop down this hole to enter a secret area.

```
-----  
--- Secret Area #6: Vanish Cap Under the Moat ---  
--- Star #56/120 (Red Coins) [3.56] -----  
-----
```

You will arrive in a nearly-invisible form. The text that appears after your arrival explains the basics of the vanish cap. Advance through the text to take control when you are ready. Begin by pressing either the left or right arrow of your yellow buttons on the controller to change the view angle. An enormous slope of platforms is right in front of you. Carefully slide down the section of the slope right in front of where you begin to reach a platform with red coin #1. Press the A button while sliding to jump and slow down your sliding speed. Press the up arrow on your controller's yellow buttons to look at your surroundings. Red coins #2, 3 and 4 are on platforms below you. Carefully slide over and grab them all on your way down.

If you miss any of the first four red coins on your way down the slope, there is no way back. Your only option is to fall off and retry the level from the beginning. Don't worry though, because you will not lose any lives by doing this.

Once you have the first four red coins, turn to your left and begin following the path through this area. Navigate your way up by jumping. When you get to the set of moving platforms, wait for them to get near you before jumping on them. Jump over to the wooden seesaw while grabbing red coin #5. From here, carefully jump onto another moving platform while grabbing red coin #6. Ride this platform to another set of adjacent moving platforms. Carefully jump across while grabbing red coin #7. Ride this platform, and then carefully jump to the next area where you will see a large blue switch.

Jump on top of the large blue switch, and you will activate all of the blue "!" blocks in the various worlds. Advance through the following text and save when prompted. From here, run to red coin #8 nearby and grab it. The star will appear inside of a cage. Jump underneath the blue "!" block to reveal a vanish cap. Once you've grabbed it, run through the nearby cage to go through it to the star. Take it.

Save the game after arriving out of the hole. From here, run back underneath the grey arched bridge and go through the door on the left that you came from. Once inside the castle, run forward past the pillars and through the following

passageway. Once at the end, double jump to grab the ledge and climb up with the control stick. Instead of going through the door that you came from earlier, go up the set of stairs in this room and go through the door on top.

Slide down the slope and you will end up near double doors with a large star on them. Stand near the double doors, and the power of your collected stars will automatically unlock the door. Go through the door and you will arrive in a narrow room with a wall of water at the other end. Run to the wall of water and jump through it to enter World 9: Dire, Dire Docks.

```
-----  
--- World #9: Dire, Dire Docks -----  
--- Star #57/120: Board Bowser's Sub [3.57] ---  
-----
```

You will arrive by falling into a sea of water. Dive down and begin swimming with A and guiding Mario with the control stick. After swim down into the depths, head toward the hole in the side of the wall and swim into it. Follow this path of water. Make sure to surface at the halfway point to refill your power meter, as it will constantly be draining while you are swimming. Keep swimming until you arrive in another area of this world. Swim straight ahead upon entering and head toward the surface of the water as you go. At the surface, jump onto the platform here and you will find a "!" switch. Step onto it and a set of blocks will form behind you. These will allow you to make your way to the nearby sub with Bowser's logo on it. Once you climb aboard, run over to your right towards the star waiting for you here. Take it.

Save the game after arriving from the ceiling above. From here, you will notice that the wall of water has been pushed back, and has revealed an entrance to a new area. Jump into this entrance.

```
-----  
--- Secret Area #7: Bowser in the Fire Sea ---  
--- Star #58/120 (Red Coins) [3.58] -----  
-----
```

You will arrive in a large world full of lava among other obstacles. Begin by running forward to a grey platform, and it will begin moving automatically. Hop over the obstacle that comes, getting the 1-up if you wish, and hop back onto the platform once it rises above the lava. From here, make your way over to the nearby blocks. Keep yourself balanced in the center while you wait for the moving platform to arrive once more from the lava. Jump onto the moving platform when it is safe and then jump over to the next platform. Carefully navigate the path, making sure to avoid the lava as it seeps over the path in steady intervals.

Once you've made it across, defeat or ignore the bully here and head up the path that slopes here. At the top, carefully jump to grab red coin #1. Head back down the path and advance. Defeat or ignore the goombas, and make a running jump to the pole attached to the moving platform here. Take extra care with the amp that flies here, and with your back turned to the seesaw, leap off the pole with the A button. Grab red coin #2, and keep making your way forward to another pole. Climb to the top into a closed section of the area. Red coin #3 is in the back, so with your back to it, leap off the pole to collect it. From here, run onto the platform here and quickly run back off. It will rise and reveal red coin #4 underneath it.

Carefully drop down through that red coin and land on the platform below. Retrace your steps so that you end up back in the closed section that you just dropped down from. This time, run onto the platform at the end and stay on it. It will take you up to the next level of the area.

From here, carefully jump between each of the platforms. Once you get to a large sloped platform, carefully maintain your balance on the narrow surface on top and tip-toe over to the yellow bridge on your right. A bully awaits on the small platform up here, so do your best to avoid it as you get to the top. The bully can potentially knock you into the lava and that will result in Mario taking serious damage. Just run up toward the platform as quickly as you can and leap over the bully if it comes toward you. Quickly grab red coin #5 and after avoiding the bully, or defeating it if you wish, make your way back down the yellow bridge.

When you get to the sloped platform, carefully slide down the other side and advance. Double jump to go on top of the bars here, and run across the moving platforms that come afterwards. Defeat or ignore the bullies here, and begin heading up the purple path here. It will continuously rise and fall, making the slopes change during your climb. Keep an eye out for a small shadow on the surface of the path near the middle of your climb. When the path rises, red coin #6 will approach you. Jump up and grab it. Afterwards, keep climbing up the path until you get to the very end. Wait for the path to rise all the way up and a platform will come into view. Safely jump over to this platform.

From here, follow this path up while avoiding the fireballer. Keep running up and avoid the bob-omb here. Carefully make your way across the section of lava and flames by jumping onto the safe areas of the platforms. It is a good idea to take this section slowly, as rushing may lead to Mario taking a fatal amount of damage. Near the end of the path, wait for the flames to stop and quickly grab red coin #7 here. If you fall into the lava at any time, immediately use the control stick to guide Mario over to the nearby platform with a recovery heart. This will allow you to restore health to Mario's power meter.

Once you reach the other side of this section, run through the recovery heart if you need to restore your power meter. When you're ready, jump onto the pole and wait for it to rise to the next level. Leap off the pole and then run into another pole. Wait for this one to fall below and then carefully leap off. Run to yet another pole, and climb to the top. Jump to reach red coin #8. The star will appear on the very top of the structure you just navigated through. To get up there, find a way onto the ledge of the thin wall of blocks that you are standing next to. Either U-Turn Somersault or triple jump to the ledge. Once you've climbed up, carefully tip-toe the narrow path, and jump to the next platform. Once there, carefully long jump to the platform with the star. Take it. Advance through the following text and save when prompted.

From here, turn back around and jump to the platform you just came from, and then drop down onto the path below. Quickly run across the collapsible bridge here. Once on the other side, jump into the entrance of the structure here.

=====
--- Main Boss: Bowser (Battle #2) [3.58A] ---
=====

Bowser will greet you the moment that you drop down. Advance through the text to begin the battle. Bowser will immediately rise into the air and cause the

arena to tilt. Run in the opposite direction of the tilt to avoid falling off. Once the arena levels out, this battle becomes essentially the same as the last battle, except that there are now a few new tricks that Bowser has devised. He now has a vanishing move and a wider variety of fire attacks in addition to the moves he had last battle. Your goal is to avoid these attacks and quickly get behind Bowser to grab his tail with the B button. Once you've grabbed his tail, swing Bowser by rapidly spinning the control stick, and then press B to throw him in the direction of one of the bombs. If you miss, Bowser will return and make the platform tilt when he lands, so watch out for that and keep your balance. Once you have successfully thrown Bowser into a bomb, he will be defeated. Go to him and advance through the text. Bowser will then leave behind another special key for you. Take it.

Save the game after coming out of the hole. From here, turn around and jump through the wall of water at this end of this passageway.

```
=====
--- World #9: Dire, Dire Docks -----
--- Star #59/120: Chests in the Current [3.59] ---
=====
```

When you arrive, begin by swimming down towards the very bottom of the seafloor, making sure to avoid various creatures such as the shark that will cause Mario damage if you touch them. Facing the hole on the side of the wall, turn right and swim low to find a treasure chest here right next to the wall. Swim near it to open it, and a "1" will appear. Facing this chest, swim towards the hole in the wall and you will find another chest here. Open it and a "2" will appear.

Swim past the hole while remaining low. Remain next to the wall and swim your way around to find another treasure chest near the wall. Open it and a "3" will appear. If your power meter is low, collect yellow coins to restore it. Turn back around and swim in the direction of the hole. Once in front of the hole, turn around and swim directly to the last treasure chests near the whirlpool in the center. Carefully open the chest without getting pulled into the whirlpool and a "4" will appear. The star will appear near the wall. Swim over to the star. Take it.

Save the game after arriving from the ceiling, then turn around and jump through the wall of water again.

```
=====
--- World #9: Dire, Dire Docks -----
--- Star #60/120: Pole-Jumping for Red Coins [3.60] ---
=====
```

Once you arrive and drop into the water, begin by swimming down in the direction of the hole. Swim inside and follow the path to the next area. Swim straight forward and surface at the platform on the other side. Press the "!" switch that you find here, and then run towards the corner where another set of blocks appear. Quickly jump up these boxes and you will arrive on a platform in the upper section of this large chamber. Grab red coin #1, and then jump to the moving pole on the right. Ride this pole and adjust your position using the control stick to collect red coins #2 and 3. Grab red coin #4 at the platform that you arrive at. Afterwards, jump back onto the pole and ride your way back.

Once you get back onto this platform, go onto the pole to the left and ride it to the next platform. Jump onto the pole to your left, and carefully make your way across by leaping from pole to pole. Before each jump, make sure Mario's back is to the pole that he wants to go to. Once you arrive on the platform with a blue coin block, jump onto the next pole that comes here and ride it to the next platform. Collect red coin #5, and then jump back onto the pole. On the following platform with the blue block, jump onto the next pole and ride back to the platform with the shadow star on it. From here, jump onto the pole that arrives on your left.

Ride this pole and change your view in order to get a good view of the other incoming pole. Carefully leap to the next pole from here and collect red coin #6. You must now jump to a pole on the other side of these red walls once it comes near you. When the position is just right, carefully leap to the other pole and use it to collect red coins #7 and 8. The star will appear at the platform where you saw the shadow star earlier. From the current pole that you are on, leap to the pole on the other side of it when the time is just right. From the next pole, change your view and carefully leap to the other incoming pole when it gets close enough. Ride this pole to the platform with the star and carefully leap over to it. Once on the platform, take the star.

Save the game after arriving from the ceiling, then turn around and jump through the wall of water again.

```
=====
--- World #9: Dire, Dire Docks -----
--- Star #61/120: Through the Jet Stream [3.61] ---
=====
```

When you arrive, begin by swimming down the sea towards the hole in the wall. Swim inside the hole, and follow the path into the next area. Upon entering, swim toward the grate slightly to your left where several rings rise. Your goal is to swim through five consecutive rings. Each time you successfully swim through a ring, a number will appear alongside a sound. Once you swim through five rings in succession, the star will appear right above the grate. The strength of the current will not allow you to simply swim to the star. Instead, swim to the path at the surface of the water.

Once on the path, follow it to the green and blue "!" blocks. Break open the green "!" block and grab the metal cap to become Metal Mario. Immediately turn around and drop into the water so that you can sink to the bottom. When you reach the seafloor, quickly go over to the star and jump into it to take it.

Save the game after arriving from the ceiling, then turn around and jump through the wall of water again.

```
=====
--- World #9: Dire, Dire Docks -----
--- Star #62/120: The Manta Ray's Reward [3.62] ---
=====
```

Once you arrive, begin by swimming down into the sea. Find the creature here that has rings coming out from behind it. Swim over to this creature, known as the manta ray. Your goal is to swim through five consecutive rings. This may be tricky at first, as the manta ray will change direction as you follow

behind it. Each time a number appears alongside a sound, you will have successfully swam through that ring. Once you successfully swim through five rings in succession, a star will appear above the whirlpool in the center of the sea. Carefully swim directly toward the star without getting pulled into the whirlpool. Take the star.

Save the game after arriving from the ceiling, then turn around and jump through the wall of water once more.

```
=====
--- World #9: Dire, Dire Docks -----
--- Star #63/120: Collect the Caps... [3.63] ---
=====
```

When you arrive, begin by swimming down the sea toward the hole in the wall. Swim inside and follow the path to the next area. Upon entering, swim straight ahead to the platform on the other side. Once at the surface of the water, swim over to the blue "!" block and hop onto the appropriate platform. Break open the blue "!" block and grab the vanish cap that is revealed. Once you have vanished, immediately turn around and swim in the direction of the hole that you entered this chamber from.

To the right of the hole, notice that there is a large red cage with a star inside. Since you are currently in a vanished state, you can simply swim right through the bars of the cage and to the star. Take it.

Save the game after arriving from the ceiling.

```
=====
--- Star #64/120: Special Toad (2) [3.64] ---
=====
```

From here, exit this passageway into the next room. Once outside, go over to the double doors on your right and go through them. Run up the stairs here, and make a right or left at the top of the stairs to go through either of the plain wooden doors on each side.

Once in the main room of the first floor, run over to the large set of stairs in the center and make your way up. Here you will see a pair of double doors with a keyhole in the center. The key that you earned from the recent Bowser battle allows you to unlock this door and go through it.

Once inside, go up the spiral staircase and then go through the door at the top. In the next hallway, begin by running to your left and following the hallway around. Eventually, you will see Toad on the right. Talk to him with the B button. Advance through the text, and toad will then give you a star. Take it. Afterwards, advance through the text and then save when prompted.

From here, keep running forward and you will see a large opening with red carpet containing a door with a blank star on it. Go through this door to arrive in a large room with a mirror. Go up the steps here and turn to your left. The center of the wall here is blank, but look in the reflection of the mirror. You will notice that in the reflection there is a portrait similar to the one you saw for Cool, Cool Mountain, which is a portrait of snowmen. Jump into this blank wall, and you will enter World 10: Snowman's Land.

=====
--- World #10: Snowman's Land -----
--- Star #65/120: Snowman's Big Head [3.65] ---
=====

You will arrive in the midst of a snowy wonderland. From where you begin, run to right and follow the path around the base of the enormous mountain. Be careful of gusts of wind, as well as enemies such as amps, shy guys, and snowmen. Eventually you will find your way to an area with a few spindrifts, which you can choose to defeat or ignore. Navigate your way through the narrow paths here in the water, but be careful not to fall into it. This water is extremely cold and will drain Mario's power meter even if he is above the surface.

Follow the narrow snow path and you will notice a constant barrage of snow pieces sliding toward you on the path leading to the mountain base. Some of the pieces are larger than others, so you must be cautious of the pattern of the snow pieces that appear. You must run on this path and jump over these obstacles while heading toward the mountain base. When you approach the ledge above, perform a triple jump to make it up to the ledge.

Once you've made it up to the mountain base, begin by carefully navigating the path up the mountain without falling off. Keep following the path and stop when you get to the bridge of ice. Wait for the large penguin to waddle over to you before you begin to cross. The snowman here will cause text to appear. Advance through the text and the snowman will begin to blow a gust of wind. You must stay behind the penguin in order to avoid this gust of wind. If you are caught in the wind, Mario is blown off and he loses his hat, which you must retrieve afterwards. The penguin stops and walks in different patterns while crossing the bridge, so you must stay focused and do your best to stay behind the penguin at all times. Adjust your pressure on the control stick in order to effectively do this.

Once you make it to the other side of the bridge, you are out of range of the snowman's gust of wind and can freely wander about with no worries. Follow the path up and double jump to grab the ledge above you. Use the control stick to climb up the ledge and you will arrive at the top of the snowman's head. Carefully tip-toe to the star here and take it.

Save the game after coming out of the painting, then turn around and go through the painting again.

=====
--- World #10: Snowman's Land -----
--- Star #66/120: Chill With the Bully [3.66] ---
=====

From where you arrive, begin by running to the right. Run to the part of the snow that edges out over freezing liquid, and you will see an arena of ice with a big bully that is blue with a single horn. Long jump over to this platform and prepare for battle. Defeating this big bully is exactly the same as defeating the one you encountered in Lethal Lava Land. Run around the big bully's charges to get into a good position. Once you are ready, run into the big bully and charge into it to force it backwards. Keep charging at the big bully until it falls off the edge of the arena. After you have successfully defeated the big bully, the star will appear above the arena. Take it.

Save the game after coming out of the painting, then turn around and go through the painting again.

```
=====
--- World #10: Snowman's Land -----
--- Star #67/120: In the Deep Freeze [3.67] ---
=====
```

Once you arrive, begin by turning to your left. Run toward the large ice sculpture here, and you will see a star awaiting you inside. Jump into the hole on the side of the sculpture. Go to the middle of the sculpture where there is an opening, and then double jump to grab the ledge above you. Climb up with the control stick, and jump onto the top of the sculpture. From here, drop down the hole right next to you and you will fall directly onto the star.

Save the game after coming out of the painting, then turn around and go through the painting again.

```
=====
--- World #10: Snowman's Land -----
--- Star #68/120: Whirl From the Freezing Pond [3.68] ---
=====
```

Once you arrive, begin by running to your right around the base of the mountain. Keep following the path until you get to the area where you will find a few spindrifts. Defeat or ignore them and jump over to the narrow snow path within the freezing water. At the intersection of the two snow paths, you will see two flower spinners inside of the freezing water. Jump onto the one closest to you and you will twirl up high into the air. Guide Mario toward the wall here and float onto the platform on top. Once you have reached the platform, slide down to two yellow "!" blocks. Break open the one on the left to reveal a star. Take it.

Save the game after coming out of the painting, then turn around and go through the painting again.

```
=====
--- World #10: Snowman's Land -----
--- Star # 69/120: Shell Shreddin' For Red Coins [3.69] ---
=====
```

When you arrive, begin by running to your right around the base of the mountain. Keep following the path until you get to where the spindrifts are, and head on over to where the snow paths intersect within the freezing waters. Jump onto the closest spindrift that's inside the water to have Mario twirl toward the wall here and land on the platform on top. From here, slide down to the two yellow "!" blocks and break open the one on the right to reveal a green koopa shell. Get on it to begin riding the shell.

From here, turn around and collect red coin #1 nearby. Keep following the path to collect red coins #2 and 3. As soon as you get the third red coin, move slightly to the left to avoid the snowman that pops out, as it will force you off of your shell. Ride over to red coin #4 and then turn right to drop off

this platform and land below. Collect red coin #5 in this area with the flower spinners without touching them, and then turn your attention to the area of frozen ice that goes underneath the big bully's arena. Carefully ride through red coins #6 and 7, and then continue going forward where you will see red coin #8. Once you collect it, the star will appear above a shadow star near your current position. To get there, simply turn around from where you grabbed the eighth red coin and ride in the direction of the area with the sculpture. Once you get to the star, go over and take it.

Save the game after coming out of the painting, then turn around and go through the painting once more.

```
=====
--- World #10: Snowman's Land -----
--- Star #70/120: Into the Igloo [3.70] ---
=====
```

Once you arrive, begin by running to your right around the base of the mountain. Keep following the path until you get to where the spindrifts are. From here, jump over to the snow paths and run on over to where the paths form an intersection. Jump onto the closest spindrift that's inside of the freezing water to have Mario twirl toward the wall here and land on the platform on top. From here, slide down to the yellow "!" that's on the right and break it open to reveal a green koopa shell. Get on it to begin riding.

From here, turn around and drop back down into the freezing water. Go past the path of sliding snow pieces, and you will see a path of yellow coins here that slopes up to another section of the mountain. Ride up this slope, jumping with the A button if necessary, and you will get to an enclosed spot that contains an igloo. Make sure to jump over the fence here, otherwise you will lose the green koopa shell and slide back down. Once near the igloo, pressing and hold Z while standing to crouch. Move your control stick while still holding down Z to begin crawling, and crawl into the igloo's entrance.

Once inside, defeat or ignore the goombas and flower spinners here, and run underneath the structure here that contains a star. It's currently blocked off by ice, so you cannot get through it in your current state. As soon as you pass underneath the structure, make the first right that you come to. Run down this way in the direction of a goomba and a piece of ice with numerous yellow coins, and make the first left that you come to. Defeat or ignore the flower spinner here, and then double jump to climb the wall of ice containing a blue "!" block. Break it open to reveal a vanish cap. Once you've grabbed it, run through the ice walls back to the structure where you saw the star earlier. Quickly get into a good position and double jump into the wall of ice containing the star. Take it.

Save the game after coming out of the painting.

```
-----
***Important*** - If you have diligently followed this guide up to this point,
you now have a total of 70 power stars. This will be indicated by the text that
appears after you save your game. You can now do one of two things:
```

1. Continue following this guide up to the 120th power star.
2. Proceed to the very top of the castle to the final dungeon, Bowser in the Sky, in order to beat the game and view that ending that follows.

If you choose option 1, simply follow this guide from this point. If you choose option two, press Ctrl + F and type in [3.120] to advance to the section where you explore Bowser in the Sky.

Once you have saved the game and advanced through the text, exit this room through the door on your right. When you arrive in the next hall, run to your right and then go through the plain wooden door on your left. Run back down the spiral staircase and go through the door at the bottom. Once in the main room of the first floor, run down the set of stairs and then go to the door on the right side of the room with a "3" on it. Go through it into the next room. Jump into the portrait of the ship to enter Jolly Roger Bay.

=====
--- World #3: Jolly Roger Bay -----
--- Star #71/120: Through the Jet Stream [3.71] ---
=====

When you arrive, begin by going into the water. Swim to large section of the bay and then dive down. You will notice a star here above a grate, but you cannot get it in your current form. Swim into the hole on the side of the wall and head to the surface. Turn left and run through the cave of pillars and goombas until you see a green "!" block. Break it open to reveal a metal cap. Once you turn into Metal Mario, immediately turn around and run into the hole that you came from. Quickly keep walking on the ocean floor here and head straight to the star when you see it. This task may take a few tries, but as long as you're quick and you properly guide Mario with the control stick, you will eventually be successful. Once you reach the star, jump up and take it.

Save the game after coming out of the portrait, and then exit this room. Once in the main room, run over to the left and enter one of the plain wooden doors on either side of the large staircase. In the next room, run in the direction of the big boo and go through the door at the end of the hall.

Once you arrive in the castle courtyard, run to the left and head to the back corner where you will find the big boo with the cage inside of it. Defeat the big boo by going behind it and punching it with the B button. Once it's defeated, go into the cage to enter Big Boo's Haunt.

=====
--- World #5: Big Boo's Haunt -----
--- Star #72/120: Eye to Eye in the Secret Room [3.72] ---
=====

Once you arrive, begin by entering the large mansion through the double doors. When you get inside, run up the set of stairs in the center. Once on the upper level, turn right and go through the door on the right wall. In the next room, run past the book of curses and travel around the bookcase. Avoid the trapdoor here, and go through the nearby door. In this section of the main room, you will find a blue "!" block. Break it open to reveal a vanish cap. Once you've grabbed it, immediately turn around and go through the door that you just came from.

In the next room, you must run to the pillar in the corner and wall kick off of it to the upper platform as quickly as you can. Once you've made it up to the upper platform, go through the door. Once in the next room, quickly run forward and then turn the corner to go through the large painting of a boo. You must do all of this before the effects of the vanish cap fade. This is a pretty difficult task where you must really focus on running quickly and performing the wall jump in a timely manner. Eventually, you will be successful after a few tries.

Once you have gone through the large painting of a boo, you will find a boo and a large Mr. I inside. Defeat or ignore the boo, and then defeat the giant Mr. I by running around it in circles. Make sure the the eye is looking at you before you run around it. Once the giant Mr. I is defeated, the star will appear. Take it.

Save the game after arriving in the courtyard. From here, exit the courtyard through the door in front of you. Once inside the castle, run forward and then go through the left or right wooden doors to re-enter the main room of the castle's first floor. Once inside, run up the stairs in the center of the room and go through the double doors directly in front of you.

From here, travel up the spiral staircase and then go through the door at the top. Upon entering, you will see a large portrait of an enemy known as a scuttle bug directly in front of you. Double jump into the upper section of the portrait to enter World 11: Wet-Dry World.

```
=====
--- World #11: Wet-Dry World -----
--- Star #73/120: Shocking Arrow Lifts! [3.73] ---
=====
```

You will arrive in a world of water. The level of the water when you arrive is determined by how high you jumped when going through the portrait. By jumping through the upper section, the world will be filled with a high level of water. By jumping through the lower section, the world will be mostly empty of water. Colored prisms throughout the world will lower the water level to where the prism is that you activated.

When you begin, start by turning to Mario's left and swim toward a large white-colored platform with yellow coins and a colored prism on top. If the water level is at the height of this prism, then you are currently at the ideal water level. If the water level is higher, swim down to this colored prism and lower the water accordingly. If the water level is lower than this colored prism, you will have to jump onto the nearby platform with a "!" switch on it and activate a series of wooden structures to reach the colored prism.

Once the water level is at the correct height, swim over toward the wooden and orange-colored brick platforms, and you will find a scuttle bug traveling here. Defeat it by jumping on top of it, making sure to be careful of its quick movements. From here, jump onto one of the wooden platforms, and then double jump to the orange-colored brick platforms above you. Once there, carefully navigate your way on a series of small blocks with arrows on them. These will automatically move in the direction of the arrow. Keep navigating your way through, avoiding the amp flying around here, and you will come to a platform with a yellow "!" block on it. Carefully avoid the fireballer's flames if it spits it out at you, and break open the yellow "!" block to reveal a star. Take it.

Save the game after coming out of the painting, then turn around and leap into the upper section of the portrait again.

=====
--- World #11: Wet-Dry World -----
--- Star #74/120: Top o' the Town [3.74] ---
=====

Once you arrive, go forward and swim toward in the direction of the tall cage that you see here. Swim past it to where a brick path slopes upward and travel to the top of the structure here. You can only reach this sloped path if the water level is at its highest point. If it is lower, then you must enter the area below near the tall cage by traveling up a long, curved path.

If you need to get to the top of the structure from the area below, begin by going to a large block here and pushing it to a position that will allow you to jump against the walls here and wall kick your way up to the top.

Once you are at the top of this structure, run to your left where you will find a chuckya, which looks like a giant purple bob-omb with red hands. The moment you go near it, it will charge at you and try to pick you up. Avoid this, as it can throw you off this structure and cause serious damage. To defeat this enemy, go behind it once it misses charging you and pick it up with B, and then throw it by pressing B again.

From here, jump onto the long, narrow board of wood and begin to tip-toe across. Carefully navigate your way through while avoiding the amps. Once you reach the next platform, avoid the flame by the fireballer, then carefully jump to the grey, spinning platform nearby. From this platform, jump to the next platform with the yellow "!" block above it. Break open this block to reveal a star. Take it.

Save the game after coming out of the painting, then turn around and jump near the middle of the painting.

=====
--- World #11: Wet-Dry World -----
--- Star #75/120: Secrets in the Shallows & Sky [3.75] ---
=====

When you arrive, begin by swimming onto the curved path and taking it up to the area with the tall cage. Run forward to a tall pillar with a yellow "!" block on top of it and climb onto it. Break open the yellow block and the number "1" will appear alongside a sound. From here, turn around and run back to the base of the tall cage where you will see a "!" switch. Step on it and a path of boxes will appear and allow you to jump to the top of the cage. Carefully navigate your way up on the boxes. Once you make it to the top, break open the yellow "!" block here and a "2" will appear alongside a sound.

From the top of the cage, face the other cage-like structured and leap off into the water. Dive down the water here and swim to the area underneath the curved path by the base of the tall cage you just jumped off of. In the corner here, you will find a colored prism. Activate it to lower the water level to its maximum. Once you have done this, turn around and run past the cage. Leap up to the platform with a blue coin block and run past the fireballer here. On this part of the path you will find a new enemy known as a heave-ho. These

toy-like enemies cannot be defeated in any way, and attack by tossing Mario high into the air, which causes serious damage if Mario lands after a long fall.

Avoid the heave-ho here and turn your attention to the grey block in the side of the wall. Push it inside the wall and a "3" will appear alongside a sound. Turn around and drop down to where you find another grey block near a large structure. Push it in the opposite direction of the platform you just dropped down from and a "4" will appear alongside a sound. Keep pushing the block towards a square shadow on the floor made by a nearby yellow "!" block. Push the grey underneath the shadow, and then jump underneath the yellow "!" block to break it open. A star will appear above a platform on the other side of this area.

To get to the star, run to the skinnier of the white structures here and jump onto each level. At the top, there will be a colored prism that raises the water to the appropriate level once you activate it. Once the water level rises, jump toward the platform with the star and swim over to the small wooden platform floating next to it. Jump onto it and then jump onto the platform with the star. Take it.

Save the game after coming out of the painting, then turn around and jump through the lowest part of the painting.

```
=====
--- World #11: Wet-Dry World -----
--- Star #76/120: Express Elevator -- Hurry Up! [3.76] ---
=====
```

When you arrive, begin by running towards the base of the large cage. Destroy the box here by punching with B. From here, run to the left and jump onto the platform with a blue coin block. Run past the fireballer here and follow the path. Get on the board of wood here and jump onto the platform above. Once you reach this platform, run to the heave-ho here.

When you get to the heave-ho, avoid it until you get into a good position. Stand a little bit away from the wall with the yellow arrow on it and let the heave-ho come between you and that wall. Allow the heave-ho to throw you up. If done correctly, Mario will fly backwards and land on the appropriate platform above. When Mario lands, he will take a moment before getting back up, and the heave-ho here may or may not reach you. If it does, don't worry, just grab the yellow coins to refill your power meter.

Once you are ready, run toward the cage in this area and press the "!" switch that you find here. Navigate through the boxes that appear here to make your way to the top of the cage. Once at the top, notice that there are wooden platforms that hang off the side of the cage. The one on the left will activate the moment that you fall onto it.

As soon as it moves, fall down from here, making sure to ground-pound with Z before landing. Go through the hole where you destroyed the box earlier and wait for the platform to come down. As soon as you see it, perform a wall kick against the opposite wall to make it onto the elevator. Ride it up and it will take you to the star. This task can be tricky, and may require a few tries, but with patience and effective movement you will eventually be successful. Once you reach the star, take it.

Save the game after coming out of the painting, then turn around and jump

through the highest part of the painting.

```
-----  
--- World #11: Wet-Dry World -----  
--- Star #77/120: Go to Town for Red Coins [3.77] ---  
-----
```

When you arrive, begin by heading toward the orange-colored brick platform that you see floating in the air. Swim to the wooden platform floating next to it, and then double jump toward the platform above to reach it. Talk to the red bob-omb buddy here with B, and it will open the cannon on the very top of the nearby structure. With the water level at its highest point, all you have to do is swim over to the structure and climb into the cannon.

Once inside the cannon, aim it towards the distant cage-like structure in the back corner. Point the cursor above the white structure with 1-ups inside and then fire. If done successfully, Mario will soar into the inside of this cage-like structure that allows for access to a whole new area of this world.

When you arrive inside the cage-like structure, dive down into the water and begin swimming through this passageway. Make a left when you get to it, and then swim below the first barrier and above the second barrier to enter this new area. Upon entering, swim forward to red coin #1 above the building near the center. From here, turn around and swim back towards the hole that you came from. Below this hole is a colored prism that will lower the water level once you activate it.

Once the water has been drained out of this area, begin by running toward the two large buildings that stand next to each other, one being dark brown and the other being grey. Get in between these buildings and wall kick between them to make it to the top of one of them. Doing this may be tricky at first, but just remember to press A each time Mario touches a wall. Once you get on one of the large buildings, break open the box on top to reveal red coin #2. From here, carefully jump over to the building next to it and break open its box to reveal red coin #3. Once you've collected both red coins, carefully drop down, making sure to ground-pound before you land to minimize damage.

From here, run to your left until you get to where there is a wooden house and a grey platform on your left. Wall kick off the side of the house to get onto the top of the grey platform. Once at the top, break open the box to reveal red coin #4. From the top of this platform, leap over to the narrow wall of brown bricks where you will see two more boxes on each side. Carefully break open them both by ground-pounding them to reveal red coins #5 and 6. After collecting them both, turn to the cage-like structure in the corner of the area. Run over to it, and wall jump between it and the large white building to get on the top of the large white building. Break open the box here to reveal red coin #7.

Carefully drop down from this building and run to the right around the narrow brick wall here until you reach an opening. Run forward past the ring of coins, defeating or ignoring the scuttle bugs that you may find here, and then jump up to the platform above you. Break open the box here and retrieve red coin #8 to make the star appear inside the alcove of the nearby building. Head on over to the star and take it.

Save the game after coming out of the painting, then turn around and jump in the highest part of the painting once more.

=====
--- World #11: Wet-Dry World -----
--- Star #78/120: Quick Race Through Downtown! [3.78] ---
=====

When you arrive, begin by swimming toward the large structure to your left that has the cannon on top. Once you get there, step into the cannon. Aim it toward the cage-like structure on the other side, with cursor above the nearby white structure with 1-ups inside of it. Once you fire out of the cannon, you will land inside of the cage-like structure.

Dive down and begin to swim through the passageway. Make a left at the corner, and then swim through the two barriers that follow. The moment that you come outside of the passageway, swim below you to find the colored prism here. Once the water has drained out of this area, run forward past the two tall buildings towards the blue "!" block in the back. Break it open to reveal a vanish cap.

After grabbing the vanish cap, turn around and begin running around the wall of bricks to the other side of the area. Follow this path and you will come to the large cage-like structure in the corner. Go through it before the effects of the vanish cap fade. Once inside, wait for the effects of the vanish cap to fade. Afterwards, use the side of the cage to wall jump onto the grey platform here. Once you've climbed up, keep jumping to get to the top where the star awaits. Take it.

Save the game after coming out of the painting. From here, run to your right and follow the path around the hallway until you see a small painting of mushrooms on the wall across from Toad. Jump into this painting to enter World 12: Tall, Tall Mountain.

=====
--- World #12: Tall, Tall Mountain -----
--- Star #79/120: Scale the Mountain [3.79] ---
=====

You will arrive at the foot of the tall mountain. Begin by running forward, defeating or ignoring the goombas, and head towards the path that slopes up. Long jump across the two gaps here. Run through the following path between the large mushrooms, and then when you get around the corner, you will run into enemies known as monty moles. You may have seen these enemies in Hazy Maze Cave. Defeat these enemies by avoiding the particles they throw and jumping on top of them.

Once past the monty moles, keep following the path up past the bob-ombs. Defeat or ignore the purple chuckya here, and then carefully go across the bridge. Jump up to where there is a monkey and a shy guy here. The monkey can take your hat and then shy guy can hurt you with flames. Avoid both of these creatures and go towards the giant log. Stay in the middle of the log as you roll to the other side, then carefully get off when it is safe.

From here, run up the path while avoiding the cannonballs. Slide down once you ascend all the way up, and defeat or ignore the goombas here. There will be a large and tricky gap coming up here next to a waterfall. Get a running start and carefully long jump over the gap to the other side. Once you've made it, follow the path past the cloud, which will blow you off the mountain if you stand close to it for too long. Keep running through the path with additional

goombas, and make your way over to a very narrow bridge near the waterfall. Carefully tip-toe across, and then go up the following slope to reach the peak of the mountain where the star awaits. Take it.

Save the game after coming out of the painting, then turn around and go through the painting again.

```
=====
--- World #12: Tall, Tall Mountain -----
--- Star #80/120: Mystery of the Monkey Cage [3.80] ---
=====
```

When you arrive, begin by running forward past the goombas to the path that slopes up. Long jump over the two gaps here, and then run through the following path that goes between the large mushrooms. Around the corner, defeat or ignore the monty moles, and then follow the path past the bob-ombs. Run past the purple chuckya to the bridge and carefully make your way across to the platform with the giant log. Avoid the monkey and shy guy here and get on the giant log. Maintain your balance in the center of the log and carefully get off once it rolls to the other side.

From here, head up the path while avoiding the cannonballs. Slide down to the goombas once you make it past the last cannonball, and head towards the large gap by the waterfall. Get a running start and carefully long jump across the gap. Once on the other side, run past the cloud and follow the path through the group of goombas to the very narrow bridge by the waterfall. Carefully tip-toe across and then run up the slope that follows to reach the top of the mountain.

Here you will find a monkey. It will taunt you by trying to avoid you. You must grab it with the B button. Once you have grabbed the monkey, it will beg you to let it go. Advance through the text, and when prompted, choose "Free him". Once Mario puts the monkey down, it will begin to walk. Follow the monkey and it will take you over to the star inside of a cage. Once you get there, the monkey will jump on top of the cage and lower it to a platform far below. This is where the star will be waiting for you. Carefully jump down next to the waterfall where the cage was lowered, and you will drop within reach of the star. Take it.

Save the game after coming out of the painting, then turn around and go through the painting again.

```
=====
--- World #12: Tall, Tall Mountain -----
--- Star #81/120: Scary 'Shrooms, Red Coins [3.81] ---
=====
```

Once you arrive, begin by running forward through the group of goombas, and run up the path that slopes up. Long jump over the two gaps here. Once you get to the area of large mushrooms, begin by jumping to the first large mushroom and grab red coin #1. Carefully jump between each mushroom to grab red coins #2, 3, and 4. Each mushroom is a different size, so take care with each jump so you do not fall off.

Once you have collected the first four red coins, jump back onto the main path. From here, follow the path to the monty moles. Defeat them or ignore them, and

then turn your attention to the platforms to your left. Jump onto the lowest of these platforms and then jump over to collect red coin #5. Continue making your way up and collect red coin #6. From here, turn around and double jump to climb up the next platform above you. From here, run to your right and jump onto the next platform where you will find red coin #7. Double jump to climb up the next platform above you, then jump up between the last two platforms to collect red coin #8.

The star will appear above the mushroom far below you near the area where you started climbing. Carefully drop down between these platforms until you get to the bottom where the monty moles are. Drop down nice and slowly to avoid making the critical mistake of falling off the side of the mountain. Once you safely reach the bottom, jump over to the large mushroom where the star awaits. Take it.

Save the game after coming out of the painting, then turn around and go through the painting again.

```
=====
--- World #12: Tall, Tall Mountain -----
--- Star #82/120: Mysterious Mountainside [3.82] ---
=====
```

Once you arrive, begin by running forward through the group of goombas to the path that slopes up. Long jump over the two gaps here, and then follow the path past the large mushrooms and the monty moles. Keep going through the path past the bob-ombs and the purple chuckya. Once you get to the bridge, carefully make your way across without falling off. When you get to the other side, jump up to where the monkey and shy guy are wandering about. Avoid them, and head to the giant log. Jump onto it and maintain your balance in the center while it rolls to the other side. When it is safe, carefully jump off the log to advance.

From here, run up the path while avoiding the cannonballs, and then slide down to the next group of goombas. Prepare yourself for the large gap by getting a running start, and then carefully long jump your way across. Once on the other side, run past the cloud and stop when you get to the line of yellow coins. On your left side, on the mountain wall, is a bare spot that you can actually jump through. Jump into this square spot to enter a hidden area of the mountain.

Once inside, run forward and begin sliding down this slide. Carefully make you way down through the bumps. Once the slide begins turning, guide Mario in the appropriate direction with the control stick. Keep sliding down the path of blue coins and 1-ups. Eventually, the slide will begin heading to the right and you will see arrows that change from orange to red. As soon as you do, guide Mario to the right to prepare him for a sharp right turn takes him to the next segment of the slide. If you miss, you will fall off the dead-end and lose a life. However, if you re-enter the painting afterwards, you will begin at the slide upon entering.

After taking the sharp right turn onto the next segment of the slide, carefully follow the path that slopes down and then guide Mario to the left. Follow the slide and you will end up in an enclosed area. Stay as far right on the slide as you can before the path opens up, or you will fall. From here, guide Mario when the slide bends twice to the left. Pick up as much speed as you can when the slide slopes down so you can clear the gap. Keep sliding and you will reach the end. Once inside the next area, get onto the platform here and enter the

hole. You will drop down into an enclosed portion of the mountainside where a star awaits you. Take it.

Save the game after coming out of the painting, then turn around to go through the painting again.

```
-----  
--- World #12: Tall, Tall Mountain -----  
--- Star #83/120: Breathtaking View From Bridge [3.83] ---  
-----
```

When you arrive, begin by running forward through the group of goombas to the path that slopes up. Long jump over the two gaps that follow, then make your way through the path by the large mushrooms. Around the corner, run past the monty moles and then keep running to pass the bob-ombs around the corner. Defeat or ignore the purple chuckya here, and then carefully make your way across the bridge. Jump up to the platform where the monkey and shy guy are, and avoid them while running to the giant log. Once on the log, maintain your balance while it rolls to the other side. Carefully get off of the log to the next area when it is safe.

From here, run up the path while avoiding the cannonballs, and then slide down to the next group of goombas. Get a running start and then carefully long jump across the gap by the waterfall. Once on the other side, follow the path past the cloud and keep going. Go past the next group of goombas and then step on the "!" switch that you see here. Once the switch is activated, a box will appear by an alcove near the very narrow bridge. Carefully make your way there, get into a good position, and then jump onto the box to make it inside the alcove where the star awaits. Take it.

Save the game after coming out of the painting, then turn around and go through the painting once more.

```
-----  
--- World #12: Tall, Tall Mountain -----  
--- Star #84/120: Blast to the Lonely Mushroom [3.84] ---  
-----
```

Once you arrive, begin by running forward through the group of goombas to the path that slopes up. Long jump over the two gaps here, then run through the path by the large mushrooms. Run past the monty moles in the next section of the path. Afterwards, run past the bob-ombs as well as the purple bob-omb. Carefully make your way across the bridge, and then stop as soon as you have crossed over to the next platform. Stand at the very edge of this platform and use the up arrow from the yellow buttons on your controller to look below you. There is a small area here where a red bob-omb buddy is waiting for you. Carefully drop down onto this area and talk to the red bob-omb buddy with B. It will open a cannon for you located at a small ledge off the mountainside.

To get there, begin by sliding down into the water below you. This will take you to the area where you first arrive in this world. Get out of the water and run past the group of goombas to the path that slopes up. Long jump over the two gaps, and then run through the path between the large mushrooms. When you get to the area with the monty moles, jump onto the single mushroom on the left and face in the direction that you arrived in this area from. You will see a platform underneath that you can long jump to. Get a running start on the

mushroom and carefully long jump to the platform below.

This may be tricky, but don't worry if you miss and fall. Upon entering the painting again, you can come straight to this mushroom to retry since the cannon will always remain activated.

Once you safely land on this platform, carefully make your way around the corner and down the narrow ledge that follows. Be sure to take it very slowly so that you do not fall off. Once you make it to the cannon, step inside. When inside the cannon, aim it at the lonely mushroom in the distance where you will see a star. Aim it to where you can barely see the mushroom on the bottom. If fired correctly, Mario will fly straight into the star and automatically collect it.

Save the game after coming out of the painting. From here, run in the opposite direction of Toad to a door with a blank star on it. Once inside the next room, you will see three paintings, each with goombas on them. The painting in the middle cannot be jumped into, the painting on the left is smaller, and the painting on the right is larger. While standing in the center of the room, turn to your left and jump into the smaller of the two paintings to enter World 13: Tiny-Huge Island.

```
=====
--- World #13: Tiny-Huge Island -----
--- Star #85/120: Pluck the Piranha Flower [3.85] ---
=====
```

You will arrive in a world that exists in one of two different forms. The tiny island is accessed through the smaller painting, and the huge island is accessed through the larger painting. Pipes are scattered around each island, which allow you travel between the two different island forms at will.

When you arrive in the small island, you will land near a few tiny goombas. Begin by jumping forward to the next platform across the water. Watch out for the flames sent at you by the fireballer here. Jump over to the next platform where you will find a pipe. Be careful to avoid the tiny piranha plant that appears here. Jump into the pipe and you will be warped to the huge island.

When you come out of the pipe, begin by running around this platform. Giant piranha plants will form in front of you. You must defeat each of them by punching with the B button while avoiding their flames. Once you defeat the five piranha plants scattered on this platform, the star will appear. Take it.

Save the game after arriving from the ceiling, then go through the smaller painting again.

```
=====
--- World #13: Tiny-Huge Island -----
--- Star #86/120: The Tip Top of the Huge Island [3.86] ---
=====
```

When you arrive in the small island, begin by jumping over to the platform across the water, then jump once more to the platform with the pipe. Avoid the tiny piranha plant here and run past the pipe towards the back right corner of this platform. Drop down and you will land on a "!" switch that will activate a path of boxes. Taking care not to fall off, double jump onto the

edge of the path above you and climb up. Once you get up on this path, run to the right and follow the path to another pipe. Enter this pipe to warp to the huge island.

Once you come out of the pipe, jump onto the next level. Defeat or ignore the giant goomba here, and then jump onto the edge of the platforms above you and climb up. Defeat or ignore the chuckya waiting for you on the top, and then head over to the narrow wooden plank. Carefully navigate your way across without falling off, and then head up the grassy slope that follows. When you get to the yellow "!" block, jump underneath it to break it open and reveal a star. Take it.

Save the game after arriving from the ceiling, then go through the smaller painting again.

```
=====
--- World #13: Tiny-Huge Island -----
--- Star #87/120: Rematch with Koopa the Quick [3.87] ---
=====
```

Once you arrive in the small island, begin by jumping to the platform across the water, and then jumping once more to the platform with the pipe. Avoid the tiny piranha plant and drop down from the back right corner of this platform to the "!" switch. Once you activate it, quickly and carefully walk across the path of boxes and double jump onto the edge of the path above you to climb up. From here, run to the right and follow the path to the pipe here. Enter the pipe to warp to the huge island.

When you come out of the pipe, drop down by the large hole here. Make sure to avoid the cannonballs that periodically come out, and run to the right in the direction opposite of where you came from. Keep following the path to arrive in an open area with a fence containing giant goombas. In this area, you will also see Koopa the Quick, whom you last encountered in Bob-omb Battlefield. Go over to Koopa the Quick and talk to him with B. He will ask you for a rematch, and when asked to race, choose "Go".

This race will be considerably more difficult than the previous race. This not only due to the tougher environment that you have to race through, but Koopa the Quick is also much faster than he was previously. As soon as the race begins, start by running as quickly as you can down the path that you just came from. A useful tip is to rapidly long jump to increase your speed. Make a right when the path turns that way, and avoid the cannon balls as you make your way down. When you get to the narrow bridge, be ready for a strong gust of wind that threatens to blow you off of the bridge. Keep running across, and once you get to the other side, quickly head on over to the yellow flag with the shell on it before Koopa the Quick does.

This race is tough, and it may take you a few tries. You must focus on traveling as quickly and carefully as possible so that you can get ahead of Koopa the Quick without falling off in the process. As long as you are persistent, you will eventually come away with the victory.

Once you have successfully beaten Koopa the Quick, go over to him when he comes and talk to him. He will congratulate you for winning, and then will reward you with a star. Take it.

Save the game after arriving from the ceiling, then go through the smaller painting again.

=====
--- World #13: Tiny-Huge Island -----
--- Star #88/120: Five Itty Bitty Secrets [3.88] ---
=====

When you arrive in the small island, begin by jumping over to the platform across the water, and then once more to the platform with the pipe. Avoid the tiny piranha plant and run past it to the back right corner of this platform. Drop down onto the "!" switch and press it to activate the path of boxes. Carefully run onto the boxes and double jump onto the edge of the path above you. After climbing up, turn to the right and follow the path up. Step in front of the tiny hole here, and the number "1" will appear alongside a sound.

From here, climb up to the top of the island by jumping onto the nearby platforms to make your way up. When you get to the thin wooden plank, tip-toe across in a very slow manner to make it across without falling, and then follow the path up to the top of the island. Once you stand at the peak, the number "2" will appear alongside a sound. Facing toward the grassy slope that you came from and then turn to your right and slide down to an area with water.

Swim toward a small hole in a grey stone wall and stand in front of it to make the number "3" appear alongside a sound. From here, turn around and swim toward a slope of sand. There is a small hole in the wall at the end of a bridge above you. Avoid the fireballer here and jump to it. The number "4" will appear alongside a sound. Head back down the sandy slope and swim in the direction opposite from the grey wall. You will see a small hole in the grass. Stand near it and the star will appear on a platform located at the other side of the island.

From where you are, head back to the slope of sand. Double jump to the platform on the right and climb up. Follow the grassy path here toward the first hole that you found earlier. Run to the hole, and then drop off the edge to your left to land in the area with the pipe below you. From this platform, avoid the tiny piranha plant and drop down the back right corner to the "!" switch. Activate the switch to make the path of boxes appear. Carefully run across the path of boxes and until you reach the lone platforms where the star awaits. Take it.

Save the game after arriving from the ceiling, and then turn right to enter the larger painting.

=====
--- World #13: Tiny-Huge Island -----
--- Star #89/120: Wiggler's Red Coins [3.89] ---
=====

When you arrive in the huge island, defeat or ignore the group of giant goombas here. Run over to the nearby hole in the wall and enter the next area. Head into the water and swim towards the slope of sand. In this form of the island, you will see an enemy in the water known as a bubba. This large fish is a very dangerous enemy that will swallow you whole when you go near it and make you instantly lose a life. Since it cannot be defeated in any way, it is a good idea for you to stay as far away from this enemy as possible.

Once you get to the slope of sand, an enemy lakitu will appear and start

throwing spiny shells at you. To defeat it, jump underneath it and hit it from below. Focus your attention on the green koopa troopa here, and jump onto it to defeat it. Once successful, it will lose its green shell, which you can then use to begin riding. Once you are riding the shell, head up the mountain slope on the right, jumping rapidly in order to make it to the top if necessary. Once you get to the next level with the giant goomba and the tree right the shell towards the tree and jump to grab it. This will allow you to resume control on foot.

From here, get off the tree and then turn around. Defeat or ignore the giant goomba here and then carefully begin making your way across the bridge. Slowly tip-toe your way across until you reach the hole in the wall. If you fall off the bridge, there will be no easy way back up the mountain, so your only option is to exit the course by pressing START in order to retry. Enter the hole to enter a hidden area inside the island.

This place is very dark and full of platforms that hold 8 red coins. From the entrance, begin by running forward and collecting red coin #1. Jump to the next set of platforms to collect red coins #2, 3, and 4. From the platform where you got the fourth red coin, turn to the right and jump to the platform here to collect red coin #5. Get a running start and double jump to the next platform to collect red coin #6. From here, get a running start and double jump once more to the next platform. Quickly grab red coin #7 while avoiding the fireballer. Run back to the opposite wall, and get into a good position while facing the platform that you just came from. Carefully jump over to this platform, and then carefully long jump to the platform in the distance. Use the two tall platforms here and perform wall kicks to reach red coin #8 on top of tall platform in the corner. The star will then appear below you. Drop down and take it.

Save the game after arriving from the ceiling, and then turn to the left and go through the smaller painting.

```
=====
--- World #13: Tiny-Huge Island -----
--- Star #90/120: Make Wiggler Squirm [3.90] ---
=====
```

Once you arrive in the small island, begin by jumping over to the platform across the water, and then across once more to the platform with the pipe. Avoid the tiny piranha plant here, and drop down the back right corner of the platform onto the "!" switch below. Once the path of boxes is activated, run onto it and double jump to reach the edge of the path above you. After climbing up, run up the path to the right. Run past the pipe for now, and jump up these steps to make your way up the island. When you get to the very narrow wooden plank here, carefully tip-toe across. Once on the other side, follow the slope to the very top of the island. While standing on the puddle of water at the top, jump up and press Z in mid-air to ground-pound your way back down. The water will then drain into the hole in the center.

From the top of the island, go back down the grassy slope and tip-toe your way across the narrow wooden plank again. Once on the other side, jump into the pipe in this area to warp to the huge island. Once you come out of this pipe, defeat or ignore the giant goomba here and begin heading toward the top of the huge island. Climb up the platforms here to reach the purple bob-omb, and then run past it to the wooden plank. Carefully cross over to the other side, and then run up the grassy slope to the very top. Once at the top, drop down into the hole in the center.

=====
--- Boss #4: Wiggler [3.90A] ---
=====

When you arrive, Wiggler will cry in anger about the water that you caused to fall inside. Advance through the text to begin the battle. Drop down from this platform onto the main arena. Wiggler is a large creature, and your goal is to stomp on top of its head while not allowing it to run into you. If you take damage and your power meter runs low, quickly grab the coins scattered around the arena. Each time you stomp on its head, it will get angrier and move around faster. Once you have successfully stomped on Wiggler's head three times, it will be defeated. Afterwards, the creature will shrink and the star will appear on the platform above the arena. Jump up onto the platform and take the star.

Save the game after arriving from the ceiling.

=====
--- Star #91/120: Special Toad (3) [3.91] ---
=====

After saving the game, exit this room. Once in the next hall, run to your right and follow the hallway around to the set of stairs here. Run up the stairs and you will reach a set double doors with a large star on them. The power of your collected stars will open the doors and allow you to enter the next room. Once inside, run forward and you will see Toad standing here near a large platform. Talk to him with B and advance through the following text. Afterwards, Toad will give you a star. Take it. Advance through the text and then save when prompted.

Afterwards, run to your left and perform a triple jump to reach the top of the tall platform here in the corner. Once on top, jump over to the nearby alcove in the wall. Once inside, you will see a beam of light shining from a hole in this small room. Jump inside to enter a secret area.

=====
--- Secret Area #8: Wing Mario Over the Rainbow ---
--- Star #92/120 (Red Coins) [3.92] -----
=====

You will arrive within the heights of the clouds. Your goal is to collect all 8 red coins in this area. If you fall or fly too low at any time, you will fall from the sky into the pond in front of the castle. Collecting all 8 red coins here can be tricky, and having to travel all the way back up to the top of the castle is an arduous task. You must focus on where you guide Mario, always grab a wing cap from a red "!" block, and do your best not to fall down.

From the cloud that you land on, begin by grabbing red coin #1 behind you. Afterwards, break open the red "!" block nearby and grab the wing cap. Triple jump three times while standing still to begin flying. Turn your attention to the cloud with a red "!" block and red coin #2 near the large pink platform at the bottom. When you pass over the cloud, ground-pound by pressing Z to safely land. Once you've collected the red coin, triple jump while standing to fly

over to the large pink platform.

Once you've landed, grab red coin #3, then go over to the red bob-omb buddy and talk to him with B. It will open up the cannon on this platform for you to use. Break open the red "!" block here to grab another wing cap while you're here, then step inside the cannon. Once inside, aim the cannon toward another pink platform high above you and fire. Fly over to that pink platform and then ground pound above it to enter another cannon. Once inside this cannon, aim it towards the very large cloud on your left with poles hanging underneath, making sure the cursor is pointing above the cloud. Ground-pound over the cloud with Z when you are over it to safely land. Grab red coins #4 and 5, and then break open the red "!" block here to grab another wing cap.

Go near the edge of this cloud and look for a darker-colored cloud. Triple jump while standing to fly to this cloud and grab red coin #6. Immediately turn around and fly up into green pole here to grab red coin #7. Drop down from this pole to safely land on a cloud underneath. From here, look to your left to find another cloud with red coin #8 to make the star appear in the center of the area.

To get there, begin by breaking open the red "!" block on this cloud to grab another wing cap. Triple jump while standing and carefully fly down to the large pink platform below. Once you land, go inside the cannon and aim it at the smaller pink platform above you. Fly to that platform and enter the cannon there. Point it straight up and fire. Carefully fly around until you get the center cloud with the star in your view. Fly over to the cloud and then safely land by the star. Take it.

Save the game after coming out of the hole. From here, drop down into the main section of this room. Turn your attention to the large clock here, which is your way into the next world. Notice that the how the clock hands move. Depending on where the big hand is when you jump through the clock, the objects within the world can change dramatically. Objects will be frozen when the hand is near the 12. Objects will move slowly when the hand is near the 3. Objects will move in random patterns when the hand is on the 6. Finally, objects will move more quickly when the hand is on the 9.

Double jump to reach the upper ledge of the clock. Jump through the clock when the hand is on the 3 to enter World 14: Tick Tock Clock.

```
=====
--- World #14: Tick Tock Clock -----
--- Star #93/120: Roll Into the Cage [3.93] ---
=====
```

You will arrive within the mechanical depths of the clock. Begin by avoiding the pendulum here and jumping over the small gap. Go up these steps to the conveyor belt, and notice the large block in motion here, which will periodically spin onto another side. It will spin after it takes a quick dip down. Jump onto it during its pause, and then jump over to the next platform. Avoid the pendulum here and jump over the small gap to a path on the other side.

Begin following this path up to the large moving blocks. Carefully make your way up on these blocks to reach the next area. Whenever they dip down, jump to prevent yourself from falling off when they move if necessary. Once at the next section of the path, keep an eye out for the bar inside the wall, which can push you off if you get in its way. Keep following the path and jump

over to the next platform above the conveyor belt here. From this platform, jump between each of the spinning platforms here to make it to another path.

Follow this path, avoiding the bar here. When you get to a yellow cage, drop onto the spinning platform on your left. From this platform, jump over to the conveyor belt and enter the cage where a star awaits. Take it.

Save the game after coming out of the clock, then turn around and jump into the clock again when the hand is on the 3.

```
-----  
--- World #14: Tick Tock Clock -----  
--- Star #94/120: The Pit and the Pendulums [3.94] ---  
-----
```

When you arrive, begin by avoiding the pendulum here and jumping over the small gap. Go up the stairs to the conveyor belt, and then jump onto the large block when it's still in order to get to the next platform. Avoid this second pendulum and jump across to the next path. Follow this path up to the three large blocks, and carefully make your way up to the next section. Carefully avoid the bar and jump onto the platform here. Run across to the conveyor belt at the end and jump up to the platform above it. From this platform, jump to the series of spinning platforms here and make your way up to the next path. Avoid the bar here, and when you get to the yellow cage, double jump to grab its edge and climb up.

From here, follow the path down to another moving platform and jump onto it. Ride it up and jump onto the next platform above it. Avoid the amp here and jump onto the pole, then climb up using the control stick. Leap off the top of the pole and follow the path here. Run past the heave-ho and then carefully jump to a spinning triangular platform. When it is safe, jump over to the platform on the other side.

Here you will see a narrow path that travels between two pendulums and a moving block. Carefully make your way through the obstacles and then jump over to the path where the star awaits. Take it.

Save the game after coming out of the clock, then turn around and jump into the clock again when the hand is on the 3.

```
-----  
--- World #14: Tick Tock Clock -----  
--- Star #95/120: Get a Hand [3.95] ---  
-----
```

Once you arrive, begin by avoiding the pendulum while jumping over the small gap. Go up the steps to the conveyor belt, and then jump onto the large block when it's still. From the block, jump onto the next platform and hop past the second pendulum onto the next path. Follow the path up to the three blocks, and carefully make your way up to the next area. Avoid the bar here and jump up onto the large platform.

Once you get onto this platform, wait here on the edge to your left. Eventually, you will see a long clock hand slowly make its way to you. When it gets close enough, get onto the clock hand and stand on it while it takes you with it. After standing for a little while, the clock hand will arrive on the

other side of the area, and you will come to an alcove where a star awaits inside. Jump into the alcove towards the star and take it.

Save the game after coming out of the clock, then turn around and jump into the clock again when the hand is on the 3.

```
=====
--- World #14: Tick Tock Clock -----
--- Star #96/120: Stomp on the Thwomp [3.96] ---
=====
```

When you arrive, begin by avoiding the pendulum here and jumping over the small gap. Go up the stairs to the conveyor belt, and then jump onto the large block when it's still in order to get to the next platform. Avoid this second pendulum and jump across to the next path. Follow this path up to the three large blocks, and carefully make your way up to the next section. Carefully avoid the bar and jump onto the platform here. Run across to the conveyor belt at the end and jump up to the platform above it. From this platform, jump to the series of spinning platforms here and make your way up to the next path. Avoid the bar here, and when you get to the yellow cage, double jump to grab its edge and climb up.

From here, follow the path down to another moving platform and jump onto it. Ride it up and jump onto the next platform above it. Avoid the amp here and jump onto the pole, then climb up using the control stick. Leap off the top of the pole, and then turn around. Leap onto the platform here with the recovery heart on it, then jump onto the moving platform next to it. Ride this platform up and adjust your view so that you can see the platforms here. Carefully jump over to any of them and advance to the next path.

From here, jump onto the platform above you. Carefully navigate your way through the large blocks in order to reach another platform above them. Once on this platform, turn around and leap the gap to another nearby platform. From here, follow the path while carefully avoiding the series of bars here. Once past the bars, make your way up on the conveyor belts and then jump onto the next path. Follow this path up until you get to a pair of green rotating platforms. Carefully jump on them when they are flat and make your way across. You will then come to triangular blocks, which act the in the same way as the normal blocks from earlier. Jump across them both when they are still to reach the next path.

Once on this path, stay where you are and keep your distance from the fireballer. Eventually, a long clock hand will come your way. Jump onto it when it gets close, and then ride it to the other side of the area. After a little while, you will reach a conveyor belt. When it's safe, jump onto the conveyor belt and you will see a thwomp here. Jump on top of the thwomp when it is on the ground, and then ride it up to a platform situated at the highest point in this world. Jump over to it and take the star.

Save the game after coming out of the clock, then turn around and jump into the clock again when the hand is on the 3.

```
=====
--- World #14: Tick Tock Clock -----
--- Star #97/120: Timed Jumps on Moving Bars [3.97] ---
=====
```

When you arrive, begin by avoiding the pendulum here and jumping over the small gap. Go up the stairs to the conveyor belt, and then jump onto the large block when it's still in order to get to the next platform. Avoid this second pendulum and jump across to the next path. Follow this path up to the three large blocks, and carefully make your way up to the next section. Carefully avoid the bar and jump onto the platform here. Run across to the conveyor belt at the end and jump up to the platform above it. From this platform, jump to the series of spinning platforms here and make your way up to the next path. Avoid the bar here, and when you get to the yellow cage, double jump to grab its edge and climb up.

From here, follow the path down to another moving platform and jump onto it. Ride it up and jump onto the next platform above it. Avoid the amp here and jump onto the pole, then climb up using the control stick. Leap off the top of the pole, and then turn around. Leap onto the platform here with the recovery heart on it, then jump onto the moving platform next to it. Ride this platform up and adjust your view so that you can see the platforms here. Carefully jump over to any of them and advance to the next path.

Run on this path over to the yellow platform here, and run across it to jump onto the next step of it. Here you will see a series of bars coming out of the wall in a specific pattern. Watch the bars to make note of the pattern. When you're ready, jump over to the first bar. From there, jump to the second bar, and then hop to the third and final bar. From here, jump inside this yellow cage and run over to where the star awaits. Take it.

Save the game after coming out of the clock, then turn around and jump into the clock once more when the hand is on the 12.

```
=====
--- World #14: Tick Tock Clock -----
--- Star #98/120: Stop Time for Red Coins [3.98] ---
=====
```

Once you arrive, turn away from where the pendulum is and head towards an area with bob-ombs and a series of green platforms. Avoid the bob-ombs if they chase you. All 8 red coins are on these green platforms that you see here. If you entered the clock when the hand was on the 12, then the platforms should not be moving. If the platforms are moving, it will be much more difficult to collect all 8 red coins. Exit the course by pressing START and re-enter if they are not frozen.

Begin by jumping onto the nearest platform. Jump into red coin #1, and then grab red coin #2 on the platform that you land on. Jump to the next green platform above you, and then turn around again to jump onto the platform above this one. Collect red coins #3 and 4, then jump onto the next platform above you. Collect red coins #5 and 6 between these two platforms, then turn around and jump once more to the platform above you. Collect red coins #7 and 8 here. The star will then appear next to the platform where you grabbed the sixth red coin. Drop down to the platform beneath you, then run over and jump into the star to take it.

Save the game after coming out of the clock. From here, turn right to the large platform where Toad is standing and triple jump to reach the top. Once on this platform, jump into the nearby alcove in the wall. When you get inside, jump into the hole in the center to enter the last of the 15 worlds: Rainbow Ride.

=====
--- World #15: Rainbow Ride -----
--- Star #99/120: Cruiser Crossing the Rainbow [3.99] ---
=====

You will arrive in a world high up in the sky. From the platform that you land on, run towards the bridge and step onto the magic carpet here. The magic carpet will begin to move automatically once you step onto it. Ride the magic carpet around the platform here, and you will approach an obstacle that spits out a flame. Crouch by pressing and holding Z while standing to remain under the flame and continue. Once the magic carpet comes to a nearby platform, jump over to it when it is safe.

From this platform, jump onto the first spinning platform here, and then jump to the one on your right. From this spinning platform jump over to the path next to it, then follow the path to another magic carpet. Ride this magic carpet while jumping over the small obstacles that get in your way. Be careful not to leave the magic carpet unattended for too long, as it will disappear and you will be stuck. Continue riding the magic carpet around the turn, and jump onto the platforms that it goes to in order to keep moving forward. Get back on the magic carpet after the last of the two platforms, and it will take you to where two magic carpets await on each side. With the camera behind you, jump over to the one on the left and ride it up the path.

The magic carpet will begin to circle around one platform for a while. Keep an eye out for the extended paths that will threaten to sweep you off of the magic carpet. Jump over them whenever they get close. Eventually, you will rise high enough above the platform. Keep riding the magic carpet and it begins heading toward a few more blue platforms. Jump over these to keep moving forward. When you get to the brown platforms, jump onto them and quickly double jump to the platform above, as the brown platforms will begin to fall if you stand on them for too long.

Once on the next platform, carefully make your way over to the cruiser. A strong gust of wind will be blowing against you when you climb aboard. Turn to the left and climb to where the star awaits you near the edge. Take it.

Save the game after coming out of the hole, then turn around and jump into the hole again.

=====
--- World #15: Rainbow Ride -----
--- Star #100/120: The Big House in the Sky [3.100] ---
=====

When you arrive, run towards the bridge and step onto the magic carpet here to begin riding on the path. Ride the magic carpet around the platform, and crouch by pressing and holding Z while standing to pass underneath the flame. Once the magic carpet comes to a nearby platform, jump over to it when it is safe.

From this platform, jump onto the first spinning platform here, and then jump to the one on your right. From this spinning platform jump over to the path next to it, then follow the path to another magic carpet. Ride this magic carpet while jumping over the small obstacles that get in your way. Continue riding the magic carpet around the turn, and jump onto the platforms that it goes to in order to keep moving forward. Get back on the magic carpet after the

last of the two platforms, and it will then take you to where two magic carpets await on each side. With the camera behind you, jump over to the one on the right and begin riding it.

This magic carpet will immediately take you to large obstacles. When against the first one, double jump to climb onto it and then return onto the magic carpet. Repeat this same process for the second large obstacle that you are taken to. Once back on the magic carpet, ride it on this path. Eventually, the carpet will take you into a big house in the sky. When you get inside, you will see a flame coming out of the fireplace. Quickly get off the magic carpet to let it ride through the flame, and then jump back on.

The magic carpet will then take you back outside. Jump onto the platforms that block your way when you get to them, and avoid the amp that flies around the first platform. Once you navigate through the two platforms and step back onto the magic carpet, it will take you back inside the big house.

Once inside, the magic carpet will dip down toward the fire place once again. Carefully drop down off the magic carpet and wait by the line of yellow coins below while it passes through the flame. As soon as the magic carpet is close enough, quickly jump back onto it before it rises out of your reach. Ride it up and it will take you through a hole in the roof. Hop off the magic carpet once it's above the roof, then run over to the star that awaits. Take it.

Save the game after coming out of the hole, then turn around and jump into the hole again.

```
=====
--- World #15: Rainbow Ride -----
--- Star #101/120: Coins Amassed in a Maze [3.101] ---
=====
```

Once you arrive, run towards the bridge and step onto the magic carpet here to begin riding on the path. Ride the magic carpet around the platform, and crouch by pressing and holding Z while standing to pass underneath the flame. Once the magic carpet comes to the nearby platform, jump over to it when it is safe.

From this platform, jump onto the first spinning platform here, and then jump to the one on your right. From this spinning platform, jump over to the next spinning platform on your left with a recovery heart. From here, hop over to the next platform. Make your way across these small platforms and the yellow moving platform to enter the side of the giant structure that you come to.

From this path that you land on, get a running start and long jump across to red coin #1. After collecting it, turn around and long jump back across. Just past the edge of where you land, double jump onto the platform above you, and then jump again to reach the next path above that. Run to the left and quickly grab red coin #2 while avoiding the fireballer here. Turn around and run under the gap right above you, making sure to hop over each flame that the fireballer sends out at you. Jump at the side of the platform on the right and wall kick to reach the next platform above you while grabbing red coin #3 in the process.

Turn around and jump over the small gap, then stand on the middle step here on the next platform. Double jump to and climb up to reach red coin #4, then turn around and carefully leap over to red coin #5. From this small platform, long jump to over to the left to reach red coin #6. Turn back around and long jump once again onto the small platform, and then jump over to the top of the sloped platform nearby. Long jump from this platform to reach red coin #7, and

make sure to guide Mario so that he falls on the platform underneath it. Drop down from this platform to collect red coin #8. The star will then appear at the bottom of the giant structure. Carefully drop down to the bottom level and run over to the star. Take it.

Save the game after coming out of the hole, then turn around and jump into the hole again.

```
=====  
--- World #15: Rainbow Ride -----  
--- Star #102/120: Swingin' in the Breeze [3.102] ---  
=====
```

Once you arrive, run towards the bridge and step onto the magic carpet here to begin riding on the path. Ride the magic carpet around the platform, and crouch by pressing and holding Z while standing to pass underneath the flame. Once the magic carpet comes to the nearby platform, jump over to it when it is safe.

From this platform, jump onto the first spinning platform here, and then jump to the one on your left. From this spinning platform, jump onto the path where you will find a pole. Jump onto this pole and use the control stick to slide all the way down to the platform below. Defeat or ignore the shy guy, and run down to the seesaw here. Stand on the side that allows the seesaw to rise to the nearby platform, and then quickly run and jump over to it. Carefully get on the swing here and ride it to the platform on the other side. Jump to the brown block and quickly jump off before they sink. When you get to the next seesaw, double jump onto the next set of brown blocks, then quickly turn around and jump onto the following set of brown blocks above you. Carefully jump over to the next platform while avoiding the flame and advance.

From here, jump onto another set of brown blocks, then quickly hop over to the yellow platform that moves towards you. Ride this platform to the next path where a goomba is wandering around. Defeat or ignore the goomba and head up the sloping path here by jumping between the flat steps here. Once at the top, carefully jump onto the swing and ride it to the other side. Wait for the flame to disappear, then jump onto the next platform where the star awaits. Take it.

Save the game after coming out of the hole, then turn around and jump into the hole again.

```
=====  
--- World #15: Rainbow Ride -----  
--- Star #103/120: Tricky Triangles! [3.103] ---  
=====
```

When you arrive, run towards the bridge and step onto the magic carpet here to begin riding on the path. Ride the magic carpet around the platform, and crouch by pressing and holding Z while standing to pass underneath the flame. Once the magic carpet comes to the nearby platform, jump over to it when it is safe.

From this platform, jump onto the first spinning platform here, and then jump to the one on your left. From this spinning platform, jump onto the path where you will find a pole. Jump onto this pole and use the control stick to slide all the way down to the platform below. Defeat or ignore the shy guy, and run down to the seesaw here. Stand on the side that allows the seesaw to rise to

the nearby platform, and then quickly run and jump over to it. Carefully get on the swing here and ride it to the platform on the other side. Jump to the brown block and quickly jump off before they sink. When you get to the next seesaw, double jump onto the next set of brown blocks, then quickly turn around and jump onto the following set of brown blocks above you. Carefully jump over to the next platform while avoiding the flame and advance.

From here, jump onto another set of brown blocks, then quickly hop over to the yellow platform that moves towards you. Ride this platform to the next path where a goomba is wandering around. Defeat or ignore the goomba and head over the gap to yet another set of brown blocks. Jump up this sloped platform and carefully slide down. Jump between more sets of brown blocks, and then avoid the flame as you jump over to the next area. Press the "!" switch here to change the shape of the triangular platforms. Immediately begin making your way up. When you get to the second triangle, double jump and climb onto the triangle above you. From here, turn around and jump onto the remaining triangular platforms before the effects of the "!" switch wear off. Once on the platform at the end, run over to the star. Take it.

Save the game after coming out of the pole, then turn around and jump into the hole once more.

```
=====
--- World #15: Rainbow Ride -----
--- Star #104/120: Somewhere Over the Rainbow [3.104] ---
=====
```

Once you arrive, run towards the bridge and step onto the magic carpet here to begin riding on the path. Ride the magic carpet around the platform, and crouch by pressing and holding Z while standing to pass underneath the flame. Once the magic carpet comes to the nearby platform, jump over to it when it is safe.

From this platform, jump onto the first spinning platform here, and then jump to the one on your right. From this spinning platform, jump over to the next spinning platform on your left with a recovery heart. From here, hop over to the next platform. Drop down onto the floor of this area where a couple of bob-ombs are patrolling around. Keep away from them if they begin to chase you. Run to the very end of this path where you will find a blue coin block and a recovery heart.

Begin by jumping into the side of the wall on your right and pressing A to perform a wall kick, then keep pressing A to perform multiple wall kicks while going up this section of the giant structure. This may take a few tries, but as long as you focus on your timing, you will eventually make it to the top. Once you land on the next path, run to the end and talk to the red bob-omb buddy waiting for you here. It will open a cannon for you located on the cruiser near the very top of the level.

Once you regain control, step onto the small blue elevator at the end and ride it down. Jump onto the platforms here and make your way to the nearest spinning platform. From this spinning platform, jump over to the one on your left, and then jump to the platform that leads to a magic carpet. Step onto the magic carpet and begin riding it up the path.

Continue riding the magic carpet around the turn, and jump onto the platforms that it goes to in order to keep moving forward. Get back on the magic carpet after the last of the two platforms, and it will take you to where two magic carpets await on each side. With the camera behind you, jump over to the one on

the left and ride it up the path.

When the magic carpet begins to circle around one platform for a while, keep an eye out for the extended paths that will threaten to sweep you off of the magic carpet. Jump over them whenever they get close. Eventually, you will rise high enough above the platform. Keep riding the magic carpet and it begins heading toward a few more blue platforms. Jump over these to keep moving forward. When you get to the brown blocks, jump onto them and quickly double jump to the platform above before they sink

Once on the next platform, carefully make your way over to the cruiser. Once you climb aboard, turn right and run with the gust of wind while avoiding the patrolling bob-ombs here. Double jump onto the edge of wall that you come to and climb up. Step into the cannon here that you opened. Once inside, aim the cannon in the direction of a pole on a floating platform in the distance, with the cursor pointed near the center of the rainbow ring. Fire yourself out of the cannon, and you will fly onto the pole. Wait for the purple chuckya to move towards you, then leap off the pole over it. Quickly run to the yellow "!" block here and break it open to reveal a star. Take it.

Save the game after coming out of the hole. From here, drop down from this small room into the main room. Run to the left and go through the double doors that you came from previously. Go down the stairs in the next room and follow the hallway around to the plain wooden door on your left. Go through it, then run down the spiral staircase in the next room and go through the double doors at the bottom.

Once in the main room of the first floor, run down the stairs and head to the left side of the room to the door with a blank star. Go through it to enter the room with the portrait of bob-ombs. Jump into the painting to enter Bob-Omb Battlefield. On the star menu, choose any star except for "Big Bob-omb on the Summit".

```
=====
--- World #1: Bob-omb Battlefield -----
--- Star #105/120 (100-Coin Star) [3.105] ---
=====
```

Once you arrive, begin collecting coins at the following locations in the order listed below.

1. The area where you begin - Defeat the bob-ombs and goombas, break open boxes with B, and collect the coins underneath the path that slopes up.
2. The open field underneath the floating island - Defeat the goombas, bob-ombs, and koopa troopa.
3. The island in the sky - Use the wing cap and cannon to fly through the rings of coins here.
4. The area across the chain-chomp - Defeat the goombas, run around each of the stakes three times to make coins appear.
5. The area by the tall bar mountain entrance - Defeat the bob-ombs, collect the coins that circle around the patch of flowers.
6. The mountain - Defeat the goombas and bomb-ombs, run through lines of coins on your way to the top.

By now, you should have collected at least 100 coins. Once you do, the star will immediately appear above you. Take it.

Save the game after coming out of the painting, then exit this room. Run to the right side of the main room and go through the door with a "1" on it. In the next room, jump into the painting of a fortress to enter Whomp's Fortress. On the star menu, choose either star 4, 5, or 6.

```
=====
--- World #2: Whomp's Fortress -----
--- Star #106/120 (100-Coin Star) [3.106] ---
=====
```

Once you arrive, begin collecting coins at the following locations in the order listed below.

1. The area where you begin - Defeat the piranha plant, break open a box, and collect the coins that circle around the patch of flowers.
2. Fortress base - Run through the lines and circles of coins, ground-pound the blue block in the area past the red-bomb buddy.
3. Floating islands in the sky - Use the owl in the tree near the beginning area to fly up, and then collect the coins scattered about here.
4. Fortress's second level - Defeat the piranha plants, go through additional lines of coins, and defeat the two whomps in the final path.

If you thoroughly explored these four main areas, then you should have at least 100 coins. When the star appears above you, take it.

Save the game after coming out of the painting, and then exit this room. Once in the main room, go further to your right to the door with the "3" on it. Enter the room and go through the painting of a ship to enter Jolly Roger Bay. On the star menu, choose any star except for "Plunder in the Sunken Ship".

```
=====
--- World #3: Jolly Roger Bay -----
--- Star #107/120 (100-Coin Star) [3.107] ---
=====
```

Once you arrive, begin collecting coins at the following locations in the order listed below.

1. The area where you begin - Break open the yellow "!" block, collect coins located near the red bob-omb buddy and the ship. Also collect yellow coins from the "!" switch and red coins on the ship.
2. Underwater (Small Section) - Collect the two rings of coins, one by the clams and the other circling one of the pillars near the wall. Also collect red coins from the clams.
3. Underwater (Big Section) - Collect the coin rings in front of the hole and other assorted coins on the seafloor and inside the clam.

4. Ocean Cave - Ground-pound the block coin block, defeat the goombas, and collect the ring of coins near the back.

You should have collected around 100 coins by now. If you properly explored these areas, there won't be many more coins remaining at this point, as this level has barely more than 100 coins. If you still are under 100 coins, collect any red coins if you missed them, and explore each and every spot in the world to find coins you may have missed. Once the star appears above you, take it.

Save the game after coming out of the painting, then exit this room. Once in the main room, run to the left side of the room and go through the door with a "3" on it here. In the next room, jump into the painting with the snowmen to enter Cool, Cool Mountain. On the star menu, choose "Slip Slidin' Away".

```
=====
--- World #4: Cool, Cool Mountain -----
--- Star #108/120 (100-Coin Star) [3.108] ---
=====
```

Once you arrive, begin collecting coins at the following locations in the order listed below.

1. The Slide - Jump into the chimney on the cabin where you arrive. Slide down and collect as many coins as you can.

2. The area where you began - To get back here, go to the two bridges located on the left from where you exited the slide. Stand on the end of the second bridge to warp back to the top of the mountain. Once at the top, run to your right and begin sliding down the mountain. Slide through the yellow coins on your way down.

After going through these two areas, you should have at least 100 coins at this point. If not, keep exploring the mountain and collect more coins while defeating various enemies. Once the star appears, take it.

Save the game after coming out of the painting, and then exit this room. From the door that you come out of, go on over to the plain wooden door next to you. Go through it to arrive in the room with the big boo that floats here. Run down the hall after it and go through the door at the end. Once in the castle courtyard, run to the back left of the area to where the big boo with the cage is. Defeat the big boo by going behind it and punching with B. Afterwards, go into the cage to enter Big Boo's Haunt. On the star menu, choose any star except for "Go on a Ghost Hunt".

```
=====
--- World #5: Big Boo's Haunt -----
--- Star #109/120 (100-Coin Star) [3.109] ---
=====
```

Once you arrive, begin collecting coins at the following locations in the order listed below.

1. The area where you begin - Break open the boxes behind you near the building, grab the small hopping box. Afterwards, run around the perimeter of the mansion while defeating enemies, breaking open yellow "!" boxes, and collecting assorted coins.

2. Mansion (1st Floor) - Travel through the different rooms on the first floor, defeating boos, Mr. I, and the book of curses. In addition, grab red coins when you see them. Once you've explored each room on the first floor, head up the stairs in the center of the main room.

3. Mansion (2nd Floor) - The only rooms with coins are the ones through the doors on your right when you come up the stairs. Defeat Mr. I, the book of curses, and collect any red coins that you find. From the room where you found the book of curses, wall kick off the pillar in the corner to reach the platform above you.

4. Mansion (3rd Floor) - Pound the blue coin block and collect the coins, then turn around and go back into the room that you just came from. Drop down onto the floor below you, and then go over to the trapdoor in this room. Allow yourself to fall into the basement far below.

5. Basement - Go into the doors here to enter the merry-go-round. Defeat the boos here, and then leave once the big boo comes out. Follow the path through the basement and go through the door on the right that you come to. Run to the other end of this hallway and then go through this door. In the next room, climb onto the red elevator and ride it up. Defeat the Mr. I here for more coins.

By now, you should have at least 100 coins. If not, continue exploring and find coins you may have missed. Once the star appears above you, take it.

Save the game after coming out of the painting, and then exit the courtyard. Once inside the castle, run straight forward down the stairs and go through the double doors at the bottom. From here, run into the dark brick hallway and go through the door to the next area of the basement. Once inside, run forward towards the flame painting and make a right to run towards the door with a blank star on it. In the next room, jump into the pool of liquid to enter Hazy Maze Cave. Once on the star menu, choose any star.

```
=====
--- World #6: Hazy Maze Cave -----
--- Star #110/120 (100-Coin Star) [3.110] ---
=====
```

Once you arrive, begin collecting coins at the following locations in the order listed below.

1. The area where you begin - Defeat the spiders, and follow the path through the flames to collect coins here. Go through the door past the gap of flames.

2. Elevator room - Defeat the spiders here, and use the two elevators in this room to collect the red coins that are scattered around here. Afterwards, go into the middle opening on the left wall and through the door here.

3. Hazy Maze - Defeat the snufits and swoops, and pound the blue coin block. It is crucial that you collect as many blue coins as possible before they vanish, so quickly race through the maze while following their path. Enter through the doors at the top of the two alcoves in the maze to earn additional coins. Afterwards, return to the maze and run towards a back corner where you will find stair steps to a plain wooden door. Go through it, slide back down into the elevator room, and then run to your left into an opening in the corner that leads to an elevator.

4. Rolling Rock Chamber - Defeat the spider and swoop, then jump over to the path of rolling rocks. Collect the coins here and go through the door at the top of the path.

5. Underground Cavern - Collect the circle of coins in the center of the lake.

By exploring these areas thoroughly, you should have a collection of at least 100 coins at this point. If not, keep exploring to find coins you may have missed. Once the star appears above you, take it.

Save the game after coming out of the liquid, and then exit this room. Run forward, and then jump through the painting of a flame on your right to enter Lethal Lava Land. Once on the star menu, choose star 5 or 6.

```
=====  
--- World #7: Lethal Lava Land -----  
--- Star #111/120 (100-Coin Star) [3.111] ---  
=====
```

Once you arrive, begin by running forward to the platform with a yellow "!" block above it. Break it open to reveal a green koopa shell, and then go over to it to begin riding. If you would rather collect coins on foot, ignore the yellow "!" block. From here, begin collecting coins at the following locations in the order listed below.

1. The Bowser puzzle - Collect the red coins here, and go over to the surrounding platforms that also contain coins. From here, head forward past the puzzle.

2. The area of the big bully - More coins are scattered on the platforms here. Go past the platform with the big bully and go over to the next platform that has three normal bullies on it. Collect the coins here. If you're riding the shell, go over to the distant platform with a Mr. I and a circle of coins. Collect those coins and circle around Mr. I for additional coins. From here, ride over to the brown structure here in order to collect more coins. Afterwards, head past the platform where you found Mr. I.

3. By the volcano - Start by going over to the round platform with two patrolling bullies on it. Collect the circle of coins here, then collect additional coins on the platforms near it. From here, head over to the volcano. Collect coins on the circular platform that surrounds the volcano. Make sure you have collected at least 80 coins before going inside the entrance to the volcano.

4. Inside the volcano - Collect the coins as you carefully make your way up to the top.

By exploring these areas thoroughly, you should have a collection of at least 100 coins at this point. If not, keep exploring to find coins you may have missed in the volcano. Once the star appears above you, take it.

Save the game after coming out of the painting. From here, turn right and follow the path to the wall. Jump through it to enter Shifting Sand Land. Once on the star menu, choose any star.

```
=====
```


--- World #8: Shifting Sand Land -----
--- Star #112/120 (100-Coin Star) [3.112] ---
=====

Once you arrive, begin collecting coins at the following locations in the order listed below.

1. The area where you begin - Defeat the bob-ombs, shy guy, goombas, and pokeys here to collect coins from each of them. Afterwards, triple jump to the top of the large structure and grab the wing cap from the red "!" block.
2. The area with the pond - Defeat the pokey here, grab the small hopping box, and collect the line of coins here. From here, run around the path to the entrance of the pyramid. Watch out for the twister here. If it lifts you up, carefully guide Mario towards the pyramid entrance while he twirls in the air. Before going into the pyramid, make sure you have at least 35 coins.
3. The pyramid - Start by running forward and ground-pounding the blue coin block. The blue coins will appear behind the center path of the pyramid's entrance, so quickly run over to collect them. Afterwards, defeat the goombas here. Make your way up to the top of the pyramid while defeating the enemies and collecting the coins assorted throughout the path.

By exploring these areas thoroughly, you should have a collection of at least 100 coins at this point. If not, keep exploring to find coins you may have missed in the pyramid. Once the star appears above you, take it.

Save the game after coming out of the painting. From here, exit this section of the basement by turning right at the flame painting and running forward to the door at the end. Once in the next room, run down the dark hallway, and turn right at the top of the steps to enter the double doors with the large star on them. From here, run forward and jump into the wall of water to enter Dire, Dire Docks. Once on the star menu, choose any star except for "Board Bowser's Sub".

=====

--- World #9: Dire, Dire Docks -----
--- Star #113/120 (100-Coin Star) [3.113] ---
=====

Once you arrive, begin collecting coins at the following locations in the order listed below.

1. Underwater (Section 1) - Swim around this area to collect lines and rings of coins scattered throughout the water. Make sure to avoid getting close to the whirlpool and the shark swimming here. Once you have explored this area, swim into the hole and travel to the next area.
2. Docks (Underwater) - Swim around the depths of the water here to find additional coins. Avoid swimming too close to the large, black hole on the side of the wall here, as it will suck you in and cause you to lose a life. Once you have sufficiently explored this underwater area, rise up and travel to the surface.
3. Docks (Above water) - Travel on this path here to find another line of yellow coins. From here, activate the "!" switch and jump up the boxes that appear to the upper section of the docks. Navigate your way between the poles

here to collect the red coins. Ground-pound the blue coin block on one of the platforms and collect all of the coins that appear afterwards.

By exploring these areas thoroughly, you should have a collection of at least 100 coins by now. Once the star appears above you, take it.

Save the game after coming out of the wall of water. From here, exit the hallway and go through the door into the next room. Once in the next room, go through the double doors on your right. Afterwards, run up the stairs and go through the plain wooden doors to your right or left. Once in the main room, go up the stairs in the center and then go through the double doors at the top. Run up the spiral staircase that follows, and then go through the door at the top. From here, run to the right and go through the door with the blank star inside of this opening. In the next room, run to the left and then jump through the middle wall to enter Snowman's Land. Once on the star menu, choose any star.

```
=====
--- World #10: Snowman's Land -----
--- Star #114/120 (100-Coin Star) [3.114] ---
=====
```

Once you arrive, begin collecting coins at the following locations in the order listed below.

1. The area where you begin - Run to the ice sculpture on your left and defeat the spindrifts here, then go near a floating yellow coin to cause a money bag to appear. To defeat this enemy, do your best to jump on top of it while it attempts to flee. From here, explore this open area. An enemy known as Mr. Blizzard will pop out, which is a snowman that tries to hurt you with snowballs. To defeat it, quickly run around it three times. Keep exploring this area to defeat more enemies, and continue collecting more coins.

2. The frozen pond - Defeat more spindrifts here, and then use the spindrift inside of the frozen pond to bounce onto the platform above it. Slide down and break open the yellow "!" block to reveal a green koopa shell. Ride this shell through the path of red coins, then drop back down and ride to the frozen pond again. Go up the slope of yellow coins that you find here and ride it up to the igloo.

3. The igloo - Defeat the spindrifts and goombas, and make your way to the back of the pyramid where a blue "!" block awaits. Break it open to grab the vanish cap and collect the coins hidden inside the walls of ice. Also, break open yellow "!" blocks for additional coins. Once you've collected all the coins in here, exit the igloo.

4. The mountain - Drop down and go to the path where the snow pieces are sliding. Jump over them to climb onto the mountain, and then make your way up while collecting additional coins. When you get to the ice bridge with the penguin, stay behind the penguin at all times while making your way across.

By exploring these areas thoroughly, you should have a collection of at least 100 coins by now. Keep exploring if you have not yet met the goal. Once the star appears above you, take it.

Save the game after coming out of the wall. From here, exit this room. Once in the following hallway, run forward and jump into the painting of the skeeter bug to enter Wet-Dry World. Once on the star menu, choose any star.

```
=====
--- World #11: Wet-Dry World -----
--- Star #115/120 (100-Coin Star) [3.115] ---
=====
```

Once you arrive, begin collecting coins at the following locations in the order listed below.

1. The lowest section - Swim down to the colored prism that lowers the water level to its maximum point. From here, break open boxes, defeat scuttle bugs, and ground-pound the blue coin block. Keep going and push the grey block at the side of the wall underneath the yellow "!" block, and then break it open for additional coins.

2. The middle section - Raise the water level high enough to reach the area where the cage is located. Collect the coins here and break open the various yellow "!" blocks to earn additional coins. Afterwards, move the block here in a good position and wall kick up to the top of the large structure.

3. The upper section - Run to your right through a line of coins and activate the colored prism here to raise the water to its highest level. Turn around and make your way across the top of the large structure over to the chuckya here. Defeat it by picking it up with B and throw it for additional coins. From here, drop down into the water and swim over to the structure on the other side that has a cannon on top of it. Aim it at the cage-like structure on the far side and fire.

4. The hidden town - Begin by swimming down through this passageway. As soon as you come out of the hole, swim below you and activate the colored prism here. Once the water is drained, collect the yellow and red coins scattered around the town.

By exploring these areas thoroughly, you should have at least 100 coins by now. Once the star appears above you, take it.

Save the game after coming out of the painting. From here, run around the hallway until you get to the small painting of the mushrooms. Jump through this painting to enter Tall, Tall Mountain. Once on the star menu, choose any star.

```
=====
--- World #12: Tall, Tall Mountain -----
--- Star #116/120 (100-Coin Star) [3.116] ---
=====
```

Once you arrive, begin collecting coins at the following locations in the order listed below.

1. The slide in the mountain - Head up the mountain while defeating various enemies and collecting the assorted coins. Keep heading through the path of the mountain until you make it to where the cloud floats next to the mysterious mountainside. Once you make it there, jump inside.

Begin sliding down the slide. As you slide down, keep a sharp eye on the number of coins that you have collected. If the number approaches 100,

do your best to avoid collecting any more coins. This is due to the fact that if you cause the 100-coin star to appear on this slide, you won't be able to jump up to it in time. Aim to have between 80-90 coins before the slide ends, and then jump into the hole that you get to afterwards.

2. The beginning area of the mountain - Once in the enclosure, carefully hop down from here to your right, and you will land right near the spot where you first arrived in this world. From here, head to the path that slopes down after the group of goombas. Here you will see a circle of coins and a small hopping box. Carefully collect these coins without falling off.

At this point, you should have at least 100 coins. If not, resume exploring the mountain until you have reached your goal. Once the star appears above you, take it.

Save the game after coming out of the painting. From here, run towards the opposite direction of Toad and go through the door with the blank star here. In the next room, turn left and go through the small painting to enter Tiny-Huge Island. Once on the star menu, choose any star.

```
=====
--- World #13: Tiny-Huge Island -----
--- Star #117/120 (100-Coin Star) [3.117] ---
=====
```

Once you arrive, begin collecting coins at the following locations in the order listed below.

1. The tiny island - Jump across the platforms while defeating the tiny enemies you run into. Drop onto the "!" switch near the platform with the pipe, and jump onto the path above from the boxes that activate. Once at the top, run to the right and make your way to the pipe near the top of the island here. Jump inside.

2. The huge island (top section) - Giant goombas are important for you coin collection. Simply jumping on top of them reveals a yellow coin. However, double jumping above them and ground-pounding them will reveal a blue coin. Do this for every giant goomba that you see here. Explore the top heights of the huge island and defeat the chuckya and giant goombas around here while collecting the lines of yellow coins. Once you've explored this area, drop down to where the water is below you.

3. The huge island (bottom section) - Do your best to avoid the bubba, the large fish with sunglasses, in this area. Ignore the koopa troopa for now, as we will need its shell for later. Defeat the lakitu, and then head over to the hole in the side of the grey wall. Ground-pound each giant goomba here, and then run around the stake to make additional coins appear. Turn back around through the hole and swim over to the koopa troopa that you ignored earlier. Knock it off its shell, and then ride the shell into the creature to collect more coins. From the sand, ride up the slope to your right where you will find another giant goomba here with a tree. Ride into the tree to resume control on foot, and then ground-pound the giant goomba. From here, carefully make your way across the bridge to another set of yellow coins. Keep going and go through the entrance that you come to.

4. Wiggler's cavern - Carefully jump your way between platforms to collect the red coins here. When you get to the highest platform, ground-pound the blue coin block and collect additional coins while avoiding the flames sent out at

you by the fireballer.

By exploring these areas thoroughly, you should now have a collection of at least 100 coins. Once the star appears above you, take it.

Save the game after coming out of the painting, and then exit this room. Once in the next hallway, run to the left and go up the flight of stairs to the double doors at the top. Enter the next room, then jump into the clock in front of you when the hand is on the 12 to enter Tick Tock Clock. Once on the star menu, choose any star.

```
=====
--- World #14: Tick Tock Clock -----
--- Star #118/120 (100-Coin Star) [3.118] ---
=====
```

Once you arrive, begin collecting coins at the following locations in the order listed below.

1. The area where you begin - Turn around and defeat the bob-ombs by picking them up and throwing them. Drop down and break open the yellow "!" block for more coins. From here, navigate your way up the frozen green platforms to collect the red coins. Once you make it all the way up to the yellow platform above you, break open the yellow "!" block here while avoiding the fireballer's flames. Afterwards, run over to the conveyor belt and begin making your way up these platforms to the next area.

2. The middle section - Keep making your way up until you get off of the pole that you came to. From here, run past the heave-ho, jump to the triangular platform, and then jump again to a platform with a blue coin block. Ground-pound it and collect the coins that appear. From here, head back to where you dismounted from the pole, and then jump up the platforms here to continue heading up the world. Continue making your way up by jumping between the large blocks, and keep heading up until you get to a new path.

3. The upper section - From here, run forward past the four bars. Turn around and jump onto the floor above them and break open the yellow "!" block here. Afterwards, turn around and carefully navigate your way up in the top section of this world. Seek out each yellow "!" block and break them open, as they each contain many coins for you to collect.

By exploring these areas thoroughly, you should now have at least 100 coins in your collection. Once the star appears above you, take it.

Save the game after coming out of the clock. From here, turn towards where Toad is standing and triple jump to get onto this large platform. Hop into the nearby alcove, and then go in the hole in the center of the small room to enter Rainbow Ride.

```
=====
--- World #15: Rainbow Ride -----
--- Star #119/120 (100-Coin Star) [3.119] ---
=====
```

Once you arrive, begin collecting coins at the following locations in the order listed below.

1. The area where you begin - Ride the magic carpet to the platform near the flame and collect the circle of coins here. Quickly get back on the magic carpet before it disappears and continue.

2. The giant maze structure - From the first magic carpet, collect the coins on each of the spinning platforms, and defeat the lakitu when it appears. From here, jump over to the small set of platforms leading to the giant structure. Hop down to where the bob-ombs are and defeat them. Afterwards, run over to the blue coin block and ground-pound it. The blue coins will appear in the passage above you, and you must quickly wall kick and grab as many of those coins as you can. Afterwards, collect the red coins scattered throughout the maze. Once finished, head back over to the spinning platforms in the center of the world.

3. The area of the swings and triangles - From the spinning platforms, jump over to the pole and slide down. Collect the line of coins at the bottom and defeat the shy guy. Make your way between each platform as you climb up, collecting additional coins on the way. Carefully avoid the flames when you see them, and when you reach the goomba, defeat it and grab the last of the coins on the nearby slope. Afterwards, carefully drop down below where the pole is that you came down earlier. Climb back up the pole.

4. The path of the magic carpets - Head back over to the spinning platforms and carefully make your way across to where the second magic carpet is waiting for you. Ride up the path and collect more coins on the way. When you get to where two more magic carpets are waiting for you, have the camera behind you and jump to the one on the left. Ride it up, carefully hopping over the obstacles of the platform that you circle around. When you eventually get towards the cruiser, make your way up.

5. The cruiser - Run over to the cruiser and collect the coins that form a circle here, then defeat the bob-ombs. From here, jump over to the cannon in the back of the cruiser and enter it. Aim the cannon in the center of the rainbow ring above the pole and fire. When its safe, jump off the pole and defeat the purple chuckya for additional coins.

By exploring these areas thoroughly, you should have at least 100 coins by now. Once the star appears above you, take it.

Save the game after coming out of the painting, then drop down from this small room onto the floor below.

If you have diligently followed this guide, you should now have 119 power stars in your collection. One final area of the castle remains. Look over to the large flight of stairs on the opposite side of the clock. Climb up the stairs on either side and go towards a double door with a large star on it. The power of your collected stars will allow you to enter the next area. Run up the long flight of stairs until you reach the top. Here you will see a large portrait of Bowser and the entrance to the final area of the game. Jump inside.

=====
--- Final Area: Bowser in the Sky -----
--- Star #120/120 (Red Coins) [3.120] ---
=====

You will arrive within the dark heights of Bowser's final world. Begin by running forward on this yellow arrow and then jumping over the next platform.

Carefully navigate your way over the gaps between these steps until you reach the final one. Get behind the large block here and push it in the direction where you just came from. Carefully leap up and you will see red coin #1 in this spot. Once you've collected it, run past the block and advance to the next area.

Carefully navigate your way across this platform, as it bends in different directions depending on the side that you are standing on. Once you reach the other side, run up this yellow path with arrows on it. Follow the next path area, defeating or ignoring the goombas here, and then jump over to the rotating platform that follows. Avoid the amp here, and then jump to the path that continues on the other side.

Run directly towards red coin #2 on this next path, and avoid the tiny piranha plant that appears directly on your left. Follow this path onto the wooden seesaw, and then carefully drop down onto the large blue platform below. On a very small platform hanging off the edge is red coin #3. Carefully drop down and collect it without falling off. Once you've grabbed it, jump back onto the main blue platform. From here, make your way back up to the wooden seesaw that you just dropped down from by jumping on the stone platforms to your left.

Once you get back on the wooden seesaw, jump onto one of the platforms on the rotating structure. When the platform you are on is at its highest point, turn around and jump onto the path right above you. Once you've climbed up onto this path, go over to the "!" switch and activate it to make a large set of colored stairs appear. Quickly jump up these steps to the top before the switch deactivates. From here, follow the long green path that you come to afterwards while avoiding the flames on your way up. When you get to the top of this path, go over to the line of yellow coins that you see here. Red coin #4 is floating right above the edge of the path here. Carefully collect it without falling off, and then begin to make your way back down on the other branch of this path. More flames are here on your way down, so carefully make your way down the rest of this path when they take a pause.

Once you reach the end of the green path, you will come to a short checkered path afterwards. Don't run in the middle, as a tiny piranha plant will appear there and cause damage to you. Run past it and then hop onto the white platform here with an arrow on it. Jump onto the blue platform with the recovery heart when you get to it, and allow the white platform to ride underneath. From here, make your way through the obstacles here as you make your way forward with the white platform. Red coin #5 is on top of a brown platform above you, and you will have to quickly double jump in order to reach it and collect it. Land on the platform on the other side, making sure to keep up with the white platform as it rides underneath you. Continue making your way forward past the obstacles by carefully jumping. Once you reach the final brown platform, safely drop down onto the path below you with the bob-ombs.

Once you land on this path, quickly run past the bob-ombs here and jump onto the first spinning platform here. Quickly grab red coin #6, and then jump onto the next spinning platform. Avoid the two amps here, and jump onto the pole in the center. Climb up using the control stick, and then leap off onto the platform with the goombas. Defeat or ignore the goombas, and then carefully make your way over to the next pole. Jump onto it to collect red coin #7, then face Mario's back to the moving bar on the other side. Carefully leap over and run past the second pair of bob-ombs here. Make your way up the path past the fireballer, and you will come to a rotating structure with four platforms. Carefully jump onto a platform when it gets close, and then ride it up. Turn around and then carefully leap over to another platform from an adjacent rotating structure. Ride this platform and then hop off onto the path that leads to the final section of this area.

Follow the path onto the large platform, and you will be blown by a gust of wind. Carefully make your way across, defeating or ignoring the goombas as you go, until you get to the stairs. Red coin #8 will be on a thin platform underneath the stars. Carefully drop down to collect it, and the final power star of the game will appear near the pipe. Jump back up to the stairs, and make your way back up to where the pipe is. Run over to the final power star and take it. Congratulations! Afterwards, jump into the pipe, and prepare for the final showdown.

--- Main Boss: Bowser (Final Battle) --- [3.120A]

When you arrive, Bowser will immediately appear. Advance through the text, and let your final battle begin.

Your goal of defeating Bowser is essentially done in the same manner as the previous encounters, except that you must now throw him into a bomb not once, but three times. Bowser also has a new variety of moves that you have to watch out for, such as breathing flames in the air and causing them to drop down all over the arena, as well as forming shock waves. You will truly have to stay on your toes to come out with a victory in this battle.

Begin by immediately getting behind Bowser to his tail. Run around him to the best of your ability, and once you get close to his tail, grab it by pressing B. Once you have Bowser's tail in your grasp, begin swinging him in circles by rapidly rotating the control stick. Once you are ready, press B once more to throw Bowser into one of the bombs surrounding the arena. Once you have successfully thrown Bowser into a bomb the first time, watch where he lands when he flies back onto the arena. Get into the right position so you can grab his tail right when he gets back up. Swing Bowser around and throw him into a bomb again. Once he hits a bomb the second time, repeat the process of getting in a good position so you can grab his tail as soon as he gets up. The screen will begin shaking due to Bowser shaping the arena into a star out of anger. Once you are ready, swing Bowser with the control stick and toss him to a bomb one last time.

If successful, Bowser will be blasted back onto the platform, and will at last be defeated. Go on over to him and advance through the text he brings up, which describes his fury of you triumphing over him once and for all.

Afterwards, Bowser will vanish and reveal a magnificently large star that soars to the middle of the arena. Once you have control of Mario, run on over to the star and take it.

***Congratulations! You have officially completed Super Mario 64! Enjoy the ending sequence that follows, which involves the return of Princess Peach and Mario being rewarded for the grand adventure that he has completed. Afterwards, the credits will roll and eventually come to a screen that shows Mario and Peach standing on top of a cake with the words "The End".

--- Post-Game Extras [3.121] ---

After opening up a saved file in which you've collected 120 stars, select it and you will begin in front of the castle. Run forward in the direction of the pond, and you will see a cannon here becomes accessible after collecting 120 stars. Jump inside, and aim the cannon to the right of the center tower. If fired successfully, Mario will fly over and land on the roof of the castle. Follow the path and you will see a character that may be familiar to you if you have knowledge of other games in the Mario series: Yoshi. Go over to Yoshi and talk to him with B. This will bring up a secret message developed by the team that created Super Mario 64. After advancing through the text, Yoshi will fill up your life count until it reaches 100 and give you a new type of triple jump. Afterwards, Yoshi will jump off the castle roof into the waterfall in the distance.

=====

4. FAQs [4.0]

* As soon as I begin receiving questions from readers, I will post them in this section.

=====

5. Version Updates [5.0]

v1.0 - Wrote very first draft of this entire FAQ/Walkthrough.
Started: 9/1/13, Ended: 9/16/13

=====

6. Contact and Legal Information [6.0]

If you have any questions, comments, or corrections pertaining to this guide, feel free to contact me at the following e-mail address:
[mariomendoza9417@yahoo.com]

Also, feel free to connect with me over the web by means of these other sites.

Facebook: www.facebook.com/marcusmendoza9417
Twitter: twitter.com/MJay706

I will not be very strict on the use of this guide. I will allow it to be used by anyone and posted anywhere as long as I receive proper credit and the contents of this guide are not changed in any way.

=====

7. Credits [7.0]

I would sincerely like to thank the following for making my very first FAQ/Walkthrough a success.

- A I e x, BSulpher / ZoopSoul, and Wiej for their guides on Super Mario 64 that gave me ideas on how to best write and design mine, and to all other GameFAQs contributors as a whole for inspiring me to become a part of the community.

- GamrTV, whose Super Mario 64 walkthroughs on YouTube were very useful toward me adding in a few details on world designs and directions since I did not have my N64 with me at the time of writing this guide.

- Nintendo, for making this amazing game among other memorable titles.

- You, the reader, for taking time to read this guide.

I had an amazing time writing this guide for Super Mario 64. As long as this guide served you well and gave you a fun playing experience of this amazing game, then I have done my job. I know this may not be the best guide out there, but I'm willing to improve myself and grow as a writer.

I plan on making more guides in the future, and I will live by a motto of having each guide provide guidance and direction while presenting themselves in their true state of potential. Writing guides is something I will do not only for the readers, but for myself, as I live my life and chase my dreams for the future.

For now, all that I have left to say is this...

```
SSSSSSSS          e n
S                  e n
S                  e n
S                  e n
S   SSS iiiii lllll eeeee nnnnn t   t MMMMM
S     S i i l l e e n n t t M M
S     S i i l l e e n n t   MMMMM
S     S i i l l e e n n t   M           JJ aa yy
SSSSSSSS iiiii lllll eeeee nnnnn t   MMMMM           JJ aa yy
```

=====
7 2013 Mario Mendoza. All rights reserved.
=====

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