

# Super Mario 64 FAQ/Walkthrough

by Sasha Slutsker

Updated to v1.5 on Oct 18, 2003

```
DDSAAD:i7ZMM@ZMMMMMMMMMMMMMMW88@MMMMMM2 : ,W. MMSMMBSM;
AM SWMMMMWMMMM MM i:WWB@MZ MMM: a ; WM0aX28Mr
Z#W XMMaM 8S M : 0B 7M MM MMM S , MS, .iMX
XBM: OMMX;M Mi XM MM M MMMMM MM ,MM0 W : Ma, rMS
22 B MM MM: WM MM XM iMMMM: i;; MM0Z2S8M;
i2MMM; M iM MM ,MM@M MMMMMMM M MX,r2WW2 27rr7:MMM
MB iMMM aMM ;MZMa8 WM MM W@8BBBMMMZiaMZ2M7r
;XMXMM@7 :MMMMW ZWMa MB@MMMMMMMMMM@arM87rX;;7ZMM7W M; 8MMMMMMZ
::M M ,ii.:i,iM i M0ZaaaZM. M7S7MM2XX;M2Z. M;aMMB8ZZ8MM8a
:MMXM ;;r;;i @B MB8aBWaaMB M;SrMSMXXiM07, @WMZZaZBBa2ZMB2
.iM7M2,:i,,,,: MM08aZMM0aZM MiS7@r;rX@MM:i aM@aZMraMZ2MZr
Xai..M i MM iMM,..,M8ZaM7 Maa00MiS7Si7MMi M ;.7MW2Z2MSS@a2MZr
82rr8W ; MBMMi;Mi. ZM2SBWMMZaMMiXaM@iSM2 M ;,;MM0zaZZa22M07
2MiMr:r MX ,@2;M . M0MMBa2aZaZM irMiM;;8MM ;i,M MM0Z8@MMMMW8
.BZiM W2MMr ;M XMMM.ZMMWaZBMWMMM 7MSiMM . M :XMMMM0ZXi
rMMMMMMWa 2MMMMMM:ii. MWWB0M; :ir:MMZMaWW8MX7
```

Super Mario 64

FAQ/Walkthrough

Version 1.5

By Alexander Slutsker

(AKA Sasha Slutsker)

Last updated:

10/18/03

Send Questions and Comments to:

Sasha@thevgn.com

Table of Contents:

I. Introduction

II. Version History

III. Characters

IV. Bob-Omb Battlefield - Code 1001

V. Whomp's Fortress - Code 1002

VI. Jolly Roger Bay - Code 1003

VII. Cool, Cool Mountain - Code 1004

VIII. Big Boo's Haunt - Code 1005

IX. Hazy Maze Cave - Code 1006

X. Lethal Lava Land - Code 1007

XI. Shifting Sand Land - Code 1008

XII. Dire Dire Docks - Code 1009

XIII. Snowman's Land - Code 1010

XIV. Wet Dry World - Code 1011

XV. Tall Tall Mountain - Code 1012

XVI. Tiny Huge Island - Code 1013

XVII. Tic-Toc Clock - Code 1014

XVIII. Rainbow Ride - Code 1015

XIX. Secret Stars - Code 1016

XX. Caps - Code 1017

XXI. How to Enter Levels

XXII. Totals

XXIII. Boss FAQ

XXIV. FAQ

XXV. Credits

XXVI. About the Author

XXVII. Legal Info

\*Note: To get to all places with a Code press Control + F. Then, type in the code and press Enter twice. This makes finding a level quicker.

-----  
//// I. Introduction \\\\\\\

-----  
If anyone knows me, I am a extremely big Mario fan. There are the obsessed and there is me. Super Mario Sunshine was my first Mario FAQ but you know, why should it be last? I went back to Super Mario 64, one of the best games EVER made to write another FAQ for this above average game. Above average? That's an insult for this spectacular cartridge. Let's start; I loved every second of this game.

I would like to dedicate this FAQ to Ian Henderson. When he was at my house, he just started playing Super Mario 64. I saw him and started playing it too. I hadn't played it way over a year, maybe two. It was so fun I beat it and kept getting stars. I had so much playing it AGAIN that I decided to write this FAQ. If it weren't for Ian, this FAQ would not exist. You can e-mail him at Ian@thevgn.com, please do and thank him for me.

-----  
//// II. Version History \\\\\\\

-----  
Version 1.5 (?? KB) 10/18/03

- Added a Checklist in the Totals Section (28 Sections)

Version 1.4 (70 KB) 10/4/03

- Added detail to a couple sections of the FAQ

- Fixed a few minor errors throughout the FAQ (28 Sections)

Version 1.3 (70 KB) 9/20/03

- Added a lot of detail to a few sections (28 Sections)

Version 1.2 (68 KB) 9/18/03

- Fixed a bunch of errors in the FAQ, including grammar

- Added a lot of detail (28 Sections)

Version 1.0 (67 KB) 9/7/03

- Started FAQ. The FAQ is more or less complete. (28 Sections)

-----  
//// III. Characters \\\\\\\

-----  
Name: Mario

When: All Game

Who\_: The guy you control and the main guy. How do you not know him?

Name: Toads

When: All Game

Who\_: The guy who can be everywhere in the castle at the same time. He sometimes has a star.

Name: Bowser

When: During the three battle areas

Who\_: The main bad guy, you fight him three times.

Name: Goomba  
When: Most Leels  
Who\_: Check the FAQ to see how to beat these beats

-----  
//// IV. Bob-Omb Battlefield - Code 1001 \\\\  
-----

Star 1 - Big Bob-omb on the Summit  
<><><><><><><><><><><><><><><><>

This is a very easy star and will probably be the first one you get. (Although I think the 6th one is easier, since it is closer to the start and can be done right off the start.) Just go forward and cross the bridge and everything. Go forward here and run until you get to the three bowling balls. Run in-between them and then go up the entire thing, avoiding the big bowling balls and then jumping up at the top. To beat the bomb-omb, you must get behind him and throw him three times. Don't throw him off, though. When you defeat him, you can get a star.

Star 2 - Race with Koopa the Quick  
<><><><><><><><><><><><><><><>

Incredibly easy star. Talk with Koopa and go up the thing the same way you did last time. You should be able to easily get 30 seconds ahead of him at the victory area. Claim your shine when you beat him.

Stage 3 - Shoot to the island in the Sky  
<><><><><><><><><><><><><><><>

This is a very interesting goal... Well, sort of. At the start, talk to the pink dude and open up the canons. Go to the mountain and run up it. Jump into the canon you will see on the way. Aim for the tree. Now, push up a little bit and shoot. You should land on the tree, which is on the island in the sky. Go over here for an exclamation point. This is a magical star.

Stage 4 - Find the 8 Red Coins  
<><><><><><><><><><><><><><><>

This is a fairly easy red coin goal. Only the one in that flaming level is easier. The first is on the rotating platforms near the start. The second is on the hill near the start. The third is on the pole near the chain chomp. The fourth is when you go to the right instead of proceeding to the mountain-climbing area. The fifth is when you run up the hill in the mountain climbing area instead of dodging the three boulders. The sixth is on the tree on the island and the last two are near where the star appears. When the star does appear, grab it.

Stage 5 - Mario Wings to the Sky  
<><><><><><><><><><><><><><><>

You need the wing cap for this to be easier. It can be done without it, but the cap is so easy to get that you just should anyway. Go to the island, get the flying ability, and jump into the cannon. Aim right down the center of the first ring of coins, right at the coin there, fire and let go to get the star. Pick it up on the ground.

Star 6 - Behind Chain Chomp's Gate  
<><><><><><><><><><><><><><><>

Go to the chain chomp and butt stomp his little pole. Do this until it is no more





location of the ship and you will see an eel's head. If you swim close to it, he will come out. Swim up to his tail and grab the star on it. If you don't do this quickly enough, he will go back into the cave and you will have to start the process all over again.

Star 3 - Treasure of the Ocean Cave

<><><><><><><><><><><><><><><>

This is a very easy goal. It is basically what you did in star one except even easier. (And it was easy to begin with.) Well, maybe Nintendo thought finding it would be hard enough or something. I dunno. Go to the far end of the bay and swim down. You will see a whole. Swim through here and follow the path to come out somewhere else. Solve another treasure chest puzzle and claim your star.

Star 4 - Red Coins on the ship afloat

<><><><><><><><><><><><><><><>

This is pretty easy. Go to the platform that is at the right side of the over water area. Jump onto the pillar here to get the first red coin you will need. Then, jump across here to hit the exclamation point and run across here. Get the three red coins here and then go under the water and go to the four oysters to get four more red coins. Be happy and scream as you get the star.

Star 5 - Blast to the stone pillar

<><><><><><><><><><><><><><><>

Talk to the pink guy near the place where you got the red coin on the pillar. Now, hop into the cannon and aim at the pillar all the way on the left. Now, up and aim quite above it. Shoot and you should hit it. Now, jump onto the area here and hit the exclamation block here for a star.

Star 6 - Through the Jet Stream

<><><><><><><><><><><><><><><>

Go where the exclamation point was and get the metal power here. Now, jump off and go into the jet stream in the middle of the deep area. Easily get the star in the middle of this Jet Stream. Now, you have my permission to scream, dance, yell, and hop on foot.

100 Coins

<><><><>

Getting 100 coins here isn't that difficult. Get the coins on the bridge, from the blue coins near Star 3, the red coins, the coins lying around everywhere under the water, and just by being special. Claim your star when you are done with this and be happy.

-----  
 /// VII. Cool, Cool Mountain - Code 1004 \\\ \\\ \\  
 -----

Star 1 - Slip Slidin' Away

<><><><><><><><><><><><><><>

This is a very easy goal. Just jump into the chimney here and slide down the slide easily. You will need to make some turns and stuff, but it isn't really that hard not to fall off. There is a shortcut if you follow the coins near the start, but you don't really need it. The star appears when you walk out the door. Yay!

Star 2 - Li'l Penguin Lost

<><><><><><><><><><><><><><>

Above where the entrance to the chimney is, you will see a little penguin. Grab him and then slide down the hill until you get to a bridge. Cross the bridge and then jump to the right and talk to the big penguin to get a star for your truly noble deed.

Star 3 - Big Penguin Race

<><><><><><><><><><><><><><>

Go back to the chimney and get ready for a race. It's very easy. You can't take the shortcut, just press forward hard and do the easy turns until you get to the end where you will have to wait for the big guy. He will give you a star when he finishes the race himself.

Star 4 - Frosty Slide for 8 Red Coins

<><><><><><><><><><><><><><><><>

The first red coin is located directly in front of you at the start of the level, in the tree. Then, you'll need to slide down the path. To your left you'll see a red coin. Pick that up, it will be your second. Keep going here. Go across the bridge and to your left you will see a dead end bridge with a red coin on the end. Pick that up and then go down to the lower level here and get the red coin in the tree. Ride up the escalator thing and get the red coin at the end. Then, ride back down and go all the way to the end here. Turn to the left here for another red coin.

Now, go onto a little bridge with a red coin in the center pick that up and then go to the dead end to teleport. Now, slide down and jump to the right at the turn. Run to the end here and pull off a jump to go around here and get the red coin behind the ice. (You can also use the cannon to get here.) Now, go back and get the star by jumping off the place you used to get the last red coin. When you have the star in your possession, be very happy.

Star 5 - Snowman's Lost Head

<><><><><><><><><><><><><><>

This is pretty easy. Jump up to the are above the chimney and you will see a body of a snowman. It will start rolling down the hill. Follow it and then get in front of it. You will see a head in the way. Get behind it so the body will follow and hit the head, giving you a star upon talking to the full snowman.

Star 6 - Wall kicks will work

<><><><><><><><><><><><><><>

Make sure the cannon is activated and use the one at the bottom of the bridge. You will see a tree across the gap. Aim and hit the tree. Now, run down here and you can wall kick off here up to the right. Do this again but you will need to use a triple jump to do it this time. Now, walk across the slippery ice and get your star. And, you know, be happy too.

100 Coins

<><><><>

This one is pretty easy. Get the coins you can around the level, the red coins, the blue ones on the area you can jump to from the ride down, and all the ones on the slide. This should get you above 100 and get you the star.

-----

### Star 1 - Go on a ghost hunt

<><><><><><><><><><><><>

This is a very easy star. All that you need to do is kill all the Boo's in this level. You do this by running behind and punching them with B. The back of the mansion has some ghost's. You need to enter the door at the other side. The rest are in the main entrance. Just go through these doors (the left two have none) and get all of them. When you are done, you will fight the final boss in the center area. Do this by hitting him three times easily in the back. When he is dead, claim your star.

### Star 2 - Ride Big-Boo's Merry-Go-Round

<><><><><><><><><><><><><><><><><>

Go into the little cottage behind you here. Ride down here and continue on the path until you get to a place where there is water. (Sort of.) Now, enter the next door and you will be in a Merry-Go-Round where you can defeat many different Boo's easily. When you kill all of them, you will need to defeat one big Boo and then get your star.

### Star 3 - Secret of the haunted books

<><><><><><><><><><><><><><><><>

Go to the second floor which is now accessible since you got the first star. Here, walk into the second to last door to the left. Walk to the end of this path, dodging the flying books. At the end, hit the three things in the order of: middle, right, left. Now, walk through the door and get the star here.

### Star 4 - Seek the 8 red coins

<><><><><><><><><><><><><><><>

This should have a much better title. Like, "Mansion's Haunted Red Coins" or something. I mean, they are all in the mansion and all the red coin goals besides the first ones have names like that. But seek? Whatever dude. Anyway, there are four on each floor. If you go to the second on the left there will be two on the bookshelves and there is also one in the right-most room. The fourth is in the left most room behind the piano. On the second floor, there is one in the rightmost room, near the slippery floor, which you could fall through.

There are two more in the next door on the second floor hallway. You need to get past that idiotic eye to get to them. You need to run through the coffin's making them go up. Collect the two red coins. In the only room you have not been in besides the last two is where the last one will be. Just make yourself to the other side of this room and get the last one. Go back to the hall and get the star. Now, it is time for you to do the unthinkable. You will need to hit yourself on the head three, not four, times will screaming the national anthem for whatever country is directly to the north of your country. If such a country does not exist, use Antarctica.

### Star 5 - Big Boo's Balcony

<><><><><><><><><><><><><><><>

Go to the second floor and to the rightmost door and then wall jump up to platform up here. Now walk through the door. Go through the door here too. You will be on the balcony on the top of the level. Defeat the Boo here and then you will be able to get the star. But first, you need to find a way to get to the top. This took me a little trouble. But I think I have a pretty good way now. You need to run at an angle and do a long jump and then quickly go to the left and jump onto the



platform. Get your star.

### Star 6 - Eye to Eye in the secret room

<><><><><><><><><><><><><><><><><><><><><><>

Go to the room where you did the wall jump to get up there and instead exit the other door and get the invisibility power. Now, run back and quickly do a wall jump and run through the door. Go through the painting here now to be in a secret room. It's easy, just run around the eye quickly a few times and you can get your star.

### 100 Coins

<><><><>

Get this by getting the many coins lying around, the red coins, the blue coins on the third floor, and by easily defeating all the ghost's. The ghost's make this really easy, since they each have a blue, yes a blue, coin.

-----  
///// IX. Hazy Maze Cave - Code 1006 \\\\\\

### Star 1 - Swimming beast in the cavern

<><><><><><><><><><><><><><><><><><><><><><>

To get this star, go to the left at the start and do a long jump over the big gap. Go around the circle here and run up the path dodging the rolling rocks. At the end, walk through the door and you will be in a different area. Here, take the elevator here to get to the lake area. Run down to the lake and jump onto the beast and do a butt stomp. Now, run onto his head and then he will go back up. Easily jump to the island in the center and get your star.

### Star 2 - Elevate for 8 red coins

<><><><><><><><><><><><><><><><><><><><><><>

To do this go to the right at the start and follow the path and then walk through the door. There are 8 red coins here. Ride the elevator to the left here. You can control the vehicle by walking on the arrows to move it in all four directions. There are blocks here. You need to break them if you want to get the red coins held inside. When you get the four here, ride the elevator to the platform in front of the start of the ride and jump onto the pole. Here, ride an elevator and jump at the right intervals to get the other four red coins. Claim your star in the center of this area

### Star 3 - Metal Head Mario can move!

<><><><><><><><><><><><><><><><><><><><><><>

After you get Metal Mario, (which you get in this level, the only cap you get in a level, see caps) you can get this star. Go to the lake and then hit the metal cap thing immediately. Run along the path as fast at you can. Keep following the path as it goes under the water. At the end of the path, jump up and hit the exclamation point so that you can go through the gates. Do two long jumps here so that you can get the star at the other side.

### Star 4 - Navigate the Toxic Maze

<><><><><><><><><><><><><><><><><><><><><><>

Go to where you went for the red coins and then go through the door on the left side. Fall through the hole and you will be in a place where there is a lot of green stuff that will hurt you when you stand or walk in it. The only way to not be hurt in it is if you have the metal cap on. Anyway, in order to get this star you

must jump up the wall where you will see three really faint green lines. When you jump up into it, go to the left in order to ride the elevator up to the place where you will get the star.

Star 5 - "A Maze-ing" Emergency Exit

<><><><><><><><><><><><><><><><><><><>

Go back to the toxic maze. You will see a hole that is different from the one you went in last time. (It is actually easier to find than the previous one.) Backflip into it and then walk through the door. You will now need to walk while hanging onto the top. Just jump and hold A to walk on it. Walk all the way to the star on the right hand side. Fall off above it and grab it.

Star 6 - Watch for the Rolling Rocks

<><><><><><><><><><><><><><><><><><><>

Take the left path where you need to long jump and go all the way like you are going to enter the lake. But don't go through the door. Instead, wall jump to get the star which is up there.

100 Coins

<><><><>

This is a rather difficult 100 Coin star. You need to get so many that is is hard. Go to the Toxic Maze as soon as you can and then get the long line of blue coins by running in a circle getting all the ones on the way and then jumping up at the end. If you don't get them all, restart. If you do get them all, go around looking for all the coins and get the red coins too. Have fun!

-----  
//// X. Lethal Lava Land - Code 1007 \\\生\\生\\生\\生\\生\\  
-----

Star 1 - Boil the Big Bully

<><><><><><><><><><><><><><><><><><>

You'll need to go forward at the start of this level and go left at the end. Get on the platform with two enemies on it. These are bullies. You don't need to beat them, but you will need to beat the big one. Keep going on the obvious path, jumping when you need to. You will soon get to a very big platform with a big bully on it. You need to knock him off. He can't actually hurt, he can just try to knock you off. You also can't really hurt him, only knock off. Try to get behind him and punch him off. When you beat him, jump up the stairs to get your star that you earned.

Star 2 - Bully the Bullies

<><><><><><><><><><><><><><><><><><>

You can to the area you need to go to by either going to the big bully area and riding there, or going the right way at the intersection and then entering by riding from the other way. When you get to this big area with three bullies on it, just knock them all off. When there is three, it can be a little weird. Just try to knock one off and then easily get the other two and your star.

Star 3 - 8-Coin Puzzle with 15 pieces

<><><><><><><><><><><><><><><><><><>

This is the most easy star ever created, not even just the easiest red coin star, it is just SO easy. On the way to Star 1 you must have seen 8 red coins lying on these moving blocks. Just go there and get all 8 red coins easily and claim your

star. They are all just lying there.

#### Star 4 - Red-Hot Log Rolling

<><><><><><><><><><><><><><>

Go to the right at the first intersection and then ride the platform to an area with a log. Roll on this log easily to the other side and then easily make your way over to the star here. This one took me a while to find because I kept missing the platform to get there (I mean that I didn't see it) and then I saw something there one day and, well, you know. I had the other two stars then.

#### Star 5 - Hot Foot it in the Volcano

<><><><><><><><><><><><><><>

Go to the volcano in the center and then jump into it. Now, you will see a path that you need to take to get to the top. Walk along this path, jumping when it is required. There will be a bunch of small platforms on the way. Jump up these and then keep going to get to the three poles and then jump onto the first one. Jump to the other two. When you do, make sure you are not on the top because you will miss it. Instead you should jump from the center. At the end, you can claim your star.

#### Star 6 - Elevator tour of the Volcano

<><><><><><><><><><><><><><>

Go back to the volcano and go the other way. Jump onto the elevator/platform and then ride it until you get to the place where you can jump onto the next platform and then ride until you can jump onto the pole. Go up and then you will see a static platform. Here, there is a fire spraying thing that is spinning in circles.

#### 100 Coins

<><><><>

To get this you should get every single coin just lying in the level including the very easy red coins. Don't forget to beat every bully. Now, go into the volcano and get the rest. Don't enter the volcano until you have every single coin in the regular area.

-----  
//// XI. Shifting Sand Land - Code 1008 \\\生\\

#### Star 1 - In the Talons of the Big Bird

<><><><><><><><><><><><><><>

To get this star you must go to the other end of the level, past the maze. You can get there by going to the maze and avoiding the big cubes and then running to the two pillars or you can fly there by doing a triple jump onto the big platform. You can also ride there in the Koopa Shell. When you get to the two pillars, run up one of them. There will be a bird. When he comes over you, jump and hit him. This will make his star fall out and

#### Star 2 - Shining atop the pyramid

<><><><><><><><><><><><><><>

Get the Koopa Shell by triple jumping to that area. You'll need to go up the pyramid in a circular motion starting from the area closest to you. You will see a star. Run into it while on the Koopa Shell.

#### Star 3 - Inside the Ancient Pyramid

<><><><><><><><><><><><><><><><><><>

To get this star merely go inside the pyramid by either walking in or riding in on a Koopa Shell. (The Shell is cooler.) Now, you need to get to the top. You can do this by going in the circle and then going up and doing this until you get to the top. You will need to jump over things sometimes and hang onto a ceiling one time, but it is pretty easy. At the end, you will get a star for your efforts.

Star 4 - Stand Tall on the Four Pillars

<><><><><><><><><><><><><><><><><>

There are four pillars in this level. You can fly to them and land on them. Most are easy, but one is surrounded by really deep quicksand. To get to it, get the wing cap on the pyramid and get close to the pillar. Now, fly to it. Stand on each for a few seconds to make the top of the pyramid come off. (If only I could get that to happen to more Women...) Go into the pyramid and prepare for a fight. You will need to hit them in their eyes 3 times to make them die and allow you to get a star.

Star 5 - Free Flying for 8 Red Coins

<><><><><><><><><><><><><><><><>

The first few red coins are really easy to get. There is one behind you at the start, one in a box under that structure and one in that maze and another just lying there near the pyramid. The last four are in the air. You need to activate the cannon by talking to the pink bomb-omb. Then enter the maze and go into the cannon. Do this with flying power to fly around and get those red coins.

Star 6 - Pyramid Puzzle

<><><><><><><><><><><><><><>

To get this go to the top of the pyramid. Right before you would get the star here, look down and you will see a platform with a coin on it. You will need to jump onto it and then continue going down these. Jump from platform to platform, getting the stars until finally you will make a star appear at the end of the path. Just ride down to the end and get it. This was actually the last "level" star that I got, but it is definitely not the hardest.

100 Coins

<><><><>

This is a rather difficult one too, but it can be done. This is how. Get all the coins that exist here including the red coins and then go into the pyramid. Here, get all the blue coins by hitting the switch and then get the rest and you should have 100.

-----  
//// XII. Dire Dire Docks - Code 1009 \\\\  
-----

Star 1 - Board Bowser's Sub

<><><><><><><><><><><><><><>

This star is required before you can go to fight Bowser. (His hole won't appear until you actually get it.) However, this star is incredibly easy. Swim into the water and you will see a path under the water. Swim through it and follow the path until you get to the other end. Now, look for the exclamation point. Hit it and then jump onto the sub and get your star. Now you can fight Bowser. When you are done, come back here for the rest of the stars.





Star 1 - Shocking Arrow Lifts

<><><><><><><><><><><><><><><><>

This level is part of my personal "big three" of favorite levels. This level, along with the next two, make up my favorite levels in the game. Please read, "How to Enter Levels" before reading this. The easiest way to do this is to enter the level with water at it's highest and then swimming over to an exclamation point box in the corner. Then, you can just jump and get the star here. The long way involves coming in with the water in the central area and then making the water rise a little and using the arrow lifts to get there.

Star 2 - Top O' The Town

<><><><><><><><><><><><><><><><>

Enter with the water in the central level. Jump onto the path that goes up in front of you. Move the block over here and use it to get up to the top. Get past the bomb thingy and then jump onto the narrow wooden path. Walk down this path all the way to get onto a spinning platform. Jump from this quickly onto the platform where you can get the victory prize: a star.

Star 3 - Secrets in the Shallows and Skies

<><><><><><><><><><><><><><><><>

There are five secrets in this level that you need to get. Enter with the water at the lowest level. If you move the block at the bottom on the side you will get one. Also, if you use that block to get the exclamation point block you will get one more. Then, push the block that is in the wall in so that you can get one more. Now, let the thing throw you up and then get the exclamation point on the thing. Push the exclamation point down and jump up the blocks to get the exclamation point block. This will make the star appear. Get it and be happy.

Star 4 - Express Elevators, Hurry Up

<><><><><><><><><><><><><><><><>

Make the water as low as possible and then break the block blocking your path to an area. Then get to the area where you got the last secret, the one where you hit the exclamation point to make the blocks appear. Step onto the ledge to make it go down. Jump off, get under it, walk into the area, go to the right to avoid if from hitting you. Now, when it comes down, jump onto it and ride up. At the top, claim your star.

Star 5 - Go to Town for 8 Red Coins

<><><><><><><><><><><><><><><><>

Let me tell you a little story. When I did this goal, I didn't know anything about entering the level at different water levels. I didn't know about the secrets of the painting. I knew you could change the water level inside the actual level and that's what I did. I entered the level at medium water height and then I made the water level really high by hitting all the switches. Then, the water level wasn't even at it's highest so I couldn't just go to town easily. So you know what I did? I wanted to shoot myself there. But I couldn't just backflip to the bomb-omb, no. I had do a TRIPLE JUMP on that small platform (that took a few tries...) in order to reach him. At least I got really good at the triple jump after that. Then, I shot myself to the fence. It took me about an hour, but hey, at least I got 100 coins too, right?

Here's the easy way to do it. Enter the level at the highest level and then just jump into the enclosed fence in the center. That's it. When you're there, swim through the path until you get to the other area. Lower the water level here. Now all you need to do is get the eight red coins, which are located in boxes you need to break. You need to do wall jumps to get to most of them since they are on the roofs. It's not very difficult. When you are done, get your star, which will appear in that area in the center.

Star 6 - Quick Race through Downtown

<><><><><><><><><><><><><><><><><><><><><><><>

Go back to the town. Lower the water level again. Get the invisible cap here and go through the cage. Now, do wall jumps to get up here. When you are up, claim your star and be glad that you exist. You know, you could have been a caterpillar. Or that Goomba you slobbered earlier...

100 Coins

<><><><>

I got this when my Star 5 story happened. It's very easy, actually. There are so many coins every here. There is a blue coins and coins lying around everywhere. There are also plenty of coins in town. Not hard at all.

-----  
//// XV. Tall Tall Mountain - Code 1012 \\\生\\生  
-----

Star 1 - Scale the Mountain

<><><><><><><><><><><><><><><>

I love this level. It is part of my "big three." It's just so fun! Anyway, you need to get to the top of the mountain. This is very easy. You can take a shortcut if you jump up the ledges where the red coins are in the green vine area. Run up, dodging the circular black things. When you get to the top, walk across the narrow bridge and then run up to get the star.

Star 2 - Mystery of the Monkey Cage

<><><><><><><><><><><><><><><>

Get to the top of the mountain again and you will see a monkey here. You need to pick him. Be patient and you should be able to do it. When you catch him, let him go to let him make the star fall. Jump after it. The star will land on a platform thingy near the waterfall. Get it by jumping onto the platform thingy.

Star 3 - Scary 'Shrooms, Red Coins

<><><><><><><><><><><><><><><>

Get this easily like so. Get the first four on those mushrooms near the start. Then three more can be found by jumping around these ledges. The last one can be acquired by backflipping on the ledge to the right. What you need to do is not hit the wall. Once you get it, a star will appear on a mushroom. Jump down and get your star.

Star 4 - Mysterious Mountainside

<><><><><><><><><><><><><><><>

To get this you must go up the mountain. There is a part where you long jump across an area. If you keep going, you will see two box shaped things. The second one will take you to a slide. Ride it, there is a dead end. You need to jump to the wooden path. Ride this until you get to a jump. Press A during the jump to go over it.



Jump this jump and then you will be near the end. At the end, you will get a star.

Star 5 - Breathtaking View from the Bridge

<><><><><><><><><><><><><><><><><><><><><><>

Get to the bridge that is above the waterfall and jump off to try and land to get the star. It's extremely easy; I got it on my first jump. (I won't say life because if you fall you can just come back up.)

Star 6 - Blast to the Lonely Mushroom

<><><><><><><><><><><><><><><><><><><><><><>

Make sure you activate the cannon by talking to the pink bomb-omb that is on the platform right before the path with a monkey and a log on the end. After that, get onto the mushroom where you got the red coin star. Here, look back to the direction of the start of the level. Long jump to that area and follow that path until you get the end. Here, you need to blast to the mushroom. Just aim a little above it and you should have no problem. I got it on my second try.

100 Coins

<><><><>

This is rather easy if you don't mess up on the Mysterious Mountainside. Get about 60 or so coins on the main area and then merely get a bunch of the coins on the slide without dying to get your 100 coin star.

-----  
//// XVI. Tiny Huge Island - Code 1013 \\\生\\

Star 1 - Pluck the Piranha Plants

<><><><><><><><><><><><><><><><><><><><><><>

This is the final level of the "big three." I absolutely love it. It is just so much fun. Don't forget to read "How to Enter Levels" for it, though. There are important things there. Anyway, enter this level as big Mario. You will see a big island at the end here. Well, it's not big right now, but when you jump into the pipe... Well, it's still not that big but whatever. Anyway, now that your little Mario you can defeat these piranha idiots by punching them. Have fun! (Don't forget to get your star when you kill them all.)

Star 2 - The Tip Top of the Huge Island

<><><><><><><><><><><><><><><><><><><><><><>

You can do this two ways. You can enter as big and go back to that platform you were at last time. Then, you can hit the exclamation point here and use the blocks to get to the hill with bowling balls. Then, you can enter the pipe and become small. Now, easily jump up there ledges and then cross the wooden path to get to an exclamation block to get the star. The other way you would enter as little Mario and go under the hole and go across here and then jump onto the path so that you can jump up and be carried up and then continue on the skinny wooden path. Turn to the left here and cross the wooden bridge. Now, continue like you did the other way. I prefer the first way, but that's just me.

Star 3 - Rematch Koopa the Quick

<><><><><><><><><><><><><><><><><><><><><><>

Go to the place where you are standing over the hill. You can get there as big or small (see Star 2 for how to get there) but you must be small Mario to speak to Koopa. He is a lot faster this time. He starts slow, but believe he speeds up at



Get to the cage but this time keep going. You will get to a path with an enemy that will throw you around. Pass him and you will get to a place with pits and pendulums. Jump over the gaps and avoid the block to get to the end to claim your star. Get ready to get a hand.

### Star 3 - Get a Hand

<><><><><><><><><>

This time you need to get to a place right before all those red coins while time is moving normally. You will see a hand moving in circles. Ride it to the other side and get your star. Pretty, easy right? You'll need to do it again.

### Star 4 - Stomp on the Thwomp

<><><><><><><><><><><>

Remember when you did Star 2? You got to the path with that enemy that through you and you kept going. Well, this time turn around and keep going in the direct. Long jump to the other side and continue along the path. You will need to pass many obstacles and you will eventually reach the end of the path where there is a hand. Ride the hand around and then get off and jump onto the thwomp and then to your star.

### Star 5 - Timed Jumps on Moving Bars

<><><><><><><><><><><><>

You see those moving bars? You'll need to cross them to get the star. It's inside the cage, but if you just jump across to get there you'll get in. It's possible with the time stopped, but is much easier and better with the time moving. You should stop time for the next one, though. (Once you go this star of course.)

### Star 6 - Stop Time for Red Coins

<><><><><><><><><><><><>

I was first trying to get this star with the time moving because I didn't know that you could stop time. I got like 5 dropping down from above. (I could get two from the bottom up.) Well, it's really easy if you stop time. You just need to jump on the platforms and get all 8 easily. Not hard at all. When you are done, claim your star in the air.

### 100 Coins

<><><><>

To get this, you need to be skilled. There are few coins in this level and they are well placed. Get all the exclamation things and the red coins. Don't forget the blue coins either. I truly with all my heart hope you can get this.

-----  
//// XVIII. Rainbow Ride - Code 1015 \\\生\\  
-----

### Star 1 - Cruiser Crossing the Rainbow

<><><><><><><><><><><><>

To get this you must jump onto the flying carpet. Then, ride it while jumping when necessary. There is a fire thing up ahead. Jump into the center, wait for the carpet to pass the fire, and jump back on. The carpet will stop at the end, where you must dismount. Go to the right and jump onto the gear there. Jump onto the carpet and ride again. You will need to jump above more platforms. At the end, jump onto the left carpet. Stay on it as it goes in circles here. Eventually the path will straighten up. Stay with it and you will soon get to the star. Get that star.

Star 2 - The Big House in the Sky

<><><><><><><><><><><><><><><><>

Do the same thing you did last time but take the right path. It will sort of do a circle here and then come up in the house to the star. You'll need to do plenty of jumps and stuff while you ride. It's not really that hard and you'll get a star as a reward.

Star 3 - Coins Amassed in the Maze

<><><><><><><><><><><><><><><><>

When you get to those circular things, go forward. You will see a maze. This isn't that difficult. It was the first star I got here. Just do a long jump here and there and a few backflips. You'll be able to collect all 8 of them easily. When you have all of them you will get a star as a reward. (Seriously, when will you NOT get a star as a reward. Boring.)

Star 4 - Swingin' in the Breeze

<><><><><><><><><><><><><><><>

Go behind you and long jump onto the pole. You will need to make your way up this area. There are two things swinging in the, er, breeze. Cross them by jumping onto them when they are going up and on the other side. Then, run up them. Cross the first one and keep going with the path. You will get to a fork in the road soon. Jump up instead of crossing here. Cross the swinger and then get your star on the other side here.

Star 5 - Tricky Triangles!

<><><><><><><><><><><><><><><>

Go like you went for the last star. However, this time you must go the other way. Cross the area on the platforms. Here, you will need to hit the switch to let you jump up and get the star. You must jump these triangles with pride and claim the star with pride. Do it quickly because they are only up for a little bit. Near the end, you need to do a triple jump or something to land there.

Star 6 - Somewhere over the Rainbow

<><><><><><><><><><><><><><><>

To me, getting to the area from the first star is annoying cause I keep messing it up. Besides that, this star is easy. Go to the maze. You need to unlock the cannon so you'll need to wall jump up and talk to the bomb-omb. This can be tricky, but it isn't that hard. Now, go back to the Ship from Star 1 and blast yourself through the rainbow you see to easily get your star.

100 Coins

<><><><>

You'll need to get those blue coins that require you to wall jump as well as the coins lying around everywhere and those uber-cool red coins. I recommend getting 85 coins with the blue ones, the red ones, and all the ones lying around. Then, take the path like in the second star and get the rest of the coins. When you are done with all of that, you should be in possession of one more star. Now only 15 stars left to cover in this FAQ, enjoy!



Star 9 - Toad 2

<><><><><><><><>

Toad is on the second floor with another star. 'Nuff said.

Star 10 - Toad 3

<><><><><><><><>

PARTY ON THE THIRD FLOOR! Toad has a star! Let's all run to him and scream like it's 2015! Yeah! This area of the FAQ looks so weird with these short descriptions... I mean, it's just wrong and all crunched up. But what am I supposed to do? Make a detailed analysis of how Toad gives you this star? Whatever, your just weird.

Star 11 - Flying around for 8 Red Coins

<><><><><><><><><><><><><><><><>

Go to the third floor. Instead of going to the Rainbow Ride, go to the left and enter a flying level. Fly around here getting all the red coins and then a star will appear. Sounds fun? Oh yeah, if you fall or something you will land on

Star 12 - Bowser 1 Red Coins

<><><><><><><><><><><><>

In the first Bowser level all of them are pretty straightforward. All you need to do is go on the path and collect them. The first one requires you to get the metal cap and then hit the switch. Run to the right and grab it. While the switch is pressed, go all the way back to the start and get the one that is off to the side. Now, go back on the path and continue. When you are running up the long path, get the one on the side. There is one on the moving platform too. A little bit ahead here there will be one on the platforms moving in circles. There is one where you need to do a little detour here. Turn around and then follow the path for a red coin. Come back to the regular path and get the one on the side but NOT by jumping there. Instead, walk there. Now, use the moving boards to make your way up to the top on the side opposite the end to get a final red coin and your star will be waiting.

Star 13 - Bowser 2 Red Coins

<><><><><><><><><><><><>

Here, they are a little more difficult than the first one. The first one is located on the path coming from the start. The next one is along the path, on the moving "bridges" right here. Now, go up the pole. There is one in the air here. Now, step on the platform and step off. The platform will go up. There is a red coin under it. Get it by jumping off here. Get back up and move on with the level. There is a red coin on a little detour where the coins under the bridge are.

Cross the "bridge" or whatever it is. Then, go up this area and collect the red coin in the air on the way up. At the end, jump across the lava blocks or whatever they are and get the red coin on the way. At the other side, there is a red coin on the last pole. When you get it, don't go and fight Bowser. Instead, go back and you will see an area where you can wall jump. Wall jump up and claim your star on the left side here.

Star 14 - Bowser 3 Red Coins

<><><><><><><><><><><><>

Follow the level and get all the red coins. This is rather difficult but follow the linear level and you will be fine. I truly am not going to explain each one here,

it would just be a waste of time. Get the star when you are done.

### Star 15 - Secret Aquarium Red Coins

<><><><><><><><><><><><><><><><><><>

Go to the Jolly Roger Bay Room. Look behind you and jump into that area. You will enter an Aquarium. Get all the Red Coins here in order to get the star. They are lying in a circle around the area. Pretty simple. With the star, be very happy.

```
-----  
////      XX. Caps                    - Code 1017          \\\生\\\
```

I will explain these in paragraphs since they are pretty short. The Wing Cap has a prerequisite of 10 stars. When you get 10 stars, a light will appear at the start of the castle. Look into the light and you will enter the Wing Cap stage. In this stage, all you need to do is fall down above the switch (which is right in front of you) in order to unlock the wing cap in a lot of levels. This is the easiest cap to get.

The metal cap is located inside of the Hazy Maze Cave. Go through the door inside the lake, the one near the blocked cage. (You need the metal cap to get through there.) You will enter the metal cap stage which is NOT part of Hazy Maze Cave. Jump to the end of this path and hit the switch to get the Metal Cap. That wasn't hard, was it?

At least the invisibility cap HAS a level. It's not very difficult at all, but at least there is something there. Go through the wooden door in the basement. Swim past here. Pound both poles down and the water level will go down. Now what you need to do is fall into the hole. Slide down here and continue along the path. Jump up twice and then go onto the moving platforms. They flip at the top, so jump onto the other one before yours flips. Cross the bridge thingy and then keep going on the platforms. You'll need to jump onto the ledge before you flip. There is the switch right there. Good job!

```
-----  
////      XXI. How to Enter Levels         \\\生\\\
```

### Shifting Sand Land

<><><><><><><><><><><><><><><><>

There is a dead end near Level 7, the fire level. (Lethal Lava Land.) Jump into the bricks.

### Snowman's Land

<><><><><><><><><><><><><><><>

This is the room with all the mirror's. Look into the mirror's and you will see a picture of the snowman's painting. Jump into the wall where you see this and you will be in the level.

### Wet Dry Land

<><><><><><><><><><><><><><><>

There is a secret of this level. The higher you jump into this level, the higher the water level will be. If you jump at the lowest level it will start really shallow and for most of the painting it will be in the middle. However, if you jump up really high, the water level will be quite high. I believe this is the only way to get the water THAT high. (You can get it a little lower, but not quite that

high.)

Tiny Huge Island

<><><><><><><><>

If you enter the left painting, you will start out really small and if you enter through the right painting you will be really big. Sometime you need to enter as one size and sometimes as another.

Tic Toc Clock

<><><><><><>

If you jump onto the clock in the 12 area when the long hand is there the time will stop. You can also slow down time if you do something else, but I'm not 100% sure how this is figured out. I do know that center seems to have normal time each time you go there, so I use that.

-----  
//// XXII. Totals \\\\\\\

Here are the game's totals.

Regular Star's	90
100 Coin Stars	15
Secret Stars	15
TOTAL	120

And here is your popular checklist:

Castle:

- Princess Peach's Slide 1
- Princess Peach's Slide 2
- Bowser 1
- Bowser 2
- Bowser 3
- Jolly Roger Bay Secret
- Flying Atop, 3rd Floor Secret
- Bunny Running 1
- Bunny Running 2
- Red Cap Red Coins (Flying)
- Silver Cap Red Coins (Metal)
- Blue Cap Red Coins (Invisible)
- Toad 1
- Toad 2
- Toad 3

Level 1:

- Goal Number 1: Big Bob-omb on the Summit
- Goal Number 2: Race with Koopa the Quick
- Goal Number 3: Shoot to the island in the Sky
- Goal Number 4: Find the 8 Red Coins
- Goal Number 5: Mario Wings to the Sky
- Goal Number 6: Behind Chain Chomp's Gate
- 100 Coins

Level 2:



- [ ] Goal Number 1: Chip off Whomp's Block
- [ ] Goal Number 2: To the top of the fortress
- [ ] Goal Number 3: Shoot into the wild blue
- [ ] Goal Number 4: Red Coins on the floating island
- [ ] Goal Number 5: Fall into the caged island
- [ ] Goal Number 6: Blast away the wall
- [ ] 100 Coins

Level 3:

- [ ] Goal Number 1: Plunder in the Sunken Ship
- [ ] Goal Number 2: Can the eel come out and play?
- [ ] Goal Number 3: Treasure of the Ocean Cave
- [ ] Goal Number 4: Red Coins on the ship afloat
- [ ] Goal Number 5: Blast to the stone pillar
- [ ] Goal Number 6: Through the Jet Stream
- [ ] 100 Coins

Level 4:

- [ ] Goal Number 1: Slip Slidin' Away
- [ ] Goal Number 2: Li'l Penguin Lost
- [ ] Goal Number 3: Big Penguin Race
- [ ] Goal Number 4: Frosty Slide for 8 Red Coins
- [ ] Goal Number 5: Snowman's Lost Head
- [ ] Goal Number 6: Wall kicks will work
- [ ] 100 Coins

Level 5:

- [ ] Goal Number 1: Go on a ghost hunt
- [ ] Goal Number 2: Ride Big-Boo's Merry-Go-Round
- [ ] Goal Number 3: Secret of the haunted books
- [ ] Goal Number 4: Seek the 8 red coins
- [ ] Goal Number 5: Big Boo's Balcony
- [ ] Goal Number 6: Eye to Eye in the secret room
- [ ] 100 Coins

Level 6:

- [ ] Goal Number 1: Swimming beast in the cavern
- [ ] Goal Number 2: Elevate for 8 red coins
- [ ] Goal Number 3: Metal Head Mario can move!
- [ ] Goal Number 4: Navigate the Toxic Maze
- [ ] Goal Number 5: "A Maze-ing" Emergency Exit
- [ ] Goal Number 6: Watch for the Rolling Rocks
- [ ] 100 Coins

Level 7:

- [ ] Goal Number 1: Boil the Big Bully
- [ ] Goal Number 2: Bully the Bullies
- [ ] Goal Number 3: 8-Coin Puzzle with 15 pieces
- [ ] Goal Number 4: Red-Hot Log Rolling
- [ ] Goal Number 5: Hot Foot it in the Volcano
- [ ] Goal Number 6: Elevator tour of the Volcano
- [ ] 100 Coins

Level 8:

- [ ] Goal Number 1: In the Talons of the Big Bird
- [ ] Goal Number 2: Shining atop the pyramid
- [ ] Goal Number 3: Inside the Ancient Pyramid
- [ ] Goal Number 4: Stand Tall on the Four Pillars
- [ ] Goal Number 5: Free Flying for 8 Red Coins
- [ ] Goal Number 6: Pyramid Puzzle

[ ] 100 Coins

Level 9:

- [ ] Goal Number 1: Board Bowser's Sub
- [ ] Goal Number 2: Chests in the Current
- [ ] Goal Number 3: Pole Jumping for Red Coins
- [ ] Goal Number 4: Through the Jet Stream
- [ ] Goal Number 5: The Manta Ray's Reward
- [ ] Goal Number 6: Collect the Caps...
- [ ] 100 Coins

Level 10:

- [ ] Goal Number 1: Snowman's Big Head
- [ ] Goal Number 2: Chill with the Bully
- [ ] Goal Number 3: In the Deep Freeze
- [ ] Goal Number 4: Whirl from the freezing Pond
- [ ] Goal Number 5: Shell Shreddin' for 8 Red Coins
- [ ] Goal Number 6: Into the Igloo
- [ ] 100 Coins

Level 11:

- [ ] Goal Number 1: Shocking Arrow Lifts
- [ ] Goal Number 2: Top O' The Town
- [ ] Goal Number 3: Secrets in the Shallows and Skies
- [ ] Goal Number 4: Express Elevators, Hurry Up
- [ ] Goal Number 5: Go to Town for 8 Red Coins
- [ ] Goal Number 6: Quick Race through Downtown
- [ ] 100 Coins

Level 12:

- [ ] Goal Number 1: Scale the Mountain
- [ ] Goal Number 2: Mystery of the Monkey Cage
- [ ] Goal Number 3: Scary 'Shrooms, Red Coins
- [ ] Goal Number 4: Mysterious Mountainside
- [ ] Goal Number 5: Breathtaking View from the Bridge
- [ ] Goal Number 6: Blast to the Lonely Mushroom
- [ ] 100 Coins

Level 13:

- [ ] Goal Number 1: Pluck the Piranha Plants
- [ ] Goal Number 2: The Tip Top of the Huge Island
- [ ] Goal Number 3: Rematch Koopa the Quick
- [ ] Goal Number 4: Five Itty Bitty Secrets
- [ ] Goal Number 5: Wiggler's Red Coins
- [ ] Goal Number 6: Make Wiggler Squirm
- [ ] 100 Coins

Level 14:

- [ ] Goal Number 1: Roll into the Cage
- [ ] Goal Number 2: The Pit and the Pendulums
- [ ] Goal Number 3: Get a Hand
- [ ] Goal Number 4: Stomp on the Thwomp
- [ ] Goal Number 5: Timed Jumps on Moving Bars
- [ ] Goal Number 6: Stop Time for Red Coins
- [ ] 100 Coins

Level 15:

- [ ] Goal Number 1: Cruiser Crossing the Rainbow
- [ ] Goal Number 2: The Big House in the Sky
- [ ] Goal Number 3: Coins Amassed in the Maze

- [ ] Goal Number 4: Swingin' in the Breeze
- [ ] Goal Number 5: Tricky Triangles!
- [ ] Goal Number 6: Somewhere over the Rainbow
- [ ] 100 Coins

-----  
//// XXIII. Boss FAQ \\\\\\\

Bowser 1

<><><><>

Do the obstacle course (straight-forward) and then fight Bowser. He is very easy the first time. All you need to do is get behind him and throw him onto a bomb. There are many ways to do this but I prefer to wait until he starts spewing fire and then run behind him and picking up. Then, I make small throws to get him to the bomb so that I don't overthrow the bomb. One hit and he will flee.

Bowser 2

<><><><>

After getting the first star in Dire Dire Docks, go into the obstacle course. Clear that and fight Bowser. You will need one hit on a bomb still but he has a few new tricks this time. He can, for example, hit the thing and make it tilt, causing you to fall should you not run in the opposite direction at this time. To beat him, though, just do the same thing. He is very easy.

Bowser 3

<><><><>

He's a tad harder now, with more attacks and a requirement of three bomb hits. The first two, however are easy. This is a lot because of one of his new attacks. Run far away from him and he will charge you. You will be heart two health, but his stop is a perfect opportunity to pick him up. Now, easily throw him onto a bomb. (This is even easier if you run away to a bomb so that he charges a bomb. Pick him up and basically drop him to get him.) After two hits, he will get mad and make the stage a star. Now you can't just drop him onto a bomb. Charging isn't smart anymore so stay in the center and try to get behind him and grab his tail. Try running around him a lot. When you throw him, get a lot of spin and knock him far into the bomb. Remember, though, if you don't beat him there is an extra live right there near the entrance. So you have unlimited tries.

Overall, it 'aint a hard battle, enjoy it! When you beat him, you get to watch the ending too. (Yeah, I know...)

-----  
//// XXIV. FAQ \\\\\\\

Q: I am being killed by a Goomba! What do I do?

A: Well, this pretty sad. But there are many rumored methods of annihilation of those pesky Goomba's. One rumored way is to use a bazooka, but there may be some other way. Maybe an atomic bomb will do it. We will contact the military about this situation as soon as possible. Or, you know, you could just jump on them.

-----  
//// XXV. Credits \\\\\\\

I appreciate anyone willing to help me with my FAQ.

Sasha@thevgn.com

I would like to thank:  
God, My parents and friends, GameFAQs, and Nintendo.

-----  
//// XXVI. About the Author \\\生\\  
-----

Sasha Slutsker is a high school student in the High School named Thomas Wootton High School. Besides writing FAQ's and playing games, he also enjoys programming in C++, reading Harry Potter, (and running a site: <http://www.diagonlane.com>) and skiing. He hopes you enjoyed his FAQ! (There will be more added here later.)

-----  
//// XXVII. Legal Info \\\生\\  
-----

This FAQ is Copyright 2002 Sasha Slutsker

It is currently on:

<http://www.thevgn.com>  
<http://www.gamefaqs.com>  
<https://www.neoseeker.com>  
<http://www.ign.com>

This FAQ is protected by US and International Copyright law. It is not public domain. Therefore, you may only use it in it's unaltered format, for yourself and ONLY yourself. You may save it and print it, but you may not publish it, host it (on you site), or use it any way that infringes on the copyright. If you wish to publish/host it, please contact me. If you are cheat cc, get a life and stay away from me. (That means you Dave A.)

W87;::rXi ,a088Z8Z8Z8000BWWBZ8M i:. .,.... 2M@B  
ZXX22SX:SMMB0BB088Z8Z2SS7XXZ8@M; .. :M08  
088B@W7BMMMMMMMMMWB000027rrrr8MMB 8B7B0Z  
a8ZaWW0MWM@ MMBZ8B0Za2XXr78MMS ,SBMMBaZB0X  
80arirMBMM .M@ MM .MBz88008Za2XXXBMMM8Xrri;i:700i  
:Was:WMBMS M27MZim 0M80880BB00882280WM0;, ,rWM08a  
iW2iMMWMM M MM 7M0B000888000008800@MMMMMM8X8Z  
7MrMMWWMr MW888000000088888Z800BBWa8ZWZ  
. :8BMWBWMMMMMMMMMM8ZZZZ80BBB00B000088800M7 ;28  
.. 20222aaZZ8Z8888Z8888880880BWWBB00000B0M2 ;M8  
ZMMM@0aSxazMMMMMBaSSS2aaZZZZ88ZB0BBW@MMMMMMMMW  
.r2M0 BaMMMMr ...: 8MMMMMBMMMMM8MMMMMMX XXri  
.. rM@W7XMM:rr;r ZMMS ;@:i;r: MW8WMB izX :

... . iWX0S WWiS227Ma ;XX; i: MZZMM @2,iZr0i  
..... 78rMZ.XMMri;X;X .@MBM ,,i: MMX0M@ WBa7. :M,  
: . ZaiMZi:MMM. . MMMM: i:...MMMMM7 r ,:,0  
,.. ra7:MXZaX@@. .7 MMM; . r.MMM2 8a  
,i:: ;SSM@ rS.:;,, .i a ;MM7 2Mi  
.:; X20MM;, ..;Xi. WMM ,,. :.@@,  
.::, :2X;B .i,,0MMM@MM ,:,,.MMMM8  
,,, S27Z .... . MMMM@MMMx ,,,iiraM  
::: iZ787:::,,... .8MMB@MM ,:iiMMMMMMMMMMMMMr  
iii aSZMar:,.....2MMMMMMMi .iii;2MMW8Za0BBB08@8  
.:ii. aZMMMMMMMMMMMMMM2 :, .rXX28MM0ZBaZ888ZZZZM.:  
,... .aa80MMMMW@Wi ,rSZW@MMW2a88Z8Z8Z88aM 7  
.::,.2XXr;, :MMMMW08a0@MMM@8Z8ZaZB0Z88Z8Z0B0M70

This document is copyright Sasha Slutsker and hosted by VGM with permission.