

# Super Mario 64 FAQ/Walkthrough

by Coffee

Updated to v1.81 on Nov 25, 2002

```
#####          #####          #####          #####          ###
#####          #####          #####          #####          ###          ###
#####          #####          #####          #####          #####          ###          ###
#####          #####          #####          #####          #####          #####          ###          ###
#####          #####          #####          #####          #####          #####          #####          #####
#####          #####          #####          #####          #####          #####          #####          #####
#####          #####          #####          #####          #####          #####          #####          #####
#####          #####          #####          #####          #####          #####          #####          #####
```

-- S U P E R M A R I O 6 4 --

```
-----
|          FAQ/Walkthrough   || Version 1.81 || November 25, 2002   |
|-----|
|          by Michael Gonzalez (Coffee) <mike@yeayea.com>          |
|          http://www.geocities.com/coffeefaq                        |
|-----|
```

## Contents:

- 1) Introduction
- 2) Story
- 3) Controls
- 4) Walkthrough
  - Course 1: Bob-omb Battlefield
  - Course 2: Whomp's Fortress
  - Course 3: Jolly Roger Bay
  - Course 4: Cool Cool Mountain
  - Course 5: Big Boo's Haunt
  - Course 6: Hazy Maze Cave
  - Course 7: Lethal Lava Land
  - Course 8: Shifting Sand Land
  - Course 9: Dire Dire Docks
  - Course 10: Snowman's Land
  - Course 11: Wet-Dry World
  - Course 12: Tall Tall Mountain
  - Course 13: Tiny-Huge Island
  - Course 14: Tick Tock Clock
  - Course 15: Rainbow Ride
  - Castle Secret Stars
- 5) Coin lists
- 6) Enemies & Bosses
- 7) Items
- 8) Secrets
- 9) Finding Luigi (fake Luigi codes)
- 10) Credits & Info

## Version 1.81 (11/25/2002):

- Formatting changes
- Updated website URL

## Version 1.8 (03/04/2001):

- Spellchecked everything, that's all

Version 1.7 (01/29/2000):

- Switched to a new alias, Coffee
- A few more additions to the coin lists, hopefully the last

Version 1.6 (11/30/1999):

- New secrets, for the secrets section obviously
- Expanded the special thanks section
- Added an introduction
- Revised the copyright disclaimer

Version 1.5 (11/03/1999):

- Completed the coin lists for Lethal Lava Land, Tick Tock Clock, Rainbow Ride, Hazy Maze Cave, Tall Tall Mountain, and Tiny-Huge Island

,-----.  
| 1) I N T R O D U C T I O N |  
'-----'

If you think of it, Super Mario 64 is the most important game of the Nintendo 64. It's one of the system's two launch games, together with Pilotwings 64. Without Super Mario 64, the Nintendo 64 would have been nothing at launch but a powerful machine. Super Mario 64 transformed the Nintendo 64 into the fun machine.

With this game, Mario makes his remarkable jump into the 3rd dimension. Shigeru Miyamoto and company has managed to make this jump while still producing a fun game. Next Generation Magazine itself called Super Mario 64 the "Greatest Video Game of All Time". That says a lot about one game. Hearing that statement alone, I quickly made the decision to get the N64 as soon as possible.

As with many Nintendo games, exploration is important to the gaming experience. The entire game revolves around exploration. The world in the game is so interactive that anything you see can be explored. For example, you see a stump in the ground. You can do a butt-stomp on it to flatten it into the ground, or you can run around it to make coins pop out. Whenever you see something that looks like it "doesn't fit in" with the environment around it, you know there's something you can do with it. An average player can actually spend hours in a single level without achieving anything in particular.

As far as graphics goes, it's decent. Not particularly amazing as some recent N64 titles, but above average for a first generation N64 game. The sound is very well done and it fits in perfectly with the surrounding environment. The sound effects are nice, but Mario's squeaky voice can get a little annoying at times. Overall, this is a videogame masterpiece for any person. Buy it now.

,-----.  
| 2) S T O R Y |  
'-----'

[Believe it or not, Super Mario 64 has a story. And a pretty bland one at that. Even the official version of the story found in the

instruction booklet is very bland. The impromptu story found below is improvised from the one found in the instruction booklet. Just don't get angry if Mario says some things that you wouldn't expect him to say...]

One day, Princess Peach got bored and decided to bake herself a cake. So she slaved away for hours in the kitchen baking the most beautiful and delicious cake that anybody in the Mushroom Kingdom would ever see. It really looked that great!

"Oh joy! My beautiful cake is complete!", said the Princess. But unfortunately, she had nobody to share the cake with. "Aha! I know, I'll call Mario to come and eat the cake with me! He'll surely enjoy this cake...". And that's what the Princess did. She wrote a letter to Mario inviting him to come to the castle for some tasty cake.

Three days later, Mario finally received the letter. He was overjoyed to get the letter. He opened it up and read it out loud: "Dear Mario, Please come to the castle. I baked a cake for you. Yours truly, Princess Toadstool."

"Oh yummy, a cake!", thought Mario. He quickly put on his best outfit and headed over to the Princess' castle. Unknowing of what's going on in the mind of his archenemy, King Bowser.

Meanwhile in BOWSER'S Castle... Bowser got bored of simply lusting over Princess Peach day and night and he decided to go to the Princess' Castle and do something about it. He cast some evil spell on the castle. This caused the Princess to disappear. Monsters were quick to take over the castle, hiding in the paintings on the wall. Chaos reigns. Cats and gods living together.

At that very moment, Mario was arriving at the castle. He knocked on the door but got no response. Curious, he opened the door and let himself into the castle. Then he heard a roaring voice that seemed to come from everywhere: "BWA HA HA HA HA... I'VE TAKEN THE PRINCESS AND STOLEN THE POWER OF THE STARS! NOW GO AWAY!"

Taken the Princess? Stolen the power of the stars? "What the heck was that all about!?", thought Mario. Then, he heard a faint voice calling from one of the paintings on the wall. Without any second thoughts, he jumped into the painting and was drawn into another world...

Mario found a whole world of monsters! He asked a friendly bob-omb what was happening. The bob-omb explained that Bowser stole the "Power Stars" that protect the castle from danger. That's the reason why all the monsters were taking over.

"So that's what Bowser's done to the castle!". Mario, overcome with fear for the Princess' good dignity, could not simply sit on the sidelines as Bowser subjected her to all sorts of strange and unusual punishment. "I have to return the power of the stars to the castle, rescue Princess Peach, and kick Bowser's ass!!! He shall feel my wrath yet!". And so starts Mario's first 3-D adventure!

,-----.  
| 3) C O N T R O L S |  
'-----'

Since Super Mario 64 is the launch title of the Nintendo 64, this may be your first game played in a 3-D environment. If you feel any dizziness, I suggest you continue playing until you get used to it. But if your dizziness persists... there must be something wrong with you. Stop playing and check out a doctor (...seriously). In this game, Mario has a lot of new moves that might overwhelm you if you try learning them all at once... So just learn the basic moves and everything else will follow naturally as you progress along in the game. Well, here are the controls:

<== MARIO'S MOVES ==>

**WALKING/RUNNING** - This should be simple enough: Mario moves in the direction that you move the control stick. The further you tilt the control stick from the center, the faster Mario will move! But don't always run fast... some situations require you to cross narrow bridges or walk by sleeping enemies slowly.

**READ SIGNS/TALK** - In some places, you may find a sign with some useful tips written on it. To read the sign, press the B button when you are positioned in front of it. If the sign is long, press the A or B button to continue reading. In order to talk to people, use the same procedure as in reading a sign.

**SWIMMING** - There are actually two ways of swimming: (1) The Breast Stroke. Press the A button repeatedly to swim. (2) Flutter Kick. Press the A button and hold it. This method is slower than the breast stroke. In using both methods of swimming, use the control stick to turn. Remember that Mario loses health when under the water. To recover lost power, return to the surface.

**CROUCH** - Crouching makes Mario squat down and put his hands covering his ears as if he was a little baby. In order to crouch, simply press the Z button. This is the equivalent of pressing the down button in the old 2-D Mario games.

**CRAWL** - This move makes Mario look even MORE like a baby! It's also very easy to do: While crouching, move the control stick in the direction you want Mario to crawl. This is a little bit useful because it allows you to go up some steep slopes without sliding.

**REGULAR JUMP** - This is the most basic move in the game. To do a regular jump, push the A button once. You can also jump while running to cross holes and do stuff like that. There are some other ways of jumping too...

**DOUBLE JUMP** - To do a double jump, press the A button to jump and press the A button again as soon as your feet touches the ground. The second jump will be higher than the first one! This is needed to reach some higher platforms. This can be done while simply standing OR while running

**TRIPLE JUMP** - In order to do a TRIPLE jump, run forward while doing a double jump... and when you feet touch the ground after the double jump, press the A button once more to do an even HIGHER jump together with a forward somersault! The triple jump can only be done while running

because you need speed for this "amazing feat".

**SIDE SOMERSAULT** - This jump reaches as high as the triple jump. To do it, run in any direction...then push the control stick in the opposite direction and press the A button.

**WALL KICK** - This is quite a difficult move since it requires precise timing. Here's how to do it: Jump towards a wall and jump again as you hit it. To bounce further, control yourself with the control stick as you bounce off the wall.

**THE LONG JUMP** - This jump goes really far! As you run, crouch with the Z button and press the A button. The long jump is useful not only because it allows you to cross wide gaps, but also because its even faster than running!

**BACKWARD SOMERSAULT** - This is quite a high jump... Crouch down using the Z button and tap A. I think this jump is higher than a double jump but not as high as a triple jump. Useful for reaching high platforms.

**LOOK AROUND** - Looking around. It's pretty much self-explanatory. To do this, press the C-up button to position the camera behind Mario's head. Then use the control stick to look around the area.

**PUNCH/KICK/JUMP KICK** - Destroy enemies with a punch and a kick! It's very easy to do: Press B once for a punch. Press B twice for a kick. And press B three times for a jump kick. I personally enjoy stomping on enemies much more...

**PICK UP/THROW/SWING AROUND** - Mario can pick up some blocks and enemies. To pick something up, approach it and press the B button. If you just picked up Bowser, you can swing him around by rotating the control stick. To throw an object you picked up, simply press the B button again.

**TRIP** - It's gotta be the most useless move in the game. To do a trip, crouch with Z and tap the B button.

**SLIDE ATTACK** - The Slide Attack causes Mario to slide across the floor on his fat belly. To do a slide attack, press the B button while running at top speed. This is the ONLY way to defeat the Piranha Plants. Another kind of slide attack is the Slide Kick. To do this move, press the Z button while running, then press the B button while you are sliding.

**POUND THE GROUND** - Press the Z button while Mario is in the air to make him pound the ground. Pounding the ground lets Mario squash enemies, destroy some objects, or activate switches.

<== OTHER CONTROLS ==>

**THE START BUTTON** - Pressing the start button pauses the game and displays the subscreen. You can view the name of the level you are on, the title of the star you are getting, the total number of stars you have, and the number of coins you got in the stage. In some places when you view the subscreen, you can see an overview of the entire stage in the background.

**CAMERA CONTROL** - Several scenarios in Super Mario 64 require you to



warps found in the mountain then you'll be cheating and you lose. To go a little faster, try doing a lot of long jumps. Reach the flag at the top of the hill to finish the race (if you're good you can finish in under a minute!).

### #3 - SHOOT TO THE ISLAND IN THE SKY

At the beginning of the stage, talk to the pink Bob-omb. He says that he's a peaceful kind of guy and doesn't use the cannons, but he'll open them up for you to use! There are three cannons in this stage, go to the one in the field past the first bridge. After dropping yourself into the cannon, aim as high as possible and shoot (with the A button). You will fly up high and land on the floating island. Hit the yellow "!" box there and collect the star that pops out.

### #4 - FIND THE 8 RED COINS

Yes, you will need to find the eight red coins:

- o At the top of the elevator lift near the beginning.
- o In the field after the first bridge.
- o On the stake that's holding down Chain Chomp.
- o Under the bridge with a gate.
- o On a tree in the floating island.
- o In a steep slope of the mountain.
- o In the field after the second bridge.
- o Right beside number 7.

The star appears between number 7 and 8.

### #5 - MARIO WINGS TO THE SKY

This stage requires you to use the wing cap. If you don't have that yet, check the "Castle Secret Stars" section below for instructions on how to get it. Okay... go to the cannon in the field past the first bridge and shoot to the island in the sky. When you're there, get the wing cap from the red "!" block and drop into another cannon found there. Now, aim directly at the middle coin in the ring of coins, then shoot. If you don't press any buttons (and your wing cap is still functioning well) you will fly through the five rings of coins. The star appears below.

### #6 - BEHIND CHAIN CHOMP'S GATE

Go to the big Chain Chomp connected to the stake. Whenever Chain Chomp isn't looking at you, run to that stake and do a butt-stomp on it (A + Z). This WILL be hard since Chain Chomp will be attacking you every few seconds. After pounding the stake completely in to the ground (three butt-stomps), Chain Chomp will bounce around and destroy the gate behind him, allowing you to get the star...

### #7 - 100 COINS IN BOB-OMB BATTLEFIELD

Collect 100 coins Bob-omb Battlefield. Here's a list of EVERY coin:

- o The rings of coins in the sky.....45
- o The coins from running around the 4 stumps.....20
- o The 8 red coins.....16
- o The 12 Bob-ombs in the stage.....12







your entrance to the ship is a big orange eel. Don't touch him! Swim back up to the surface and immediately swim back down to the sunken ship. If you did everything correctly, the eel should be swimming around somewhere else. Enter the window he used to be blocking. Now you're inside the sunken ship. If you need some power, air is available at the other end of the ship. You'll need to open the chests in the correct order (it's really hard for me to explain). When that's all done, the water will drain out of the ship. HURRY UP AND SWIM TO THE OTHER SIDE! It's a lot easier if you get to the other side before the water drains because it's hard to climb up the slippery floor. In the yellow "!" box is the star. [NOTE: If you're stuck at the bottom and the water's all gone, try crawling to the top.]

## #2 - CAN THE EEL COME OUT TO PLAY?

Go back to the deep waters where the sunken ship used to be and look for the orange eel on the walls at the side. Stay close to him for a few seconds until he comes out of his hiding place. Hey, there's a star on his tail! Touch the star and it will go to the place near the eel's place... get the star.

## #3 - TREASURE OF THE OCEAN CAVE

Again, go down to the deep waters where the sunken ship used to be. Near the bottom there is a tunnel. Go through the little tunnel to discover a secret (?) underground area. Pass by all the Goombas and falling pillars and go to the treasure chests at the end. You need to open these in the correct order... 1 ... the star comes out of the last one.

2 3  
4

## #4 - RED COINS ON THE SHIP AFLOAT

Once again, you need to collect the eight red coins:

- o In the clam near the start.
- o In the clam close to the one above.
- o In the clam found in the deep water.
- o In the clam near the island with the Pink Bob-omb.
- o At the top of the pole beside the Pink Bob-omb.
- o On the ship afloat.
- o On the high side of the ship.
- o Also on the high side of the ship.

The star appears on the ship.

## #5 - BLAST TO THE STONE PILLAR

Talk to the Pink Bob-omb on the island to make him activate the cannon. Then go back and hop into the cannon. Aim yourself so that you'll hit (and grab onto) the leftmost stone pillar. From there, jump of in a way that you'll land on the nearby ledge. Bust open the yellow "!" box and claim your prize.

## #6 - THROUGH THE JET STREAM

This star requires you to use the metal cap. If you haven't activated

the metal cap switch, check out the "Castle Secret Stars" section for instruction on how to get it. Okay, there is a star in the deep part of the water. But you can't get it because of the strong current! So get the metal cap from any of the two green "I" boxes (one on the island, another in the underground cave), and run towards the star. Your increased weight will allow you to collect the star from the jet stream.

#7 - 100 COINS IN JOLLY ROGER BAY

Get 100 coins in Jolly Roger Bay. Here's a list of EVERY coin:

- o The 6 blue coins in the underwater cave.....30
- o The 8 red coins.....16
- o The 15 coins on the bridge to the ship.....15
- o The ring of coins near the beginning..... 8
- o The ring of coins around the stone pillar..... 8
- o The ring of coins near the underwater cave..... 8
- o The ring of coins in the underwater cave..... 8
- o The line of coins beside the little island..... 5
- o The yellow block at the beginning..... 3
- o The 3 Goombas in the underwater cave..... 3

```

          WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
          MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM
    
```

Cool Cool Mountain is a snow stage composed of a mountain. To reach Cool Cool Mountain, enter the second door to the left on the ground floor of the castle. It's the one with a number 3 on it, meaning you need to have at least three stars to enter. The floor in this stage is too slippery to stand so be careful.

#1 - SLIP SLIDIN' AWAY

First, drop down the chimney of the nearby cottage. Then go down the slippery slide. Remember that this isn't a race and you're free to go as slowly as you want. Along the way, you'll come to a line of coins that leads straight into the wall. Follow this line of coins and you'll go right through the wall and into a short cut. At the bottom, go out the door and collect the star.

#2 - LI'L PENGUIN LOST

Climb up the cottage and up to the higher ledge. Pick up the crying baby penguin and slide down the mountain, go past the bridge, and go to the big penguin. This big penguin is the baby's mother and she gives a reward for returning the baby: A star!

#3 - BIG PENGUIN RACE

Just like in #1, drop down the chimney of the little cottage. This time, you meet a penguin who wants to challenge you to a race! Just go down the slide like before... but this time, go fast! Don't use the shortcut because the penguin will call you a cheater. When you beat him (IF you beat him), he rewards you with a star.



and enter the thing that pops out of him.

#### #1 - GO ON A GHOST HUNT

You'll need to kill all five ghosts in the stage. First, enter the big house and enter through the furthest door on the left side. Watch out for the bookends! Take the invisible cap from the box and go through the ghost picture to kill the two ghosts there. Go back to the main room. Continue to kill the ghosts in the rest of the house. When all the ghosts are gone, the Big Boo will appear in the main room. Kill him with three punches to his back. When he dies, he star appears on the second floor and some stairs are formed too.

#### #2 - RIDE BIG BOO'S MERRY GO ROUND

Instead of entering the big "main" haunted house, go into the little house at the left side. Take the elevator to the basement and continue until you reach a spinning platform with some flames spurting out from the sides. Now you need to kill all the little ghosts. After that's all done, you need to fight Big Boo. Kill him with three punches to the back... And get the star.

#### #3 - SECRET OF THE HAUNTED BOOKS

Go into the hallway in the second floor with a lot of books. Pass through the hallway until you find a dead end with three books sticking out. Hit the top one first, then the bottom one, then the middle one. The wall move out of your way to reveal the way to the star.

#### #4 - SEEK THE 8 RED COINS

Get the eight red coins in Big Boo's Haunt:

- o Behind the piano of the leftmost room on the 1st floor.
- o On the bookcase in the second room to the left on the 1st floor.
- o On another bookcase in the same room as above.
- o In the rightmost room on the first floor.
- o In the room left to the of the stairs on the second floor.
- o Under a coffin in the room right of the stair on the second floor.
- o Under another coffin in the same room as above.
- o On the unstable floor in the rightmost room on the second floor.

The star appear in the second floor of the main room.

#### #5 - BIG BOO'S BALCONY

Go to the rightmost door at the second floor of the big house. If you look around with the C-up button, you will see that there's a secret platform up there. Do a wall kick on the wall to reach there. Continue and you will have to fight Big Boo again. Like before, kill him with three hits to his back. Reaching the star might be hard: Do a long jump to the level part of the roof on either the left or the right. Then CRAWL to the star.

#### #6 - EYE TO EYE IN THE SECRET ROOM





yourself back to the land and TRY NOT TO PANIC. Beware of the fireballs in this stage. To reach the Lethal Lava Land, jump into the painting of a fireball located at the basement of the castle.

#### #1 - BOIL THE BIG BULLY

Make your way to the other side of the stage where you'll find a Big Bully on his own island. When there, boil him! Push him off of the island by punching him or jumping on him. It's gonna be hard since he also has the ability to bounce you off. After that, the star appears on a high platform. Go there and BE CAERFUL because the stairs collapse a second after you step on them!

#### #2 - BULLY THE BULLIES

Go to the rectangular shaped island to the right side of the Big Bully's island. There's three little bullies waiting for you there. Push all of them off the island and into the lava. When they're all gone, another Big Bully appears to fight you. Defeat him again and collect the star.

#### #3 - 8 COIN PUZZLE WITH 15 PIECES

Go to the left part of the stage where you'll find an old-fashion puzzle that forms a picture of Bowser. The puzzle is always moving and under it is hot lava so be careful not to fall in the hole. Simply get the eight red coins from the puzzle and pick up the star. Whoa, that was easy.

#### #4 - RED HOT LOG ROLLING

In the corner of Lethal Lava Land, there is a big brown log. Go over to that log and spin it so you'll ride to the other side of the lava. Go to the star!

#### #5 - HOT FOOT IT IN THE VOLCANO

When its not shooting out fireballs, enter inside the volcano (the one surrounded by a fast spinning platform). Once inside, go take the path along the side of the inner volcano. Don't take the elevator (that's a different star...). At the end of the path is what you're looking for.

#### #6 - ELEVATOR TOUR IN THE VOLCANO

Okay, go into the same volcano as the star above. Except this time, turn around at the star and ride up the elevator. Soon you will need to transfer to another elevator so be prepared. Then jump to a pole. After a bunch of jumping between poles, you'll reach the star.

#### #7 - 100 COINS IN LETHAL LAVA LAND

Get 100 coins in Lethal Lava Land. Here's a list of EVERY coin:

- o The 20 coins on the path to star #6.....20
- o The 8 red coins.....16
- o The coins from the 2 Mr. I's.....10







Dire Dire Docks is a water stage... with a lot of water. To find the Dire Dire Docks, enter the star door at the basement of the castle. It's the one that usually has a Bowser stage inside it. Go into the liquid wall and you will enter Dire Dire Docks.

#### #1 - BOARD BOWSER'S SUB

This is an easy one. First thing, swim down and go through the underwater tunnel. You'll come to a much larger area with a bunch of stuff in it. Climb onto the platform on the sides and step on the purple switch. A bridge will appear right beside you. Climb the bridge on to the submarine and get the star.

#### #2 - CHESTS IN THE CURRENT

Swim down to the area around the whirlpool. You need to open the four chests here in the correct order. To make things really hard, the whirlpool is constantly trying to suck you in, forcing you to always struggle in swimming. Here's the correct order: First is beside a clam. Second is near the underwater tunnel. Third is the one all by itself away from the whirlpool. Last is beside the whirlpool. Get the star.

#### #3 - POLE JUMPING FOR RED COINS

You can only get this star after beating the second Bowser stage. Swim to the big main area of the course. Notice that there's some poles hanging from the ceiling? Activate the purple switch and climb up the blocks that are NOT near the switch. Jump between the poles to get the red coins. I think you can do this alone...

#### #4 - THROUGH THE JET STREAM

Go swim to the main area of the Dire Dire Docks. There's a jet stream in the deep water and there seems to be some rings coming out of it. Position yourself on top of the jet stream so that you will go through the blue rings. After you go through five rings, the star appears.

#### #5 - THE MANTA RAY'S REWARD

In the first part of Dire Dire Docks there is a Manta Ray swimming around. There are blue rings coming out of his tail! Swim through five of those rings without missing any and the star appears. If you miss one of the rings or skip any, you will need to start over.

#### #6 - COLLECT THE CAPS

Go swim to the main area of Dire Dire Docks. In the deep water you'll notice that there's a star in a cage, the cage has no entrance. At the surface there's an invisibility cap and a metal cap. Get both of them and sink down to the cage for the star.

#### #7 - 100 COINS IN DIRE DIRE DOCKS





and get the star.

### #3 - SECRETS IN THE SHALLOWS AND SKY

You need to get the five "secrets" in the stage. You can get the first one by pushing the box at the bottom level into the wall. The second secret is obtained by pushing another block on the second level into the wall. The other secrets are in yellow "!" boxes that have coins in them.

### #4 - EXPRESS ELEVATOR-- HURRY UP!

First, hit the diamond to make the water go to its lowest level. Then smash the block beside the tall caged pillar thing. Now the entrance to the pillar is open, but you can get up to the top where the star is! Just make your way up on top of the caged pillar. But keep the water level down! When you're on top of the pillar, step on the elevator to make it start going down then hop of and go to the bottom ahead of the elevator (that's also going down). Now enter the pillar and hop onto the elevator when it gets down. Let the elevator bring you up to the star.

### #5 - GO TO TOWN FOR RED COINS

Make sure you jump into the upper half of the painting to make the water level at its highest point. Now swim to the little caged area at the corner. If the water level is high, you will be able to jump in. Swim through the tunnel and you will reach "the town". Lower the water level. Most of the red coins here are located in the boxes on the houses. You need to wall kick a lot to reach them... The star appears in the structure that looks like a church.

### #6 - QUICK RACE THROUGH DOWNTOWN!

Follow the instructions above to reach "the town". There is a corner of the town that is completely surrounded by a fence. There doesn't seem to be any way to get inside unless there's an invisibility cap... and there is! The invisibility cap is at the other side of the town in a blue "!" box. Get it and race to get inside the gate. Do a wall kick to reach the star.

### #7 - 100 COINS IN WET-DRY WORLD

Get 100 coins in Wet-Dry World. Here's a list of EVERY coin:

- o The 6 blue coins from the switch.....30
- o The 8 red coins in the town.....16
- o The 4 brown blocks sitting at the bottom.....12
- o The coins from the four skimmers.....12
- o The 2 lines of coins on the buildings in the town.....10
- o The yellow box on a pillar with a sign on it.....10
- o The yellow block near the bottom corner.....10
- o The yellow box on the cage of star #4.....10
- o The ring of coins around a pillar, same as above..... 8
- o The ring of coins at the center of the town..... 8
- o The line of coins on a white tower with a diamond..... 5
- o The line of coins on a bridge in the town..... 5
- o The line of coins beside a sign near the top..... 5







wooden bridge, and bust open the yellow "!" box for the star.

### #3 - REMATCH WITH KOOPA THE QUICK

Enter the world through the RIGHT painting so you'll be in a big world with a small Mario. Go to the place past where the giant bowling balls come out to find Koopa the Quick. He's back and this time he's got new shoes (meaning he's much harder to beat than last time). Do long jumps to be faster. He gives you the star... if you beat him, of course.

### #4 - FIVE ITTY BITTY SECRETS

Okay, now you have to find the five "secrets" in Tiny-Huge Island. All of these "secrets" are places where small Mario can enter but big Mario can't. So make sure you enter through the left painting. The first secret is the little tunnel beside the entrance on the other side. The second secret is in the water at the top of the mountain. The third one is at the place where the bowling balls come out. The fourth is at the cannon. And the fifth secret is in the little hole on the back wall of the beach (at the end of the little bridge thing). To get the star, you need to activate the purple switch and cross the bridge to the floating island.

### #5 - WIGGLER'S RED COINS

Be sure to enter the stage through the right painting. Go to the beach and take the turtle shell from the Koopa there. With the turtle shell, ride up the mountain to the ledge with a giant Goomba and a tiny bridge. Bump into a wall to get rid of the turtle shell and \*carefully\* cross the bridge to enter the cave at the end. Inside the cave there are several platforms that contain the eight red coins. Use your jumping abilities to get them. Remember that you can hold on the wall!

### #6 - MAKE WIGGLER SQUIRM

In the TINY island, go up to the top where there is a pond of water. Do a butt-stomp on the water to create a hole and drain the water out. Go into a pipe to transform to small Mario and enter the hole that you just created. Now you gotta fight Mr. Wiggler. He is very easy: Just jump on his head three times and he gives you the star!

### #7 - 100 COINS IN TINY-HUGE ISLAND

Get 100 coins in Tiny-Huge Island. Here's a list of EVERY coin:

[NOTE: S = small Mario | B = big Mario | A = Both Marios]

- o (S) The 11 huge Goombas (stomp them).....55
- o (S) The 8 red coins.....16
- o (S) The coins from running around the 2 stumps.....10
- o (S) The 10 coins in wiggler's place.....10
- o (A) The two Koopas.....10
- o (B) The 10 tiny Goombas.....10
- o (S) The 5 huge piranha plants.....10
- o (S) The blue coins from the switch by the red coins.....10
- o (A) The two shy guys..... 6
- o (S) The line of coins on the narrow ledge..... 5





Ride this one and watch out for the obstacles that might knock you off. Eventually you will reach the ship. At the end of the ship with all the wind is the star.

## #2 - THE BIG HOUSE IN THE SKY

Take the same path as the one above (star #1) to the two carpets that you need to choose from. This time, take the carpet on Mario's right side. The carpet will go inside the "big house in the sky". Watch out here for the flames (I get hurt a lot at this part). Eventually, the carpet will bring you to the roof where the star is waiting for you.

## #3 - COINS AMASSED IN A MAZE

When you reach the spinning platforms from the first carpet, take the path directly in front of Mario. This leads to a big maze. I suggest you keep the camera pulled back (with C-down) so that you can see more of the maze. You need to use almost every jump you know to reach the red coins! When this is all done, the star appears at the bottom.

## #4 - SWINGIN' IN THE BREEZE

When you get to the spinning platforms, go to Mario's left this time. Follow the path with a whole bunch of obstacles. You find see-saw platforms, dropping platforms, and some other stuff too. Some time along the path, you'll get to a brown path at the side. Go up this path and get the star! Woo hoo!

## #5 - TRICKY TRIANGLES

Take the same path as before. But instead of taking the path up to the star (star #4), continue straight to the purple switch. Stepping on this switch makes the pyramids turn upside-down so that you can step on them and reach the star high up. The switch doesn't last for a long time at all so you need to really move fast. If the time is about to run out and you're still on a platform, jump off because you'll slide down if it turns back into a pyramid. But that's just my advice...

## #6 - SOMEWHERE OVER THE RAINBOW

First off all, you need to activate the cannon: Go to the place with the huge 2D maze (where you go your red coins). At the end of this place, notice that there is a big tunnel upwards that leads to the Bob-omb Buddy. To get up to him, do several wall jumps up the tunnel. Then you can talk to the Bob-omb Buddy and tell him to turn on the cannon... Where is the cannon you ask? Well, it's on the ship! Go back to the spinning platforms and take the path to the ship. Jump into the cannon at the end of the ship and aim yourself to shoot "over the rainbow" and cling on to the pole. When you get there, don't jump down right away because a Chuckya is waiting for you. When he's not looking, jump down and get the star.

## #7 - 100 COINS IN RAINBOW RIDE

Get 100 coins in Rainbow Ride. Here's a list of EVERY coin:

- o The 6 blue coins at the maze.....30
- o The 8 red coins at the maze.....16
- o The 2 rings of coins on the spinning island.....16
- o The coins from the 2 Lakitus.....10
- o The ring of coins on the cruiser..... 8
- o The ring of coins on the island near the start..... 8
- o The line of coins near the fly guy..... 5
- o The vertical line of coins on a swinging platform..... 5
- o The line of coins near star #4..... 5
- o The 5 coins on the hill near the tricky triangles..... 5
- o The line of coins on the final ride to the big house..... 5
- o The line of coins inside the big house..... 5
- o The line of coins on a platform beside the big house..... 5
- o The line of coins at a window of the big house..... 5
- o The Chuckya guarding the 6th star..... 5
- o The 4 coins on the brown platforms that fall down..... 4
- o The coins from the 4 bob-ombs..... 4
- o The 2 lone coins on the carpet ride to the two carpets..... 2
- o The fly guy for 2 coins..... 2
- o The Goomba for 1 coin..... 1

```

wwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwww
<<<<<<<<<<<<<<<<<<<<<<< CASTLE SECRET STARS >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm
    
```

**#1 - EIGHT COINS IN THE FIRST BOWSER STAGE**

Get the eight red coins in the first Bowser stage (Bowser in the Dark World). To get here, go up the stairs on the ground floor and enter the left door. As you walk towards to picture at the opposite end of the hallway, a trap door will open and you'll fall into the stage.

- o Near the beginning, activate a switch and go back to the BEGINNING of the stage to get the coin on some brown blocks.
- o Activate the same switch as above. But this time, the red coin is at the end of the fire thing.
- o Along the path you'll find a lot of spinning electric things. Behind one of them is the red coin.
- o Soon you'll come to a yellow bridge which goes back and forth. On the other side of the platform, the red coin awaits.
- o This is very hard not to see as you pass through the platforms that go around.
- o Before you cross the unstable bridges, turn around and take the path to a few Goombas and the red coin.
- o Right before taking the stairs to the Bowser pipe, jump on the platforms ABOVE the unstable bridges. Long jump is needed for this.
- o Also near the end of the stage, \*carefully\* jump to the narrow space beside the last bridge.

The star appears beside the pipe to Bowser.

**#2 - EIGHT COINS IN THE SECOND BOWSER STAGE**

Get the eight red coins in the second Bowser stage (Bowser in the Fire Sea). To get here, enter that star door in the basement and fall into the hole (after getting one star from Dire Dire Docks).

- o After crossing the sinking platforms, go up the grating and jump over the hole to get the red coin.

- o On the platform that can tilt to the left and to the right, the red coin awaits you at the side.
  - o When you climb a pole and reach a fenced up colorful room, jump at the back corner to get it.
  - o When you reach an elevator platform, get on and quickly get off. The platform will leave without you and you get the red coin.
  - o Before crossing the place where you hang from the ceiling, go up the steep slope and follow the path to the red coin.
  - o As you cross the path that moves up and down, look for a small shadow on one of the level platforms. Wait for the path to go up and get it.
  - o On the platform bridge that goes up and down in the lava, the coin is in front of the fire spurting thing.
  - o On the pole that goes up and down (right before Bowser's pipe). The red coin awaits at the top.
- Use the long jump to cross the gap and jump to the platform with the star.

### #3 - EIGHT COINS IN THE THIRD BOWSER STAGE

Get the eight red coins in the third Bowser stage (Bowser in the sky). To get here, enter the star door on the third floor when you have at least 70 stars. Go up the staircase and drop into the hole.

- o Near the beginning you'll come to a big box. Push the box backwards, climb it, and jump to the red coin.
- o Beside the first piranha plant that you encounter. If you missed this one, I suggest visiting an eye doctor.
- o At the part with an unstable bridge, drop down and follow the line of coins to a super-secret platform with the red coin.
- o At the top of a steep gray slope with flames on it, you find the red coin *\*very\** close to the edge.
- o At the part where you ride the moving platform while jumping over some obstacles. Up on the thing is the red coin.
- o On the spinning platform near the thing that spits out fireballs. There's the red coin.
- o At the part where there are two orange bridges that go left and right, the red coin is at the top of the pole.
- o When you get to Bowser's pipe, turn around and look at the ledge. Under there is the final red coin.

The star appears beside Bowser's pipe.

### #4 - TOAD IN THE BASEMENT

In the basement, beside the entrance to the Hazy Maze Cave, is Toad. He's waiting for nothing in particular and he just happens to have a star with him. How convenient! Talk to him and he'll hand over a star. It seems almost too good to be true...

### #5 - TOAD ON THE SECOND FLOOR

Guess what? On the second floor, there's ANOTHER Toad who just HAPPENS to have an extra star with him! How does that bastard do it?! Well, talk to him and he'll give you the star he's been saving for you.

### #6 - TOAD ON THE THIRD FLOOR

Once again, Toad is waiting on the third floor on the right side of the

Tick Tock Clock. It's actually quite scary how he appears in all these different part of the castle at once, AND always seems to have a star with him. Anyway, talk to him as usual and humbly accept the star.

#### #7 - THE WING CAP STAGE

After getting 10 stars, a light will shine down (from the ceiling) onto the sun symbol at the ground floor of the castle. Stand on the sun and look up by using the C-up button. Then you will be transported to the Wing Cap stage. The red coins are located in pairs at the sides of the central tower. Fly to each one to make the star appear. But before getting the star, make sure you hit the big red switch. THEN get the star.

#### #8 - THE INVISIBLE CAP STAGE

In the basement of the castle, you should see a plain door with no star symbol on it. Enter that room and butt-stomp (A + Z) on each of the little pillars. This will cause the water to drain out of the room. Enter the door at the bottom. Now look around for a hole and drop down into it to transport to the invisible cap stage. You will find the first four red coins on the steep slope at the beginning, the other coins you will find along the way. Hit the switch at the end and get the cap from the blue "!" block. Now you're invisible! Go through the gates to get the FINAL red coin. The star appears nearby.

#### #9 - THE METAL CAP STAGE

In the Hazy Maze Cave, take the path to the sea monster. Ride her to the door on a high ledge. Go through the door, follow the path, and jump into the pool of "liquid metal". Now you're in the metal cap stage. If you get carried away by the current, you'll be brought to the lake outside of the castle. You'll find four of the red coins underwater, the rest can easily be found on the land. The star will appear underwater.

#### #10 - CATCH THE BASEMENT BUNNY

Basement bunny? Actually, I heard from Nintendo Power that his name is MIPS, named after some technical thing in the N64. He appears hopping around the basement when you have 30 stars. Catch him by doing a slide attack (A + B) on him. This little sonofabitch takes quite a while to beat if you're as bad as me in catching him...

#### #11 - CATCH THE BASEMENT BUNNY AGAIN

Chapter II: Basement Bunny Strikes Back. Yeah, he's back and equally as annoying as before. I don't think he gains any new super powers so you can catch him just like you did the last time.

#### #12 - THE PRINCESS' SECRET SLIDE

To get to the Princess' Secret Slide, go up the stairs of the ground floor and enter the door on the left. Here you find three picture of the Princess. Enter the one at the right. Inside you find a super happy

slide. Go down the slide without falling to your doom and you'll reach a yellow "!" box. Open it for the star.

#### #13 - THE PRINCESS' SECRET SLIDE AGAIN

Up, you're back in the Princess' Secret Slide. Except this time, you'll need to finish with a time of less than 21'00. You don't get anything if your time is exactly 21 seconds (thank you to Im Chaudery <megazoid@hotmail.com>) Just keep the controls stick turned forwards all the time (except for turns) and you'll do it fine. And try to take the inner track... if you know what I mean by that. Star appears at the end.

#### #14 - EIGHT RED COINS IN THE SECRET AQUARIUM

The secret aquarium is located in one of the holes in the wall of the room where Jolly Roger Bay is. The secret aquarium is ALL water and there's no place where you can gasp for air. Luckily, there's a sufficient supply of coins to keep you alive. Just collect the eight red coins to make the star appear in the middle of the floor. Four red coins are near the ground, the other four are in the rings of yellow coins at the middle part. Easy enough.

#### #15 - EIGHT RED COINS IN THE SKY

To get to the sky course, jump into the hole in the left wall of the third floor and fall into the hole you find there. Welcome to the sky! This is a stage where you collect the eight red coins by flying from platform to platform by using the wing cap. There's really no way I can give directions to where the eight red coins really are since there's no actual landmarks in this place. I'm sure you can manage on your own... And try not to fall down since you'll reappear outside of the castle.

```
,-----.  
| 5) C O I N S |  
'-----'
```

You must be thinking that I'm crazy, listing down the location of every single coin in the game. But I just wanted to do something that nobody's ever done before (or even attempted). This guide won't be perfect without these lists. And I must strive to be PERFECT!

As far as I am concerned, the coin lists are complete. I'm sure that there's a coin or two I missed somewhere around here, but I personally don't care anymore. But feel free to give any additions or corrections. Sorry if these descriptions are pretty vague, I tried to make it concise as possible. Many many many big thanks to Bears374@aol.com for his amazing help in completing the lists. So here they are:

#### BOB-OMB BATTLEFIELD:

- o The rings of coins in the sky.....45
- o The coins from running around the 4 stumps.....20
- o The 8 red coins.....16
- o The 12 Bob-ombs in the stage.....12



- o The 11 Goombas in the stage.....11
- o The two lines of coins on the mountain path.....10
- o The ring of coins in the 2nd field..... 8
- o The line of coins under the first bridge..... 5
- o The blue coin from the Koopa in the 1st field..... 5
- o The coins from running around Chain Chomp's post..... 5
- o The big wooden block near the beginning..... 3
- o The small wooden block near the beginning..... 3
- o The small wooden block in the 2nd field..... 3

-----  
TOTAL: 146

WHOMP'S FORTRESS:

- o The coins from the two Whomps.....20
- o The 4 blue coins from the switch near the cannon.....20
- o The 8 red coins.....16
- o The blue coins from the 3 piranha plants.....15
- o The ring of coins near the 1st piranha plant..... 8
- o The ring of coins in the shallow water..... 8
- o The ring of coins in the "wild blue" (see star #3)..... 8
- o The coins on the floating island shaped like an arrow..... 8
- o The ring of coins on the floating island..... 8
- o The line of coins near the 3rd piranha plant..... 5
- o The line of coins near the cannon..... 5
- o The line of coins on the slope near the shallow water..... 5
- o The line of coins on the first slope..... 5
- o The 4 yellow coins on the rotating bridge..... 4
- o The small wooden box near the 1st piranha plant..... 3
- o The small wooden box near the blue coin switch..... 3

-----  
TOTAL: 141

JOLLY ROGER BAY:

- o The 6 blue coins in the underwater cave.....30
- o The 8 red coins.....16
- o The 15 coins on the bridge to the ship.....15
- o The ring of coins near the beginning..... 8
- o The ring of coins around the stone pillar..... 8
- o The ring of coins near the underwater cave..... 8
- o The ring of coins in the underwater cave..... 8
- o The line of coins beside the little island..... 5
- o The yellow block at the beginning..... 3
- o The 3 Goombas in the underwater cave..... 3

-----  
TOTAL: 104

COOL COOL MOUNTAIN:

- o The 72 yellow coins on the slide.....72
- o The 4 lines of coins on the slide down the mountain.....20
- o The 8 red coins.....16
- o The coins from the 5 spindrifts.....15
- o The 2 blue coins from the switch.....10
- o The arrow of coins on the path to the wall-kick star..... 8
- o The line of coins on the chimney..... 5
- o The blue coin on the slide..... 5
- o The coins from the 1 snowman..... 3

-----  
TOTAL: 154

BIG BOO'S HAUNT:

- o The blue coins from the 11 boos.....55
- o The blue coins from the switch.....20
- o The 8 red coins.....16
- o The blue coins from the 3 Mr. I's.....15
- o The blue coins from the 3 Bookends.....15
- o The yellow block behind the house.....10
- o The 3 yellow coins from each of the 3 spiders..... 9
- o The two big blocks beside the cottage..... 6
- o The bouncing block near the cottage..... 5

-----  
TOTAL: 151

HAZY MAZE CAVE:

- o The 7 blue coins from the switch.....35
- o The coins from the 6 spiders.....18
- o The 8 red coins.....16
- o The coins from the swoops.....11
- o The blue coins from the 2 Mr I's.....10
- o The ring of coins by the elevator..... 8
- o The ring of coins around the "Swimming beast" star..... 8
- o The coins from the 4 Snifits..... 8
- o The line of coins near the 5th star..... 5
- o The line of coins near the 4th star..... 5
- o The line of coins on the right path from the beginning..... 5
- o The line of coins near the giant rolling boulders..... 5
- o The line of coins leading to the Hazy Maze Cave..... 5

-----  
TOTAL: 139

LETHAL LAVA LAND:

- o The 20 coins on the path to star #6.....20
- o The 8 red coins.....16
- o The coins from the 2 Mr. I's.....10
- o The coins from the 10 bullies.....10
- o The ring of coins where the 3 bullies are..... 8
- o The ring of coins around the Mr. I..... 8
- o The ring of coins with some other bullies..... 8
- o The line of coins under the parting bridge..... 5
- o The line of coins on the platform near the big bully..... 5
- o The line of coins on the hill at the corner..... 5
- o The line of coins on the platform near the volcano..... 5
- o The 5 coins when the Bowser puzzle is solved..... 5
- o The coins from the bouncing block..... 5
- o The platform in the main area..... 5
- o The 4 coins on the path to star #5..... 4
- o The coins on the ramp near the volcano..... 4
- o The coins on the BIG sinking platform..... 4
- o The half-moon shaped ramp..... 3
- o The 3 coins around the volcano..... 3

-----  
TOTAL: 133

SHIFTING SAND LAND:

- o The four Pokeys outside of the pyramid.....20
- o The 8 red coins.....16
- o The blue coins from the switch in the pyramid.....15
- o The 12 Goombas inside and outside of the pyramid.....12
- o The coins near the star at the top of the pyramid.....10
- o The ring of coins on the wire thing in the pyramid..... 8
- o The three shy guys for two coins each..... 6

- o The bouncing box at the beginning..... 5
- o The line of coins near the little pond..... 5
- o The bounding box at the side of the pyramid..... 5
- o The line of coins on the pyramid..... 5
- o The five "secrets" in the pyramid..... 5
- o The line of coins on a wire thing in the pyramid..... 5
- o The coins on the four pillars..... 4
- o The four coins on the steps in the pyramid..... 4
- o The four coins on the \*moving\* steps in the pyramid..... 4
- o The little block on the stone platform..... 3
- o The two coins on the first floor in the pyramid..... 2
- o The two bob-ombs near the beginning..... 2

-----  
TOTAL: 136

DIRE DIRE DOCKS:

- o The 6 blue coins from the switch.....30
- o The 3 rings of coins on the path to the main area.....24
- o The 8 red coins.....16
- o The ring of coins on the bottom of the main area..... 8
- o The line of coins near the start..... 5
- o The line of coins near the whirlpool..... 5
- o The line of coins near a chest..... 5
- o The line of coins at the bottom of the main area..... 5
- o The line of coins on the wooden floor of the main area..... 5
- o The scattered coins around the whirlpool..... 3

-----  
TOTAL: 106

SNOWMAN'S LAND:

- o The 14 spindrifts for 3 coins each.....42
- o The wall of coins in the igloo.....20
- o The 8 red coins.....16
- o The 2 money bags.....10
- o The 4 snowmen for 3 coins each.....12
- o The 8 coins on the slope beside the igloo..... 8
- o The 5 coins on the path to the snowman..... 5
- o The single shy guy..... 2
- o The 3 easy coins in the igloo..... 3
- o The yellow block in the igloo..... 3
- o The 3 Goombas in the igloo..... 3
- o The 2 coins near the 3-D ice maze..... 2

-----  
TOTAL: 126

WET-DRY WORLD:

- o The 6 blue coins from the switch.....30
- o The 8 red coins in the town.....16
- o The 4 brown blocks sitting at the bottom.....12
- o The coins from the four skimmers.....12
- o The 2 lines of coins on the buildings in the town.....10
- o The yellow box on a pillar with a sign on it.....10
- o The yellow block near the bottom corner.....10
- o The yellow box on the cage of star #4.....10
- o The ring of coins around a pillar, same as above..... 8
- o The ring of coins at the center of the town..... 8
- o The line of coins on a white tower with a diamond..... 5
- o The line of coins on a bridge in the town..... 5
- o The line of coins beside a sign near the top..... 5
- o The coins from the chuck-ya..... 5

- o The yellow box high up against the wall..... 3
- o The yellow box on the wooden "dock"..... 3

-----  
TOTAL: 152

TALL TALL MOUNTAIN:

- o The yellow coins in the mysterious mountainside.....47
- o The 8 red coins.....16
- o The 3 blue coins in the mysterious mountainside.....15
- o The 9 Goombas..... 9
- o The ring of coins near the start..... 8
- o The single Chuckya..... 5
- o The coins from the bouncing block near the start..... 5
- o The line of coins on the narrow wooden bridge..... 5
- o The line of coins on the vines near the moles..... 5
- o The line of coins near the mysterious mountainside..... 5
- o The line of coins by the purple switch..... 5
- o The line of coins on the bridge at the top..... 5
- o The 5 bob-ombs..... 5
- o The single shy guy..... 2

-----  
TOTAL: 137

TINY-HUGE ISLAND:

[NOTE: S = small Mario | B = big Mario | A = Both Marios]

- o (S) The 11 huge Goombas (stomp them).....55
- o (S) The 8 red coins.....16
- o (S) The 10 coins in wiggler's place.....10
- o (A) The two Koopas.....10
- o (B) The 10 tiny Goombas.....10
- o (S) The 5 huge piranha plants.....10
- o (S) The blue coins from the switch by the red coins.....10
- o (A) The two shy guys..... 6
- o (S) The coins from running around the stump..... 5
- o (S) The line of coins on the narrow ledge..... 5
- o (S) The line of coins on the place with bowling balls..... 5
- o (S) The line of coins on the bridge near the top..... 5
- o (S) The line of coins on bridge to the red coins..... 5
- o (B) The line of coins on the bridge near the top..... 5
- o (S) The Chuckya for 5 yellow coins..... 5
- o (S) The Lakitu for 5 yellow coins..... 5
- o (S) The 4 coins where the bowling balls come out..... 4\*
- o (B) The yellow "!" box on the little platforms..... 3
- o (S) The 2 coins on the beach..... 2
- o (B) The 2 coins on the place with the bowling balls..... 2
- o (B) The 2 coins on the beach..... 2
- o (B) The 2 coins near Koopa the Quick's normal place..... 2
- o (H) The tiny piranha plant..... 1
- o (B) The coin on the floating island..... 1
- o (B) The coin on the narrow bridge..... 1

-----  
TOTAL: 186

\* Some info from Thomas Diehl: When you are small, there is a line of four coins near where the bowling balls come out. If you go to that same spot when you are big, there is no coin there. BUT--if you step in that spot, you will pick up a coin. It's between the coin that you can see and the opening where the balls come out. I think the idea is that it's a tiny "fifth" coin from the line when you are little.

TICK TOCK CLOCK:

- o The 7 blue coins from the switch.....35
- o The 8 red coins.....16
- o The two yellow boxes on the path to the Thwomp.....13
- o The yellow box near the 8 red coins.....10
- o The yellow box in a cage on the way to the Thwomp.....10
- o The yellow box on a platform in the top center.....10
- o The yellow box underneath the Thwomp at the top.....10
- o The 2 yellow boxes near the heave-ho..... 6
- o The line of coins at the bottom of the pole..... 5
- o The yellow box behind the first pendulum..... 3
- o The yellow box on the platform with the fire spitter..... 3
- o The yellow box on top of the cage of star #5..... 3
- o The yellow coins on the first rotating yellow block..... 2
- o The 2 bob-ombs..... 2

-----  
TOTAL: 128

RAINBOW RIDE:

- o The 6 blue coins at the maze.....30
- o The 8 red coins at the maze.....16
- o The 2 rings of coins on the spinning island.....16
- o The coins from the 2 Lakitus.....10
- o The ring of coins on the cruiser..... 8
- o The ring of coins on the island near the start..... 8
- o The line of coins near the fly guy..... 5
- o The vertical line of coins on a swinging platform..... 5
- o The line of coins near star #4..... 5
- o The 5 coins on the hill near the tricky triangles..... 5
- o The line of coins on the final ride to the big house..... 5
- o The line of coins inside the big house..... 5
- o The line of coins on a platform beside the big house..... 5
- o The line of coins at a window of the big house..... 5
- o The Chuckya guarding the 6th star..... 5
- o The 4 coins on the brown platforms that fall down..... 4
- o The coins from the 4 bob-ombs..... 4
- o The 2 lone coins on the carpet ride to the two carpets..... 2
- o The fly guy for 2 coins..... 2
- o The Goomba for 1 coin..... 1

-----  
TOTAL: 146

```

-----
| 6) E N E M I E S   &   B O S S E S                                     |
'-----'

```

Super Mario 64 has less enemies than previous games because the gameplay is focused more on platform jumping and puzzle solving than actual enemy stomping. Special thanks to Josh Gelman <jdgl6@hotmail.com> for giving me the real names of these. So here's the list, arranged in alphabetical order...

AMP:

Amp are commonly found in the three Bowser stages. They go around in a circle and are electric (if you touch them, you get electrocuted). They can't be defeated, so just avoid them. They shouldn't cause too much

trouble anyway. They can also be found in Tick Tock Clock and Wet-Dry World.

#### BIG BOB-OMB:

This is the boss found at the top of the Bob-omb Battlefield. He's VERY slow and can't outrun a half-dead snail trying to swim up a waterfall. However, he CAN pick you up and throw you off the hill, which can be very painful. To kill him, pick him up from his back and throw him down three times.

#### BIG BOO:

The boss of Big Boo's Haunt who you'll have to fight two times. Defeat him like you would defeat a regular Boo: Go to his back and punch. It takes three punches to bring him down for the star.

#### BIG BULLY:

The boss of Lethal Lava Land. To kill him, push him over the edge and into the lava with punches and jumps. You'll need to face another version of him again in Snowman's Land.

#### BOB-OMB:

Also a traditional Mario enemy. Bob-ombs are the second most common monster in the game. If they see you, they'll chase you around and blow up. They'll also blow up a few seconds after you hold them.

#### BOO:

If you look at a Boo's face, he gets shy and becomes semi-transparent. However, if you look at his back, he won't notice you and he'll continue with his normal business. This is the time to give him a punch in the back. A blue coin pops out. Found in Big Boo's Haunt and in the courtyard of the castle.

#### BOOKENDS:

A very rare kind of monster only found in Big Boo's Haunt. Hit them from below with your head and he gives you... a blue coin! A good source of money!

#### BOWSER:

The big boss of the game. You will encounter Bowser three different times in the game. He gets harder to beat each time! But on each Bowser battle, you will need to defeat him the same way: Get around to his tail, grab it, spin Bowser around, and toss him to any of the bombs at the sides of the arena. Bowser does different tricks each time you meet him.

#### BUB:

I just found this in marshmallow's guide, but I never really knew they existed! They can be found at the beginning of Dire Dire Docks, with the sharks I guess. Stay away from them... invincible.

#### BUBBA:

Found once in the Tiny-Huge Island. He's very dangerous since he can swallow you whole without giving you a chance to get away. He's a super-unbeatable fish... don't even think about trying to swallow HIM.

#### BULLET BILL:

Of course, these are the bullets fired from the cannon at the top of Whomp's Fortress. It really doesn't disturb you unless you're asking for trouble. He's more like a decoration :)

#### BULLIES:

Bullies are little bomb-like creature found in Lethal Lava Land. They are very dangerous when they try to push you into the lava... especially in groups. To kill them, push THEM into the lava! Do this by jumping on one side of them or by punching them. They give one yellow coin.

#### CHAIN CHOMP:

Chain Chomp is the giant black ball in Bob-omb Battlefield. He can't be beaten OR easily avoided. Be very careful around him and watch out for his bite. You can free him by butt-stomping his post three times.

#### CHAIR:

The chair looks like its just for decoration until it floats up in the air and charges at you. It's only found in Big Boo's Haunt. You can't kill it... you can only avoid it.

#### CHUCKYA:

These are purple enemies that grab you and \*usually\* try to throw you off a ledge of cliff. They can be found in Rainbow Ride, Wet-Dry World, and Tall Tall Mountain. To defeat them, grab them from the back and throw for a lot of yellow coins.

#### CLAMS:

Are these really enemies? They can be found underwater in Jolly Roger Bay and Dire Dire Docks. Sometimes the clams contain treasure inside such as red coins or turtle shells. They can only be considered as enemies since they can hurt you when they open and you're standing close by.

#### EYEROK:

The boss of Shifting Sand Land. He's composed of two big hands that have an eye on each one. Kill him by punching the open eye whenever you have a clear chance. Watch out for the other hand, it'll try to do a lot of things to hurt you!

#### FLY GUY:

Revived from Super Mario Bros. 2 (which wasn't even a Mario game in Japan). They fly around and spit fire at you. Kill them by jumping on them, which will cause you to jump and go into a helicopter glide.

#### GOOMBA:

A survivor of the original Mario games, the Goomba is the most common enemy in the game. He usually appears in small groups but they're not much of a threat since all they do is walk around and hop in place. Kill them with a stomp or punch.

#### GRINDEL:

The Grindel is basically a Twomp wearing a mummy costume. You find him inside the pyramid of the Shifting Sand Land. Just like the Thwomp, you cannot beat him.

#### HEAVE-HO:

Heave-ho is more like a robot than an enemy. He doesn't hurt you directly, he only throws you high up into the air. It's the impact of the fall that hurts you (quite badly). He follows you around and throws you when you are positioned. He can be found in Wet-Dry World and Tick Tock Clock.

#### KLEPTO:

The big bird who flies aimlessly around the Shifting Sand Land. If you want to get the star from him, simply touch it. If you want to hurt him,

get close to him and punch. He won't die but he'll just stop bothering you. Don't let him take your hat.

#### KOOPA TROOPA:

The Koopa Troopas used to be the dominant enemy in Super Mario World, but they have been degraded enough to be found only twice in SM64: In Bob-omb Battlefield, and in Tiny-Huge Island. Jump on him to take him out of his shell and finish his body for a blue coin.

#### LAKITU:

Whoa... besides being your cameraman, he's also an enemy! Found in Tiny-Huge Island. He drops down spineys at you but doesn't attack much. Stomp him for five yellow coins.

#### MAD PIANO:

In Big Boo's Haunt. Get close to it and it'll show off his sharp teeth and scare you. Really, it's very scary the first time you find him! I could tell you stories... Oh yeah, you can't beat him.

#### MONEYBAG:

I don't know the \*real\* name of this one since I haven't seen him in any other guide. He can only be found in Snowman's Land and he looks like a coin from far away. When you get close to him, he transforms into a bag of money and starts hopping around. Jump on him to receive 5 coins.

#### MONTY MOLES:

The Monty Moles can be found in Hazy Maze Cave and Tall Tall Mountain. They pop out of these holes in the ground and throw rocks at you (Ouch!). You can stomp their head but they'll just come back up. Very annoying in Tall Tall Mountain when they push you off the cliff :(

#### MR. BLIZZARD:

This is just a Mr. I in a snowman's clothing. He can be found in Cool Cool Mountain and in Snowman's Land (naturally...). To kill the most of the snowmen, run around them fast until they fall over. Some snowmen hop on a pre-determined path and cannot be defeated.

#### MR. I:

Mr. I is a big eyeball that is about the same size as Mario. They can be found in Big Boo's Haunt, Lethal Laval Land, and Hazy Maze Cave. He shoots at you if he looks at you in place for a few seconds. To kill him, run around him fast until he gets dizzy. A blue coin spurts forth.

#### PIRANHA PLANTS:

The Piranha Plants are quite common and can be found in many places. Some of them can be found sleeping and you can walk by them quietly so they won't wake up. Other Piranha Plants pop out of the ground without any previous warning. Kill them with a punch or jump on them.

#### POKEY:

Found four times in the Shifting Sand Land. They are made up of several segments that can be destroyed one-by-one... but Pokey only truly dies when his head is defeated. He gives one blue coin.

#### SCUTTLE BUGS:

Scuttle Bugs are spiders. You'll encounter them outside of Big Boo's Haunt and in Hazy Maze Cave. Just like the rest of the enemies, you kill them by jumping on their head.

#### SKEETERS:



These are the water skimmers found in Wet-Dry World. They... umm... skim on the water. Yeah, that's right...

#### SNUFITS:

This is a monster that looks almost like a Shy Guy. He can be found in the Hazy Maze Cave at the Hazy Maze part (the place with the toxic gas). Defeat him by jumping on their head or by hitting them from below.

#### SPINDEL:

This is the large stone thing you find rolling near the top of the inside of the pyramid in Shifting Sand Land. He rolls around and tries to crush you. To get by him, stand in the little cave in the wall... or you can just jump over him :)

#### SPINDRIFT:

Found in Cool Cool Mountain and Snowman's Land. They also make you do that helicopter gliding thing like the Shy Guys. If you don't want to do the glide, simply do a butt-stomp on them.

#### SUSHI:

I don't know about this one. You can find them at the beginning of Dire Dire Docks. Maybe they can be dangerous when you're trying to open the treasure chests in the current. You can't kill the sharks so just get out of their way.

#### SWOOP:

Whoa, there's bats in this game? You might not have noticed them, but yeah there's some bats. They are small, blue, and almost unnoticeable. Found in the Hazy Maze Cave. They can be killed with a stomp.

#### THWOMP:

A Thwomp is the big blue rock with a face on it. They go up and down in a rhythmic sort of manner. Try not to get crushed by them. I only remember seeing the Thwomp in Whomp's Fortress and Tick Tock Clock. Thwomp is invincible so forget trying to stomp him back...

#### TOX BOX:

This is the big metal box you see in the maze of Shifting Sand Land. Notice that one side of them is hollow? You can stand in the correct place and the box will go over you-- without crushing you! Usually I just try not to get in their way.

#### UNAGI:

The big orange thing at the deep water of Jolly Roger Bay. He's unbeatable, unhurttable, and very painful. Avoid him whenever possible. But you'll need to get close to him to get a star...

#### WHOMP:

Found twice only in Whomp's Fortress. Stand directly in front of their feet to make them fall down without causing you injury. Then repeatedly jump on their backs for 5 yellow coins. When that's done, to a butt-stomp on their back for another 5 yellow coins.

#### WHOMP KING:

This is the boss of Whomp's Fortress. Kill him just like you would a regular Whomp: With butt-stomps to the back. His only method of attack is back falling flat on his face and smashing you. That can sound very silly but it hurts if you get squashed.

#### WIGGLER:

The boss of Tiny-Huge Island. This guy is easy... just jump on his back a lot of times until he dies. He gets faster as you jump more... therefore becoming more dangerous...

-----  
7) I T E M S

#### STARS:

Unlike the stars in 2-D Mario games, these stars do not give you temporary invincibility. These stars protect the castle from danger and harm. You need to collect them to open certain doors and reach Bowser. There are 120 stars in all.

#### COINS:

Coins are found everywhere in the world. Collect 50 of them and beat the stage to receive an extra life! There are three kinds of coins: Yellow coins restore 1 point of health and are worth 1 coin. Red coins are worth 2 yellow coins and if you collect 8 of them, you get a star! Blue coins are very rare and they are worth FIVE yellow coins.

#### CAPS:

Mario's regular cap has no special power but if he loses it, he take in more damage than normal. There are three types of special caps: The wing cap is found in red "!" boxes and they give Mario the ability to fly. The invisible cap is found in blue "!" boxes and they let Mario go through some walls and be invincible. Metal caps are found in green "!" boxes and they make Mario invincible and let him sink in water.

#### GREEN MUSHROOMS:

Green mushrooms are the "1-up mushrooms". Getting a green mushroom gives Mario an extra life. These kind of mushrooms are \*very rare\*. I think it's strange that there isn't a single red mushroom except for those stupid toads...

#### "!" BOXES

The exclamation mark boxes are the cheap replacements of the old-school question mark boxes. Blue ones hold an invisibility cap, green ones hold a metal cap, and red ones have a wing cap inside them. There are also yellow "!" boxes that can hold almost anything. Stars, coins, green mushrooms...

#### CANNONS:

Cannons can be found in many places. But in order to use them, they must first be activated by a pink Bob-omb that is somewhere in the stage. When you're inside the cannon, you can aim yourself all around and shoot! Sometimes, cannon travel is the only way to gain access to an area.

#### SPINNING HEARTS:

These hearts restore your life depending on how fast you hit them. If you go through them fast, they restore more of you life. Go through them slowly and they'll just give you one or two pieces of power.

#### TURTLE SHELLS:

Turtle shells (also known as Koopa shells) are found in Bob-omb Battlefield, Jolly Roger Bay, Shifting Sand Land, Lethal Lava Land, Dire

Dire Docks, Snowman's Land, and Tiny-Huge Island. They are made out of the shell of the Koopa Troopa although they can usually be found in yellow "!" boxes. When you ride on a turtle shell, you can go over water, lava, quicksand, ice... but be sure not to bump into a wall.

-----  
8) S E C R E T S

This is a special section of the guide. Here you'll find a list of things to do in the game that do not give you any rewards, or affect the outcome of the game. It here to make you appreciate the game more.

#### YOSHI ON THE CASTLE:

- After getting all 120 stars, jump into the cannon place near the lake outside the castle. From here, shoot yourself to the top of the castle. Here you'll find a few 1-up mushrooms, a wing cap, and Yoshi! Talk to Yoshi and he will give you 100 lives... then he'll jump into the waterfall.

#### REALLY REALLY BIG PENGUIN RACE:

- After getting all 120 stars, go to Cool Cool Mountain and jump into the chimney. Here you will meet the penguin that you raced before... but this time, he's super-fat! He also got much better at sliding down. Try beating him for a challenge.

#### BOWSER SAYS SOMETHING DIFFERENT:

- After getting all 120 stars, go face the final Bowser again. His text changes a little bit. You probably won't even notice it, but it's still a secret! It's not much, really...

#### CAMERA CONTROL IN THE ENDING:

- Beat the final Bowser (with or without all 120 stars). During the ending you can use the second controller to move the camera around with the analog control stick. You still don't have too much control over the camera, but it's still a secret!

#### MARIO TAKES A LEAK:

- If you have a good imagination, you can try doing this. Go to Cool Cool Mountain or Snowman's Land and make Mario face a tree. Position the camera behind Mario. After about a minute, Mario will crouch down... and it looks like he's peeing!

#### SHORTCUT IN THE PENGUIN RACE:

- This is one of the most \*basic\* secrets. In Cool Cool Mountain, go down the chimney and down the slide. Soon you will reach a part with a line of coins that lead right into the wall. Follow this line and you will go right THROUGH the wall. This is just a shortcut. It's much easier than going the normal way.

#### L IS REAL 2041:

- Go to the courtyard of the castle (where all the Boos are). There is a statue of a star in the middle of a small pool. Use C-up to look closely at the sign. It says "L is real 2041". This is one of the most mysterious mysteries in Super Mario 64. Does it have something to do with Luigi? We may never know. And according to my coin lists, there are

2045 coins in the game. 2045 is pretty close to 2041! What could this mean...

#### 1-UP FROM THE BUTTERFLIES:

- Here's a secret involving butterflies. Do you notice the butterflies hanging around the front yard of the castle? Try doing a wall kick on them (jump at them and jump again when you hit them). You will get a 1-up from this!

#### ALTERNATIVE PENGUIN:

- In Cool Cool Mountain, there are actually TWO penguins. The first one is on the ledge near the beginning. The second one is in the slope above the house where the exit of the slide is (he's a little fatter than the first one). If you take the second one to the mother penguin, she will say something different.

#### MARIO IN SHADES:

- This isn't really a secret, but it's cool anyway! In the starting screen where you can stretch Mario's face, you can pull both ends of his mustache over his eyes... and they'll look like sunglasses! Like I told you, it's not a secret, but it looks kinda nice.

#### THE HATLESS MARIO:

- There are 3 places in the game where Mario can lose his hat. The first place is in the Shifting Sand Land, the vulture can come and steal your hat (solution: fly to him to get it back). The second place is in Snowman's Land, the snowman can blow away your hat (solution: look for it on the ground). The third place is in Tall Tall Mountain, the monkey steals it from you if you pick him up (solution: steal it back from him).

#### THE ETERNALLY HATLESS MARIO:

- Thanks to Mike Middling for telling me about this. There's a way to lose your hat so that you will NEVER GET IT BACK! In the Snowman's Land, the snowman can blow your hat off. But if the snowman blows your hat into the 3D maze, it can be stuck under the star. You can't get it back since you'll automatically get the star when you go into the maze. And you will never get your hat back again :(

#### THE REVERSE 1-UP TRICK:

- You need to have the Japanese version of the game to do this trick. In the final battle with Bowser, don't kill Bowser but just try to collect the coins. Keep on doing this until you have 1000 coins. Then each time you die your lives will \*increase\* by 1 and you will \*lose\* a life each time you get a 1-up mushroom. Remember, this only works with the Japanese version of the game.

```
,-----  
| 9) F I N D I N G   L U I G I                               |  
'-----'
```

IMPORTANT NOTE: I'm very sorry but Luigi is NOT in the game. You can search all over the world but I swear that Luigi is NOT in this game. The infamous elusive Luigi code is one of the longest running video game myths there is...so I'm putting these codes here for fun. Just try doing them to prove to yourself there is no Luigi ;P

Keep in mind that all of these are FAKE and will lead you nowhere. I got all of these from the Unofficial World of Nintendo (<http://www.world-of-nintendo.com>). Many thanks to Wayatt Smith ([wyatt24@dcsi.com](mailto:wyatt24@dcsi.com)) for telling me the site where I got these from. Thanks!

\*FAKE\* FINDING LUIGI #1

First get 120 stars. If you drained the water only the fish pond will be there. Go into the fish pond and die. This might take a couple tries. If it's true Luigi will be waiting for you at Tick Tock Clock.

\*FAKE\* FINDING LUIGI #2

First get 120 stars then go to the cannon, after you talk to Yoshi and get the wing cap. Shoot to the top of the castle (to get to the top of the castle you must shoot to the 2nd highest part of the castle and you can walk up one of the walls). From the top of the castle fly straight over the cannon and there is a small crack in the invisible wall. If you fly strait you can go to the islands out there each island is different. There is Luigi, Wario, Princess, Toad and Yoshi. Once you've done it all invisible walls are gone!

\*FAKE\* FINDING LUIGI #3

To find Luigi in Mario 64 you have to have 120 stars. Then enter the castle and run up the stairs and into the door. THEN STOP!!!! Turn around and go back down the stairs and into the first snow level. To make sure you did it right go against the right side of the wall and you should hear Boo's voice. Go in the picture and go to the 6th star. Beat the Fat penguin 7 times and then give the Mama penguin her baby. She will tell you to go to Big Boo's Haunt. Go there and kill all the ghosts and eye balls. Then go to the canon out side and shoot up to the top of the castle and get the 100 lives from Yoshi, get the wing cap. Then go back to the canon shoot up to the pointy part of the castle. This takes awhile and kill you, but when you get it go back to the canon and shoot back up there. (The roof should be gone.) Shoot up there, fall threw there and slam where the sun is. Then you should here a voice say "It's a Luigi time!" A star will pop up an you will have 121 stars. Go back outside, get in the cannon (with wing cap or not) and shoot at the waterfall. You will see a door saying 120 stars. Go in and you will have 1 star left. Here you will FIGHT A HAMMER BROTHER. Hit him and kill him like Bowser. When he's dead he will give you another key. Go to the top of the castle. Here you can go in the clock base. When you go in you will see you are in the first water level. BUT IT'S BACKWARDS!!!! Go to the Boat and watch the box go by 64 times. After that slam on it and a hat with a L on it, a hat with a W on it, a crown, and a toad head will pop out. Pick them up and you will hear It's me Luigi, Wario, toad, and Peach. You will appear out side the castle. It will say a message then say save or don't save. Save and it will say chose your player. You may even get Yoshi. You have to find out. Oh yeah. Buy the way each player has a different cap!!

\*FAKE\* FINDING LUIGI #4

First of all, do not save the game! Start the game with Mario's nose

sticking out. Then start a new game. Then at the beginning go and swim around the whole perimeter of the outside pond. Then go and get ten stars without going down into the basement. Then go and get the winged cap. Then go and get all the stars on Bobomb Battlefield, Whomps, and Jolly Roger Bay. Then go into the basement and get the rabbit and boil the big bully. Then go to the Princesses Secret Slide and beat it 2 times. The second time must be in exactly 23.6 seconds then Luigi will pop up and give you a star. Then you may save. Then at the beginning of the game you will then have the option of either picking Mario or Luigi!

\*FAKE\* FINDING LUIGI #5

The way to get Wario and Luigi is to get 120 stars and shoot up to the castle. Then get the wings and fly down. This next part takes forever. Shoot up from the cannon to the pointed part of the roof. Doing this will kill you, but the roof will be gone. In one spot, jump in and pound the ground where the sun is. You should get a star which makes 121. Then get into the cannon outside and shoot onto the waterfall. There should be a star door saying 120. Go in, it takes your stars so you should have one left. Then you will fight a Hammer Brother. Then if you beat him by hitting him on the bombs like Bowser 15 times, then you should get Luigi. In one of the stages is Wario.

\*FAKE\* FINDING LUIGI #6

Get 120 stars and get Yoshi, then go in the castle go up the stairs in the middle and through the door but don't go any further. Turn around and go down the stairs. Enter Cool, Cool Mountain, and go to the right wall. If you hear Boo's voice, you did it right. Then enter Cool, Cool Mountain and go down the chimney and beat the Fat Penguin. Then repeat it again until you beat him 7 times in a row. Return the Baby Penguin to its mom. Get the star. Run to the basement. Ignore the phony and look for Luigi.

\*FAKE\* FINDING LUIGI #7

Beat Princess Daisy's secret slide in under 20 seconds, not under 15, that's impossible. Then go to the outside area where the entrance to Big Boos Haunt is. Climb to the top of the silver star, and do a butt slam on it, Luigi will appear in the water, give you a short message and give you a gift from the Mario staff of 100 lives (like Yoshi does, but 100 rather than 50), and he will ask you if you want to continue the game as Luigi or Mario, and gives you the option to save.

\*FAKE\* FINDING LUIGI #8

Get all 120 of the stars in the correct order as in the SM64 player's guide. Go to Jolly Roger Bay go into the sunken ship, drain it and run around each chest individually 64 times clockwise, then run around each chest individually 64 times counterclockwise, then butt-stomp the chest that is closest to you and a hat with a L will pop out. Put it on and go for the star with the eel. The star will be blue and hard to see so try to grab the eel's tail. This will save the cap and you will be in the front yard and talk with Luigi.

\*FAKE\* FINDING LUIGI #9

Go in the Lava Land and go in the volcano. Now there are 2 ways to get him. Dive into the Lava Fall at just the right angle, and you will fall into a secret room with a painting of Luigi. Or go on one of the poles and keep bouncing up the Lava Fall, you will see a ledge, if you go on it and look around, Luigi will be there!

\*FAKE\* FINDING LUIGI #10

Go in the Rainbow World where you get the 8 red coins. Go in the cannon, aim as far right if the screen as you can, and blast. Near the end of your blast, you will go through a series of clouds, on the last cloud you will see Luigi standing. He will be glad you found him and then you will be Luigi in Bob-omb Battlefield.

\*FAKE\* FINDING LUIGI #11 (LONGEST!)

You have to do these steps with out saving!! Plug your controller into the 2nd Controller port. Before you turn on the N64, hold the joystick up to where that will be the neutral position. Turn on the N64 and go to file B.

Go to the castle door and go in. As soon as you enter the door, press L, R, & Start simultaneously to set the neutral position back to normal. Go to Bob-omb Battlefield & get the 1st, 3rd, & 7th stars. Then go to Whomp's Fortress and get the 1st, 6th & 7th stars. Now go to Jolly Roger Bay & get the 1st, 5th, & 7th stars. This will give you nine stars.

Go to Bowser in the Dark world now. Get the 8 red coins & get the star. (Don't fight Bowser yet.) Now go to Cool Cool Mountain and get the 6th star. Now go into the wing cap stage get all the 8 red coins. Don't jump on the red switch!!!!!!! Now go back to Bowser in the Dark World. Get to Bowser, but don't kill him yet. Let him keep spitting fire & keep collecting the coins until you have 164 coins.

Now beat Bowser. Go to the basement & unlock the door. Walk to your left to where you see the ramp with the blue glass covering it. Dive up the ramp & then go through the door. Walk down to your right & then jump into the pool of water. Swim forward until you get to the other side. Jump onto one of the poles & do the butt slam. Then jump on the other pole & do the butt slam to drain the water. Go out the metal door at the bottom. Now go into the vanish cap stage. Go into the stage and work your way to the blue switch. Once you have jumped on it, just jump off the side to exit the stage.

Now go back to Jolly Roger Bay. Go to star 2 & goto the ship. You will see the box with a poison symbol on it. Let the box go left 64 times & go right 64 times. After it has gone back & fourth 64 times, butt slam it. Instead of hurting you, the box will burst and a green hat will come out of it. Pick it up and Mario will spin around and say "It's a Luigi time!" You will be sent out of the stage.

Now you can go upstairs without beating Bowser in the Fire Sea. Go to the hall of mirrors. When you walk in there, jump on top of the 1st pole you come to. Do the butt slam on the pole 6 times. Then go to the pole in front of the Goomba painting & jump onto it. Do the butt slam 4 times on it. All of a sudden Luigi will appear in the mirror in front of the

Goomba painting. Punch him and he will come out. Now he will follow you wherever you go & you can switch between who plays by pushing L. When you find Luigi, he will give you a star, the 121st star.

-----  
10) C R E D I T S   &   I N F O

Special thanks to...

- Nintendo for making this game and being an overall kick ass company
- GameFAQs for posting all my FAQs. This is my 2nd so far.
- www.world-of-nintendo.com for the (fake) Luigi codes
- Bears374 for his amazing contributions to the coins lists
- Thomas Deihl for some contributions to the coin lists
- Robert Johnson for some contributions to the coin lists
- Booris@aol.com for some contributions to the coin lists
- Wyatt Smith for reminding me where i got the Luigi codes
- Josh Gelman for correcting me on the real names of the enemies
- Mike Middling for telling me about the "forever hatless" secret
- Im Caudhry <megazoid@hotmail.com> for some corrections

NOTE TO WEBMASTERS:

You may freely place this document on non-profit websites without explicit permission from the author as long as (1) it is not modified at all and (2) I recieve full credit. Take note that any future updates will be sent only to gamefaqs.com.

REGARDING FEEDBACK:

Before coming to me with questions, please make sure that it's not already answered in this guide. And make sure you're looking at the most recent version of the guide (always available at [www.gamefaqs.com](http://www.gamefaqs.com)). All feedback goes to [mike@yeayea.com](mailto:mike@yeayea.com).

For news about the progress of my FAQs, and announcements of future projects, visit my site at <http://www.geocities.com/coffeefaq>.

Copyright (c) Michael Gonzalez 1999-2002