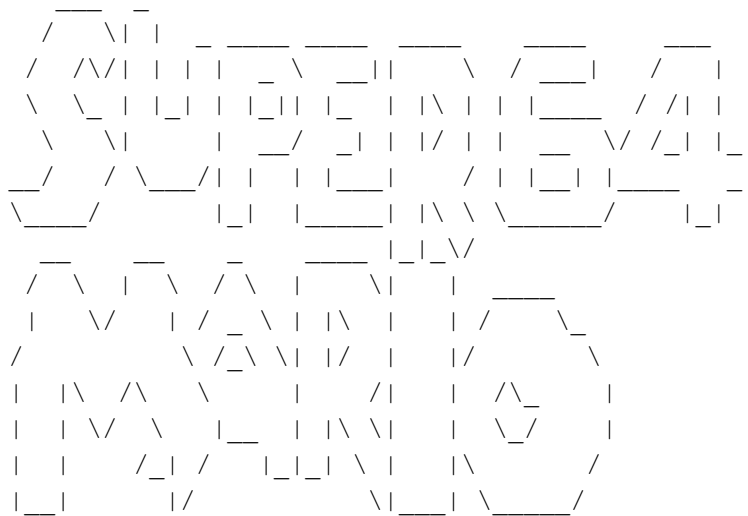


# Super Mario 64 FAQ/Walkthrough

by CWall

Updated to v1.3 on Nov 8, 2005



Super Mario 64 (PAL)  
FAQ/Walkthrough  
for Nintendo 64  
by Christian Wall

Version 1.3 (Nov 8, 2005)  
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This FAQ is or will be available in Spanish  
at GameFAQs.com and my homepage. It was  
translated by J. Pablo Quezada

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Search string

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If you want to get to a section fast, bring up the search function of your browser/word editor. To activate the search function, press Ctrl F in most programs, including Internet Explorer. Then type the number of the part which you wish to reach. For example if you need to get to Tall Tall Mountain's stars in the Full Walkthrough type 4.12.

But there's more to it. If you want to check a special star fast, type like this: S-[number of course]-[number of star] For example, if you wish to check out Bob-omb Battlefield's second star type: S-1-2. This will bring you to the Quick Walkthrough's description, search again to get to the Full Walkthrough's guide.

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## 1.0 Introduction

-----

Super Mario 64 is my favourite game and I've finished it many times. I've also wanted to write a FAQ for it for a long time. This FAQ is complete, but I'm not sure, so if you know anything I've missed or done incorrectly, feel free to send me an e-mail.

The biggest difference between this FAQ and the others at GameFAQs.com is that this one has a large, in-depth Coin Walkthrough, which guides you in the process of taking every coin in the game.

In this FAQ you can also find the glitch that enables you to beat the final Bowser with only 31 stars.

I wish to apologise for any bad spelling and/or grammar you may encounter when reading my FAQ. Since I have not English as my first language I have trouble mastering the language to full extent.

I also wish to apologise if my way to write is slightly superior. I don't think I'm better than anyone else; my ambition is just to make everyone understand, even the younger members of our society.

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## 2.0 Basics, etc.

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Here, you can find some nice information before starting with the actual game. This section is mostly for beginners of video gaming, but also for advanced players who want to know more about Super Mario 64.

---

### 2.1 Brief game information

---

System:	Nintendo 64
Television System:	PAL
Publisher:	Nintendo
Developer:	Nintendo
Origin:	Japan
Players:	1
Genre:	Platform
Save Files:	4
Accesories:	Nothing
Released	
Japan:	June 23, 1996
USA:	September 29, 1996
Europe:	March 3, 1997

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### 2.2 Brief overview

---

The goal of Super Mario 64's is to save the princess from the evil king of Koopas: Bowser, and restore as many of the stars as possible. You shall as Mario, complete certain tasks; like defeating bosses, climbing mountains, collecting coins, helping people; to collect the stars which enables you to gain further progress in the game.

---

### 2.3 Story

=====

It's not very complicated actually. Princess Peach has written a letter to Mario and asks him to come to her castle because she has baked a cake for him. But as Mario comes into the castle he hears a fishy voice threatening him. Could it be Bowser? Hmm... A Toad boy tells him that everyone has been trapped inside the castle and the princess too and that Bowser has stolen all of the castle's stars. Mario must now visit worlds inside paintings to collect the stars, find the princess and give Bowser the boot.

=====

## 2.4 Basics

=====

These are the basics and controls in Super Mario 64. These are the contents:

- Getting started
- About the castle
- About playing with Mario's face
- About the courses
- About the bonus courses
- About the stars
- About the coins
- About the energy meter and the extra lives
- About the enemies
- About falls
- About lava
- About being crushed
- About the caps
- About Toad
- About the notice boards and signpost
- About the Pink Bob-ombs and the cannons
- About losing your cap
- About Luigi

### Getting started

-----

When you begin playing you will first see the title, then Mario's face. Here you should press start or play with his face, you can use most of the buttons on the controller to play with his face. Leave the controller and you can also watch a demo of the real gameplay.

After pressing start you will come to the file selection menu. Here you can choose whichever of the files to begin a new game. If you are new to the world of videogaming I can tell you that it doesn't matter which file you choose. The game will be the same. Press Erase and you choose to erase the progress of a file. Note that if you want to Erase, that gaming progress is lost and can not be obtained again. Press Copy and you can copy an existing game file to another. Press Score and you can see how many stars and coins you've grabbed on each course.

Go to the yellow screen and choose a file to get started.

### About the castle

-----

After you've chosen a file you will appear on the field outside of the castle, from a pipe if it's your first time playing. The castle garden consist a field, some trees, a lake, a beach, a waterfall a moat and of course a castle. Get into the castle to continue the game.

Inside the castle there are many doors and paintings. Some doors cannot be opened. Then you must collect a certain amount of stars and/or get a key from Bowser. Inside some of the paintings there are courses. Entrances to courses can also be find in walls, pits and in ghosts(!). Except the fifteen regular courses there are bonus courses which are much smaller than the regular ones. All of the regular courses are accessible from inside the castle and it's courtyard and all of the bonus courses are accessible from the castle except two of them. One of these are accessible from course six and the other from the moat outside of the castle.

The first course doesn't require any stars our keys. It's directly to the left from the entrance.

#### About playing with Mario's face

-----

As explained above, the first you can do is to play with Mario's face in the title screen. Press A to make a hand appear which you move around the screen with the control stick. Mario's eyes will follow the hand. These are the other controls.

- A: Grip a part of Mario's face. Move the face part around with the control stick.
- B: Make Mario's head smaller. There are three sizes, if you press B when Mario's head is smallest, it will return to it former size.
- C up: Rotate Mario's head upwards.
- C down: Rotate Mario's head downwards.
- C left: Rotate Mario's head to the left.
- C right: Rotate Mario's head to the right.
- Start: Go to the file selection menu.

The facial parts which you can grab are.

the cap  
both ears  
both cheeks  
the nose  
the mouth

The point with this exercise is probably just to show off, that Mario is now in full 3D.

#### About the courses

-----

The courses, all reached from the castle are magical worlds created by Bowser. In each course you shall collect six stars which are located at different positions through out the course. The courses contain enemies as well as more friendly characters and coins, lots of coins. There are a total of fifteen courses and their environments vary heavily. Beautiful fields, calm bays, cold mountains, spooky mansion, hot lava lands, dry deserts and even strange clocks.

## About the bonus courses

-----

The courses mentioned above are the regular fifteen courses. But there are also eight bonus courses which are small and contain only one star. Three of these courses are guarded by Bowser and three of these hold each a coloured switch (read further below).

## About the stars

-----

The castle's stars are very important to the castle and mushroom kingdom. Bowser has stolen all 120 of them and spread them through out fifteen courses created by him. He has put them in various locations and given them to his loyal underlings. You must collect them by fulfilling different tasks, like mentioned above. This and confronting Bowser is the only way to gain progress in Super Mario 64. After each star you've grabbed you have the option to either "Save and Continue", "Save and Quit" or "Continue without Saving". Choose the top most option and the game will be saved to the backup-battery inside the cartridge and you can turn off at any time and begin with your current statistics. Choose the middle one if you wish to quit for now to continue later. Choose the last one if you want to see how long you can last without getting "Game Over", read further below.

## About the coins

-----

In every course there's a certain amount of coins. The coins appear in three different colours: yellow, worth one coin; red, worth two coins and blue, worth five coins. The coins fulfil certain tasks. The courses contain a different number of coins, stretching between 104 coins up to 191 coins. The coins primary task is to replenish lost energy on your energy meter (read further below). A yellow coin replenish one lost unit, a red coin two and a blue coin five. Collect 100 coins in a course without exiting and you will get a star. When you take a star you will leave the course. The current amount of coins you have when you leave the course will be recorded as your high score. If you exit the course by choosing "Exit Course" you will not have a high score, neither if you lose a life. When you leave a course after taken a star you will get one extra life for every 50 coins you've collected. If you've collect 113 coin you'll get two extra lives. Try to get every coin in every course. It's kind of tough but very fun.

## About the Energy Meter and the Extra Lives

-----

If you fall off a cliff, get hit by an enemy or hurt yourself on an obstacle you'll lose energy from your energy meter. The energy meter, displayed in the top middle of the screen has eight energy units. If you get hurt you lose energy units. Depending on the level of damage you lose a different amount of units. A hit by a Goomba takes only one energy unit while being crushed blows away three energy units. If you lose all of your units you'll lose a life. When you begin you have four extra lives plus the one you're using right now. Extra lives can be

found in form of small mushrooms. Loss of lives also appear when you fall of an edge of a course. Always when you lose a life you are being thrown out of your current course. If you lose all of your lives you'll have a "Game Over" and you will return to the title screen. You will then begin with the same statistics you had before you saved the last time.

#### About the enemies

-----

The enemies are the loyal minions of Bowser which tries to stop you in your search for the stars. They often damage you or in other ways tries to make life sour for you. Most of them can be defeated, other must only be avoided. Some also leaves coins behind. Check the enemy list near the bottom of this document for info about specific enemies.

#### About falls

-----

If you fall high enough you will lose energy. You can either lose two energy units or four. To lose four: half of your energy meter you must fall a long way. If you fall down the edge of a course you'll lose a life directly.

#### About lava

-----

If you fall into lava or really cold water you will lose three energy units, Mario will be thrown into the air screaming. You can control him slightly so you reach safe land again.

#### About being crushed

-----

If something heavy crushes our dear plumber, you will lose three energy units and be flat for a second. Isn't that too lenient?

#### About the caps

-----

In Super Mario 64, Mario can collect three different caps with special abilities. There's the wing cap, the metal cap and the vanish cap. These can be collected in coloured block. A red block, a green block and a blue block. These blocks will be transparent until you've pressed the switch which corresponds with the colour of the blocks. These switches are hidden in the bonus courses reached from the castle and one of the regular courses. With the wing cap you can fly by doing a triple jump, with the metal cap you are invincible and can walk on the sea bottom and with the vanish cap you are also invincible, but also transparent. Read more below.

#### About Toad

-----



The Toads are boys with big mushrooms heads. They are positioned on different locations in the castle. Be sure to talk to these because they give you useful information and sometimes even stars.

About the notice boards and signposts

-----  
Found everywhere. Here you can find useful information. Be sure to read.

About the Pink Bob-ombs and the cannons

-----  
A nice new feature is the ability to use cannons. In some of the courses you can find a Pink Bob-omb. Talk to it and it will prepare the cannon(s) in the course. Cannons are seen as holes in the ground. Jump down it and you can aim. Press A and you'll blast off. This does not damage you.

About losing your cap

-----  
In the eighth, tenth and twelfth courses you can lose your regular cap by being attack by a Vulture, blown off an ice floe or down a mountain. When you're without the cap and you'll lose one more energy unit than usual do and it doesn't look very good. You must get the cap back in the same course which you've lost it. In the eighth course you must knock it from the Vulture, in the tenth it's beyond the ice cube, in the twelfth you must catch the Monkey.

About Luigi

-----  
It doesn't matter how detailed your searching is, Luigi is not included in this game.

=====  
2.5 Controls  
=====

These controls are also visible in the manual, but maybe you want to read my comments.

A:                Jump  
B:                Punch  
Z:                Crouch  
C:                Camera controls  
R:                Camera controls  
L:                Not used.  
Control stick: Move Mario  
Control pad:    Not used.  
Start:           Pause

Regular jump

-----  
Press once on the A button while running, walking or standing on place and Mario will perform a regular jump. This is used to climb low ledges and defeating simple enemies. You can grab ledges with your fingers.

#### Continuous jump

-----

Do a regular jump and press the A button again when you've landed and Mario will make the second jump a bit further up in the air. There are many ledges which aren't accessible with a regular jump, so do a continuous jump. This jump can also be done while running, walking or standing on place and you can grab ledges with your fingers. In this FAQ I will call this jump the double jump mostly.

#### Triple jump

-----

Do a continuous jump and then jump again to do a really high jump with a somersault on it's peak. This must be done while running and must be well timed or it won't work. You can't grab ledges with your fingers while doing this jump but continuing the jump into a wall kick is OK. This jump is tough to completely master and seldom necessary.

#### Side somersault

-----

Press the control stick in either the right or left direction, then quickly to the opposite direction and the press A. Like this:

--> + <-- + A

or

<-- + --> + A

Press the A button just while Mario is changing direction and the jump will be executed. This jump is the highest jump in which you can grab ledges. It can be done running or being nearly stationary if you're skilled enough.

#### Wall kick

-----

Run against a wall, jump up on it and press A just when touching the wall and Mario will kick off from the wall to go further up in the air. If there are two walls near each other you can jump high in the air by jumping from wall to wall.

#### Back flip

-----

An indeed useful jump which you will do many times is the back flip. Press Z while standing then press A and the back flip will be executed. It can be done while walking or being stationary, not when running. This jump and the double jump makes you reach the same heights because with this jump you can't grab ledges.

## Long jump

-----

The longest jump which boosts you away in a surprisingly long distance. While running, press Z and then the A button immediately or one second later and Mario will perform the jump. When the jump is in action, i.e. when Mario's in the air, you can control the jump. If you press down you'll even go back behind the position from which the jump was executed from. This jump can be performed in series so it's a great way to move in a fast way.

## Pound the ground

-----

Jump, then press Z during the jump and Mario will pound the ground hard with his rear. Great way to break stuff and make poles go down into the ground.

## Right hand punch

-----

Press B while walking or being stationary. Easy way to beat most enemies.

## Left hand punch

-----

Press B twice and the right hand punch will be followed by the left glove.

## Kick

----

Press B thrice and the left hand punch will be followed by a kick.

## Jump kick (high)

-----

Stand on place or walk. Press A and while in the air, press B and a kick will be executed. Great way to take out air born enemies.

## Jump kick (low)

-----

Just like the above but press A and B at the same time and a kick will be preformed just some centimetres (an inch) above the ground.

## Slide attack

-----

Press B while running really fast and Mario will slide along the ground and take out enemies in his way. Commonly used.

## Slide kick

-----

A better slide attack because this one can be used while moving slowly as well. Run or walk, then press Z and quickly B.

#### Trip

----

So useless. Be stationary. Press Z to crouch and when you're in a crouched position press B and Mario will do a trip with no reach at all. Might be used if you're surrounded by Goombas, but the jump attack beats this lousy trip whenever.

#### Crouch

-----

Press Z and Mario will go down into a crouch. From here various actions can be done.

#### Crawl

-----

Press Z then move and you will slowly crawl. Used to get into tight openings and on very narrow ledges.

#### Hold and throw

-----

Some enemies and items can be held by pressing B near them and then be thrown when pressing the same button again. Bob-ombs for example.

#### Swing

-----

Some things and enemies are too heavy to be lift. Then press B near something that can be grabbed and then rotate the control stick. When the thing you're holding are spinning hard enough press B again to release.

#### Swim

----

When in water press A to make Mario thrust himself forward. Try to find the right speed by continuously pressing the A button in different grades of speed. Hold the A button to swim slowly with only Mario's legs. Press B to grab stuff in the water. You can grab shells for example. Press up together with the A button to dive further down into the depths and down to ascend further up to the surface. When Mario's head is above the surface you can press down and then A button to jump out of the water. When underwater you lose energy. Revive yourself by either grabbing coins or going up to the surface. If you lose all energy units while underwater you faint and leave the course together with the lose of a life. Water can be used for healing. If you see water in a course. Jump into it to heal yourself.

#### Pole climbing

-----

Trees and some poles may be climbed. Jump to a pole and then use the control stick to either move around the pole or climb up and down. When on the top of the pole, release up and press it again and Mario will do a handstand on the top. Press A here to do a really high jump. While on the pole press Z to release the pole and A to jump away from it. Many extra lives are hidden at the top of poles.

#### Hanging from ledge

-----

While hanging from a ledge you can perform different moves. Press down or Z to simply release your grip of the ledge. Press A to jump up to the platform or up to slowly climb onto the platform.

#### Wire nets

-----

Mario can hang on to wire nets in the ceiling. Press A to get up to the net and then keep the button pressed to stay there. When Mario has taken a steady grip on the net, you can move him around. Release A when you want to fall.

#### Cannon

-----

Drop down a cannon and you can shoot yourself to a distant target. Move the crosshair until you're pleased with the position, then push A to blast off.

#### Camera controls

-----

The camera is preset but can often be moved freely. To spin the camera around Mario press C left and C right. Press C down to place the camera further away from Mario, C up to place it near him again. When it's near Mario press C up to have a first person view. Use the first person view whenever you're stuck to look for clues. Press R and the camera follows Mario around, just behind him. Press C down to have the camera further away from him. Press Start when in a course and then set the camera to stop and hold R. The camera will stay at this point until you release R. So you can be on the other side of the course but the camera is positioned on the place you left it. I figure this is just for fun.

#### Start menu

-----

When in or outside Peach's castle you can check how many stars you have on each course and how many coins you've collected. In a course you can choose between continuing the game, exiting the course or changing the R function.

#### The shell

-----

In some courses you get the chance to ride a shell as a skateboard and surf around on the courses. It rides forward automatically but you can change

directions with the control stick. Press A to jump and Z to make the shell disappear. Slippery hills may be climbed with it and you can ride over water, lava, quicksand and similar material. It may be found underwater in clams as well. Press B to grab it and swim around with it without losing any air. It will disappear in awhile which is not the case if it's used on shore. Shells on the ground can be found in yellow blocks and by defeating Koopas.

#### The caps

-----

Below, I explain how to use the different caps in Super Mario 64. They are found in red, green and blue blocks which all aren't active until you activate them by stomping on a switch which correspond to each of the block's colours. How to reach these switches is explained in the section The Switches. All of the caps can only be used for a limited amount of time. Get a new cap when the one you have is expiring.

#### Wing cap controls

-----

Found in a red block. Blast off from a cannon or do a triple jump and Mario will fly away. Turn left and right to fly in these direction. Press up to descend and down to ascend. Unless you haven't gained a lot of speed, ascending is almost impossible. It's mostly about gliding. This is one of the best control features in the game.

#### Metal cap controls

-----

Found in green blocks. You will be made of steel. This means you're invincible, except for falling off a cliff, and you can walk on the bottom of the ocean.

#### Vanish cap controls

-----

Found in blue blocks. You're not solid and can therefore not take any harm from enemies. Both they and their attacks go through you. You can also go straight through thin walls, ice walls and wire nets.

=====

#### 2.6 Items

=====

There's an amount of items in Super Mario 64. These are listed alphabetically here.

#### 1-up Mushroom

-----

Gives you one extra life. Can be found by climbing trees, punching butterflies, jumping into yellow blocks and when doing other stuff.

Arrow lift

-----

Available only on course eleven. A small platform with two arrows. Step on it and it will fly away in the direction of one of the arrows.

Block

-----

A large orange block that looks shattered. Sometimes contain a red coin but it's often used for climbing. These blocks often show up when you hit a "!" switch. Can be broken by a punch, kick or ground pound.

Blue block

-----

Contains a Vanish cap.

Blue coin

-----

Large blue coins that shows up from certain enemies, like Koopas, boos and when ground pounding large Goombas. It also shows up when pounding a blue block. Worth five coins and fills up five energy units.

Bouncing box

-----

A small box with an, let's say, uncertain face on it. It slightly hops on place. Grab it and it will bounce three times up in the air. Each time the bounce is higher and after the third jump it explodes, leaving some coins behind. It's possible to slightly control the bounces by using the control stick.

Green block

-----

Contains a Metal cap.

Heart

-----

Run through it fast and it fills up your energy. The faster it spins the more health you get. They're always stationary and never disappears.

Magic carpet

-----

A magic carpet which follows a rainbow trail when someone stands on it. This carpet makes you reach new heights and is only available in course fifteen.

Metal cap

-----

Comes out from a green block. Makes Mario metallic. He becomes invincible and can walk on the sea bottom.

Move block

-----

It's a big blocks, twice as big as Mario and with purple edges which you can move around by pushing it. It can be used to reach ledges you can't reach normally.

Purple switch

-----

Marked with a "!". When stepped on something happens. Often blocks show up and it's often a time limit.

Red block

-----

Contains a Wing cap.

Red coin

-----

There are eight of these in every course and when all eight are collected a star shows up. Worth two coins so it fills up two energy units for Mario.

Shell

-----

Found in Yellow blocks. When you stand on it, you can ride it like a skate board around the courses. Slippery hills may be climbed with it and you can ride over lava, quicksand and similar material. It may be found underwater in clams. Press B to grab it and swim around with it without losing any air. It will disappear in awhile which is not the case if it's used on shore.

Sign post

-----

Stand in front of it and press B or A and you can read useful and/or funny information.



## Star

-----

The main item included in this game. Seven of them in every course and 15 outside the courses, makes 120 stars in total. These make you advance and are therefore necessary to collect.

## Throw block

-----

A small block similar to the ordinary block. Press B to pick it up and then you can move around with. Press B again to throw and pick up the three coins the block usually contain.

## Vanish cap

-----

Comes out when hitting a blue block. Makes Mario vanish, so he can avoid enemies and go through thin walls, ice and wire nets.

## Water Switch

-----

When you touch a water switch the water level will sink or rise to the same point as the water switch is positioned. Only accessible on the eleventh course; Wet Dry World.

## Wing cap

-----

Comes out when hitting a blue block. Makes Mario fly. Do a triple jump or blast off from a cannon to take off.

## Yellow block

-----

Contains various items. Mushrooms, shells, stars and yellow coins. Found everywhere.

## Yellow coin

-----

Very common. Worth one coin and therefore fills up one unite on the power meter. Collect 100 coins in a course and you get a star. Can be found in yellow blocks, from enemies or they could just be lying around. From enemies coins disappear rather quickly so be fast.

=====

=====  
It's a short subjective review. As simple as that.

Graphics 9/10

When it came it was one of the most beautiful games ever made. Lots of colours, lots of variation, lots of beauty. Amazing that it was Nintendo's first real 3D game.

Sound 9/10

Cosy, catchy, nostalgic and well made music and nice sound effects.

Controls/Gameplay 10/10

The balance, the fun, the variation, the brilliance. In short words, there is no other game that is more worth a perfect 10 in this category.

Lasting appeal 10/10

The adventure is long and then... I'm still playing it today.

Total 10/10

Best game ever.

---

### 3.0 Quick Walkthrough

---

This is the Quick Walkthrough. If you just want to know very shortly how to reach a certain star, you've scrolled to the right place. Here you find the location and a very short description of how to collect the star. You will therefore not get any unwanted spoilers thrown in your face.

If you want to reach a specific star quickly without scrolling bring out the search function by pressing CTRL B if you watch this in Wordpad or press CTRL F if you watch it in Microsoft Internet Explorer. Then type S-[insert course here]-[insert number of star here]. For example if you wish to reach the second star in the first course, search for S-1-2. Search again to see the strategy in the full walkthrough.

Part 3.16 contains the locations of the Castle's Secret Stars. So in this Quick Walkthrough you find locations for all of the 120 stars.

=====  
3.1 Bob-omb Battlefield  
=====

Location: First room to the left.

Required amount of stars: 0

1. Big bob-omb on the summit --- S-1-1

Follow the trail and scale the mountain. Defeat King Bob-omb.

2. Footrace with Koopa the Quick --- S-1-2

Talk to Koopa the Quick near the start and race him to the top of mountain where King Bob-omb was standing.

3. Shoot to the island in the sky --- S-1-3

Use the cannon under the floating island, aim straight up and get the star in the yellow block on the island.

4. Find 8 red coins --- S-1-4

1. On top of the elevator, near Chain Chomp

2. On the pole where Chain Chomp's chained

3. On a rock on the field north of the starting point

4. Inside the white building you always walk over before the  
the gate of the mountain

5. On the slide next to the mountain

6. On the floating island

7. In the meadow above the starting point

8. In the meadow above the starting point

5. Mario wings to the sky --- S-1-5

Go to the floating island and fly through all five rings in the sky, using the cannon and the wing cap.

6. Behind Chain Chomp's gate --- S-1-6

Pound the pole which Chain Chomp's chained to three times.

7. Collect 100 coins --- S-1-7

Check the Full Walkthrough.

=====

3.2 Whomp's Fortress

=====

Location: First middle room to the right.

Required amount of stars: 1

1. Chip off Whomp's block --- S-2-1

Climb the fortress and beat Whomp.

2. To the top of the fortress --- S-2-2

Climb the fortress again and the new tower as well.

3. Shoot into the wild blue --- S-2-3

Use the cannon to shoot yourself to the platform below the flagpole.

4. Red coins on the floating isle --- S-2-4
1. On a trail near the starting point
2. On the moving log
3. Just before the moving log
4. Below the same spinning log
5. Behind a Piranha Flower near moving log
6. On top of the northern Thwomp (a big blue block)
7. On a rotating platform high up in the sky
8. On a rotating platform high up in the sky

5. Fall into the caged island --- S-2-5  
Climb the tree in the beginning, ride the owl that comes out and then fall down on the caged island with a star.

6. Blast away the wall --- S-2-6  
Use the cannon to blast away the right-most wall.

7. Collect 100 coins --- S-2-7  
Check the Full Walkthrough.

=====  
3.3 Jolly Roger Bay  
=====

Location: First room to the right.  
Required amount of stars: 3

1. Plunder in the sunken ship --- S-3-1  
Swim down to the eel inside the sunken ship and lure him out, then swim inside and open the treasure chests in the right order.

2. Can the eel come out to play? --- S-3-2  
Lure out the eel from a hole in the ocean wall and touch the star on his tale.

3. Treasure of the ocean cave --- S-3-3  
Swim into another hole in the ocean wall and into the cave. Open the treasure chests in the right order.

4. Red coins on the ship afloat --- S-3-4
1. In a clam in the shallow parts
2. In a clam in the shallow parts
3. In a clam near the Pink Bob-omb
4. On top of the pole near the pink bom-omb
5. In a clam in the deep part
6. On the ship afloat
7. On the ship afloat
8. On the ship afloat

5. Blast to the stone pillar --- S-3-5

Activate the cannon with the Pink Bob-omb nearby and blast away to the middle pillar far away. Then jump to a platform.

6. Through the jet stream --- S-3-6

Activate the metal cap. Grab it near the ship and jump down into the water. Then go to the jet stream.

7. Collect 100 coins --- S-3-7

Check the Full Walkthrough.

=====  
3.4 Cool, Cool Mountain  
=====

Location: First middle room to the left

Required amount of stars: 4

1. Slip slidin' away --- S-4-1

Climb down the chimney and complete the slide.

2. Li'l penguin lost --- S-4-2

Grab the penguin above the cabin and deliver it to its mother near the foot of the mountain.

3. Big penguin race --- S-4-3

Climb down the chimney and defeat the big penguin in a race down the slide.

4. Frosty slide for 8 red coins --- S-4-4

1. In a tree near the starting point
2. Behind an ice pillar just below the broken bridge near the starting point
3. In a slot in the mountain at the end of the slide that goes outside the mountain
4. At the end of the broken bridge above the floor where the penguin mother is standing
5. Near the cannon at the foot of the outer slide
6. In a tree near the penguin mother
7. On the same floor as the penguin mother, between the two bridges.
8. On the same floor as the penguin mother, but beyond her, at the peak of the floor.

5. Snowman's lost his head --- S-4-5

Go to the snowball near the starting point and make it roll. Lead the way down the slide and stand near the platform with another snowball at the foot of the slide.

6. Wall kick will work --- S-4-6

Go to the cannon near the penguin mother and shoot yourself to the other side. Follow the trail and wall kick to get the star.

7. Collect 100 coins --- S-4-7

Check the Full Walkthrough.

=====  
3.5 Big Boo's Haunt  
=====

Location: Defeat a ghost in the courtyard.

Required amount of stars: 10

1. Go on a ghost hunt --- S-5-1

Beat all the ghosts on the first floor and then beat Big Boo in the foyer.

2. Ride Big Boo's merry-go-round --- S-5-2

Go to the basement from the hut near the starting point and into the room in here, beat all Boos and finally Big Boo again.

3. Secret of the haunted books --- S-5-3

In the bottom-left room on 2F, accessed from the top-most left room. Punch the right code. The upper book, the lower book and the one in the middle.

4. Seek the 8 red coins --- S-5-4

1. In the right room on 1F
2. In the middle left room on a bookshelf on 1F
3. In the middle left room on a bookshelf on 1F
4. In the bottom left room behind the piano on 1F
5. In the room above the room with the piano on 2F
6. Under a sarcophagus in the top-most room on 2F
7. Under a sarcophagus in the top-most room on 2F
8. In the right room on 2F.

5. Big Boo's balcony --- S-5-5

Climb to the third floor by wall kicking from the rightmost room on the second floor. Big Boo's on the balcony.

6. Eye to eye in the secret room --- S-5-6

Climb to third room with the vanish cap on and go into the painting there. Beat the eye. The vanish cap is found on the second floor in the foyer.

7. Collect 100 coins --- S-5-7

Check the Full Walkthrough.

=====  
3.6 Hazy Maze Cave  
=====

Location: In a door to the left in the basement.

Required amount of stars: 8 and the first key.

1. Swimming beast in the cavern --- S-6-1

Go down to the water cavern. Use the lift beyond the source of the rolling rocks to get there. Climb the beast in the lake and jump to the island in the middle.

2. Elevate for 8 red coins --- S-6-2

Go to the right from the starting point and into the big room. Move around with the moving platforms both on lower and upper plane to collect all coins.

3. Metal-head Mario can move! --- S-6-3

Go to the water cavern and take the metal cap. Follow the trail down to the water and on the lake's bottom. Climb the switch and go through the door.

4. Navigating the toxic maze --- S-6-4

Go to the toxic maze and jump up the ledge that farthest from the entrance. Then get the star.

5. A-maze-ing emergency exit --- S-6-5

Go to the toxic maze and jump up the ledge closest to the entrance. Get the star after climbing the wire net.

6. Watch out for rolling rocks --- S-6-6

Wall jump in the corridor after the source of the rolling rocks.

7. Collect 100 coins --- S-6-7

Check the Full Walkthrough.

=====  
3.7 Lethal Lava Land  
=====

Location: In the middle of the basement.

Required amount of stars: 8 and the first key.

1. Boil the Big Bully --- S-7-1

Follow the course until you get to the Big Bully.

2. Bully the bullies --- S-7-2  
Defeat the bullies on the platform to the right of where you beat the Big Bully. Then defeat the Big Bully again.

3. 8-coin puzzle with 15 pieces --- S-7-3  
Follow the course until you get to the red coins.

4. Red-hot log rolling --- S-7-4  
Beyond the wire net near the starting point. Use moving platforms to get there.

5. Hot-foot-it into the volcano --- S-7-5  
Jump down the volcano and climb up to the star.

6. Elevator tour in the volcano --- S-7-6  
Jump down the volcano and use the lifts near the entrance to reach a star.

7. Collect 100 coins --- S-7-7  
Check the Full Walkthrough.

=====  
3.8 Shifting Sand Land  
=====

Location: In a wall to the left (your left) of the 7th course.  
Required amount of stars: 8 and the first key.

1. In the talons of the big bird --- S-8-1  
Stand on one of the pillars and wait for a vulture to come by. Beat it and collect the star.

2. Shining atop the pyramid --- S-8-2  
Climb the pyramid.

3. Inside the ancient pyramid --- S-8-3  
Go inside the pyramid and go to the top.

4. Stand tall on the four pillars --- S-8-4  
Place yourself on all four pillars and then jump down the roof of the pyramid. Beat the boss you eventually get to.

5. Free flying for 8 red coins --- S-8-5  
1. Behind the starting point  
2. Inside a block in the enemy-crowded structure  
3. In the middle of the maze with the fatal quicksand



4. In the oasis
5. Near a pillar in the air
6. Near a pillar in the air
7. Near a pillar in the air
8. Near a pillar in the air

6. Pyramid puzzle --- S-8-6

Head inside the pyramid and grab the five special coins that are located along the flow of sand.

7. Collect 100 coins --- S-8-7

Check the Full Walkthrough.

=====  
3.9 Dire, Dire Docks  
=====

Location: In the basement beyond the door with the big star.  
Required amount of stars: 30

1. Board Bowser's sub --- S-9-1

Located on the submarine in the dock area.

2. Chests in the current --- S-9-2

In the sea area. Open the chests in the right order.

3. Pole-jumping for red coins --- S-9-3

All of them are accessible by jumping the moving poles.  
in the dock area.

4. Through the jet stream --- S-9-4

In the dock area. Swim through five water rings in a row that come from the jet stream in the middle.

5. The manta Ray's reward --- S-9-5

In the sea area. Swim through five water rings in a row that come from the manta swimming around.

6. Collect the caps --- S-9-6

There are a vanish cap and a metal cap on shore in the dock area. Grab them and walk through the cage on the sea bottom.

7. Collect 100 coins --- S-9-7

Check the Full Walkthrough.

=====  
3.10 Snowman's Land

=====  
Location: On the second floor, in room with mirror, invisible.  
Required amount of stars: 30 and the second key.

1. Snowman's big head --- S-10-1

Use the penguin as a shield from the snowman's freezing breath on the ice floe and then get the star on top of his head.

2. Chill with the Bully --- S-10-2

Beat the Blue Bully. His snowflake is impossible to miss.

3. In the deep freeze --- S-10-3

Work your way through the deep freeze near the starting area.

4. Whirl from the freezing pond --- S-10-4

Go to the place where it comes waves of snow towards the water. A Flower Snowman will come rising from the water. Jump on it and whirl towards the ledge on the other side of the pond. Get the star inside the yellow block.

5. Shell shreddin' for red coins --- S-10-5

1. To the right of the starting point
2. Between the pond and the bully
3. Further down the snow plain on the same ledge as Star #4
4. Further down the snow plain on the same ledge as Star #4
5. Further down the snow plain on the same ledge as Star #4
6. Further down the snow plain on the same ledge as Star #4
7. Under the Bully's ice floe (use a shell)
8. Under the Bully's ice floe (use a shell)

6. Into the igloo --- S-10-6

Go inside the igloo and collect the star using a vanish cap. Get to the igloo with a shell or fall down from the snowman's ice floe.

7. Collect 100 coins --- S-10-7

Check the Full Walkthrough.

=====  
3.11 Wet Dry World  
=====

Location: Painting with a Water Spider on second floor.  
Required amount of stars: 30 and the second key.

1. Shocking arrow lifts! --- S-11-1

Push the switch near the start point and work yourself towards the star, using the lifts.

2. Top o' the town --- S-11-2

Climb to the very top of the town and collect the star.

3. Secrets in the shallows and sky --- S-11-3

Move to five special positions.

1. Push a block on the floor of the course towards the corner  
it's positioned in
2. Jump up to the yellow block very close the block mentioned above
3. Push a block into a wall on the 2nd floor
4. Near the top of the town there's a small tower with a yellow  
block above
5. On top of the caged tower, in a yellow block

4. Express elevator-hurry up! --- S-11-4

Inside the caged tower. Blow up the block on the floor, ride the  
elevator down on the outside and up on the inside.

5. Go to town for red coins --- S-11-5

Use the cannon to shoot yourself into the caged area in a corner.  
Dive and swim to the town.

1. Above the brown house.
2. Above the grey and orange house.
3. Above the grey house.
4. Above the white house.
5. In a block in the centre.
6. In a block in the centre.
7. In a block in the centre.
8. On top of the north most house in the middle.

6. Quick race through downtown --- S-11-6

Use the cannon to shoot yourself into the caged area in a corner.  
Dive and swim to the town. Get the vanish cap, press the switch  
and get through the wire net on the other side of the town.

7. Collect 100 coins --- S-11-7

Check the Full Walkthrough.

=====  
3.12 Tall Tall Mountain  
=====

Location: Small painting with mushrooms on second floor.  
Required amount of stars: 30 and the second key.

1. Scale the mountain --- S-12-1

Scale the mountain.

2. Mystery of the Monkey cage --- S-12-2

Scale the mountain and catch the monkey. Then grab the

obvious star.

3. Scary 'shrooms, red coins --- S-12-3

1-4 Grab them on the mushrooms near the starting point.

5-8 Grab them on the ledges near the first four coins.

4. Mysterious mountainside --- S-12-4

Scale the mountain until you get to a portal wall. Get inside and go down the slide.

5. Breathtaking view from bridge --- S-12-5

Push the switch near the top of the mountain and then jump from the bridge into the waterfall.

6. Blast to the lonely mushroom --- S-12-6

Jump on the Shy-guy's head near the monkey and spin out to the lonely mushroom with the star.

7. Collect 100 coins --- S-12-7

Check the Full Walkthrough.

=====

3.13 Tiny-Huge Island

=====

Location: In room opposite of the tenth course.

Required amount of stars: 30 and the second key.

1. Pluck the Piranha flower --- S-13-1

Jump into the tiny world and go to the area two platforms away from the starting point. Jump down the pipe and then defeat the Piranhas.

2. The tip top of the huge island --- S-13-2

Go to the top of the island in the huge world.

3. Rematch with Koopa the Quick --- S-13-3

In the huge world, go to the grassy area further away from where the cannon balls are flowing. Meet Koopa the Quick and beat him again.

4. Five itty bitty secrets --- S-13-4

Find the secrets in the tiny world.

1. From where the cannon balls come

2. On top of the island

3. The entrance of the cave where the eight red coins are, above the beach

4. Where the cannon is, near the sea

5. On the other side of the wall of the starting point.

5. Wiggler's red coins --- S-13-5

Activate the cannon in the tiny world. The pink fellow is positioned near the sea, below the grassy hills. In the huge world get into the cannon in the same area and shoot yourself up to the highest platform on the hills above. Walk on the bridge, into the cave and get the coins.

6. Make Wiggler squirm --- S-13-6

Ground pound the area above the island in the tiny world, go there in the huge world and down the hole. Beat Wiggler.

7. Collect 100 coins --- S-13-7

Check the Full Walkthrough.

=====  
3.14 Tick Tock Clock  
=====

Location: In the big clock on the uppermost floor.  
Required amount of stars: 50 and the third key.

1. Roll into the cage --- S-14-1

Follow the trail until you see a star in a cage.

2. The pit and the pendulums --- S-14-2

Go past the first star, the ones who bumps you away and then grab the star.

3. Get a hand --- S-14-3

Follow the trail until you get to a platform approximately as big as the starting point, wait for a hand and let it take you to the star. The 12 o' clock cheat can't be used.

4. Stomp on the Thwomp --- S-14-4

Follow the trail all the way to the top and take the star on the Thwomp. The 12 o' clock cheat can't be used here either.

5. Timed jumps on moving bars --- S-14-5

Follow the trail and get the fifth star in a cage positioned to the right and above the second star.

6. Stop time for red coins --- S-14-6

Use the 12 o' clock cheat and collect the red coins on the keys to the left of the starting area.

7. Collect 100 coins --- S-14-7

Check the Full Walkthrough.

=====  
3.15 Rainbow Ride  
=====

Location: To the right of the big clock on the uppermost floor.  
Required amount of stars: 50 and the second key.

1. Cruiser crossing the rainbow --- S-15-1

Go to the rotating blocks and board the flying carpet.  
Choose the left carpet from Mario's perspective to take  
you to the flying ship.

2. The big house in the sky --- S-15-2

Go to the rotating blocks and board the flying carpet.  
Choose the right carpet from Mario's perspective to take  
you to the big house.

3. Coins amassed in a maze --- S-15-3

From the rotating platforms, go north and collect the  
coins inside the maze.

4. Swingin' in the breeze --- S-15-4

Choose the left way with the pole from the rotating  
blocks and collect the star you'll surely notice on the way.

5. Tricky triangles! --- S-15-5

Go the same way but continue past Star #4 and get to the  
triangles.

6. Somewhere over the rainbow --- S-15-6

Activate the cannon by going to the maze and wall kick.  
yourself to the top on the far side. Then go to Star #1  
but instead down the cannon. Get the star.

7. Collect 100 coins --- S-15-7

Check the Full Walkthrough.

=====  
3.16 The Castle's Secret Stars  
=====

105 stars are listed above, the rest (15) are listed below and  
are accessible in the castle or in bonus courses that're entered  
from the castle. Next to the topic of the stars there's a number.  
That number indicates the least amount of required stars to get  
the star in question.

1 Star - The Princess's Secret Slide

Go down the slide, reached from the uppermost room in the  
right corner of the first room of the castle.

1 Star - The Princess's Secret Slide

Go to the same place as above and go down the slide in under 21'0.

3 Stars - 8 red coins in The Secret Aquarium

Get the eight red coin in the Secret Aquarium, entered from the same castle room as Jolly Roger Bay.

1-4. In rings in the middle of the course.

5-8. In the corners on the bottom of the aquarium.

8 Stars - 8 red coins in Bowser in the Dark World

Go to the room with the big star in the first room of the castle. Collect the eight red coins in this course.

1. Press the purple switch, return to the starting area and get the coin on the block.
2. Near the purple switch.
3. Behind a crystal on trail with Electric Balls.
4. On orange moving platform.
5. On a moving triangle.
6. On an island in the centre, reached from narrow trail.
7. On top of platform above seesaws.
8. Beyond the second seesaw.

8 Stars - 8 red coins in Vanish Cap under the Moat

Ground pound the two pillars in the basement pool. Get outside of the castle and drop down a hole in the moat. Get the eight red here.

1-4. In the slide.

5, 6. On the see saw between the elevators.

7. On top of an elevator.

8. Near blue switch.

8 Stars - 8 red coins in Cavern of the Metal Cap

Get to the water cavern of Hazy Maze Cave. Enter through the double metal doors and get into the bonus course. Collect the eight red coins here.

1, 2. On each side of an extra life in a socket.

3, 4. On each side of the green switch.

5-8. Around the pillar with the green switch.

10 Stars - 8 red coins in Tower of the Wing Cap

Look into the sun in the first room of the castle. Collect the eight red in the course you get to.

12 Stars - Toad outside Hazy Maze Cave

Visit Toad outside Hazy Maze Cave.

15 Stars - Catch the bunny in the basement

Catch the bunny in the basement when you have 15 stars.

30 Stars - 8 red coins in Bowser in the Fire Sea

Get into the hole beyond the door with the big star in the basement. Collect the eight red coins here.

1. Follow a black net trail near the Bully and the Goombas near start.
2. On a wingling platform above the area mentioned previously.
3. In the yellow and blue cell.
4. Below the elevator leading away from the yellow and blue cell.
5. On a platform above the wire net. A Bully's guarding it.
6. On the structure that moves up and down.
7. On a sinking platform near a Flame Thrower.
8. Just before going to Bowser.

30 Stars - Toad upstairs

Visit Toad in the hall of the second floor.

50 Stars - Catch the bunny again

Go back into the basement and catch it again.

50 Stars - Visit Toad outside Tick Tock Clock

Visit Toad outside Tick Tock Clock.

50 Stars - Wing Mario over the Rainbow

Get down the bonus course on the opposite side of the room from Rainbow Ride. Collect the eight red coins.

1. On starting platform.
- 2, 3. On the clouds above the large pink platform.
4. On the large pink platform.
- 5, 6. On the uppermost cloud.
7. In a transparent cloud next to the uppermost cloud
8. Below the uppermost cloud.

70 Stars - 8 red coins in Bowser in the Sky

Get to the top of the castle and collect the eight red coins in the course you can enter.

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#### 4.0 Full Walkthrough

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This is the Full Walkthrough. Here I describe in detail for you, how to get all of the 120 stars in the game. There are seven stars in each of the 15 courses and 15 stars are found in the castle and in small Bonus Courses reached from the castle or a course. Six of the stars in the courses are found by completing special tasks and you



get the seventh star if you collect 100 coins in one try without leaving the course.

This walkthrough doesn't follow a continuous red line through the game, it tells you how to get a certain star. You can get most stars in different ways. Try to find the strategy that you find most fun, easiest or best. For most stars I list different strategies. I will always list the way which I believe Nintendo wanted us to use. For example if the star title is "Stand tall on the four pillars" I will first explain the way you get the star by standing on pillars, but also another way which some may find easier. But note that this is not for all stars. If I've found a way which I like and think is note worthy I will list that one as well.

When you have collect 10 stars you should go look for the coloured switches in the castle. Check the part about these to reach them. It's part 9[.]0. In part 7[.]16 you can find strategies for the Castle's Secret Stars: the ones you can't get in the regular courses. You can also find detailed walkthroughs for the seventh stars: collecting 100 coins. For most of these strategies they are copied from the coin walkthrough but heavily edited in most cases, and sometimes they are totally new.

I've also included a simple search string function. It works like this. If you want to reach a specific star quickly without scrolling, bring out the search function by pressing CTRL B if you watch this in Wordpad or press CTRL F if you watch it in Microsoft Internet Explorer. Then type S-[insert course here]-[insert number of star here]. For example if you wish to reach the second star in the first course, search for S-1-2. Search again to see the strategy in the Quick Walkthrough.

Before I list the star strategies for every star in a course I list general course information. I explain the information below.

Location	Where the course is located in the castle. What you must do to get there.
----------	---

Description	A short description of the course. How the environments look like mostly.
-------------	--

Available stars

```

|-----| O = You can get the star
|   GET STAR   | X = You can't get the star
|
| |-----|
|C |   1|2|3|4|5|6 |       This is my hand made diagram.
|H |   _ _ _ _ _ |       Tough to explain, it's easier
|O |1 |O|X|X|X|X|O |       if you look at the diagram for
|O |2 |X|O|O|O|O|O |       awhile. I can tell what this
|S |3 |X|X|O|O|O|O |       diagram
|I |4 |X|X|O|O|O|O |       tells me. When you choose star
|N |5 |X|X|O|O|O|O |       four from the star selection
|G |6 |X|X|O|O|O|O |       menu before you enter a course,
|-----|       you will be able to get star
|                   3 but 1. If you want to get star

```

2, you must choose the second star, but if you choose another one you won't be able to get star 2.

Special Conditions

If there is anything special about the course that is worth mentioning.

Required amount of stars/keys:

How many stars you must have collected to reach the course and which keys.

Amount of coins: 146

How many coins there are in the course. This can be slightly inaccurate.

Caps available: Red, 3

If there are special caps in the course, how many and in what colours.

Cannons: Yes, 5

If there are warps in the course, how many.

Warps: 1

If there are warps in the course, how many.

=====  
4.1 Bob-omb Battlefield  
=====

Location  
-----

Go into the castle. In the first room of the castle there are lots of doors. If you picture the entrance to the first room being the south, you should go into the western most room with the little star on the wall. You can go out into the courtyard if you go through a number of doors but you can't reach any course when not having collected a single star. In the room with the little star there should be a large painting on a wall with three Bob-ombs on it. Jump right into it and you can choose the only star accessible.

Description  
-----

Bob-omb Battlefield is a beautiful meadow and an excellent starting course. Here we find a large battlefield with lots of rocks and trees. The course surrounds a big mountain and there's also a floating island hanging from the sky. But there's a war going on, a low scale war but still a war. The Pink Bomb-ombs vs. the Black Bob-ombs led by the feared King Bob-omb, king of all blasting matter.

Available stars  
-----

```

|-----| O = You can get the star
|      GET STAR | X = You can't get the star
|              | * = It's harder than usual,
| |-----|      but possible.
|C |  1|2|3|4|5|6 | |
|H |  _ _ _ _ _ |
|O |1 |O|X|*|X|X|O |
|O |2 |X|O|O|O|O|O |
|S |3 |X|X|O|O|O|O |
|I |4 |X|X|O|O|O|O |
|N |5 |X|X|O|O|O|O |
|G |6 |X|X|O|O|O|O |
|-----|

```

Required amount of stars/keys: No stars, No Keys

Amount of coins: 146

Caps available: Red, 3

Cannons: Yes, 6

Warps: Yes, 2

### 1. Bob-omb on the summit --- S-1-1

-----

Let's kick off. Your goal is the top the mountain on the other side of the course. In front of you, when you've jumped into the nice painting, you'll see a brown trail leading to some blocks, some Goombas and a bridge. Follow it, walk over the bridge, continue on the trail, past the big round dog (Chain Chomp), and over the next bridge which is kind of like a seesaw. So you'll fall off it if you stand on the same place for too long. If you do, backtrack to the starting point and redo the process. When you've passed the second bridge go towards the mountain and some metal bars. Go into the entrance in a gap in the bars and you'll see a pit containing two cannon balls and in front of you a grassy slide. Either run up the slide by constantly holding the control stick upwards the slide or you'll slide down and must redo the process. Or you can go past the cannon balls and continue up the mountain on the trail. This will lead you to the top but there will be some obstacles. Some Bob-omb, watch out so they don't blow you down, pick them up from behind using B. When you come to the source of all the cannon balls, a hole in the mountain, you can warp yourself a bit up the mountain by standing in the middle of it. There's a pit as well you either must long jump over (run -> Z -> A) or walk over the plank next to it. Right before the top you will find a Spinning heart. Run through it fast to regain lost energy.

On the top, King Bob-omb will be standing. Go over to him and talk. After the talk the battle will begin. The King will try to pick you up and throw you away, most likely just some meters away from him but sometimes he will throw you down the mountain and then you must redo the whole process of defeating him.

You must avoid this by never be in front of him. You must go behind him and press B to pick him up and B again to throw him on the platform. You may not throw him off the platform, because then he won't lose anything. You must throw him three times on the platform. The first and second throw are done by just running behind him but on the third try he will try and follow you so it's not just to run. Either do a back flip or a somersault. To do the somersault stay in

front of him, then run slightly away from him, pull the control stick in the opposite direction, then jump and you should be behind him, to grab him. The sucker is clueless, tehehe. Or just crouch in front of him, with your back against him. Then press A to execute the back flip and you'll be behind him to do the devastating grab. When you've beaten him go collect your first star. Sorry for the long unnecessary description.

Warning! Nostalgic crap below!

Do I remember six years ago when I first got this game and my brother and I couldn't figure out how to beat this boss. We kept going towards the edge and throw him down the mountain because, that, was of course most damaging. We could hardly read any English so we didn't know he said we cheated every time we threw him down the mountain. So after a bunch of hits we really started to wonder how much whoppin' he needed. Ahh... the good ol' days. Hrm... back to the FAQ.

## 2. Footrace with Koopa the Quick --- S-1-2

-----

You shall talk to the Koopa near the start and race him to the top of the mountain where King Bob-omb was standing. Koopa the Quick is standing so he's visible from the starting point. Go and talk to him and he'll offer you a race to the top of the mountain. When the timer starts run ahead of him, in a series of long jumps if you want to keep a nice speed. Go the same way as above but keep some things in mind.

On the seesaw bridge, Koopa will jump down from it and walk up a slippery slide that leads to the mountain. Don't follow him because you can't climb that slide, go the usual way and avoid the green, grassy slide up the mountain as well. You can now talk to the pink Bob-omb near the cannon near the start and have him prepare the cannons for you, but if you jump down a cannon and then win. Koopa will call you a cheater and you won't get no star. You're allowed to use the warp in the mountain, the little sockets where the cannon balls come from. Koopa's got a strange definition of cheating. When you've past the uppermost cannon ball socket you can do a side somersault to get up to the uppermost platform of the mountain. This saves you some time because Koopa must follow the trail completely.

Koopa's time is 1'30 which you'll easily beat, but try not to fall down the seesaw bridge in the beginning.

## 3. Shoot to the island in the sky --- S-1-3

-----

You shall get to the floating island, which you must have seen by now. For this mission you'll need the aid of cannons or you won't make it. There are two pink Bob-ombs near the starting area. Talk to the one closest to the cannon. He will prepare the cannons if you haven't already done it. There are six cannons in the course. One is near the starting point, one is below the floating island, one is on top of the floating island. Another is on the opposite field of the floating island (not far from the entrance to the mountain trail) and the two last are positioned on two different mountain shelves.

I recommend the one below the floating island. To get there, go over the first bridge, then go out on the big, green field, don't follow the trail past Chain Chomp. You will probably see a grey mountain structure which looks a little different from the other hillocks. Go to the top of this structure by running hard up it. Be sure to avoid the bubbles that're bombing you. Then go down the hole and you be in the cannon. First aim in the centre of the floating island, then press the control stick down so you aim straight up in the air, as high up as possible. Then fire and you should land directly on the island. You will see a yellow block. Break it and grab the star.

You can get here using different methods. You can use the cannon near the top of the mountain by aiming a little above the tree on the floating island. You can also wait until you get ten stars, activate the red cap, get a red cap somewhere on the course, and then fly from the top of the mountain. That's unnecessary...

#### 4. Find 8 red coins --- S-1-4

-----  
Your mission is to collect eight red coins shattered on the course and then collect a star that will show up in the meadow above the starting area.

1. Follow the trail in the beginning towards the first bridge and you'll see an elevating structure. Go to it and you'll see a red coin on top of it. Use the elevator to get to it and then jump to the platform where Chain Chomp is raging.

2. 'On top of Chain Chomp's pole the next coin is'.

3. Now go towards the area of the floating island, the field that is. On a hillock beyond the cannon you'll find your third coin.

4. Now climb down the cannon below the floating island (it's inside a grey hillock). Aim in the centre of the island, then straight up in the air and you'll land on the island once you've shot yourself out of the cannon. A tree is here. On top the tree the coin is.

5. Now jump down to the ground again. Then go past the trail near Chain Chomp, over the seesaw bridge, and continue towards the mountain. Just before entering the mountain trail, through the iron bars, you know, you'll be on a white structure. To reach the next coin, jump down from it, on the left side, not on the side where cannon balls come rolling. Go into the structure and a coin will be there.

6. Climb up from the structure to the field again and go towards the mountain. There's a slide just in front of you, when you've entered the mountain trail. A red coin is visible way up this slide. Run up to get it but never loosen the grip of the control stick or you'll fall down again.

7, 8. Now backtrack, no more action on the mountain. Go back to the field opposite of the floating island area. Walk towards the area that lies just above the starting area and separates the areas with a wire net. In this meadow the two last coins are spinning. A star will appear nearby, so go get it.

5. Mario wings to the sky --- S-1-5

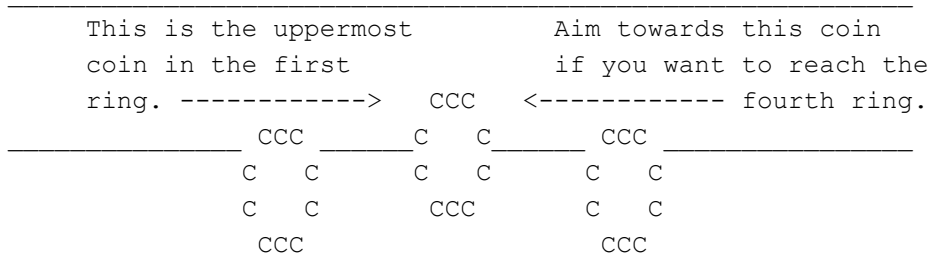
To take this star you must get up to the floating island and shoot yourself through five coin rings in the sky. The point of this star is that you should use the wing cap but it's just as easy without. If you want the wing cap you must wait until you've collected 10 stars and then go and stomp the read switch. How to get to the switch can be read in the part "The Switches".

If you've got the red cap get to the floating island by going over the first bridge and then getting on the big field below the island. Get on top of the big grey mountain structure and down the cannon there.

Aim straight up into the air as high as possible but have it vertically in the centre of the island. Fire! And you will land right on the island. Get the wing cap from the red box go down the cannon ON the island and aim at the first ring. Place the crosshair just slightly above the coin in the middle of the first ring. Leave the control stick centred until you see the fifth ring. Then press slightly down to get into the final ring. If executed correctly you should have gone through all of the rings. If not go back to the island and try again but don't take any of the coins while flying back cause they work as your mark.

If you feel like doing it without the wing cap that's perfectly OK, but you have to shoot yourself from the cannon three times. Go up to the island as descried above and down the cannon. First aim just in the middle of the first ring. This will take you through the first three rings. You will land in the meadow with the two red coins. Now get back to the island and down the cannon again. Now aim slightly above the uppermost coin in the first ring. "Slightly" here means like some millimetres or a fourth of an inch. You will go through the fourth ring. To get through the fifth ring you have to look carefully. Check the place where the highest coin in the first ring was positioned and you'll notice a sharp line going through the sky. You'll notice that these lines are everywhere and divide the sky into different sections. You shall aim straight on the line that is two lines above the place you last aimed. This means you must look at the line where the uppermost coin in the first ring was and then not aim at the line above it instead the line above the recent mentioned one. This ASCII might make sense.

Aim in the middle of this line to hit the fifth ring  
\_\_\_\_\_ | \_\_\_\_\_



Either way you're doing it, when you complete it a star will show up in the meadow with the two red coins.

## 6. Behind Chain Chomp's gate --- S-1-6

-----

Not too tricky. Go past the first bridge to Chain Chomp's area. Now you shall use the ground pound (A -> Z) on the pole where Chomp's chained three times so it's levelled with the ground. As you may have noticed, Chain Chomp does attacks now and then if Mario's close. Stand on a place where he can't reach you because of his chain. When he has done an attempt to attack, go to the pole and ground pound it once, twice if you dare. Chain Chomp will bounce around and freeze just before he attacks, so then it's recommended not to be stationary. When you've pounded the pole three times the friendly dog will brake the bars covering the star and you can get it.

## 7. Collect 100 coins --- S-1-7

- 
- Follow the trail from the start and you'll see a couple of blocks and a throw box. The left block holds three coins, just as many as many as the throw box. 5-6
  - There are two Goombas up the same trail. One close to the boxes and one on the first bridge. Gives you one coin each. 7-8
  - Check the area under the first bridge and you'll find a coin trail of five. 12-13
  - Get to the brown area and defeat the four Bob-ombs strolling around here. Most of them are in the place: where cannon balls come rolling down. Watch out for the last one because if you throw him wrong, he might blow up and leave his coin on the other side of the bar door. 15-17
  - Get back to the first bridge down the trail from the starting area and you'll find an elevator. At the top of this structure a red coin will be showing. Just above it a Bob-omb is strolling. 18-20
  - Now get out on the green field to the right to get some coins. This field is just below the floating island. Find the six Goombas that are walking here. They walk in two squads. The squad positioned to the north are pretty near a small hillock with a red coin above it. Grab it as well. The southern squad is pretty near a Koopa which gives you a blue coin as a token of his death. 31-33
  - There's a grey hillock in this area with a cannon within. Jump down it and aim vertically to the island but as far up in the air as possible. Then grab the red coin on top of the tree here. Get the red cap and jump down the cannon. Aim in the coin ring in the air and collect at least 15 coins here. 48-53+

- Return to Chain Chomp and grab the red coin on top of the pole in the middle. You get five yellow coin if you run around his pole, but isn't worth the time and time loss. 50-55
  
- Pass his area and continue towards another bridge which works like a seesaw. Go left directly to get to a meadow. Grab the two red coins and defeat the three Goombas here. Break the throw box as well to get three coins. 63-68
  
- In the same area, four poles are visible. Run around all of them five times each and they will drop five coins each. 83-88
  
- Now go to the big green field, opposite of the field with the floating island. Here there are four Bob-ombs. Defeat them and then go to the edge of the field, like a corner of the course and you'll see a flower field with eight red coins in a ring. 95-100
  
- Look towards the gate of the mountain. See the structure you must pass to enter the gates? Get under it and you'll find a Bob-omb and a red coin. Also a switch, step on it, just in case. 98-103
  
- Get to the entrance of the mountain trail above. Get past the cannon balls and until you get to a small field with a Bob-omb, a block, a tree and a cannon. Pick up the only coin from the Bob-omb. 99-104
  
- Continue up the mountain until you find a cannon that shoots soap bubbles and a Bob-omb guarding it. Sneak up from behind the Bob-omb and throw him towards the mountain wall. Grab the five coins in the trail just after the Bob-omb. 104-110
  
- Continue the climbing if you haven't got 100 coins yet and collect five coins near the top of the mountain. 109-115

If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.

=====  
 4.2 Whomp's Fortress  
 =====

Location  
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In the first room of the castle there's big stairs that lead up to the door with the key hole. On the right side of these stairs a door with a small star with a "1" written on it. Go through this door and you'll see a painting showing a large fortress. Jump into the painting and you're in the second world.

Description  
 -----



This is the first out of many floating island-courses you'll come to. If you fall of this island you lose a life. On the island a great fortress is positioned. There are lots of Piranha Flowers and Whomps guarding the fortress together with the huge Whomp on top. There are also lots of floating islands around here, watch your step.

Available stars

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```
|-----| O = You can get the star
|      GET STAR | X = You can't get the star
|              | * = It's harder then usual,
| |-----|      but possible.
|C |  1|2|3|4|5|6 | |
|H |  _ _ _ _ _ |
|O |1|O|X|*|*|X|X |
|O |2|X|O|*|O|X|X |
|S |3|X|O|O|O|X|O |
|I |4|X|O|O|O|X|O |
|N |5|X|O|O|O|O|O |
|G |6|X|O|O|O|X|O |
|-----|
```

Required amount of stars/keys: 1 star, No keys

Amount of coins: 141

Caps available: Green

Cannon: Yes

Warp: Yes

1. Chip off Whomp's block --- S-2-1

-----

You shall go to the top of the fortress and defeat a boss. From the starting area press C up to look around. Check the wall to the left and you'll see that you can get up on it. Walk a little to the right and you'll see a dirt trail leading away and above that a stone trail. Get up to the stone trail using a back flip or a double jump. You'll now be at the foot of the long hill and you'll have a shallow pool of water here as well. Go up the long hill and you'll see a Piranha Flower against a wall. Defeat it by quickly smashing it while it sleeps. I recommend doing a slide attack (run -> B) or slide kick (run -> Z -> B) to defeat it. Now you'll see a thin passageway against the wall. Walk there towards another sleeping Piranha. Either sneak by it towards the spinning log or defeat it very quickly while it sleeps. Now wait for the spinning log to come by.

When it comes by, board it and walk to the middle so you don't get pushed off it. When the lodge boards with the other side. Run over and you'll be in the next area. Here you'll see a flagpole and some Whomps. To defeat Whomps you must stand before them and then avoid them just before they smash down on you. Defeat it by ground pounding it.

Follow this trail until you reach a couple of elevators leading towards the uppermost platform. If you find the elevator a little tricky (sorry if I'm offending anyone) you can climb the flagpole and jump towards

the platform from the top of the pole.

When on the highest platform go to the giant stone block Whomp. Whomp's sad, so why don't you cheer him up by pounding him in the back >;) The principle in defeating him is the same one as the other Whomps but he's a little trickier and takes three hits to defeat. When the battle begins, run towards him, his front. He will then try to fall on you so keep running towards him and you'll safely avoid the attack.

Then jump on top of him (try side somersaulting) and pound him. Don't take too much time or he'll rise again. I think that rise contradicts gravity. Repeat the process two more times and he'll be dust and give you a star. Note that if you fall off this platform any hit damage you've caused him will be reset and he will have regenerated when you climb back up.

## 2. To the top of the fortress --- S-2-2

-----

You shall go to the place where Whomp was and then climb a tower which has magically appeared. Follow the walkthrough for the above star until you reach the uppermost platform. Here's a tower, a plank and a cannon now. Not a cannon for your usage, a cannon that shoots Bullet Bills. Go around the tower until you find a platform to climb. Now you'll have to jump from platform to platform of similar shape that make stairs for you. Every other are being pulled in and out from the tower, so before you jump to a platform be sure that you won't fall off. The last platform will elevate you to the star. Be sure to watch the view.

## 3. Shoot into the wild blue --- S-2-3

-----

Go to the pool with the shallow water. Go to the other direction of the starting area and you'll see a Pink Bob-omb. Talk to him to activate the cannon near his feet. Jump down the cannon and look at something that might look like this terrible ASCII art

```

                ||
Aim about here  ||
                \  || --- Flagpole
                 \OO || /
                  OO_||_/
| _____ /
||      ||      || /
||      ||      || / --- You will land in the
||____||____||/      middle area.
| _____ /
The Star is     | /
down here-----|_/
                 |_/
```

You'll land in the middle area and then you can go down with a pole to the star floor. Or you can stand on the flagpole floor. Stand on a very edge of the platform with your back to the edge. Then do a double jump and pull the control stick slightly down and when you fall over the middle area press B to kick yourself onto the floor. That's of course

pretty unnecessary.

#### 4. Red coins on the floating isle --- S-2-4

-----

1. Don't go up to the shallow pool, instead go the other way, where you encounter nasty blocks that tries to push you down. On the way to those blocks the first red should be. Near the start.

2. Go back and up to the pool. Once here, go towards the cannon. When you get to the area under the spinning log look up the slope to encounter a second red coin. Do a long jump up the slope to grab the little rascal.

3. Go up the hill from the pool and you'll see a Thwomp (big blue block) bouncing up and down in front of you. Place yourself on the step above him and back flip to the top of his head when he's positioned on the ground. When he reaches the top of his movement a red coin will touch your head. Above the Thwomp that is.

4. Near the above coin there's a sleeping Piranha Flower. Behind this Piranha the next coin is. You'd better defeat the enemy first.

5. From the Piranha Flower, lean against the wall and grab the coin on the thin ledge behind the recently defeated enemy.

6. The spinning log, which aren't long from the position you should be at now, lead to another coin. Start with boarding the log, then go to the middle and when it stops on the other side go out to the edge of the log and wait until it moves past the red coin.

7, 8. Now go to the top of the fortress, and to the plank that's standing upright here. Punch it and it will start to wingle. Do a jump kick afterwards and it will fall flat so you've got yourself a bridge. Up here, there're some floating islands, three rotating and one stationary. The stationary platform and one of the rotating ones hold coins.

#### 5. Fall into the caged island --- S-2-5

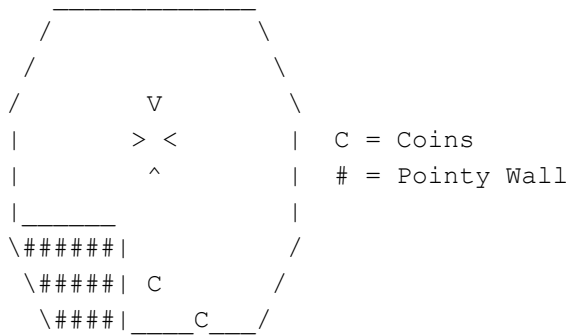
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This can be a little tricky. Jump up into the tree near the start and an owl will come out. He will fly around the area and it's up to you to jump up into his feet and hold A from there. Watch the shadow of the owl to know when to jump.

He will now take you very high up in the air. You can control but it's a little slow. Your goal is to be released into a little caged island with a star within. Fly around with the owl, try to all the time keep relatively above the island (rotate around it) and as soon as you spot a shadow on the island's floor release A and you'll probably fall right on the star.

I've recently found out another way to reach the caged island. My very own translator J. Pablo Quezada told me, so all credit goes to him. Check his Spanish translation of this FAQ on GameFAQs and my homepage. Go to the cannon (the cannon you used to get the third star) and then loacte the left pointy wall (the wall you break for the sixth star). Check the heaven and you'll see that it's divided into sections. Aim to the north east of the rightmost part

of the wall, three sections of the heaven above the wall. Check this ASCII and you might become wiser. Check the positions of the coins. You have to be very, very exact, and that's hard. I don't recommend this strategy. I could send you a picture of the exact right location of the cross-hair, if you wish. The photograph is taken by Pablo so you can probably ask him as well.



### 6. Blast away the wall --- S-2-6

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Go to the cannon, check the third star if you don't know where. When you aim around you'll notice two thin walls pointing out. Between them, you find the spinning log. Concentrate on the right one. You shall now blast away the tip of the wall by using Mario as ammunition. Aim slightly above the tip and hope you hit. If nothing brakes, you've just aimed too low, so try again. If you've aimed too high the only wall you're going to hit is the invisible wall of the course. When it brakes (the thin wall I mean) a star will be shown. Either test your accuracy by aiming the cannon or climb up there old-fashioned style.

### 7. Collect 100 coins --- S-2-7

-----

- In the area you begin in, you'll find a Piranha Flower. Nasty fellow which must be defeated hastily when it sleeps. Further away on the same floor you'll find an eight coin ring around a flower bed and a throw box containing three coins that should be thrown against the wall to break. 16
- Go back to the starting area and up a dirt ramp nearby to collect the five coins visible here. A little further away you'll find blocks that push you off the path. On top of one of these you'll find a red coin. 23
- Go back to the dirt ramp and climb the stone ramp above it to collect five coins here. Get down into the water and grab the eight coins in a ring lying around there. 36
- Continue to the left towards the cannon and the jolly Pink Bob-omb. You'll now be below the spinning log and you'll have a ramp with a red coin on it to Mario's right. Do a long jump up the ramp to collect the coin and grab the five coins leading to the cannon. 43
- Round the corner near the cannon and get down a ramp. Here you'll see a throw block containing three coins and a blue

coin block that makes 4 blue coins appear. 65-66

- Then get to the area where the Thwomps and the Piranha Flowers are. On top of the Thwomp (big blue block) that's on the highest altitude there is a red coin. Back flip near the Thwomp to get on top of it and grab the coin. 67-68
- In the area a Piranha Flower will be sleeping. Kill it and grab the blue coin it leaves behind but also the red coin literally behind it. Around the corner a red coin will be positioned and also another red coin and another Piranha will be positioned. This means 2 red coins and 2 blue coins for you. 81-82
- Just before the spinning log a plank with five coins will be visible. Grab them and then get out on the log. Go into the middle of the log and when it has passed the area where you'd be pushed down, get out to the edge of it. Four yellow coins and one red coin will be yours. 91-93
- In this area, let's say "the flagpole area", there are two Whomps that will give you ten coins each. Let them fall on their tummies then jump five times on their back and for every jump you receive a coin. When you've got the five coins you can ground pound 'em for five coins more. Get the rest of the coins from these fellows and you can leave the course. 111-113

If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.

=====  
4.3 Jolly Roger Bay  
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Location  
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From the first room of the castle, go to the room opposite of the first course. The door leading to this course has a star with a "3" written on it. This is the eastern most room. The painting shows a ship.

Description  
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The first water course, can you hear the calm, beautiful music? This course is played mainly underwater, where lots of fishes, clams and other nice or less nice animals are living. A mysterious sunken ship may be found as well as a nasty electric eel. But there isn't water everywhere. If you explore well enough, you can find an ocean cave, where Goombas like to hang and pillars like to fall.

Available stars  
-----

```

|-----| O = You can get the star
|      GET STAR | X = You can't get the star
|
| |-----| | | | | | |
|C | 1|2|3|4|5|6 |
|H | _ _ _ _ _ |
|O |1 |O|X|O|X|X|X |
|O |2 |X|O|O|O|O|O |
|S |3 |X|X|O|O|O|O |
|I |4 |X|X|O|O|O|O |
|N |5 |X|X|O|O|O|O |
|G |6 |X|X|O|O|O|O |
|-----|

```

Required amount of stars/keys: 3 stars, no keys

Amount of coins: 104

Caps available: Green

Cannon: Yes

Warp: No

### 1. Plunder the sunken ship --- S-3-1

-----

From the starting area try looking towards the huge stone pillars far away. You're now supposed to swim to the area beyond these stone pillars. Remember that you lose energy if you're swimming under water so you'd better stay near the surface in case you need to replenish your lost energy.

When you've swum beyond the large pillars and are in the centre of the area, dive and continue to dive until you see a sunken ship with an Eel inside. This is a nasty creature which takes away three units of your energy. Your mission now is to swim close to the Eel to lure him out of the hole in the ship. But for him to come out you must swim away from him after you've swum near him. I recommend you to go to the surface to catch some air and health. Remember that if you're about to drown/die when you're near the bottom of the sea(?) there's a coin ring there leading into a tunnel. And coins replenish lost energy.

When you're on the surface and fully healed, return to the ship and you'll now see the nasty Eel swimming around the ship and you can now swim into the little black hole in the ship.

When you're inside the ship you'll see four treasure chests, which you should open in the right order. You open the chest by simply touching them. If you've chosen the wrong chest you will lose one energy unit and you must redo the whole process. If you've opened a chest correctly a bubble will be released. Break it and all your lost energy will be replenished

This is the right order. First open the chest which is not among the other three: the outer one. Then open the chest that's closest to the entrance. After that the chest that's

not in the centre, closest to the wall. Finally the one in the centre.

When the fourth chest is opened, the ship will be drained of water. To save yourself some time and effort start swimming to the other side of the ship, where there's a block with a star within. You'll probably reach that platform before the water level has passed here. If not, then you must climb the platforms, up the slippery slide leading to the star. When you climb, remember never to be on the slide, jump from platform to platform. Use different kinds of jumps.

## 2. Can the eel come out to play? --- S-3-2

-----

Now it's time to return to the area beyond the huge stone pillars. Dive into the deep water here and continue until you see a hole in the ocean wall and the Eel inside it. The hole is located to the right and north of the big tunnel leading to ocean cave. Also note that the ship which was sunk is now afloat at the surface of the bay.

This time you shall lure him out and then grab the end of his tale where a star is attached.

Swim towards him and stop some metres before him. He'll then do an attacking movement and slowly swim out from his hole. Now be on your guard. On his tale he has the star so when the tale has left the hole you must quickly swim towards it and touch it. If you fail the first attempt, then you must either hunt the Eel or swim back to the surface to replenish energy and then try again. The Eel takes one turn around the deep area and then it returns to its hole. If you want energy without going to the surface, you can always grab the coins in the ring near the tunnel to the ocean cave.

When you've grabbed the star on the tail of the Eel it will appear just below the Eel's hole. Grab it and you've done it. Remember that if you come in contact with the Eel without touching the star, you will lose three units of energy so you better keep an eye on your energy meter.

## 3. Treasure of the ocean cave --- S-3-3

-----

Yet again you shall swim to the area beyond the big stone pillars. When you're there you shall dive and swim to the big tunnel near the sea bottom. There's a coin ring just before it. Swim into the tunnel, through it and board the other beach. Now you're inside the ocean cave. There are pillars here which fall if you come close enough. I think they take away two or maybe three energy units. There are also Goombas here and actually a blue coin block. Run through the cave fast and the pillars won't hit you. On the right side of the cave there's a green block holding a metal cap. If you've pressed the green cap switch and put the cap on, you won't be injured by the pillars.

At the far end of the cave there's a bunch of treasure chests, four to be precise. Now you must touch the chests in the correct order to gain your star. Start with the upper one, then the left one, the right one and last but not least the bottom one. Now you will gain your star.

#### 4. Red coins on the ship afloat --- S-3-4

-----

1. Start your coin hunting by going into the water in front of you. Dive and you'll see two Clams on the bottom. The one to the right holds a green shell and the other one holds a coin. You can grab the shell by pressing B and surf around in the water for awhile. You won't lose energy while holding the shell. Be near the clam and it will open soon.

2. Now swim to the right: to the platforms leading to the ship which is now afloat. On the platform closest to the starting area there's a Pink Bob-omb. You better ask him to prepare the cannon for the next star. Next to the platform with the Pink Bob-omb there's a pole. On top of it the next coin is positioned. If you can't grab the pole you must jump up on it at a higher point.

3. Now go to the platform near the platform with the Pink Bob-omb which is floating. Kind of below it there's another Clam which holds a red coin.

4. Now swim towards the huge pillars. Below these on the sea bottom there's yet another Clam with a red coin.

5. Now go to the really deep part and dive to the sea bottom here. Grab the red coin in a Clam on the bottom. The coin can be spotted almost from the surface. That's some clear water.

6. Now get back to the surface and to the platforms leading to the ship. Climb the beach near the floating platform and then back flip to the next platform through the coin trail. Here you'll find a switch and a green cap. Press the switch and some nice blocks will appear between the wooden platforms leading to the ship. Run on the platforms and jump to the ship, preferably when the ship is leaning against you. Grab the coin nearby.

7, 8. Now you must jump to the floor above the hole in the ship to get the last coins. When the ship is leaning towards this area, you better triple jump, back flip, side somersault or whatever to get there. Grab the coins and grab the star in the middle of them.

#### 5. Blast to the stone pillar --- S-3-5

-----

You shall use the cannon to shoot to the middle one of the large pillars near the ship afloat. So if you haven't prepared the cannon you better do that now. From the start follow the course wall to the right and you'll come by a platform with a Pink



Bob-omb. Talk to it and return to the cannon very near the start.

When you're inside the cannon, aim towards the huge pillars far away. The top of the middle one is your target. Line up with the middle pillar and then have the top of it near the bottom of the sight. Not near the very bottom of the sight but close to it. If you can't grab the pole you've aimed too low, if you fly above it, you've aimed too high. If you grab the pillar, change your camera view so you can see the yellow block and the platform. Climb to the top of the pillar or close to it and jump towards the platform. Break the block and collect the star.

#### 6. Through the jet stream --- S-3-6

-----

For this star you need the metal cap and the metal cap isn't active before you've pressed the green metal cap switch. This switch is found in a bonus course, reached from the sixth course. When you've collected eight stars and defeated Bowser once you can activate the switch.

Get out to the platform before the ship afloat, with the switch and the green block. The thing is that you shall grab the star that is on the sea bottom, in the jet stream, where the ship was lying before. The stream is too strong to swim into so you must use the metal cap.

When on the platform before the ship, picture yourself that the ship is just above the star on the sea bottom. Now grab the metal cap near by and walk over the purple switch, get out on the wooden platforms before the ship and jump down into the water when you feel like doing it. Then walk straight for the star in the stream and grab it.

#### 7. Collect 100 coins --- S-3-7

-----

There is a total of 104 coins in this course so this walkthrough will guide you to all of them.

- Behind to the left, when you begin playing in this course, there's a yellow block with three coins within. 3
- Get to the platform with the Pink Bob-omb, it's positioned straight and a little to the right from the starting area. On top of a pole near it is a red coin. 5
- Go towards the ship afloat by walking over a floating platform. Five coins will be visible, standing upright. 10
- Get up to the area with the switch and the metal cap. Press the switch and walk out on the wooden platform and grab the 15 coins here. 25
- Jump aboard the ship, easiest to do when you've pressed the switch. Grab the red coin nearby and when the ship is leaning so the rear part is going downwards run towards the rear part

and do a triple jump. Grab the two red coins here. 31

- Time for some underwater action. Swim to the area near the start. You'll see two clams and a pillar surrounded by eight coins. Grab the coins and get the red coin in one of the clams. 41
- Go to the area with the Pink Bob-omb and the floating platform. Just below it lies a clam with a red coin within. 43
- Get to the three pillars; three huge stone structures, impossible to miss. Below them on the ocean bottom a red coin in a clam will be lying. 45
- Swim up to the surface and around the middle pillar, a ring of eight coins will be visible. 53
- Now swim down into the really deep part. Grab the red coin in the clam here, it's almost visible from the surface. 55
- Swim towards the ocean cave and you'll see a ring of eight coin. Collect them. 63
- Get into the ocean cave by swimming through the tunnel. To the right is a blue coin block. Break it and collect the six blue coins that appear against the wall in front of the block. 93
- Further into the cave three Goombas will be visible. Defeat them and take their three coins. 93-96
- As long into the cave as possible, to the right of the chests there's a coin ring of eight coins. Grab them and you've taken every coin. 101-104

If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.

=====  
4.4 Cool, Cool Mountain  
=====

Location  
-----

From the first room of the castle go to the opposite side of the big stairs from the second course. It's a door with a star and a "3". Inside there's a painting with a snowman painted on it.

Description  
-----

Isn't it wonderful with a snow course in a platform game? Even the music is right. This course is one big floating mountain. There's snow and ice everywhere which makes it slippery and in that way also fun. Lots of nice Penguins

here, as well as nasty Snowmen in different shapes and forms. Inside the mountain there's a long and slippery slide which is a thrill to glide down. Such a thrill that I had to write a rhyme below.

Available stars

```
-----  
  
|-----| O = You can get the star  
|      GET STAR | X = You can't get the star  
|           |  
| |-----| | | | | | |
|C | 1|2|3|4|5|6 |  
|H | _ _ _ _ _ |  
|O |1 |0|0|X|0|X|0 |  
|O |2 |0|0|X|0|X|0 |  
|S |3 |0|0|0|0|X|0 |  
|I |4 |0|0|0|0|X|0 |  
|N |5 |0|0|0|0|0|0 |  
|G |6 |0|0|0|0|X|0 |  
|-----|
```

Required amount of stars/keys: 3 stars, No keys

Amount of coins: 154

Caps available: None

Cannons: Yes, 3

Warp: Yes

1. Slip slidin' away --- S-4-1

-----

Enjoy the music, enjoy the snow,  
down the chimney you will go.  
From the beginning of the course,  
use the chimney not the doors.  
Chimney on a cabin that is,  
I am sure you will not miss.

In front of you a slide will be,  
glide down it, don't you trust me?  
Not a penguin yet in sight,  
now go down with all your might.  
In the middle of the slide,  
pay attention before you glide.

You'll surely find a coin trail here,  
glide along it and you fear,  
that you've just into a wall have gone  
but really you're on a short cut son.  
The short-cut will lead you to the end  
and you won't go by roads that bend.

In the short-cut, not even a gap,  
so you won't have to bring no map.  
If you've chosen the other way,  
that ain't too bad so don't say nay.

Many tricky bends there'll be,  
but also lots of coins for thee.  
So at last a roof you'll see,  
but are you safe? Don't ask me!  
Will I tell or will I not,  
there's a passage that's not hot.  
Lots of solid ice you'll see,  
and just as thin as ice can be.

Over the line you've must have gone  
to find a cosy cabin, that's not a con.  
Out of the cabin you will go,  
to find your precious star in the snow.

When you've grabbed your star yo' lad,  
you'll now understand my rhyme is bad.  
And you wouldn't wanna hear it more,  
but you're afraid that I will roar,  
for you to say my rhyme is bad,  
just makes me really, really mad.  
But either way I will now stop,  
because I'm tired, are you not?

## 2. Li'l penguin lost --- S-4-2

-----

Now it's time to deliver a Penguin Baby near the top of the mountain to the Penguin Mother near the foot of it. Jump on top of the chimney near the start, but don't fall down it. Jump up to the mountain shelf just above the chimney. Here's a Penguin Baby. Pick it up with B and return to the starting area.

Now there are lots of ways to complete this delivery. I'll first explain the easiest one. Start by going down the first straight way in the outer slide, the slide that goes on the outer side of the mountain. You shall never turn in this slide, instead jump of it when it's time to turn for the last time. So when you've started sliding down, just continue off the cliff. You'll then land pretty near the Penguin Mother. She's a big Penguin standing in a pond in the middle of this floor. Go and show her the Baby and she'll reward you with a star.

The real method is to pick up the baby and then glide down the outer slide, the whole slide. This is very straight-forward. When you can't glide no more continue on the snowy trail and you'll pass a snowball with eyes (the Snowman who's lost his body), then come to a bridge with Jumping Snowmen. This bridge must be crossed and you must time your passing under the snowmen well. When a snowman is about to jump on you, simply rush below it. After you've passed the bridge, look down to the right and you'll see the Penguin Mother in her pond. Jump to her and give her the Baby. Get the star.

## 3. Big penguin race --- S-4-3

-----

Now it's time to return to the inner slide down the chimney, this time without rhyming. When you reach the beginning of the slide a Penguin will be standing here. He will ask you to race him. Accept his challenge if you want another star. Do a quick jump with a dive and you'll race past him instantly.

Note that you cannot take any short-cuts, this includes the unsolid wall short-cut after the coin trail leading into the wall, and jumping off the slide to land on another place.

The Penguin will pass you a couple of times under the contest but will hardly push you off any edges. Just slide fast and use all inner curves and you'll easily win. When you win he'll give you a star.

#### Special note

When you've collect 120 stars you can return to challenge the Penguin again and then it'll be two or three times as big and easily tackle you off the edges.

#### 4. Frosty slide for 8 red coins --- S-4-4

-----

1. The first red coin is in a spruce near the starting area.
2. Now go behind the starting point and out on the broken bridge. Don't stand still or you'll warp, just run off it and aim towards the ice pillar. Be sure to break in time. Near this ice pillar there's a coin.
3. Now climb off this cliff on the short side to the left if you look towards the wall. In this area you shall follow the wall up the slide and you'll soon find a red coin in a socket.
4. Now go back to where you fell off the cliff with the ice pillar. Here's a bridge and a cannon which is either prepared or not. On the corner of this area, there's a red coin. Here's where the lift makes a stop.
5. Now you could be a tough guy/gal or not. Be tough and look at the small floating island with the Pink Bob-omb and do a long jump towards the spruce. Then jump towards the next floor and a strong wind will make you get there. Be not so tough and pass the bridge and then jump down towards the floor with the Penguin Mother. Either way there's a red coin in the spruce near the exit of the slide.
6. Continue to the other side of the floor and you'll see a broken bridge. A red coin is available here. Very visible.
7. Now continue to the very peak of the floor, indeed the very peak of the whole course. Hidden in a socket you can find the seventh coin.
8. Return to the Penguin Mother, and you can yet again choose two different ways. Either choose the slightly more difficult wooden

trail on the wall very close to the Penguin Mother or take the lift in the corner of this floor. If you take the lift you'll then have to cross the bridge with the Jumping Snowmen. When you've passed the bridge or walked up the wooden trail (if you chose the wooden trail, you better know that the stone parts in the snow are not slippery) you'll see a red coin at the edge of the broken bridge.

The star will appear on the other side of the bridge. This side can be reached with a very accurate long jump. If you have trouble pulling this off you can either go back to the sixth coin and warp from the edge of the broken bridge to the starting area. Then glide down the outer slide until the slide "changes direction". Here you shall gain extra speed and jump over the edge. You can also reach the star from the ice pillar area.

#### 5. Snowman's lost his head --- S-4-5

-----

Jump up to the chimney near the star and get up to the ledge above where the Penguin is. Now glide down to the wooden platform with the Flower Snowman and a snowball. Approach the snowball from the direction of the hill downwards. It will then talk to you and ask you to lead the way to a nice head for it. It will start rolling and you must glide down before, therefore you should approach it from the direction of the hill which is going downwards. Now it's really important to not glide on the stonish areas in the snow or you'll be slowed down. So, you must always glide before it. The snowball will grow during the glide down the slide. Continue to slide until you reach the plate with Snowman's head at the foot of the slide. Now quickly place yourself behind the plate and then the snowball will come rolling and form a body for the Snowman. The Snowman will in gratitude give you a star.

#### 6. Wall kick will work --- S-4-6

-----

For this star to be collected you must use the cannon and visit an area you usually don't. First get to the area with the penguin mother, go here by first going straight down the slide from the starting area and instead of turning right when you should, jump off the cliff and you'll land somewhat near the penguin. This is a long fall. Go to the part where the exit of the slide is and you'll find a cannon and a lift amongst other things. If you haven't activated the cannon, do so by going to the lift. Stand in the position so you look towards the mountain and you'll see a floating island nearby. You get to it by jumping over the rail of the lift with a regular jump. When you've spoken to the friendly fellow wait for the lift to come back and board it carefully. When you're back to the area of the cannon, jump down it and when you aim you'll see a tree. Aim high above it. Then follow the trail and really be careful about the snowmen. It's possible to be bumped down by walking into them. Don't jump on them cause you'll spin for so long. I recommend the slide kick (run -> Z -> B) to take them out efficiently. You will soon come to a big gap which you must long jump over. Now you'll come to the area where you have to use the wall kick (Don't kick me!). Why not press C up to have a look around so you know what

you're up against.

You should see a wall to the right which you should wall kick against. Run hard against it, jump awhile before the wall and press A again when you hit it and you'll be able to bounce away from it and up to the ledge above. This ledge lead you to another wall kick. But to perform the next wall kick you must do either the triple jump or a continuous jump on the very edge of the platform before you're ought to do the wall kick. It's good to finish the wall kick with a dive. When you're on the uppermost platform and have your star in sight, you can either crawl carefully on the very slippery ledge, walk or run over or be a really nasty son of a gun and long jump yourself over there.

#### 7. Collect 100 coins --- S-4-7

-----

- First get the red coin above the spruce in the starting area. Then jump down the chimney and get the five coins above it. 7
  
- There is a total of 77 coins in the slide. I suggest that you at least get 50 of them. Don't go down the slide on your belly, because then you won't be able to get the coins you must jump for. Follow the blue coin directly, because that one is important. 57-84
  
- When you get out of the cabin of the slide get the three red coins in the mama penguin area. One is above a spruce close to where you are; the next one is further away in the other direction of the platform, it's between some broken bridges; and the last one is hidden near the very peak of the platform, beyond the previous red coin. 63-90
  
- Get back to the exit of the slide and you'll see a pathway leading upwards. When you get to a turn point you'll see a Flower Snowman. Defeat it for three coins. Continue upwards and a Spinning Snowman will attack you in the snow. I'd say ignore it, but defeat it if you wish. 66-96
  
- You should soon see Jumping Snowmen and behind you a broken bridge with a red coin on an edge. Go get it, then do a long jump over the broken part of the bridge. Pound the blue coin block in this area and grab the 2 blue coins. 78-108
  
- Get back to the mama penguin area, preferably by jumping, and then go to the area with the broken bridges where you got a coin. On the end of the broken bridge there's a warp. Stand still there and you will get back to the starting area.
  
- When you get up to the starting area jump to the little penguin above the chimney and then slide down to the place where the snowman's head used to be, you know the fifth star, "Snowman's lost his head". Here a Flower Snowman should be walking. Give him a whooping and grab his three coins. 81-111
  
- Now slide down the outer slide, the one that runs outside of the mountain. Along the way you'll find four five coin trails

and at the foot of the slide, where you must start walking again a red coin should be visible for you, hidden in a slot in the mountain. If you have 95-99 coins when you're just about to come into a coin trail, avoid it and all of the following coin trails on the slide, because the 100 coins star might be tricky to get. Instead get the red coin near the foot of the slide and the coins from a Flower Snowman who's walking near the foot the slide. 103-136

- You're ought to have gotten 100 coins now, if not collect the last coins down the trail.

If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.

=====  
4.5 Big Boo's Haunt  
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Location  
-----

This will not work if you haven't collected at least ten stars. At the sides of the big stairs in the first room of the castle there's a wooden door at each side. Go through one of these and a long corridor will open up in front of you. A ghost should be looking at you. Run towards it and go through the door. Now you're in the courtyard. Here there are a lot of ghosts. Ignore the fellows and go to the left field. Here there's a bigger ghost which contains a little cage. Defeat it by attacking it from behind and the cage should be lying on the ground. Walk towards it and you'll be warped to the fifth spooky course.

Description  
-----

This is a ghost world. The course contains a big house which has three floors and a basement. Creepy music and lots of Boos, Spiders and Eyeballs add to the atmosphere. But none of them are as bad as the Big Boo who is after you.

Available stars  
-----

-----	O = You can get the star
GET STAR	X = You can't get the star
	- = You must beat the Big
-----	Boo again if you want
C      1 2 3 4 5 6	the star.
H      _ _ _ _ _	
O  1  0 0 - - -	
O  2  X 0 0 0 0 0	



S	3	X	O	O	O	O	O
I	4	X	O	O	O	O	O
N	5	X	O	O	O	O	O
|G |6 |X|O|O|O|O|O |  
|-----|

Required amount of stars/keys: 10 stars, No keys

Amount of coins: 151

Caps available: Blue

Cannon: No

Warps: None

## 1. Go on a ghost hunt --- S-5-1

-----

To get the first star in this course you must defeat all five ghosts on the first floor of the mansion and defeat Big Boo once. Start by entering the mansion and then go to the right. Watch out for the big pit which will take you to the basement. Skip the next section if you don't want to know how to get up from the basement.

If you've fallen down to the basement you'll be in a pool. Get up from it and run along the hall way to the right until you see a door leading away from the place. Go through the door and follow the hallway to the next door. Enter and go up the elevator. Watch out for the Eyeball and go through the door. Now you're in the starting area again.

In the room with the pit then. Defeat the Boo here by either ground pounding it or attacking it from behind. Continue into the next room. Defeat the Boo coming right at you and walk over the falling bridge. If you fall off this one you'll appear in the basement as well. Go through the next door and you're back in the main room.

Now go into the topmost left door and defeat the Boo in here. Go through the next door and you'll be in a room with a big ghost painting a table and some chair. When you close in on the chairs, they will try to attack you. Move away from them when they fly towards you. Then stand on the table with your back against the painting and two Boos will come and visit you. These are the last ones so defeat them. You will now get the announcement of Big Boo. He's waiting for you in the main room. Go there through the door.

Big Boo is much bigger then the usual Boo. He is defeated in the same way, though he must be attacked three times. I recommend standing with your back against him and then back flip and ground pound him when he comes near. After the first hit, he will probably show you his back so you can calmly attack him there two more times. If not, just repeat the first step. When defeated he will hand you a star on the second floor.

## 2. Ride Big Boo's merry-go-round --- S-5-2

-----

Near the start there's a hut. Go through the door, avoid the eye and get down the elevator. Go down the corridor and in the next door. Go through the next corridor and the door and you'll have another door just nearby. Go into it and a you'll be in a spinning

strange room. Defeat the five Boos here that come out of a painting and you'll face the Big Boo once more. Defeating him is done in the exact way as above but watch out for the flame throwing picture and the con about being on a spinning floor. Grab the star that appears.

### 3. Secret of the haunted books --- S-5-3

-----

This can be reached from at least two ways. I'll start with the regular one. Go into the mansion and up to the second floor. Go through the top most door on the left wall. You'll be in the corridor of a library. If you move in this corridor, books will come flying to injure you. Just run fast through it or long jump and you'll be safe. At the far end of the corridor you'll see three books sticking out of the wall. You must attack them in the right order for the path to show itself.

First do a jump kick against the uppermost book, then punch the lower one and the jump kick the one in the middle. The wall will now slide away and you can go through the door to receive the next star.

Even though this is easy, I can tell you another method. Go into the mansion and climb to the second floor. Go through the bottom most door to the left. Press C up and you'll see your star on the opposite ledge above you.

To reach it you must do a triple jump from the platform you're now on. This must be performed very accurately and can be tough. Place yourself against the wall opposite of the target. Then jump once, when you land, jump again and move slightly towards the ledge. When you land again, jump and you'll probably do the triple jump and get over there.

### 4. Seek the 8 red coins --- S-5-4

-----

All of the coins are located on the first and second floor of the mansion.

1. Enter the mansion and then take the first door to the right. The coin is located on the ledge here. Avoid falling down and the Boo.

2. Go back into the main room. Go to the bottom left room. Go to the Piano and let him start his attack. Run around him and collect the coin behind him.

3, 4. Continue into the next room. Avoid the chairs by running away from them. The coins lay on top of the book shelves. Back flip to reach them.

5. Go back into the main room and climb the stairs to the second floor. Go into the right most room and here you'll find a red coin on a trap door. Either run quickly across the trap or touch the coin by moving slowly towards it without setting off the trap door.

6, 7. Back into the second floor main room. Go to the top right room. Avoid the Eyeball and get into the next room. There are six sarcophagus in here. They rise when Mario comes near. Below two of them there are two red coins. It's the bottom right one and the middle left one. Don't stand below the sarcophagus when it falls down again or you'll lose energy.

8. Go back into the main room of the 2F and get into the top left room. On the other side of this net thing there's the last red coin. The star is located in the main room of the second floor. Hard to miss.

#### 5. Big Boo's balcony --- S-5-5

-----

To reach this star, you must reach the balcony on the somewhat hidden third floor to beat the Big Boo once again.

Go into the mansion and go up to the second floor. Go through the uppermost door on the right wall. Press C up to get a perspective of things. You'll probably see a table and a book shelf. In the book shelf there are some Angry Books, so beware them. It is from this room you come to the third floor.

There's a ledge above the entrance to this room that lead to the third floor. To reach it you must wall kick the wall beyond the table. Do like this. Run towards the table very fast, jump up the table and then quickly perform a continuous jump on the table towards the wall. Wall kick off the wall and you'll probably land on the ledge above then entrance. Note that you must be "in the run" all the time. This may take a couple of tries...

From the ledge, go through the door and you'll see another door to the right. Go through it and you're on the balcony.

Beating the Big Boo this time is just like the other times but you can fall down here and area is much more narrow. Do a back flip and a ground pound as usual, but do use the somersault and the ground pound if the ghost's about to hunt you off the platform.

When he's defeated a star will appear on the roof of the mansion. It's a little tricky to get there. First check to the right or the left and you'll see small flat areas above the windows (can't even say the word in Swedish) which you should reach. Long jump there. You may land on the slippery area in front of the flat area, then just press up directly and you may be able to come up. I recommend pressing R here so you won't have the camera so far away. Now there are two methods. Either long jump towards the roof where the star is or crawl, because you can crawl on the slippery areas, up to the top of the roof and then walk on that path until you get to the star. The crawling process is boring though.

#### 6. Eye to eye in the secret room --- S-5-6

-----

Before trying this star, be sure you have pressed the blue switch, the vanish cap switch. Check the part about the switches for details.

This is the toughest star of this world, but it is easy to explain. Go into the mansion, and guess what, up to the second floor. Go into the uppermost room on the right wall. Go around the bookshelf, watch out for the trap door and go through the ordinary door here. Now you'll see a blue block.

Now this is the thing. You are supposed to grab the vanish cap, then go back into the previous room and jump to the third floor. You must manage the wall kick in one try or you must go and get another vanish cap. Once you're on the third floor, you should go to the other side of the room where there's big ghost painting and jump into it with your vanish cap on. If you don't have it on, the ghost painting will be solid. In this room there's a giant Eyeball. This one should be defeated like any Eyeball. Make it look at you and then run around it once. It will leave you a star. How to make the wall kick to the third floor is described above but I can describe it once more. A copy of course.

There's a ledge above the entrance to this room (the room with the book shelf, upper right room on the second floor) that lead to the third floor. To reach it you must wall kick the wall beyond the table. Do like this. Run towards the table very fast, jump up the table and then quickly perform a continuous jump on the table towards the wall. Wall kick off the wall and you'll probably land on the ledge above then entrance. Note that you must be "in the run" all the time. This may take a couple of tries... and be sure to "refill" your vanish cap after each try.

When you've managed to get it right, go through the door to the third floor and quickly run or long jump over the floor to a big ghost painting. Walk into it if you have the vanish cap. A Boo may bug you, so defeat it. Now you're in front of a "boss". It's a huge version of the ordinary Eyeball. Defeat like an Eyeball, by running around it once. See there, dead, and you've got your star.

#### 7. Collect 100 coins --- S-5-7

- There's a bouncing box near the beginning. Grab it and find your five coin reward when it's broken. No, you cannot get over the course edge with this box. I tried it when I was younger. 5
- Go towards the hut that leads to the basement. On the other side of the hut, from the starting point there are two blocks with three coins in each. Also beat the Spider near start. 14
- Two Spiders are walking around on the backside of the house. Three coins each from those and there's also a 10 coin yellow block nearby. 30
- Go back to the starting area and the hut. Go through the hut door and defeat the Eyeball before going down with the elevator. Run around the Eye to defeat it. That's a blue coin. 35
- When you've reached the basement with the elevator continue to the door at the far end of the room. Then continue through the next corridor and through the next door. Another door should be near.

Go through it and you'll be in a spinning room. From one of the paintings, 5 Boos will come out. Defeat them for 5 blue coins. 60

- Get up from the basement and enter the mansion. Take the door to the bottom right on the first floor. In here there'll be a red coin and a Boo. Get the coins and watch out so you don't fall down the basement. 62-67
- Take the opposite door of which you just came from and you'll be in the top right room. Here's a Boo. 67-72
- Get back into the main room of 1F. Take the top left door to get into a room with an Eyeball and a Boo. That's two blue for you. 77-82
- Back into the main room. Take the middle left door. First go by the bookshelf closest to the screen and an Angry Book will appear. Jump up on it from behind and a blue will appear. Don't let it attack you or your run for all coins will be over for this time. On top of the shelves there are two red coins. Get them as well. 86-91
- In the same room. Either grab the vanish cap and run through the ghost portrait and beat the ghosts in there or place your back against the portrait to make the ghosts come to you. Either way it's two blue coins. 96-101
- Get up to the second floor from the main room of the first floor. Go to the upper left room here first and get the red coin on the metal net. 98-103
- Go to the top-most room. There's an Eyeball in your face at once you get in. Beat it. 105-110
- I suppose you've collected the 100 coins now, or else, just search the other rooms on the second floor.

If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.

=====  
4.6 Hazy Maze Cave  
=====

Location  
-----

When you have defeated Bowser by going into the door with the big star in the first room you'll get the first key. Take the key to the basement, opposite of the the courtyard. Unlock the basement door and go into it. In front of you a dark corridor should be visible. Walk to the end of it and through the door. Go right and follow the corridor to the next intersection, then continue right and then take a left. You'll probably see a door with a star on it. Enter it and jump down into the pit in the middle of the room.

## Description

-----

Do you hear the classic 1-2 music from Super Mario bros.?  
This is the maze, but a maze which you shouldn't be  
lost in. The course contain of dark mysterious passages,  
a large room with elevators, a gloomy toxic maze,  
a big room with rolling rocks and an underground lake with  
a sea dragon swimming around in it.

## Available Stars

-----

```
|-----| O = You can get the star
|      GET STAR      | X = You can't get the star
|                    |
| |-----| | | | | | |
|C | 1|2|3|4|5|6 |
|H |  _ _ _ _ _ |
|O |1 |0|0|0|0|0|0 |
|O |2 |0|0|0|0|0|0 |
|S |3 |0|0|0|0|0|0 |
|I |4 |0|0|0|0|0|0 |
|N |5 |0|0|0|0|0|0 |
|G |6 |0|0|0|0|0|0 |
|-----|
```

Required amount of stars/keys: 8 stars, 1st key

Amount of coins: 139

Caps available: Green

Cannon: No

Warp: No

### 1. Swimming beast in the cavern --- S-6-1

-----

You shall, to take the first star, go down into the underground  
lake and get the star on the island in the middle.

Start by defeating or avoiding the Spider and then take the left  
path. Long jump over the first pit and go through the door. Watch  
out for the other Spider here. Locate the platform with the spinning  
heart. Long jump yourself there. Then long jump to the place where  
rocks come rolling. You should run up the hill where they come. They  
are kind of target locating so you better run zigzag between them.  
There's a slot in the wall where you can rest and replenish your  
energy with coins.

Go through the door from the rolling rocks to a room with a plate  
on the floor, which is an elevator. Step on the elevator and either  
let it take you down or jump down. Even if you lose energy you can  
replenish it soon. Walk down the trail and get into the water. Swim  
around the island in the middle, preferably from the right and you  
will discover a Sea Dragon. Board it and then run up its neck so  
you stand on its head. If you find it difficult to run up the neck,

just ground pound it in the back and it will lower the head for you.

Now look towards the island in the middle and the Sea Dragon will take you there. Jump to the island and grab the star.

## 2. Elevate for 8 red coins --- S-6-2

-----  
Now you must go to the right in the beginning. Watch out for the Spiders and the flame. When you're about to jump over to the door, wait until the flames are temporarily put out. Go through the door and glide down the pole. Go directly to the right from here and up the high steps in the corner of the room.

Now you shall manoeuvre a sort of transport or elevator. If you push one of the buttons, the transport will move in the direction the arrow on the button corresponds with.

1. Try now to get to the centre of the room where there's a block. Break the block and collect the red coin which reveals itself after the block.

2. Continue to the next block, break it and collect the coin.

3. On the other side of the obstacle is another block. While the elevator is moving you must jump over the obstacle. Then break the block and collect the coin.

4. From the previous coin you will see the next coin on a corner platform. Drive the elevator there and jump over to it to get the coin.

5-8. Now, follow the wall, with the elevator, to the place where you entered the room. That is not towards the Eyeball. You will see two poles. Climb the one from the green platform. Then move onto the chequered elevator on the uppermost floor and simply follow it to collect the rest of the coins. Remember to break all of the blocks during the travel. The star will appear in the centre of the room.

If you were to fall down from the uppermost level, you can wall kick yourself to the pole leading there. See the caged tower near the pole. Use that and the nearest wall to wall kick.

## 3. Metal-head Mario can move! --- S-6-3

-----  
You shall head to the same position as where you took the first star: the underground lake. You must have the metal cap activated. If you haven't, check the part about the switches or hear my brief explanation. To activate the metal cap, go down to the underground lake, then board the Sea Dragon. Go up to its head and lead it to a platform which has a double set of metal doors. Go in there and then go down the pit. Work your way to the green switch and press it.

Back to the walkthrough. From the start, choose the left way and jump over the hole in the path. Long jump to the platform with the spinning heart and then from that platform long jump to the rolling rocks. Run up this hill and go through the door. Ride the elevator down to the underground lake, the cavern.

There's a green cap next to the elevator bottom stop. Take it and run down the trail to the lake. The trail continues into the lake and on the bottom of the lake. Follow the trail even here and it will lead you to a purple switch. Press the switch and a wall will open up in front of you.

Enter through the door and watch out for the spider. As you can see there's a pit in front of you, then a short platform, another pit and the star. You must long jump over the first pit. Then you can choose between stopping which is recommended if you're inexperienced, or continue the rush into a new long jump or a regular jump with a dive. The last alternative is not a safe way to get over.

I've recently found out from the cool and Brightguy that it's possible to press the switch without the metal cap. Simply swim over there and then make a wall kick or any jump above the switch from the land area and then fall on the switch or do a ground pound. It can be hard to hit the switch exactly so the other method is in my opinion much better.

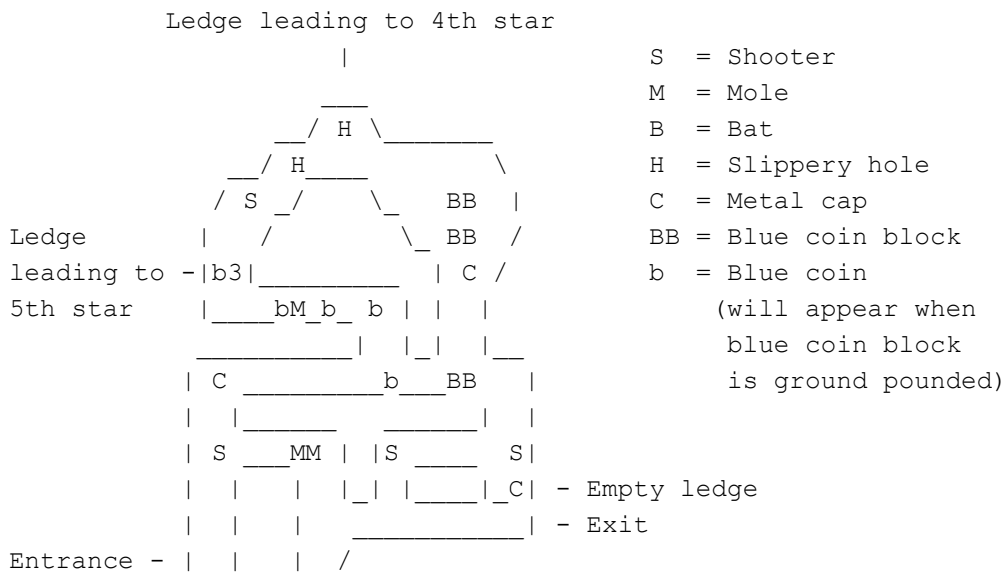
#### 4. Navigating the toxic maze --- S-6-4

-----

For this star and for the next you must enter the toxic maze. It's reached from the big room.

Choose the right path in the beginning. Watch out for the spiders and the flame. When you're about to jump over to the door, wait until the flames are temporarily put out. Go through the door and glide down the pole. Directly to your right you'll have a big map. When you've passed the map take the first turn to the left.

To enter the maze you must go down the little hole. I've made an ASCII to help you understand. It may look confusing at first, but give it a chance, will you.







holding on to the net until you reach the star.

6. Watch out for rolling rocks --- S-6-6

-----

You shall go to the source of the rolling rocks. From the starting point, go left and long jump over the pit. Go through the door and then long jump to the platform with the spinning heart. Then make yet another long jump to the place where the rocks come from. Walk all the way up the hill and avoid the rocks. When you're just about to go into the door, you must stop.

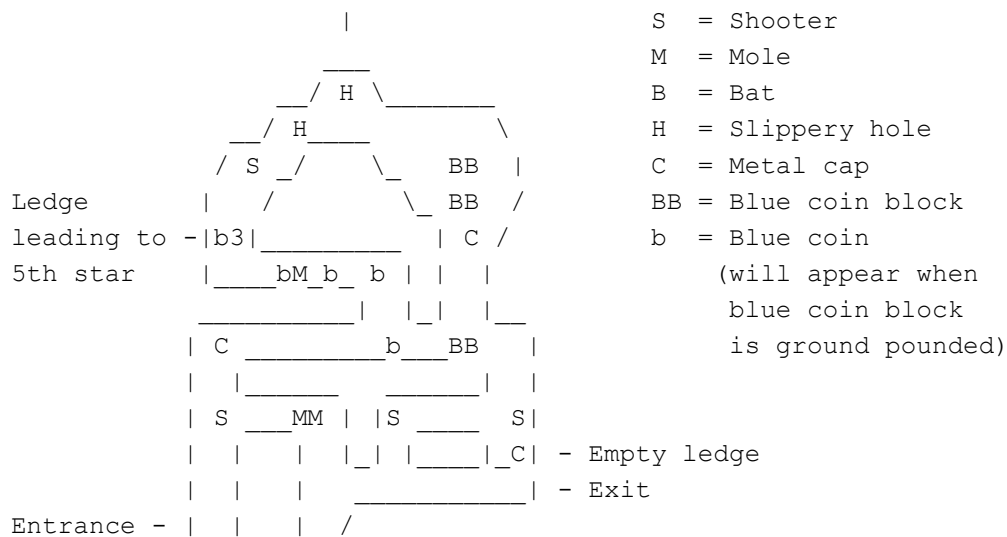
Just before the door is a narrow corridor. Use the walls to wall kick yourself to a ledge above. Here's the star.

7. Collect 100 coins --- S-6-7

-----

- In the starting area there's a Spider worth three coins. Continue to the right and another Spider will come for three more coins and a coin trail just after it of five coins. 11
  - Go through the door beyond the nasty flame-throwers and into the big, the main, the major room. On the floor two Spiders should be walking around. If you don't find them, look harder. 17
  - In one corner of the room there should be some steps. Mount it and jump up on the elevating platform. It takes you around the room in the same height. You will find three red coins in blocks, hard to miss and one on the platform in the opposite corner of where your elevator starts from. 25
  - Now you should get up to the uppermost floor of this room to collect the last red coins. Either use the elevating platform to reach the pole leading you up to the coins or wall kick between a rock wall and a caged tower. When you're up here follow the upper elevating platform for the four remaining red coins. 33
- There are two Eyeballs and two bats in this room, but all of them are rather hard and time consuming to get. So I say: ignore them.
- Now go to the toxic maze. If you don't know where, check the signs in the big room. Just before going down the maze a trail of five coins will be in your way. 38
  - Describing the poisonous maze, exactly where to go is tough, so I hope you can settle with this ASCII. I'd be happy for some feedback about the ASCII. If it's impossible to read I would very much like to hear it so I can add a regular walkthrough. There are four Shooters worth two coins each (I call the hovering enemies which shoots black balls Shooters), there are also four Bats worth one coin each. In the centre of the maze there's a blue coin block which makes seven blue coins appear. This makes  $8 + 4 + 35 = 47$  coins to collect in the maze. You can allow yourself to miss three of the blue coins but not more.

## Ledge leading to 4th star



- Check the ASCII map above and locate the ledge leading to the fourth star, the ledge farthest from the entrance. Climb up it and go through the door. Here you'll find a coin trail of five coins and two bats.

77-92

- Go back into the maze and locate the ledge leading to the fifth star. Climb up the ledge and defeat the two Bats in the area after you've gone through the door. The second Bat might take a triple jump to reach. 79-94

Continue on this trail and get up the elevator. Then you'll be in the room with the rolling rock but above. A trail of five coins are positioned under the wire net in the ceiling. Ignore these, because it's too risky.

- Walk off the platform.

Check Mario's shadow so you're sure you don't fall down into the big pit. When you're in this room be extremely cautious about the pit. If you fall down it, it's over. Walk over to the opposite side of where the rocks come from and you find a Spider. Defeat it for three coins. 81-97

- Ignore the bat and long jump to the platform with the spinning heart. Do another long jump to the source the rocks. Run up the hill and get the five coins in the socket. 86-102

- If you got all of the blue coins, then you maybe have 100 coins now. If not, continue up the hill of the rocks and through the door. There'll be a ring of eight coins beyond the elevator. 91-110

- Then continue into the underground lake for the last 11 coins if you still haven't collected the 100 coins star. There are eight coins on top of the island in the middle and three beyond the bars.

If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.

Location

-----

Go down to the basement and through the dark corridor. Go through the door and continue right. You should soon see a painting with a scary face. Jump into the painting.

Description

-----

This the lava course. Everywhere you find lava. Lava is dangerous, lava hurts you and lava is hot. Besides that there are vicious Bullies patrolling the place and even though they can't hurt you directly they always try to push you down into the lava. They are led by the Big Bully which is tougher than the little ones. There is also a big volcano in the course doesn't hurt to try and enter.

Available Stars

-----

```

|-----| O = You can get the star
|      GET STAR      | X = You can't get the star
|                    |
| |-----| | | | | | |
|C | 1|2|3|4|5|6 |
|H |  _ _ _ _ _ |
|O |1 |0|0|0|0|0|0 |
|O |2 |0|0|0|0|0|0 |
|S |3 |0|0|0|0|0|0 |
|I |4 |0|0|0|0|0|0 |
|N |5 |0|0|0|0|0|0 |
|G |6 |0|0|0|0|0|0 |
|-----|

```

Special Note

-----

When it comes for all of the star strategies in this course, all of them are made so you don't have to lose energy, but when play myself I always make short-cut over the lava to save patience and time. Feel free to do that yourself.

Required amount of stars/keys: 8 stars, 1st key

Amount of coins: 133

Caps available: Red

Cannon: No

Warp: Yes

1. Boil the big bully --- S-7-1

-----

Nice hot lava, but it isn't deadly. Pity. Your first task is to defeat the Big Bully.

Long jump over the first gap, run under the valve to the left. Choose the left way over the falling bridge in the intersection. Go past the Eyeball, over to the sinking platform, and over the puzzle. Quickly run past the Bullies and just after a flame wall has passed on the rotating platform, run over. Run over the platforms and whoa, you're near the Big Bully.

If this big boy spots you he will rush in your direction and if he hits you, you won't lose any energy but you will be pushed and that may mean into the lava. If you jump towards him, or punch or dive or whatever he will be pushed. You shall now just attack him until he falls into the lava and a star will show up on a nearby platform.

Steps will show up to connect with the platform but they disappear as soon as you stand on them. Jump very quickly from step to step without climbing on any of them and you'll reach the star.

## 2. Bully the Bullies --- S-7-2

-----

Time to bully some Bullies. There's a large platform beyond the one with the Big Bully. This is your target.

From the start.

Long jump over the first gap, run under the valve to the left. Choose the left way over the falling bridge in the intersection. Go past the Eyeball, over to the sinking platform, and over the puzzle. Quickly run past the Bullies and just after a flame wall has passed on the rotating platform, run over. Run over the platforms, up on the Big Bully's platform, run past him and jump onto the black elevator that goes by on the other side of the platform. This elevator take you to the next platform.

This is a large platform with three Bullies and a coin ring. You must now push all of them into the lava. Try to attack one at a time if you find it difficult. Lure them towards an edge and it will also be easier.

When they are defeated a Big Bully will show up. He is just slightly faster than the one you previously defeated. He is also slightly smarter. Do as usual. Attack him until he falls down the lava.

## 3. 8-coin puzzle with 15 pieces --- S-7-3

-----

Easy, extremely easy. Run until you meet the sole Bully and the intersection. Choose left and go over the bridge. Pass the Eye and continue until you reach the big puzzle with Bowser's portrait.

There are eight red coins here. Grab them, but watch the lava.  
Then grab the star. What more to say: Nothing!

#### 4. Red-hot log rolling --- S-7-4

-----

From the start. Long jump over the first gap, run under the valve to the left. When you reach the intersection with the Bully go to the right. Time your passing over the Flame Thrower and then look to the right and you'll see two sinking platforms. One with coins and one without. Pass the one without coins and you'll come to a platform with two Bullies and a coin ring. Next to the platform lies a black transport platform.

Step on the transport and it'll take you to the start of the log rolling. During the trip the transport will pass three Flame Throwers. The first one will fry the middle of the transport, so stand on one edge; the second one will fry in the left part, so stand on the right part; the third and final will fry the right part, so stand on the left part of the platform.

Then climb onto the log and stand on it so it starts rolling. Move carefully so you don't fall off the log. When you get to the stop, jump off and get the star.

#### 5. Hot-foot-it into the volcano --- S-7-5

-----

You've surely noticed the volcano in the centre of the course. This time you shall jump down it to get a star. Don't try this at home!

When you've jumped down the volcano you shall follow the trail to the right. This is very straight forward so continue walking until you pass a Bully. Be careful after because then there's a piece of the wall that regularly crush things below. Just wait until it has crushed ones, then jump up to the next ledge. Carefully move over the floating islands, they're rather small so don't go to fast. Time your passing through the Flame Thrower and it wouldn't be a pity if that Bully pushed you down when you're so close to your goal.

Then jump up the pole. Press R and then C down to have the far Mario view enabled. This will make the camera to always aim on Mario's back. To make a successful jump to another pole, Mario must have his back straight towards the pole. Then it's just to press A and Mario will grab the next pole. The help this camera mode will give you is that the targeted pole will line up just between the camera and Mario if Mario is positioned on that perfect place on the pole. Mario will then grab that pole directly when you press the A button. This doesn't work if you do handstands. Jump from pole to pole using this method until you reach the star.

#### 6. Elevator tour in the volcano --- S-7-6

-----

Time to go down the volcano in the centre of the course again. This time you shall go to the left inside the volcano. Here's an elevator. Step on it and it will bring you along. Another one is waiting higher up, wait until you get close enough until you jump to it. This one takes you to a pole. Climb the pole, but not all the way up. Stop when Mario's head is on the same level as the floor of the platform, or the fire may burn you. There's a pole leading away from the platform. On the platform there're flame lines rotating. When a flame line has passed the pole you want to climb, jump up the platform towards the pole and climb it to the top. Almost to the top at least, stop when you have a Mario metre left, and then jump up the platform. If you jump from the top of the pole, you may jump over it. When you have only those tiny platforms left, be careful. I recommend a long jump to the star or small regular jumps on the platforms. Whatever works for you.

#### 7. Collect 100 coins --- S-7-7

-----

First a little something about the Bullies on this floor. To defeat them you must push them down into the lava. If everything goes well one coin a bully will bounce back onto the platform you're on. This will at least happen if you bounce it straight into the lava. Sometimes the coin can go where it feels like going because the Bully might have been pushed into lava in a wrong way. You get few coins from the Bullies so it doesn't matter much.

- If you follow the trail in front of you, you'll come by a yellow block with a shell within. Stand on the shell and "begin your shell shreddin' has". Locate the bridge that unfolds itself near the starting area. Let's call it the falling bridge. Under it there're five coins that's only available with the shell. It might be possible without, but it'd take tremendous timing to complete. 5
- After you've passed the coin trail, a large ramp should be in front of you, just next to the volcano. On the other side of the ramp there's a... let's say half ramp with 4 coins on. 9
- Now surf to the opposite side of the course from the start point. There's a ramp there, beyond a large platform with three Bullies on. 14
- Now surf back to the starting area. Near it, behind it, there's a half ramp which has three coins on it. Just north of the platform with the wing cap, if that direction is better. 17
- Get back to the starting point and get off the shell by pressing Z. Follow the trail until you get a Bully that's positioned before the falling bridge. 17-18
- Time your run over the bridge well and then beat the Eyeball here by running around it. 22-23

- Continue to a sinking platform with a coin trail of five coins, just before the big puzzle. 27-28
- Get on the puzzle with Bowser's portrait. Wait for the puzzle to be complete, to show Bowser completely. Then five yellow coins will appear from his mouth. While waiting carefully collect the 8 red coins spread out on the puzzle. 43-49
- Continue on the trail after the puzzle and you'll come by two Bullies on a platform. Defeat them carefully. 43-51
- Go past the rotating, flaming platform and onto a sinking platform with five coins just before the Big Bully. 48-56
- Pass him or defeat him, whatever. Go to the other side of Big Bully's platform from where you came from and await the black moving platform to get you to another big platform. When you're on the big platform that's east of Big Bully's grab the eight coins in the ring in the middle and defeat the three Bullies here. Remember that this platform isn't a square, this means that if you push off the bullies in a strange direction the coin may go away from the platform instead of towards it when you've defeated one of the Bullies. 56-67
- South of this block there are four sinking pyramids, all with a coin on top. Grab those. 60-71
- If you look to the east of this area, towards the course wall you'll see a platform with an Eyeball and coins. Long jump yourself there, grab the eight coins and beat the Eyeball. 71-84
- Continue to the south and you'll come by an S-shaped pathway. On the edge of it there's a bouncing block. Look towards the big platform where there were three Bullies, grab the box and keep up pressed. You'll land on the big platform and you can grab the five coins and you won't have to land on the sinking pyramids and see your precious coins being swallowed by lava. 76-89
- Get back to the S-shaped platform. Follow it to a sinking platform with five coins on. 81-94
- There's another sinking platform nearby. Follow it towards the course wall and you'll come by a platform with eight yellow coins in a ring and two Bullies. This platform leads you to the fourth star. 89-104
- Now go to the volcano in the centre of the course. Around it there are three yellow coins. Grab them all. 92-107
- If you have 100 coins already, go get a star, like the red coins star, or leave the course in another way if you're not interested in the extra lives. If not, jump down into the volcano. Go to the left for a coin and an elevator. Take the coin not the elevator. Then continue on the trail to the right and I can assure you that you will get the 100th coin during the walk.



If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.

=====  
4.8 Shifting Sand Land  
=====

Location  
-----

Go down to the basement and go through the dark corridor. Then go to the right and continue to the lava painting, then go left until you hit a dead end. Jump into the wall here and you'll go to the eighth course

Description  
-----

Shifting sand land is a desert filled with enemies. Nasty Goombas, Shy-guys, Cactuars and even Bob-ombs patrol the ground so watch out. There's also deadly quicksand everywhere and a big mysterious pyramid in the centre. Who knows what hides in the depths of the tombs in there.

Available Stars  
-----

	O = You can get the star	X = You can't get the star
GET STAR		
C 1	0	
H 2	0	
O 3	0	
O 4	X	
S 5	0	
I 6	X	
N 7	0	
G 8	X	

Required amount of stars/keys: 8 stars, 1st key  
Amount of coins: 136  
Caps available: Red  
Cannon: Yes  
Warps: Yes

1. In the talons of the big bird --- S-8-1  
-----

Now it's absolutely time,  
for yet another rhyme of mine.

Because this star is simple to get.  
so I am sure that you will bet,  
that there's no need for no real guide  
and now I think it's time to ride.

Here's a desert big and vast,  
and a pyramid from the past.  
A Vulture's holding your precious star,  
go get it now but not by car.  
Now it's time for me to tell,  
where you can go and get your shell.

The shell is hiding in a block,  
on a grey platform two o' clock.  
But to get to the platform on top,  
you've got to make a big bad hop.  
A smooth side somersault will probably do,  
or maybe a pretty triple jump too.

When you're on your groovy shell,  
you can surf on quicksand well.  
If you don't have your shell at hand  
you will be sinking down in sand.  
Now you shall surf to the other side  
where you can wait for the Vulture's hide.

In this area there are two towers,  
which you can climb with no special powers.  
It's just to run up its steady walls  
if you really do have the balls.  
While you wait for the bird to come by  
why don't you have a piece of pie?

When the vulture's here at last,  
it's time for some action, just like in the past.  
Jump towards it and it'll give a cry,  
in the ancient desert hot and dry.  
He'll drop a star, be stunned for sure  
'cause soon you'll see it below your floor.

Another method I do have in store,  
but you may think it's kinda poor.  
Climb the grey structure near the start  
and grab the red cap, which you can't get in the mart.  
Then fly around, all over the town  
until you've hunted your stupid bird down.

The star'll land between the towers:  
just as pretty as a bunch of flowers.  
Now it's time to grab the star,  
but have you finished the game? No not by far.  
Now it's time to stop this rhyme  
before I lose this head of mine.

## 2. Shining atop the pyramid --- S-8-2

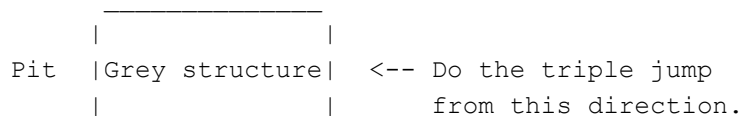
-----

There are two main methods to get this star. The easy and the one

where you get to experience most parts of the course. I explain the easy one first.

From the start, go directly to the grey structure with the Goombas inside. Jump on top of the thing. Do this easiest but performing a triple jump from the direction of the dark fatal quicksand area.

Starting  
area



When you're on the roof of the structure, break the yellow block and step on the shell which was inside. Surf to the pyramid and then up to the top of it where a star is waiting. I can't go in-depth because there's nothing to be in-depth about.

The other way, then. First go past the enemies in the starting area, or defeat them if you wish. Continue away from the grey structure and get past the Cactuar (collection of yellow balls with spikes).

You'll now have a maze in front of you with dangerous blocks walking around and brown quicksand below. That quicksand makes you instantly die. Almost no other quicksand is that fast. This maze is pretty straight forward, so you shall just go to the other side. You'll spot a palm tree. Follow it because that's your goal. About the blocks. On the block you may see five flat sides and one hollow side. If one of the flat sides fall over you, you lose three energy units, but you're all right if the hollow wide falls on you. If you need to pass a block, do some simple math and then stand on a tile where you know the hollow side will fall.

When you're through the maze, keep moving because the Vulture will sweep down on you to get your cap if you stand still. If it manages to take your cap, run up one of the pillars and wait for it to come by, then jump to it and it will drop the cap. While you're in the area you can talk to the Pink Bob-omb to activate the cannon. It doesn't hurt.

Then continue on the path, pass both pillars, pass the Cactuar, go around the quicksand pit and over the bridge to the pyramid. There's an entrance here, here you must enter for two other stars. Go to the right now and you'll see a ledge going around the pyramid. Jump up it because it's slippery. Watch out for the Flame Ball and the Shy-guy on the ledge and the fact that it's getting thinner all the time. When you reach the end of the path you'll probably walk right in to the star.

### 3. Inside the ancient pyramid --- S-8-3

-----  
From the start, go directly to the grey structure with the Goombas inside. Jump on top of the thing. Do this easiest but performing a triple jump from the direction of the dark fatal quicksand area.

Starting  
area

```
      _____  
      |           |  
Pit  |Grey structure| <-- Do the triple jump  
      |           |         from this direction.
```

When you're on the roof of the structure, break the yellow block and step on the shell which was inside. Surf to the pyramid and then into the entrance which is rather easy to spot. Of course you can use the same way is written on the previous star as well.

When you're inside the pyramid, take the first right, to the left you can find three extra lives. To the right, walk past the Goombas, and you'll soon see a Grey Whomp which is jumping up and down. Either do a back flip or a double jump to its top and then quickly jump to the second floor. Press C up and locate a pole and on the other side a wire net with coins below. Walk to the pole and climb it to the third floor.

Continue and then grab the wire net here or use a wall kick to get on top of the wire net. Climb or run to the other side and then up the stairs. Next up is a Rolling Grey Thwomp. To get past it, either do a high jump over it or wait until it's far away, go to the little slot in the wall and stand there until it has rolled past you.

Then follow the trail until you hear a couple of Electric Balls. Run faster because these try to attack you. Climb the pole and you're soon there. Here's a Grey Thwomp which jumps back and forth. Try to, with a double jump, jump on top of it, when it's on the ground. Jump off it towards the many coins on the other side.

Follow the golden things, jump up to the ledge and collect the star.

#### 4. Stand tall on the four pillars --- S-8-4

-----  
Boss time. You can reach them in two different ways. I'll start with the "real" way. Pass the enemies and run to the grey structure. Side somersault or triple jump up it. Both ways work if you perform it right. Seems to be easiest from the direction of the fatal quicksand.

When on top, grab the wing cap. (If you haven't activated this one yet look up into the sun from the sun plate you always come to when choosing "Exit Course") Then fly to the nearest pillar with a coin on top. Land by ground pounding in the middle of it. A wind may come and bother you. If it grabs hold of you, you're ought to know that you can simply run up the pillar. When on top of the pillar, take off again and fly to the pillar in the brown fatal quicksand. This one's hard to reach without using the wing cap. When you've stood tall on that one, continue to the next two on the other side of the course.

When you've stood on everyone of them, the top of the pyramid will be destroyed. Fly or walk over to the top of the pyramid and fall down the hole. Let the elevator take you through the elevator and

then go into the little entrance. Run down it and you'll reach The Ancient Ones.

Stand on the table like thing and they will wake up. They are two hands which has been sleeping for awhile. Now they want to crush you. While one hand attack you by either making feeble shoving attacks and crushing attack which are very easy to avoid, the other will show it's eye. Attack the eye quickly with any B attack. It disappears quickly.

Both of them can take three attacks before blowing up. When one of them is defeated, the other will try more desperate solutions. It will try to shove you off the platform at the same time as it's showing it's unprotected eye. This is a fast attack so be very ready with the B button. One quick tap and the hand will retire. When both are defeated, you'll get your star. I'm pretty sure it's impossible to get out of this place ones you've entered, without falling down or taking the star.

The other way to the bosses then. Go into he pyramid the usual way, preferably with the shell on top of the grey structure neat the beginning.

When you're inside the pyramid, take the first right. Walk past the Goombas, and you'll soon see a Grey Whomp which is jumping up and down. Either do a back flip or a double jump to its top and then quickly jump to the second floor. Press C up and locate a pole and on the other side a wire net with coins below. Walk to the pole and climb it to the third floor.

Continue and then grab the wire net here or use a wall kick to get on top of the wire net. Climb or run to the other side and then up the stairs. Next up is a Rolling Grey Thwomp. To get past it, either do a high jump over it or wait until it's far away, go to the little slot in the wall and stand there until it has rolled past you.

When you've passed the Rolling Grey Thwomp you'll come by a spinning heart. Replenish the lost energy and then locate the big chequered "thing" in the middle of the course. Sand run here. Long jump to this place and then stand on the edge of it towards the entrance of the pyramid. If you haven't the C down view, press C down and you will notice a hole beneath you. To reach it, place your back towards the edge, towards the entrance of the pyramid. Then do a continuous jump and press slightly back, when you fall over the little hole, press B and Mario will jump kick himself into the hole. Press C up to get the normal view so you're prepared for the boss.

5. Free flying for 8 red coins --- S-8-5  
-----

"It's Monday night, time for headlines." er... time to collect some coins again.

1. To the left from the start, that is the direction you never walk in, run until you get to the course corner and collect the red coin here.

2. Head back to the starting area and then to the grey structure. Here you will find an orange block, a large one. Break it and collect the second coin.

3. Go away from the grey thing and head for the maze. In the centre, very visible is the next red coin lying. Do a careful jump to it and grab it.

4. Now to the oasis. From the maze, locate the palm tree on the other side. Follow it and you'll come to the oasis. In the lake is the coin.

5-8. Now walk to the entrance of the pyramid. From the oasis, walk along the path, past the yellow coin and the pillars, around the quicksand pit and up to the pyramid. Grab the wing cap and then fly to the closest pillar. Land on it with a ground pound and you'll see a red coin in the air nearby. Fly over to it and I'll tell you that all of the four pillars have each a red coin nearby. So fly to all of the pillars and grab all four coins. Then the star will be on the top of the grey structure so you better hope your wing cap will last that long.

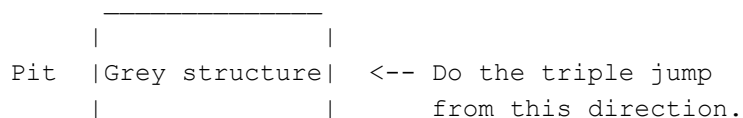
#### 6. Pyramid puzzle --- S-8-6

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This time you must get into the pyramid and collect five special coins.

From the start, go directly to the grey structure with the Goombas inside. Jump on top of the thing. Do this easiest but performing a triple jump from the direction of the dark fatal quicksand area.

Starting  
area



When you're on the roof of the structure, break the yellow block and step on the shell which was inside. Surf to the pyramid and then into the entrance which is rather easy to spot. Of course you can use the same way is written on the previous star as well.

When you're inside the pyramid, take the first right, to the left you can find three extra lives. To the right, walk past the Goombas, and you'll soon see a Grey Whomp which is jumping up and down. Either do a back flip or a double jump to its top and then quickly jump to the second floor. Press C up and locate a pole and on the other side a wire net with coins below. Walk to the pole and climb it to the third floor.

Continue and then grab the wire net here or use a wall kick to get on top of the wire net. Climb or run to the other side and then up the stairs. Next up is a Rolling Grey Thwomp. To get past it, either do a high jump over it or wait until it's far away, go to the little slot in the wall and stand there until it has rolled

past you.

Then follow the trail until you hear a couple of Electric Balls. Run faster because these try to attack you. Climb the pole and you're soon there. Here's a Grey Thwomp which jumps back and forth. Try to, with a double jump, jump on top of it when it's on the ground. Jump off it towards the many coins on the other side.

Follow the coin trail and you'll see a gap in the fence just before the place where you shall jump up to the ledge for the third star. Hang from this gap and then press Z to fall down and small square shaped platform with a special coin. You must grab four more of these.

There's an exact platform just like this some metres below but on the other side of the sand stream. Press C up to locate it. Do a regular jump to get to it, the jump must be very short. Here's the second coin. There's on more of these platforms. It's just below the first platform so you shall make the same regular jump but to the other side of the sand stream. That's the third coin.

After that one, look down and then fall onto the quick sand leader below. Follow this to get the two last coins. Jump all the time or you will drown in the sand. The star will show up just on the edge, just before the quicksand fall down onto the ground. Jump repeatedly or you will have trouble getting the star. If you miss any of the platforms you shall jump to, you must walk all the way back to the top of the pyramid.

#### 7. Collect 100 coins --- S-8-7

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- From the start. Grab the bouncing box and collect its five coins. There are also two Bob-ombs and one Shy-guy in this area. 9
- Now go to the big struture, where there are lots of enemies. On your way to the structure you'll find a Cactuar worth one blue coin. Three Goombas are strolling here as well and in one of the blocks a red coin is hiding. 18-19
- Ignore the throw box in the area, it's only time consuming. Continue towards the fatal maze like quicksand area. Before it another Cactuar will be standing. 23-24
- Now get into the maze with fatal quicksand. On a platform in the centre there's a red coin. Hard to miss. 25-26
- Jump and long jump yourself to the corner of the maze where there's a wing cap and a cannon. Grab the wing cap and fall into the cannon. Aim anywhere and then start collecting the four red coins that are positioned in the air around the pyramid, each of them near a pillar. 33-34
- When you've finished your flying, land in the oasis in a corner of the course. In the lake you'll find another

red coin. 35-36

- Nearby another Cactuar. 40-41
- Two hard-to-miss pillars have a trail of five coins between them. 45-46
- Beyond the farthest pillar there's a bouncing box of five coins and a Cactuar. That's ten more coins. 55-56
- You'll probably see the bridge over to the entrance of the pyramid from here. Walk over the bridge and get into the pyramid. Remember that you can't get back. I'll explain floor wise. Very near the entrance on the 1F there's a blue coin block. Ground pound it for three blue coins to appear on an island in the quick sand. 70-71
- On the first floor six Goombas are spread out. Their positions are not exact so look for yourself. 75-77
- If we say the entrance is south; go to the east side now. Go below the Grey Thwomp and continue until you must jump over quicksand. Two coins can be found in the north part of the first floor. If you fall into the quicksand just search the area for small platforms so you can jump back onto solid ground again. 77-79
- Now go up the stairs here and continue along the trail. You'll see a wire net with a coin ring below. Grab the net and climb around until you get all eight. Watch out for the electric dude. 85-87
- You're out to know that there're three Goombas spread out on the second floor. 87-90
- Jump over the Grey Thwomp and continue along the path and you'll come by another wire net that must be climbed. Five coins can be found below the net. Hold and arm-walk the net until you get to the other side. 92-95
- Grab the four coins in the stairs thing that leads to the third floor. 96-99
- Follow the path over the third floor. Watch out for Electric Balls and the Rolling Grey Thwomp. The stairs thing to the fourth floor holds four coins as well. 100-103
- Now climb the rest of the pyramid until you get to the top where ten coins will be waiting in a trail if you haven't received your star yet. 110-123

If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.



## Location

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Go down the basement and into the door with the big star. Then jump into the floating wall.

## Description

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Another water course. This may look like a quite ocean at first but if you look carefully you'll discover a hidden passage to Bowser's personal dock for his submarine. There are currents everywhere and in the docks you can find Bowser's very own submarine and a lot of poles. Bowser has a passage in the dock leading to the lake outside Princess Peach's castle. Watch out so you don't get drawn into the strong current from the hole.

## Available Stars

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-----	O = You can get the star
GET STAR	X = You can't get the star
-----	The first can only be taken
C      1 2 3 4 5 6	once, because when Bowser's
H      _ _ _ _ _	sub is gone, it's gone for-
O  1  0 0 X 0 X 0	ever. When you've taken the
O  2  X 0 0 0 0 0	first star once, you can choose
S  3  X 0 0 0 0 0	again and be able to get the
I  4  X 0 0 0 0 0	third star but not the fifth.
N  5  X 0 0 0 0 0	I'm sure about the fourth
G  6  X 0 0 0 0 0	though.
-----	

Required amount of stars/keys: 30 stars, 1st key

Amount of coins: 106

Caps available: Green, Blue

Cannon: No

Warp: No

### 1. Board Bowser's sub --- S-9-1

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This star must be taken, to be able to reach Bowser's second course: "Bowser in the Fire Sea". Your mission is to board Bowser's submarine in the dock and grab the star there.

When you first land in the ocean, start diving towards the bottom. Sharks and small orange fish inhabit this area. These will hurt you. Avoid the large current as well. There's a square shaped tunnel near the sea bottom. Swim into it and replenish eventual lost energy with the coins.

This tunnel will lead you to a dock, but it passes a air shaft where you can catch some air. When you've swum through the whole tunnel, you must board the big submarine lying on the surface. You can board it using two different methods.

Either swim to the rear part of the sub and board one of its wings near the propeller. Then to a double jump to its fin above the wings. From the fin to a long jump to the wooden top of the sub. Behind the large fin up here the star's spinning.

You can also board the quay and search for the purple switch here. Press it and a couple of blocks will appear and form a stair case for you towards the star on top of the submarine.

## 2. Chests in the current --- S-9-2

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Remember when you swam down the sunken ship in Jolly Roger Bay? This is the same deal: open chests in the right order.

Start with the chest which is angled in a different way from the others. Its short side is angled towards the wall. Just swim to it and touch it. Two coin trails are pointing towards this chest.

The next one has its lock angled towards the wall. Reach it by going to the right if you're looking towards the current that is.

Continue to the third in the same direction. It has its lock pointing towards the current. Then swim towards the tunnel, turn around and you will spot the fourth chest just in front of the current. Now swim slowly towards it, touch the chest and it will open. A star will show up nearby.

## 3. Pole-jumping for red coins --- S-9-3

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The red coins are in the dock area. To get there, swim to the ocean floor and through the tunnel. Swim up the quay and go to the purple switch. Press it but don't climb the blocks next to you, look around and you'll spot another set of blocks. Get over there and climb those.

1. The first coin will be on the platform after you've climbed the blocks.

2-4. Wait for the left pole to arrive. Then jump on to it and stay there. It will take you to the next three coins. It will take you back to the platform again.

5. Now choose the right pole and it will take you to the main platform where the star will show up. Choose the left pole from here and it will take you to another pole. Board that one and it'll take you to yet another one. Soon you'll arrive on a platform with a blue coin block. Collect the coin if you wish or continue to the next red coin via the pole that should

arrive soon.

6-8. Get back to the main platform and choose the pole towards the last coins. I'm sure you know which. Ride the pole to another pole and let that one take you to a red coin. Then place your back towards the closest wall. It's time to switch pole again. Just before the other pole passes you, jump and you will probably hit it. This will take you to the two last coins. The star, as I wrote, shows up on the main platform.

#### 4. Through the jet stream --- S-9-4

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Swim into the dock area via the tunnel from the ocean. There's a strong stream in the middle where transparent rings come from. You must swim through five of these rings in a row. First swim to the surface. Then dive and swim slowly towards the net on the bottom where the rings come from. Don't swim too deep or you'll be pushed away from the stream and miss rings. The star will show up on the stream net when you've swum through the five rings. Get up to the quay and grab the metal cap. Jump into the water and run up the hill to the star. You don't go through any rings if you stand with your metal cap on the stream net.

#### 5. The Manta Ray's reward --- S-9-5

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Near the beginning of the course, a Manta is swimming around. It regularly releases rings from its tale. Follow Ray around and swim through five rings he releases in a row. You must do it in a row. Don't be too close or you may not be able to swim through it. Ray will reward you with a star which he will place at the top of the current.

#### 6. Collect the caps... --- S-9-6

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A funny thing... Go to the dock area and locate a cage on the bottom with a star within. Then get up to the quay and look out for the vanish cap and the metal cap. Go there and collect first the vanish cap, then run through the net and collect the metal cap. Jump into the water and walk to the cage. Get inside and grab the star.

The vanish cap will enable you to come through thin net which makes you come through the cage and the vanish cap makes you walk on the bottom of the dock and then you can ignore the strong forces of the big hole that sucks you in. This is fully operational without the metal cap though.

#### 7. Collect 100 coins --- S-9-7

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Try to get every coin mentioned here and you won't have to go near the risky place, where you must conquer the really mean stream just before the big hole.

- Just when you plum down the water turn right, you'll see a coin trail of five coins leaning against a slope some 10-15 meters (30-45 feet) below the surface. 5
- Swim straight down from the position above and you'll see two towers of five coins in each. One tower just above a chest and one near the current. Remember that the current can be strong so keep cold. 15
- Turn to the right and you find another chest and this one has three coins around it but they are far from each other. 18
- On the way into the tunnel from the area you are in now you'll see three coin rings with eight coins in each. A total of 24 coins that is. 42
- Go through the water filled tunnel. You don't want to do that for real, do you? When you get out move to the right area of the docks and you'll find a clam with a shell inside and near it a coin ring of eight coins. 50
- Now get on shore and you'll find five coins if you just walk around for awhile. They are near a Flame Ball. 65
- Get over to the purple switch in the area and don't climb the blocks that appear near you. Get to the area where the five coins and climb the block there instead. Now you shall receive all of the red coins up here. You should have done this before so I figure it doesn't require a walkthrough. 71
- From the platform you reach by climbing the blocks that appear after pressing the switch, take the right moving pole and get over to the central platform. From here take the left pole and move over to the platform with the blue coin block. Ground pound the block and get the six blue coins on the platform. If you miss more than two blue coins here, you're screwed. If you've only missed two you can try to get down to below the big hole in the water, where five coins are standing. This is pretty hard though. Check the coin walkthrough for details. 104

If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.

=====  
4.10 Snowman's Land  
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Location  
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When you've got the second key from Bowser you can unlock the door in the first room of the castle. This is leading to the second floor of the castle. This is a circular hallway where you find two Toads, some stairs to the next floor and two entrances to two different castle rooms. Go into the room to the right. Here's a mirror and some paintings. If you look into the mirror you can see your camera man Lakitu right behind you. Look in the left part of the mirror and you'll see that there's a painting of a Snowman on the left wall but if you look on the left wall you'll see no painting there. The tenth world is through this wall, where there is no painting, but the mirror's indicating there is one.

#### Description

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The second snow course. But this course ain't on no floating island. It's stable. The thing that takes up most of this course's room is the big mountain which also is a huge Snowman. He really hates having people on his snowflake. In this course there's also an igloo; freezing ponds which drain your energy; a ledge, hard to reach and a Big Bully which is blue.

#### Available Stars

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-----	O = You can get the star
GET STAR	X = You can't get the star
-----	
C      1 2 3 4 5 6	
H      _ _ _ _ _	
O  1  0 0 0 0 0 0 0	
O  2  0 0 0 0 0 0 0	
S  3  0 0 0 0 0 0 0	
I  4  0 0 0 0 0 0 0	
N  5  0 0 0 0 0 0 0	
G  6  0 0 0 0 0 0 0	
-----	

#### Pink Bob-omb

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You don't need to activate the cannon to get any of the stars, not even the 100 coins. Therefore, even though it's described how to activate it in the sixth star description, I will describe it here as well. Get into the igloo. Described in the sixth star strategy as well. When inside, walk forward, below the star until you hit an ice wall. Go around it from the right, and then continue until you hit the igloo wall. Go to the right and you are in the Pink Bob-omb's quarters

Required amount of stars/keys: 30 stars, 2nd key  
Amount of coins: 127  
Caps available: Blue  
Cannon: Yes

Warp: Yes

1. Snowman's big head --- S-10-1

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Yes, then you must make a course run for this first star as well. To start with, you must head to the big pond, the biggest. It's straight from the starting point, on the other side of the course. When you're in the pond area, you'll see an aisle where waves of snow keep coming towards the pond. You shall, from where they disappear run up this aisle and jump over of the snow waves until you reach the wall. Do a quick double jump here and grab the ledge here. Jump up it and continue on the trail until you reach the ice floe. Remember to be careful and not to fall down.

When you're on the ice floe the Snowman will tell you that he will blow you off the flake if you step on it. The Penguin which is walking here already cannot be blown down. When he comes over to you, either jump up to his head or walk next to him until he reaches the other side. Use the penguin as shelter for the wind. If you slack off and the penguin get ahead you will be blown off and land near the starting area. Your cap will blow off your head. It won't fall a long distance from where you fell so go collect it if this has happened.

If not, make any high jump up to the Snowman's head, carefully walk around the hill and get the star.

2. Chill with the Bully --- S-10-2

-----

A Blue Bully is patrolling an ice floe not long from the starting point. Walk up the hill near the start and you'll see it, or follow the ground level trail to the right.

When you're there, cross the bridge to the ice floe and start attack him directly. I recommend you to jump against his forehead several times and don't let him get to you. Jump on his forehead until he falls down the chilly pond. I don't recommend using dodge moves, since the ice is so slippery. If you're pushed down into the chilly pond Mario will react in the same way as when falling into lava: three energy units lost and yelling. When you've pushed the Bully into the lake you'll get a pretty star.

3. In the deep freeze --- S-10-3

-----

Tough to explain, but I'll give it a try. From the starting area, move to the left and locate the big ice sculpture. This is a mini-maze with a star inside. It's very easy to reach once you know how.

First locate the path that goes straight through the sculpture. When you've done that stand in the middle of the path and start jumping because there's a ledge above that can be reached with

either a back flip or a double jump. Jump around until you find it. Then jump to the roof and go down the only other hole you see. The star is there.

#### 4. Whirl from the freezing pond --- S-10-4

-----

Here there's also a "real" method first but I prefer another one.

Either way, you shall head for the biggest pond, straight from the starting area. The point is then that you shall move onto the island in the middle and wait for the Flower Snowman to get half way up from the water. You maybe know that there is one Snowman before the pond, one on the island, one in the water trying to get up on the island and the there's one in the water far away. You shall jump on the one which tries to get up when it's halfway up and then aim for the wall on the other side of the pond. If you get on top of the wall, you'll see two yellow block. The left one holds a star.

"My" method then. Go to the pond here as well, but stop before it. There are two trees and a Flower Snowman here. Jump up the tree closest to the sign post, which is also in the area, climb to the top and handstand. Aim towards the area where the grey area and the snow meet. It looks like a pyramid. Aim towards the peak. Then press up all the way, followed by some jumping and diving and you'll be on the mountain shelf. Now go to the left and you'll encounter two yellow block. Break the one beyond the first and it holds a star for ye.

#### 5. Shell shreddin' for red coins --- S-10-5

-----

Time for some coins again.

1. Go directly to the right from the start and pass the first spruce. Continue to the second one and the coin is very near.

2. Continue along the wall and the Big Bully's pond. Soon you'll see the next red coin.

3-6. Now you're close to the pond. There are two trees near the big pond. Climb the one closest to the sign post in the area. I think the sign post tells you about the water. Either way, climb to the top and handstand. Aim towards the area where the grey area and the snow meet. It looks like a pyramid. Aim towards the peak. Then press up all the way, followed by some jumping and diving and you'll be on the mountain shelf. Now go to the left and you'll encounter two yellow block. Break the first one you see and a shell will come out. Board the shell and start surfing. Surf on the ledge, don't get down, and collect the following four coins, that are here. Be careful after the third coin because a Spinning Snowman will pop up here. Surf a little to the left after taking that coin. To get up to this ledge you can also jump on the Flower Snowman in the pond who's trying to get up on the island.

7, 8. Now get off the ledge and continue to the pond below the Big Blue Bully. He's on the way to the starting area. Tough to miss. The last coins are under the ice floe. I believe those are impossible to get without the shell, at least one of them. The star will then show up very near the starting area.

6. Into the igloo --- S-10-6  
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There are two equally easy methods to get here. As usual I'm starting with the method Miyamoto and his co-workers mainly had in mind. If you want to know what to do inside the igloo, skip the following five text sections.

Go get the shell. Do like this. Go to the biggest pond, straight from the starting area. There are two trees before the pond. Climb the one closest to the sign post in the area. I think the sign post tells you about the water. Either way, climb to the top and handstand. Aim towards the area where the grey area and the snow meet. It looks like a pyramid. Aim towards the peak. Then press up all the way, followed by some jumping and diving and you'll be on the mountain shelf. Now go to the left and you'll encounter two yellow block. Break the first one you see and a shell will come out. Board the shell and start surfing. Surf off the ledge down to the biggest pond and locate the steep hill with the coins. Go up that hill and you will reach the igloo. lose the shell with Z and enter the igloo. There's another way to reach the shell. You shall head to the pond as usual. You maybe know that there is one Snowman before the pond, one on the island, one in the water trying to get up on the island and the there's one in the water far away. You shall jump on the one which tries to get up when it's halfway up and then aim for the wall on the other side of the pond. If you get on top of the wall, you'll see two yellow block. The right one holds a star.

But there's also completely different way to reach the igloo. Go to the pond and when you're in the area, you'll see an isle where waves of snow keep coming towards the pond. You shall, from where they disappear run up this isle and jump over of the snow waves until you reach the wall. Do a quick double jump here and grab the ledge here. Jump up it and continue on the trail until you reach the snowflake. Remember to be careful and not fall down.

When you're on the snowflake the Snowman will tell you that he will blow you off the flake if you step on it. The Penguin which is walking here already cannot be blown down. When he comes over to you, either jump up to his head or walk next to him until he reaches the other side. Use the penguin as shelter for the wind. If you slack off and the penguin get ahead you will be blown off and land near the starting area. Your cap will blow off your head. It won't fall a long distance from where you fell so go collect it if this has happened. If you made it over the snowflake, look directly down to the right and you'll see that the igloo is just below you. Jump down there and enter it.

I hope you can oversee that some of the text above is copied from



the previous star descriptions in my FAQ. It felt stupid to write the same thing again, but in other words.

While inside the igloo. Remember to watch out for and defeat enemies along the way, so they won't bug you. See the star on top of the wooden platform inside the ice. You need a vanish cap to get it. Follow this guide to get to the vanish cap. Walk below the star, then take the first right. Take the first left after that and you will see the vanish cap behind an ice wall. Jump over the wall and grab the cap. Now walk back to the star and jump through the ice to get it.

To activate the cannon, which you don't need for any star, you must talk to the Pink Bob-omb inside the igloo. The Pink Bob-omb is reached by doing this. From the star, with your back against the entrance, walk straight until you're stopped by an ice wall. Go around it from the right and continue straight until you hit the snow wall. Go to the right then and you're near the Pink fellow and an extra life.

#### 7. Collect 100 coins --- S-10-7

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- Start by going to the left towards the big freeze. First grab the two visible coins. It looks like there's a third but it's really a Coin Frog. To beat it easily, jump towards it and ground pound. The coins shatter fast so try to collect them quickly. 6-7
- Nearby there are three Flower Snowmen, each worth three coins. 14-16
- Backtrack to the starting area and walk around until two Spinning Snowmen shows up. Run around them to defeat them. Three coins each. 20-22
- There's a hill very near the starting area. On top there's a Flower Snowman. A Shy-guy is flying around the hill. Jump kick him. 24-27
- Press C up and look towards the closest course corner. Go there and pick up a red coin and defeat a Flower Snowman. 29-32
- Continue along this wall, on the side of the pond below the Bully. You'll come around an area with a red coin, two Flower Snowman, a Spinning Snowman and a Coin Frog.  $2+6+3+5=16$  >> 43-48
- Let's head to the pond. There's a Flower Snowman just before it. 46-51

Time to get up a ledge. There are two trees near the big pond. Climb the one closest to the sign post in the area. I think the sign post tells you about the water. Either way, climb to the top and handstand. Aim towards the area where the grey area and the snow meet. It looks like a pyramid. Aim towards the peak. Then press up all the way, followed by some jumping and diving and you'll be on the mountain shelf. Now go to the left and you'll encounter two yellow blocks. Break the first one you see and a shell will come out. Board the shell and start surfing.

- First surf on the shelf. Follow the trail and you'll encounter four red coins and after the third, a Spinning Snowman. Slow down so you don't bump into the Snowman and break your shell. 57-62
- Surf off the shelf, and go towards the pond below the Bully where there are two red coins. Grab them. 61-66
- Get back to the big pond and surf up the hill that leads to the igloo. There are eight coins here. Don't enter the igloo just yet. 69-74
- Surf to the island in the middle of the pond. lose the shell with Z and beat the Flower Snowman. 72-77
- Two Flower Snowmen are in the water. One will try to get up to the island. Remember to use B attack against him. The other one will be trickier so I think you should ignore him. The process may drain a lot of energy. If you really want to defeat him, do a long jump. 75-83
- Now jump up to the big Snowman. Do so by jumping over those snow waves coming towards you and then finally double jump or triple jump up to the ledge. On the path towards the ice floe there are three coins. 78-86

- Use the penguin as a shield and walk over the ice floe. There are two more coins after this. 80-88

Look down the gap, just after passing the ice floe and you'll see the igloo. Drop down to it and enter.

- Near the entrance, two Flower Snowmen are strolling around. 86-94
- Then we have two Goombas after going under the platform with the star. 88-96
- Go to the right from here and you can find the last Goomba. Very close to is the last Flower Snowman. 92-100
- Then it's time to reach the yellow block near the Pink Bob-omb. From the platform with the star. Go straight until you come to an ice wall. Go around it from the right and then continue until you reach an igloo wall. Go right and you can get an extra life and those three coins. 95-103

- If you haven't got 100 coins yet you must get the vanish cap. Take the first right after the platform with the star and then the first left. Jump over the ice wall and get the vanish cap. I'm sure you have spotted the many coins inside the ice. With the vanish cap you can go through ice, so go get all 23 and then go to the star and get it because now you must have collect at least 100 coins. 118-127

If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.

=====  
Location

-----

On the same floor as the above, on the second floor of the castle.  
This is pretty simple. It's the painting with the Water Spider just  
when you come up to the floor.

Description

-----

This is a really fascinating course. In this course you can control  
the water level by activating certain water switches. By changing  
the water level you can reach special heights, or meet certain  
enemies you can't on other water levels. The course is like a big  
deserted ruin or like a huge aquarium. If that weren't enough there's  
a spooky town below it.

Available Stars

-----

```
|-----| O = You can get the star
|      GET STAR      | X = You can't get the star
|                    |
| |-----| | | | | | | |
|C |  1|2|3|4|5|6 |
|H |  _ _ _ _ _ _ |
|O |1 |0|0|0|0|0|0| |
|O |2 |0|0|0|0|0|0| |
|S |3 |0|0|0|0|0|0| |
|I |4 |0|0|0|0|0|0| |
|N |5 |0|0|0|0|0|0| |
|G |6 |0|0|0|0|0|0| |
|-----|
```

Special conditions

-----

There's a neat thing about where  
you jump into the painting. If you jump in the lower part, the water  
level in the course is set at the bottom; if you jump into the middle  
of the course, or slightly below the middle the level will be set  
in the middle and if you jump into the painting a bit over the middle  
or further above, the water level will be very high, higher than the  
highest switch within can raise the water level.

Another thing worth mentioning is that when using the Lakitu view you  
can't angle the camera so you look towards a special direction on  
the course. Then just press R and C down and that's fixed.

Everything in this course, can be done in so many different ways,  
because the course is so very open and free. I will explain the  
strategies, I believe the game wants you to use, the easiest ways  
and of course the ways I find amusing.

## Water switch locations

-----

As mentioned, if you touch a water switch the water level will be set on the same level as the switch. The first switch is the lowest one and the fifth is the highest one.

1. From the starting point, walk or swim straight ahead and it will be positioned on the ground near the wall. Just after the block covering the entrance to the tower. Here's where the water level will be if you jump into the bottom of the painting.
2. Just behind you from the starting point. It's located on a stone block.
3. Near the second switch, it's located on top of some stairs. Located like seven o' clock from the starting area. Here's where the water level will be if you jump into the middle of the painting.
4. Get on top of the bridge/platform just behind the starting point, press the purple switch and follow the appearing blocks to the fourth switch.
5. It's near the top of the town. On top of the massive brown structure that takes up most parts of the course. If you look up from the starting point you'll see an out pointing brown hill. Not the grey ramp, above that one. There's the fifth switch. The water level will be set slightly above this switch if you jump into the painting at a high point.

## The Pink Bob-omb

-----

Just wanted to give a special note about the helpy-helper-bomb. The easiest way to talk to him/her and prepare the cannon is to jump into the painting above the middle. The water level will be set high. Now swim over to the pink red platform where the Bomb stands. It will be easy to jump up to the platform from the wooden platform nearby and talk to the Pink Bob-omb. The platform is located to the right and behind the starting area.

Required amount of stars/keys: 30 stars, 2nd key

Amount of coins: 152

Caps available: Blue, Green

Cannon: Yes

Warps: Yes

1. Shocking arrow lifts! --- S-11-1

-----

If you want to do this the real way, jump into the middle of the painting. The water level should be in the middle of the course.

Jump up the platform (bridge) just behind you and press the purple switch. Nearby should a bunch of block show up, leading to a platform a distance away. Carefully jump from block to block until

you reach the platform. Here's five coins and a water switch. Walk into the water switch and the water level will be raised to the level you're currently on. A bit away you can see some red platforms in the air and some wooden platforms floating. Jump up the wooden platform to the right of the red platforms. Then jump from the wooden to the red. Here you can see some arrow lifts. Step on the first and it will take you to the next. Go from switch to switch until you reach a platform with a yellow block. Break the block and collect the star.

A much easier method is to jump into the painting on a low point. The water level will then be equal to the ground. Go to the south-west from the starting point and you will run into a structure of a few steps up to a water switch. It's the third switch if it helps. There's a warp point just next to the first step.

Check this ASCII and I'm sure you understand.

```
      _ _  
Switch -|_|_|- 2nd step  
Warp   -  |_|- 1st step
```

If you warp successfully you can look down from the place. If you see a ledge with a Flame Ball and a yellow block, drop down there. Break the and collect the star. There are lots of other methods but this is the ones I explain.

## 2. Top o' the town --- S-11-2

-----

If you want to "experience" the course, choose this way. Jump into the painting at a low point and the water level will be so low so you can walk on the ground. Go to the left from the starting area and jump up to the short ledge with the blue coin block. Let's call this the first floor. Watch out for the Flame Ball and walk towards the vine red fellow with a Shovel, whom I want to call a Bouncer. When you don't know the real name, what are you going to do? When this guy has its back towards the wall and is pretty near it step on the shovel and he will throw you to the third floor. You can lure the Bouncer to stand with its back against the wall. Run towards the wall and stay there, when he's just about to throw you run around him. He will follow you're movement and have his back towards the wall.

On the third floor it's pretty much the same thing. If you were unlucky when you were thrown to 3F you might have landed on the Bouncer up here and being thrown away somewhere you don't wanna be. Do the same thing here and you will be thrown to the fourth floor. Here's also a Bouncer but he can't throw you to the next floor. Go to the right and you will spot a moving block to the right and below a yellow block. Move the moving block in the opposite direction of the yellow block, towards the ledge.

Then jump onto the moving block and jump to the ledge. If you want to have an assurance, jump to the right first and walk to the water switch and press it. If you would fall down anywhere you will easily get back up.

Now walk to the left, over the gap from where you came from and then continue. You better defeat the Purple Ball here, because he

can be a nasty bastard. Then jump up to the plank. You can't place the camera behind you unless you press R and preferably C down as well. It's an advantage. On the plank there are several Electric Balls circling. Just walk, they won't throw you down and only take one energy unit. Soon you'll get to a platform with a Flame Ball in the middle of it. Quickly jump to the rotating platform nearby, because avoiding fire balls here isn't nice. Make a careful jump from the rotating platform to the platform with a yellow block. It's pretty easy to fall here. The star is inside the yellow block.

### 3. Secrets in the shallows and sky --- S-11-3

-----

You shall stand on five different places in Wet-Dry World and then get the star that shows up. Jump into the painting at a low point. If you didn't, then touch the lowest water switch straight ahead from the start.

1, 2. The first and second trigger point lies in a course corner on the ground. It's the course corner that lies opposite of the caged area. Far away from the starting area in other words. Go there and you will find a moving block on the ground and a yellow block in the air. Move this block to the left and towards the corner. You will automatically step on the first trigger point. Place the moving block below the yellow block. Then break the yellow block and you will touch the trigger point together with receiving an additional 10 coins.

3. Now walk to the right from this area and jump up to the second floor. The second floor is just some metres above the ground. On the wall you will see a moving block sticking out of it. Press it in to the wall and you will touch the third trigger point.

4. Now it's time to get to the fourth floor. For that you need to use the little fellow with a shovel, whom I call a Bouncer. When this guy has its back towards the wall and is pretty near it step on the shovel and he will throw you to the third floor. You can lure the Bouncer to stand with its back against the wall. Run towards the wall and stay there, when he's just about to throw you run around him. He will follow your movement and have his back towards the wall.

On the third floor it's pretty much the same thing. If you were unlucky when you were thrown to 3F you might have landed on the Bouncer up here and being thrown away somewhere you don't wanna be. Do the same thing here and you will be thrown to the fourth floor. Nearby is a pillar with a coin ring and an Electric Ball around it. Jump up to the top and break the block. There you have the next secret.

5. So the last one. From the same floor. Locate the purple switch next to the caged tower. Press it and steps will appear to the top of the tower. On the top there's a block holding your last trigger point.

The star will show up near the starting area. You can see it from the tower if you look down towards it. Now there're two main methods to get it. We'll start with the funny one. Press R and C down so you get the distant Mario view. Angle yourself towards the star and you

will see it. Then make a long jump from the tower towards the platform with the star. It's not that hard and it's very funny. If you miss you can activate the third switch nearby and get the star anyway.

You can also get it by long jumping towards the ledge near the closest wall from the tower. The highest water switch is nearby on the hill. Touch the switch and then swim down to get the star.

#### 4. Express elevator-hurry up! --- S-11-4

-----

Jump into the painting at a low point. Now the water level will hopefully be very close to the ground now. Look at the huge caged tower near the starting point. There's a block near the bottom of it, covering a way in. Break the block and then start climbing to the very top of the tower.

Now go around the corner here and jump to the second floor, very close to the first. Let the Bouncer throw you to the third and the Bouncer on the throw you to the fourth. Check the second star on details on how to behave with these Bouncers.

On the fourth floor you'll see a purple switch very close to the caged tower. Press it and a number of blocks will appear, forming steps up to the top of the tower. See the wooden platform on the outside of the platform. Step on the half of the platform pointing out and it will go down to ground level. I recommend you to jump off it immediately and then go into the entrance of the tower where you broke the block.

The platform will come down in one second. Board it on the inner side of the tower by wall kicking or back flipping or whatever. it will take you up to the star and you can do nothing but grab it.

#### 5. Go to town for red coins --- S-11-5

-----

Now it's time to go to the hidden town underneath the regular world. There are two main methods to get there. Cheat and don't cheat. If you want to follow the walkthrough when you come've come into the caged tower, skip the following four sections. To do it the way I believe the developers want you to do it, do like this.

Locate the big caged tower in a corner close to the starting area. That's the entrance to the hidden town. To reach it this way, you must reach the cannon in the opposite corner of the course. Choose either water level and then work your way to the highest water switch, touch it and then swim to the Pink Bob-omb. The Pink fellow is standing on a red platform pretty near the cannon which is located in a tower, in the opposite course corner of the caged tower. To reach the Pink Bob-omb you must triple jump from a wooden platform just below it. This is kind of tough. You must do the first jump standing still, the double jump as well and when you've jumped away from the double jump you must immediately press towards the Pink

Bob-omb so that you do the third jump from the very edge of the wooden platform. Then run up the tower to the cannon and aim in the dark blue area of the sky, towards the caged tower.

A much easier method to reach the cannon, if you've prepared the cannon of course, is to use the warp point. Jump into the painting on a low point. The water level will then be equal to the ground. Go to the south west from the starting point and you will run into a structure of a few steps up to a water switch. It's the third switch if it helps. There's a warp point just next to the first step. Check this ASCII and I'm sure you understand.

```
Switch -|_|_|- 2nd step
Warp   - |_|- 1st step
```

If you've warped successfully you'll stand just next to the cannon. Line up the sight with the caged island and aim in the dark blue area of the sky.

Now for the "cheat" method. Jump into the painting on a high point, above the middle of the painting and the water level will be set higher than the usual highest point. Swim towards the caged tower and you can now just jump over the wall into the cage. Simple, too simple.

When you're in the water filled caged tower, quickly swim to the bottom, then into the lower gap of the bars, continue and enter the town into the upper gap in the bars. If you've got lots of energy left, dive into the town and go just below the entrance to activate the water switch which enables you to walk around freely in the town with the water level to be minimal. If you've lost plenty of energy I'd recommend you to first take a trip to the surface to replenish the energy.

1. First go towards the vanish cap block which should be very visible from where you activated the water switch. Don't grab the cap, instead go into an alley to the right. Wall kick yourself to the roof of the brown building. Break the block and grab the red coin.
2. Then long jump to the next building, but be sure to jump to the flat part or you'll glide down. Break that block on the roof to get the next red.
3. Fall off the roof and continue your walk around the town. You will soon spot a tiny garden with two trees. Climb the closest one and then jump to the grey building nearby. There is a block with a red coin here.
- 4, 5. From this roof you'll see two other blocks. Jump to the nearest. Ground pound it in the middle to get another coin. Then double jump towards the other and do the same thing to that one.
6. Go back to the mini-garden with the trees. Climb the closest one, do a handstand and then jump towards the white building. If you did right, you'll have grabbed the edges with your fingers. Here's another block with a red coin.
7. Then get to the house in the back centre where a pole is



leading to the platforms above. In front of this there's another block with a red coin.

8. On top of the house is the final red coin. Then grab the star from the eight red coins.

6. Quick race through downtown --- S-11-6

-----  
The text below is mostly copied from the one above. Please don't judge me about doing a "filler". I'm just trying to make the FAQ as user friendly as possible. Sorry. Skip the following six sections if you want to know what to do when you've reached the hidden town. If I get at least three e-mails about removing the parts below and instead refer to the fifth star, I will do so.

Now it's time to go to the hidden town underneath the regular world. There are two main methods to get there. Cheat and don't cheat. If you want to follow the walkthrough when you come've come into the caged tower, skip the following four sections. To do it the way I believe the developers want you to do it, do like this.

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```
  _ _  
Switch -|_|_|- 2nd step  
Warp   - |_|- 1st step
```

If you've warped successfully you'll stand just next to the cannon. Line up the sight with the caged island and aim in the dark blue area of the sky.

Now for the "cheat" method. Jump into the painting on a high point, above the middle of the painting and the water level will be set higher than the usual highest point. Swim towards the caged tower and you can now just jump over the wall into the cage. Simple, too simple.

When you're in the water filled caged tower, quickly swim to the bottom, then into the lower cap of the bars, continue and enter the town into the upper gap in the bars. If you've got lots of energy left dive into the town and go just below the entrance to activate the water switch which enables you to walk around freely in the town with the water level to be minimal. If you've lost plenty of energy I'd recommend you to first take a trip to the surface to replenish the energy.

Locate the purple switch just next to the water switch and then run towards the very high grey house in the other direction. You will soon spot a blue block. Get over there and get the vanish cap. Run back to the purple switch, press it and continue along. You will see a caged area in the corner, beyond some thin stone wall. These walls can you walk straight through while wearing the cap and the cage as well. You pressed the switch so the block inside the cage could help you to reach the star. If the block disappears while you're in the cage, get the vanish cap inside the cage and get back to the switch and redo the process. If not, grab the star.

#### 7. Collect 100 coins --- S-11-7

-----

If you take all of the coins below you won't have to go to the hidden town, and this saves you some time and effort. If you miss more than seven, check the above text for how to get down to the town.

- The water level should be in the middle of the course, if not swim, or walk to the third switch and activate it. Now get on the bridge thing just behind the starting point. Here's a yellow block with three coins, a purple switch and a Flame Ball. 3
- Press the switch, jump on the blocks that appear to the platform with a water switch. Don't touch the switch, instead just get the five coins here. 8
- Now swim over and press the first water switch: the lowest water switch which is near the big caged area. The water level will now sink so you can walk around on the first floor. Look towards the big wall that's closest to the starting area. Against this wall there are four blocks with three coins in each. 20
- Locate the corner which is caged. Run over to the opposite corner and there should be a moving block and a yellow block in the air. Move the moving block to the place under the yellow block, break the block and collect the ten coins. 30
- On the second floor. By the second floor I mean the ledge you can reach with a regular jump from the first floor. Break the blue coin block here and collect the six blue coins that appear. 60
- Before you head up to the third floor, be sure that you've

defeated the two Water Spiders that are strolling around on the first or the second floor. 66

- Go to the Bouncer and let it throw you to the third floor. Nothing of interest here. When the bouncer has its back against the wall, let it throw you to the fourth floor. The fourth floor is brownish. Around a pillar here there's a coin ring of eight coins, watch out for the Electric Ball that's guarding the coin ring. 74
- Jump up the pillar and above you'll see a yellow block. Contains 10 coins. Break it with a regular jump and then do a double jump to collect all of the coins in one go. You don't want to run around the whole course looking for your lost coins, do you? 84
- Locate the big moving block with a yellow block slightly to the left. Move the moving block so that it's just below the yellow block. Break the yellow block and collect the three coin. 87
- See the big pillar that looks like a big cage on the same floor. Run towards it and you'll see a purple switch. Press it and a set of block will appear and form stairs to the top of the pillar. There's a yellow block containing 10 coins as well here. It's even more important here to take all of the ten coins in one go. 97
- From the big pillar, look towards the closest wall and you'll see a coin trail near a sign post. Long jump yourself over there and collect the coins. Activate the switch nearby as well, just as a precautionary measure. 102
- Now run to the left and jump the ledge and continue on the same floor towards the big Purple Ball. Defeat it without getting thrown down. 107

If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.

=====  
4.12 Tall Tall Mountain  
=====

Location  
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On the second floor, take a walk around the hallway until you see a small painting showing a mountain and some mushrooms. That's your course.

Description  
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Tall Tall Mountain is a huge floating mountain. You fall down, you lose a life. This mountain is clean of snow but there are lots of

big floating mushrooms here. A thieving monkey also lives here and lots of Bob-ombs. Inside the mountain goes a slide which is great fun to glide down.

#### The Pink Bob-omb

-----

The Pink Bob-omb has hidden itself in a strange place on this course. You must walk up to the area near the Purple Ball and the Bob-omb. To reach the area, go to the left from the start and jump off the cliff. The wind will carry you to the area. Then cross the bridge and look down when you've reached the end of it. The Pink Bob-omb is standing on a ledge just below.

#### The Best Short-cuts

-----

I list two great short-cuts which are worth knowing about before beginning the scaling. The first one is just beyond the starting area. You may also say to the left. On the edge here, there's an extra life. Run off the cliff after the extra life and let the wind carry you to the area with the Purple Ball, before the bridge to the waterfall.

The next big short-cut. When you've done that large long jump over the gap before those square mountain walls you must pay attention. Just after you've got past the second mountain wall, do a side somersault up the mountain and you may very well come up to the top of the mountain.

#### Available Stars

-----

-----	O = You can get the star
GET STAR	X = You can't get the star
-----	
C   1 2 3 4 5 6	
H   _ _ _ _ _	
O  1  O X O O O O	
O  2  X O O O O O	
S  3  X X O O O O	
I  4  X X O O O O	
N  5  X X O O O O	
G  6  X X O O O O	
-----	

Required amount of stars/keys: 30 stars, 2nd key  
Amount of coins: 137  
Caps available: None  
Cannon: Yes  
Warp: Yes

#### 1. Scale the mountain --- S-12-1

-----

The first star is just about getting to the top of the mountain. It's pretty straight forward actually. I will explain the "real" way first and then the two major short-cuts at the bottom of the star strategy.

First walk to the right, go past the Goombas and up the hill. Long jump over the and then long jump over the next gap. Try to aim the long jump a little to the right so you don't accidentally fall down. Continue along the trail with the mushrooms and go around the corner to the area with the moles. Walk carefully and don't jump, because then you can be hit by a nut and that may cause you to fall down the cliff. Walk past the Bob-ombs in the next area and avoid the Purple Ball.

Walk over the bridge and then jump to the waterfall area. Don't grab the monkey with B or he will take the cap and you may have a hard time getting it back. Walk on the spinning log. Either just walk out on it and then long jump into the mountain again or stand on the left side and make it roll into the mountain.

Then continue on the path and get up the hill. Be careful about the cannon balls though. Try to zigzag yourself through the area, between the balls. They always roll in the same pattern. Next up are some Goombas. You may want to defeat them and grab their coins if you've lost energy on the cannon ball hill.

Then there's a great gap in the road. Do a long jump to the other side. Continue, and don't try to jump into the second wall or you will come to the mountain slide. Continue to the Goombas on the vines. Here you can't jump well so be careful. Run past the switch and then carefully cross the bridge. Get up on the hill and grab the star.

About the short-cuts. The first one is just beyond the starting area. You may also say to the left. On the edge here, there's an extra life. Run off the cliff after the extra life and let the wind carry you to the area with the Purple Ball, before the bridge to the waterfall.

The next big short-cut. When you've done that large long jump over the gap before those square mountain walls you must pay attention. Just after you've got past the second mountain wall, do a side somersault up the mountain and you may very well come up to the top of the mountain. I know I listed these in the course explanation but I think it's just as good to have them here as well. Note, that there are many more short-cuts but these are the real time saving ones.

## 2. Mystery of the Monkey cage --- S-12-2

-----  
Go to the exact same place as for the first star. Follow that walkthrough. I know I've been copying text before but here it's completely useless. Instead of reaching a star you will reach a monkey. This fellow avoids you, your mission is to catch him. Don't attack him, instead walk slowly towards him and try to trap him in a corner. When you're very close, press B and catch. Choose to free him and you will together go to the star in the cage near the waterfall. Talk to him again and he will jump on the cage, making it fall and break. The star will show up in the area with

the other (or the same) monkey. Jump down there and get the star.

### 3. Scary 'shrooms, red coins --- S-12-3

-----  
1-4. Go to the right from the starting area. Jump over the first gap and then the second. Four red coins are spread out on the mushrooms here. I can't give you much help, other than jump carefully and be very accurate.

5. When you're finished, go around the corner to the right. In the Moles area, climb the hill farthest away and then jump to the ledge above that hill.

6. Next to the previous one is the sixth coin.

7. Jump to the ledge above and you'll spot the seventh.

8. Jump from ledge to ledge until you reach the top. Here's the final. The star is on a mushroom below. You can long jump to it from the eighth coin, but it's risky. Jump from the pointy part of the platform. You can also go back to ground level and long jump from there, it's much safer.

### 4. Mysterious mountainside --- S-12-4

-----  
First walk to the right, go past the Goombas and up the hill. Long jump over the and then long jump over the next gap. Try to aim the long jump a little to the right so you don't accidentally fall down. Continue along the trail with the mushrooms and go around the corner to the area with the moles. Walk carefully and don't jump, because then you can be hit by a nut and that may cause you to fall down the cliff. Walk past the Bob-ombs in the next area and avoid the Purple Ball.

Walk over the bridge and then jump to the waterfall area. Don't grab the monkey with B or he will take the cap and you may have a hard time getting it back. Walk on the spinning log. Either just walk out on it and then long jump into the mountain again or stand on the left side and make it roll into the mountain.

Then continue on the path and get up the hill. Be careful about the cannon balls though. Try to zigzag yourself through the area, between the balls. They always roll in the same pattern. Next up are some Goombas. You may want to defeat them and grab their coins if you've lost energy on the cannon ball hill.

Then there's a great gap in the road. Do a long jump to the other side. To the left in this area, you will see two square shaped mountain walls. Jump into the second one and you will get into the mountain slide.

Go down the slide, keep a decent speed in the beginning and when you see coloured arrows showing on the wall, try gaining as much speed as possible. A wooden way will soon show up to the right. You

turn into that or if you continue and you will fall down the slide. To get over, go by high speed first a little to the left and then turn sharply to the right and you will make it.

Then go by high speed for the rest of the slide because there will be some gaps to get over. When you've finished the slide, go down the hole and pick up the star.

#### 5. Breathtaking view from bridge --- S-12-5

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First walk to the right, go past the Goombas and up the hill. Long jump over the and then long jump over the next gap. Try to aim the long jump a little to the right so you don't accidentally fall down. Continue along the trail with the mushrooms and go around the corner to the area with the moles. Walk carefully and don't jump, because then you can be hit by a nut and that may cause you to fall down the cliff. Walk past the Bob-ombs in the next area and avoid the Purple Ball.

Walk over the bridge and then jump to the waterfall area. Don't grab the monkey with B or he will take the cap and you may have a hard time getting it back. Walk on the spinning log. Either just walk out on it and then long jump into the mountain again or stand on the left side and make it roll into the mountain.

Then continue on the path and get up the hill. Be careful about the cannon balls though. Try to zigzag yourself through the area, between the balls. They always roll in the same pattern. Next up are some Goombas. You may want to defeat them and grab their coins if you've lost energy on the cannon ball hill.

Then there's a great gap in the road. Do a long jump to the other side. Continue, and don't try to jump into the second wall or you will come to the mountain slide. Continue to the Goombas on the vines. After this area, you will see a purple switch. Press it and ignore the block that shows up. Run past it and out on the bridge. Stay in the middle of it and you will notice a block in front of the waterfall, in front of the star. Do a double jump towards the block and then jump into the waterfall to get the star.

#### 6. Blast to the lonely mushroom --- S-12-6

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I know some ways to get this star. All are rather obvious but I'll explain all of them either way.

The first and the method that you "should" use according to the game. You must first prepare the cannon. If you have, jump to the next section of the text. From the beginning go to the left and jump off the cliff next to the extra life. The wind will carry you to the platform with the Purple Ball. Run over the bridge ahead and when you're just about to jump to the waterfall area, look down and you'll see the Pink Bob-omb below. Talk to it and then glide back down to the starting area.

From the starting area, run up the hill to the right, long jump over the gaps and continue along the mushroom area to the area with the Moles. From here do a long jump to the mushroom outside this place. From the mushroom look back from where you came into the area. Below the path goes another path. Long jump there.

If you want to reach the exact same area in another way, it's possible. In the mushroom area with the red coins, there's two tiny mushrooms. One which holds a red coin, one which doesn't. Jump on the one that doesn't have a coin and you will be in the same area as above.

Either way you got here, walk on the ledge against the wall slowly until you reach the cannon. Jump inside and you'll see your star. To be able to hit the star you must aim so that the star is in the very bottom of the sight. Then fire and you will hopefully hit the star.

Another method then. From the starting area, walk to the left and off the cliff near the extra life. Walk over the bridge and then jump to the waterfall area. You will notice that the spinning log is pointing in the exact same direction as the star you want. Run on the log and then long jump off it and you may very well land on "the lonely mushroom".

The last method. In the waterfall area, locate the Shy-guy. When it dives towards you, jump on its head, you will spin and then press the control stick in the direction of which the spinning log is pointing and you will probably hit the star on the mushroom.

#### 7. Collect 100 coins --- S-12-7

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This is my way of completing the course. Try to get up to the mountain slide as fast as possible in the beginning without getting any coins. The purpose of this is that if you first grab 40 coins in the course and then 60 coins in the slide, the 100 coin star will land in the slide and then you must get all the way back up to the slide again when you've finished it.

From the start, walk off the cliff to the left and let the wind carry you up to the above platform.

- Ignore the Purple Ball, instead go for the Bob-ombs nearby. Defeat them all by throwing them against the mountain wall. 3
- Continue past the Purple ball and out onto the bridge leading to the waterfall, there are five coins here you can grab, so do it. 8

Ignore the Shy-guy and the monkey and instead go over the rolling log and continue to the place where cannon balls roll. Zigzag up the hill and then glide down. Continue on the path. The Goombas lack importance right now. Long jump over the gap in the road near the waterfall and use the second mountain wall after the Cloud to reach the slide.

If you fall off in this slide, you'll lose a life and when you reenter the course it's from here you will start.



- In this slide you can get a total of 57 yellow coins and 1 blue coins. All of them are very visible except one. Just before saying "Geronimo" and going down the slide, there's a covered up, very small area, on either side of the fall point down the slide. Behind one is a coin and behind the other is an extra life. Get at least 50 coins in the slide or restart. 58-70
  
- First defeat the three Goombas near the start. 61-73
  
- Continue on the path but don't go up the hill, instead go on the path next to the hill that's going downwards. Here's a bouncing box. These boxes jump three times in the air before they break on the ground. Grab the box when Mario's looking towards the coin ring nearby. Aim the box into the coin ring. Grab the five coins from the box and the eight coins in the ring. 74-86
  
- Go up the hill, jump over the gap, and the next gap and you'll be in the mushroom area. Four red coins are resting on top of these. I recommend you to ignore these, because falling down is easy. 74-92
  
- When you've grabbed those coins, continue around the corner and you'll be in the area with the Moles. On the wall above you there are the rest of the red coins. You'll find vines you can hang onto where there's a coin trail of five yellow coins. Be careful not to get nuts in your head by the moles. This could lead to your defeat. 87-105
  
- Get back on the ground, in the moles area. Go around the corner. Ignore the revived Bob-ombs, they won't give you any coins. A Purple Ball will be patrolling the following large area. Defeat it for five more coins. 92-110
  
- Continue over the bridge. There will probably be no coins here since you've already taken them. A Shy-guy will give you two coins in the next area, near the waterfall. Try to jump kick him instead of jumping in his head since you will then spin away from your coins. 94-112
  
- Run over the log and jump to the area with the cannon balls. Run past the cannon balls or take the other path. Either way, you'll end up with three Goombas. Defeat them all. 97-115
  
- Continue, and then jump over the cliff. Take the five coins near the mountain slide. Be careful about the Cloud. It can blow you away. 102-120
  
- Continue and you'll come into an area with vines on the ground. Here are three Goombas. Defeat them. If you haven't taken 100 by now, there are ten more coins available before you the top of the mountain. 105-123

If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.

Location

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Go to the right from the entrance of the second floor and enter through the door here. In here there are three paintings. The one in front of you can't be jumped into. The one to the left lead you to the small version of this course, and the one to the right, to the huge version. The one to the right fools the eye some. It looks like the painting is at a near distance but really you must run a long time to it and it's really huge. I don't think I've seen this in any other game.

Description and Special Conditions

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A course which yet again shows off the innovation of Miyamoto and Nintendo. There's one huge island and one tiny island. Or some might say that Mario grows larger and smaller. You can transport between these worlds by using green pipes spread out through the course. If you're in the tiny world all the enemies will be tiny and hardly hurt you. You will be mighty. If you're in the huge world everything will be large and confusing. You will stand face to face with Goombas three times your size.

Available Stars

-----

-----	O = You can get the star
GET STAR	X = You can't get the star
-----	
C   1 2 3 4 5 6	
H   _ _ _ _ _	
O  1  0 0 X 0 0 0	
O  2  0 0 X 0 0 0	
S  3  0 0 0 0 0 0	
I  4  0 0 X 0 0 0	
N  5  0 0 X 0 0 0	
G  6  0 0 X 0 0 0	
-----	

Required amount of stars/keys: 30 stars, 2nd key  
Amount of coins: 191  
Caps available: None  
Cannon: Yes  
Warp: Yes

1. Pluck the Piranha flower --- S-13-1  
-----

Now it's time for my final rhyme,  
I bet you think it's kind of fine,  
that there'll be no more of these,  
so you can finally have some peace.  
The final rhyme is for the thirteenth course,  
a course which really has no doors.

You must now have the second key,  
and you must now take the left way, see.  
If you take the right way in,  
it really is no big bad sin,  
but even though it might be fun,  
it's a long tough way you then must run.

If you've chosen the left pretty way,  
I can say everything is A-OK!  
Now it's time to do some jumps,  
on platforms that really looks like humps.  
On a platform there's a green pipe,  
which you should jump down I now must type.

When you're out of the pipe you'll see:  
that you're now in a huge world, I tell thee.  
On this grassy field, long and vast,  
you cannot jump very high and fast.  
And as it wasn't really enough,  
there are Piranha Flowers here, big and rough.

They'll appear when you walk near,  
and they will probably make you fear,  
'cause they are huge and fire they use  
which makes you think that you will lose.  
But they a have weak point, be sure of that,  
it is the stalk, underneath its head: big and fat.  
Attack the stalk of all the five,  
preferably by doing the fatal dive.

But hear me now and hear me well  
because I've got something I need to tell.  
If you fall of the platform at any time  
reenter the course and reenter the rhyme.  
There's such a long and dangerous way  
to get back to Flowers, is that OK?

When you've defeated all of the flowers,  
and have not even used your powers,  
a star will be waiting in the centre of the place  
and you cab grab it, in Bowser's face!  
That's the last you'll hear from my rhyming,  
maybe some day I'll move on to miming.

## 2. The tip top of the huge island --- S-13-2

-----

Go into the left painting, into the tiny world. Jump over to the grassy island with the pipe and then side somersault to the ledge above. Jump down the pipe in front of you and then start working your way up the mountain.

There's a Goomba nearby. Defeat it if you wish no disturbance. Then make a double jump or another high jump, up the cliff on the right side of it. Get up on the next using the same method, but don't get yourself in the arms of the Purple Ball. He may very well throw you back down.

Continue on the bridge nearby and then walk up the grassy hill to the

yellow block. This block holds a star.

### 3. Rematch with Koopa the Quick --- S-13-3

-----  
It's time to face Koopa the Quick again. Even though it is in the huge world, you should go into the tiny one first. The painting to the left.

Jump over to the grassy island with the pipe and then side somersault to the ledge above. Jump down the pipe in front of you and then go to the right. Pass the source of the cannon balls nearby and continue on that path. At the end of the trail you will see Koopa the Quick.

Go and talk to him and choose to race him. Now you shall head to Windswept Valley, which lies near the pipe near the bottomless pit. Start running up to the source of the cannon balls. I'd recommend doing long jumps there because that's fastest. Pass the cannon balls outlet and then continue down the hill where the balls roll. Do long jumps here as well, ignore the lost energy.

When you reach the bridge, cross it by running against the wind. DO NOT jump or you will fall down. Cross the grassy field and stop near the flagpole which is the goal. Koopa the Quick runs this distance in 0'25. That's worth knowing about. He gives you the star if you win, he mocks you if you lose.

### 4. Five itty bitty secrets --- S-13-4

-----  
This is the only star that appear in the tiny world, even though for all of the stars you should first enter the tiny world. You must pass five trigger points for a star to show up. Enter the tiny world then.

1. Start by jumping to the grassy island with the pipe. Then side somersault up the ledge above and walk up to the top of the island. Watch out for the Goombas on the way up. They can push you off the mountain. Remember to be careful where to step. The trigger point is right on the top.

2. Walk back down the mountain and towards the pipe in the centre. Nearby lies the source of the cannon balls. The next trigger point is here.

3. Continue along the path, towards the beach. Above the beach is a tiny hole in the mountain with a bridge leading to it. The trigger point is just in front of the hole.

4. Walk down the beach towards the water and then to the left from the camera view. In the little hole in the light grey wall is the next trigger point.

5. Swim over the water to the area where the Pink Bob-omb is standing. The last point is on the cannon hole near the Pink Bob-omb. The star will show up on the island near the starting area. Walk back to the centre pipe, near the foot of the mountain and jump down the grassy island with another pipe (the first star was here). Then press the

switch below and go carefully out to the island and grab the star.

5. Wiggler's red coins --- S-13-5

-----  
If you've prepared the cannon, go into the right painting, the huge world, if you've not prepared the cannon, go into the left painting.

To reach the Pink Bob-omb, jump to the grassy island with the pipe and then side somersault up to the ledge. Go to the right (the direction of the cannon balls source) until you reach the beach. Run down to the water and swim to the left from Mario's view. Talk to the Pink Bob-omb and then head for a pipe or jump down the cliff nearby if you feel like doing that. You could backtrack to the pipe near the source of the cannon balls and then get back here but in the huge world.

When you're at the same location, but in the huge world, go down the cannon and then aim towards the tree. Have the tree in the lower part of the sight and you will hit the tree. Avoid or defeat the Goomba and then carefully cross the bridge. Get into the entrance.

1-6. The first six coins are positioned on platforms which you can jump between using only careful regular jumps. When you've taken the fifth coin continue to the left and save the coin on the top pillar until you've grabbed seven coins.

7. To reach the uppermost ledge, you must make a running double jump from the below platform. So run towards the ledge and jump twice. Then collect the coin fast and avoid the Flame Ball.

8. Carefully jump back to the below platform and from there, long jump to the last place. Wall kick yourself to the eighth coin which is on top of the right pillar. Then fall down on the star which appears just below the last coin.

6. Make Wiggler squirm --- S-13-6

-----  
Wiggler's a sad dude. We shall pay him a visit and cheer him up.

Enter the tiny world, the left painting. From the start, jump to the grassy island with the pipe. Side somersault to the ledge above and then scale the tiny mountain. Be very careful. It's rather easy to fall off and down the endless hole. When you're on the top, ground pound the area, and you'll hear a sound and see the water being drained. Get down the mountain and get down the pipe which is in the centre of the course, near the foot of the mountain.

Now you'll be in the huge world. Watch out for the Goomba nearby and then climb the first cliff on the right side. Continue up the cliff with the Purple Ball. The cliffs can be climbed with side somersaults, double jump or any other high jump.

Pass the Purple Ball and get on the ledge/bridge. Run up the

grassy hills and jump down the hole on the top of the mountain leading to Wiggler. Wiggler is a huge and mad caterpillar. He's really a nice guy, but since his home is flooded and the star(!) is messing up his life he has not one of his better days.

You must jump on his head three times for him to calm down. He will run around the floor and will run faster for each hit you give him. Jumps on other places than the head doesn't count. To avoid his rushed just after he has been hit, try to continue jumping on his head, continue onto his body and then fall off behind him.

Isn't much to say except that you should jump a lot to avoid his rushes, which takes away a massive three units, and to grab the coins in the corner if you lose energy. After three hits he will give you the star. Terrific!

#### 7. Collect 100 coins --- S-13-7

-----  
Since there are only 33 coins in the tiny world, I find it really unnecessary to even go into that world. There are 153 coins in the huge world. Go into the right paiting and you will come here. It's important that you use the ground pound on every Goomba you see because then you will get a blue coin as reward. If you do a regular jump you will only get a yellow coin.

- Start by ground pounding all of the Goombas in the starting area and then running around the pole in the area a couple of times for an additional five coins to come up. If everything has gone well you should have 20 coins when leaving the starting area through the hole in the wall. 16-20 (16 if you did a regular jump on one of the Goombas)
- Get into the water until you hear a strange sound, then get back on shore and you will notice a Lakitu flying around. Jump up to it with a double jump and you will get five coins. Stand on a deep part in the water but not so you start swimming. 21-25
- Swim away to the long beach nearby and check out the Shy-guy and Koopa here. Defeat them both and get Koopa's shell. 28-32
- Ride the shell up the beach until you find two coins. Grab them. 30-34
- Ride the shell back down to the lake and head to the right from the camera's view. When you get to the shore near the cannon, lose the shell with Z and defeate the Shy-guy nearby. A Gooma is strolling here as well, gound pound it. 37-41
- Jump down into the cannon which I hope you have prepared. If you haven't, then the Pink Bob-omb is standing on this location in the tiny world. Either way, aim the cannon towards the tree but aim above is so you have the tree near the bottom of the sight. You will probably hit the tree. Defeat the Goomba nearby. 42-46
- Get out on the bridge and get the five coins here. Be careful so you don't have to fall down and go all the way back to the cannon.

I'd suggest you to backtrack off the bridge because this one leads to the cave. The cave has many gaps and because of that it's risky and that wouldn't be fair of me. 47-51

- Fall down to the cliff below the tree. Look down before, so you don't fall on the Goomba and then get only one yellow coin. Defeat the Goomba with a ground pound. 52-56
- Get back to the cannon platform and then long jump to the island in the middle of the bottomless pit. There's a strong gust here, but no need to fear, let it bring you down the cliff and an even stronger gust will carry you. Get to the left island above you and from here, cross the ledge. Get the yellow coins. 57-61
- There are two Goombas in the next area as well. This is near a pipe. Ground pound both. 63-71
- To avoid a rather hard area, jump down the pipe and you will come to the tiny world. Try to defeat the Goombas here if you wish and don't let them run into you because then you won't get any coins at all. They only give you one coin each. 63-73
- Continue on the thin bridge and don't fall down. Run up the hills and then try to defeat the Goomba here. 63-74
- Near the grey thing that lets out cannon balls are three coins lying. You can only see two of them, the third is invisible. 66-77
- Follow the trail down wards until you see a Goomba and a Koopa. Try to defeat them both with regular jumps. 66-83
- Get back to the pipe you recently got passed. Jump down it and you're back in the huge world. Defeat the Goomba nearby with a ground pound. 71-88
- Now go down to the outlet of the cannon balls. There should be four coins here. 75-92.
- Continue on the trail until you see two Goombas. Defeat them both. 85-102
- Get back to the pipe you grew smaller in. Work your way up the mountain. You will find one Purple Ball worth five coins. Pick it up from behind and throw it on the ledge. You will then find a wooden ledge with five coins on. 90-112
- If you're one of those who has between 90 and 99 here, backtrack down the mountain and then look down the ledge near the pipe. You will see a grassy platform way down there with a pipe. First jump into the pipe near you and then, as a big man, jump down to that grassy platform and defeat the Piranha here for a coin. Jump down the pipe here and then defeat the five Huge Piranha Flowers here for those (probably) last 10 coins.

If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.

=====  
4.14 Tick Tock Clock  
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Location  
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Now it's time to climb to the third floor. Right in front of the entrance of the third floor stands a big clock. That's the fourteenth course.

Description  
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This course is one big clock. It's really fascinating. There are not many enemies but lots of other things. You can find many pendulums, rotating block, keys, belt conveyors, moving bars and of course hands.

Special conditions  
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The conditions of the course vary depending on where the big hand is positioned when you jump into the clock. If you jump into the clock when the big hand is pointing at "12" or slightly before or after, every thing in the course which would normally move stays put, allowing you to pass several obstacles easier than if the clock moved. Note that you can't take some stars when the clock stands still. Star four is impossible, star six is very hard and time consuming to get and star three loses its point if you stop the clock. It's possible, though, to get all coins in the course when the clock is dead, you even have an advantage.

If you jump into the clock when it's pointing between 12 and 3, everything will move slowly and regularly. Between 3 and 6 is of course harder and 6 and 9 is even harder. If you jump between 9 and 12 everything will move very fast and irregularly. It's funny to reach the fourth star in this condition.

Available Stars  
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-----	O = You can get the star
GET STAR	X = You can't get the star
-----	
C      1 2 3 4 5 6	
H      _ _ _ _ _	
O  1  0 0 0 0 0 0	
O  2  0 0 0 0 0 0	
S  3  0 0 0 0 0 0	
I  4  0 0 0 0 0 0	
N  5  0 0 0 0 0 0	
G  6  0 0 0 0 0 0	
-----	



Required amount of stars/keys: 50 stars, 2nd key

Amount of coins: 128

Caps available: No

Cannon: No

Warp: No

1. Roll into the cage --- S-14-1

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This star is possible to collect when the clock stands still as well as it moves. To make it stop, jump into it when the big hand points at 12. The following strategy is for the clock when it's stopped.

Go to the right first, jump over the pit, cross the treadmill and get up on the usually rotating block. Continue up the path and then pass the three rotating blocks. Follow the trail until you reach a large platform. Cross the platform and continue up the steps. Next stop is a cage and the first star is within.

2. The pit and the pendulums --- S-14-2

-----

This star is possible to collect when the clock stands still as well as it moves. To make it stop, jump into it when the big hand points at 12. The following strategy is for the clock when it's stopped.

Go to the right first, jump over the pit, cross the treadmill and get up on the usually rotating block. Continue up the path and then pass the three rotating blocks. Follow the trail until you reach a large platform. Cross the platform and continue up the steps. Next stop is a cage, jump up on it and then follow the trail. It leads to another platform to climb and then also a pole. Climb the pole to the top and then jump off it to the left and continue in that direction. Avoid the Bouncer and soon you reach a gap.

Jump to the platform in the middle of the gap and then to the next. The view is annoying here. It might help if you press R and then C down. Carefully walk over the ledges here to get the second star. Keep in mind that the ledge have gaps in it.

3. Get a hand --- S-14-3

-----

This star is possible to collect when the clock stands still as well as it moves, but the point about taking the star is that the clock should move. The following strategy is for the clock when it moves.

Go to the left first, avoid the pendulum and jump over the pit.

Cross the treadmill and get up on the rotating block, it hops just before it rotates. Jump when it does and the rotate will happen when you're in the air. Avoid the pendulum and continue up the path. Next up are three rotating blocks. Cross them as the first. Follow the trail until you reach a moving bar which regularly comes out of a wall. Don't let it fool you and then get over to the large platform up ahead. Wait for a hand to come by this platform, avoid the Flame Ball while you wait. When the hand reaches you, board it and stand on its edge. Wait for it to take you to the star.

It's possible to grab this star when the clock is stopped as well. Get up to the large platform when taking the left trail from the beginning. Then continue on the trail to the first star. There's a platform in front of the treadmill that leads into the cage that usually moves. Stand on it and you will see a star below. Fall down and steer the fall towards the star. Use the kick as well and you may very well get it.

#### 4. Stomp on the Thwomp --- S-14-4

-----  
The course travel star. You may not take it when the clock is stopped. It's according to my knowledge impossible. Maybe it's possible if you use a gameshark, I don't know. If you want it to be easy, jump into the clock when the big hand points at one - three. It's harder if you jump into it later.

Go to the left first, avoid the pendulum and jump over the pit. Cross the treadmill and get up on the rotating block, it hops just before it rotates. Jump when it does and the rotate will happen when you're in the air. Avoid the pendulum and continue up the path. Next up are three rotating blocks. Cross them as you did on your earlier encounter with a rotating block. Follow the trail until you reach a moving bar which regularly comes out of a wall. Don't let it fool you and then get over to the large platform up ahead.

Cross it and then continue on the moving platforms which form steps for you. Jump from platform to platform fast and you will hardly notice them. Continue and you'll come by the cage for the first star. Jump onto the cage and continue running on the trail downwards. Jump up on the elevating platform and then up the next stationary platform. Climb the pole that goes from the platform.

Now get up on the platform with the spinning heart and replenish any lost energy. Get up on the elevating platform and you'll see that when it reaches its top you must jump to a moving triangular platform. You can also do a wall kick to reach it but its not very safe. Continue to the right and up to the rotating block. Then you must to a running regular jump to the next rotating block and after that any jump to the next ledge. There's a certain gap to pass next. Try a running double jump to get over it. You don't have any rotating block to defeat this time.

Continue along the trail and you will find a cage with moving bars below. You probably understand how to pass them. Don't let them push you down. Next obstacle could be a little tricky. Two rotating keys are moving in opposite directions. This is actually hard if you jumped into the clock at a late time. Try jumping towards

the first key and then quickly make the second jump over the second key to safe ground.

Continue along until you find triangular rotating blocks. These must be passed as regular block but their edges can't be held on to. So you must jump on top of them or you may fall down. Now you're at the highest point in the course. A hand will pass, which you should board. The Flame Ball here can be annoying while you wait, but do your best. I prefer side somersaulting up to one of the blocks here. When the hand comes, get on it but don't stand in the red area, you will soon be pushed off. Get off the hand when you find a treadmill. This leads you to a Thwomp which you must stomp(!). Try to stay near the Thwomp and when it comes to the ground, make a double jump to get on top of it. It takes you to the star.

#### 5. Timed jumps on moving bars --- S-14-5

-----

This star is possible to collect when the clock stands still as well as it moves. To make it stop, jump into it when the big hand points at 12. The following strategy is for the clock when it's stopped.

Go to the right first, jump over the pit, cross the treadmill and get up on the usually rotating block. Continue up the path and then pass the three rotating blocks. Follow the trail until you reach a large platform. Cross the platform and continue up the steps. Next stop is a cage, jump up on it and then follow the trail. It leads to another platform to climb and then also a pole. Climb the pole to the top and then jump off it. Get on top of the block above and then to get up another level you must do a double jump towards the wall and then wall kick it. This can be hard. Do the double while moving.

Then walk to the right and get past the yellow usually rotating blocks. Get up the ledge as far to the right as possible. Then jump on top of the bar and then get into the cage and grab the star. If the clock is moving then these bars will move in and out. You must then jump on the bars when they come out and then wait for the next to come out before jumping to that one.

#### 6. Stop time for red coins --- S-14-6

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I've never seriously tried to get this one with the clock moving. So get it when the clock is stopped. Read the title of the star.

Go to the right from the start and get on the first key.

1. Do a double jump from the first to the second key to get the first coin.

2. Get the second coin on the second key.

3. Double jump to the third key. Then doublejump to the fourth to get the third red coin.
4. The fourth coin is on the fourth key.
5. Double jump to the double set of keys to get the fifth coin.
6. The sixth coin is between the double set of keys.
7. When jumping to the key above the double set of keys.
8. The uppermost coin. The star will appear next to the double set of keys.

#### 7. Collect 100 coins --- S-14-7

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When you're aiming for 100 coins in this course, I recommend you to stop the course, by jumping into the clock at 12 o' clock. You don't miss any coins this way and it won't be impossible to get the eight red coins. There's an important block breaking technique you're ought to know about. Especially for the blocks containing 10 coins. First make a regular jump to break the block and then immediately as you touch the ground make a double jump. When doing like this you will always get all of the coins, and not one of them will shatter.

- In the starting area there are two Bob-ombs, the only coin giving enemies in this course. Preferably grab them from behind and throw them quickly against a wall. Collect the coins. 0-2
- Now go to the right, towards the keys. There's a block containing 10 yellow coins below these keys. To grab all of these without having them falling off the cliff, you should do a double on the block so that when you do the second jump you will jump up into the broken block and collect all of the coins. 10-12
- In this "key" area there are eight red coins. I bet you've taken these before so I don't need to explain how to do it. Grab all of the coins and if you tend to fall down and lose lots of energy there's a spinning heart below this area. 26-28
- When you've taken all of the eight, fall down to the starting point again. Now continue over to the platform to the left, until you get to a yellow block that normally rotates. On top of this one there are two more coins. 28-30
- Jump over to the ledge against the wall. Go to the right from here and break the block behind the pendulum, this is the second pendulum from the start. 31-33
- Now continue on the trail until you get to big platform further up. This is a platform where you find a Flame Ball, where the lower hand goes by, and you reach this area from the eight coins

area. Here's a also a yellow block. Avoid the flames and grab the coins. 34-36

- Continue on the trail to the right. Climb some platforms and you'll see a trail of five coins where an Electric Ball is hanging. These are the last visible coins in this course. 39-41
- Climb the pole and you'll be in a wide area. Go to the right and you'll see a Bouncer and two yellow blocks. The yellow blocks contain three coins each. Just in case, wait for the Bouncer to rewind itself before you break the blocks. 45-47
- Continue to the right and do an accurate jump over to the platform that normally spins. Continue to the next. Now you're close to the second star. Go to the right and out one the ledge. At the end of this ledge there's a blue coin block. Break it and backtrack to the previous area. But don't be too fast on this ledge because the camera makes some nasty spins here. On the platform nearby seven pretty little blue coins will be waiting. You must at least take two of these to be able to get 100 coins. 55-82
- Now continue to the right until you reach the place beyond the Bouncer. Jump up the platform here and then do double jump and a wall kick to reach the platform above this one. This may take some practise to manage. When you've reached this place continue towards the yellow rotating blocks. Move upwards on these by doing double jumps. When you're on top I think you can do a long jump to the right to reach the top of the cage of the fifth star. This block contains three coins. 58-85
- Go back to the top of the yellow rotating blocks then follow the trail until you reach a caged area with lots of bars which used to move. Pass this bars and climb into the cage form the other side. Break the block inside and collect the ten coins. 68-95
- Continue on the trail and you'll find another block with coins. It's on a ledge. 71-98
- Continue along the way and you'll come to a big area with a yellow block. This is the area just below Thwomp. This block must be reached with a high jump. If you've taken all coins so far and of course all of the blue coins, you will have more than 100 coins now. So leave the couse. If not continue. 81-108
- Press C up from this area and look towards the centre of this floor. Here's a platform with another yellow block. This platform can be reached with a long jump from the main path. Do it and collect the coins. 91-118
- Long jump back to the main path and continue up. At the end of this path there're two yellow blocks. Here's an extra life and 10 coins. You can't get the Thwomp star when you want to save your high score, so I recommend you to backtrack to the fifth star in the cage. 101-128

If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.

=====  
4.15 Rainbow Ride  
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Location  
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On the third floor there are two ledges to the left and right of Tick Tock Clock. Next to these ledges there are some kind of windows. In the right one Rainbow Ride is located. Reach the ledge by side somersaulting to it and then long jump to the window from the ledge.

Description  
-----

This is one vast course. There is no land here, just many floating platforms. This course is located on a high altitude, where the clouds and the rainbows come from. Here you can find many magic carpets, a high maze, a floating ship and a really big house with a chimney fire. Nintendo definitely didn't lack new ideas in the closing of the game.

Available Stars  
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	O = You can get the star	X = You can't get the star
GET STAR		
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		

The short-cut in the beginning  
-----

To get to the main area of the course from the beginning the point is really that you should ride on a magic carpet to this place: the four rotating platforms. But for all of my star strategies I list a much quicker and not as boring way. Look behind the starting area for a pole. Long jump to it and climb it and you will be in the main area. If you choose to go by carpet anyway I recommend you to dodge when going through the Flame Thrower.

Required amount of stars/keys: 50 stars, 2nd key  
Amount of coins: 146

Caps available: None

Cannon: Yes

Warp: Yes

## 1. Cruiser crossing the rainbow --- S-15-1

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From the starting point look around until you see a pole far away. Long jump over there because that's a very convenient short-cut. Climb the pole to the top and jump off it. You will now be in the four rotating platforms area. Go straight here, jump to the opposite platform via the right or left one. On these platforms a Lakitu is flying around. Double jump from behind of it, and it won't bug you no more. This one will follow you to other areas of the course.

Board the magic carpet and let it transport you. Avoid the obstacles which comes in your way. They're easy to avoid so not worth mentioning. When you come to the point where you must choose carpet, choose the right one from the camera's point of view or the left one from Mario's view.

Follow the next carpet and watch the rotating thing carefully. If a wing tries to sweep you off, jump over it quickly. When it comes blocks to avoid keep your tongue straight in your mouth and make easy secure jumps. Then jump to the falling platforms and make a quick double jump to the ledge leading to the ship. Cross the plank and then go towards the wind and get the star.

## 2. The big house in the sky --- S-15-2

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From the starting point look around until you see a pole far away. Long jump over there because that's a very convenient short-cut. Climb the pole to the top and jump off it. You will now be in the four rotating platforms area. Go straight here, jump to the opposite platform via the right or left one. On these platforms a Lakitu is flying around. Double jump from behind of it, and it won't bug you no more. This one will follow you to other areas of the course.

Board the magic carpet and let it transport you. Avoid the obstacles which comes in your way. They're easy to avoid so not worth mentioning. When you come to the point where you must choose carpet, choose the left one from the camera's point of view or the right one from Mario's view.

Continue on the next carpet and when it passes through solid blocks you must pay attention. Just before it's about to push you off, make a regular jump and you will get on top of the platform. The carpet will then take you into the house. Stay on the carpet. It will then take you outside and then take you to other platforms which are just to jump on to and run to the other side of. Continue standing on your carpet and it will once again take a turn through the house and make its final stop on the roof. Leave the carpet here and grab the star. If you go out on the hills leading from the house, you will fall down.

If you would accidentally leave your carpet and lose it, you're screwed. Then you must get all the way back to the rotating platforms or at least, the carpet switch. There's a warp near the entrance of the house. Check the Warp section for more details, or just fall down.

### 3. Coins amassed in a maze --- S-15-3

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From the start, look around until you see a long pole at a far distance. Take aim and long jump towards it. This is much easier than it might sound. Climb up the pole and you're among the four rotating platforms. Go to the huge structure to the left: the maze. Use the yellow platform to get to the entrance of the maze. If you happen to fall down on the floor of the maze, crouch under the yellow platform and then back flip to it when it shows up on the screen.

1. Now go straight ahead from the entrance and make a long jump to the first red coin.

2. Long jump back. Get up on the nearest ledge. Jump to the next one and get the red coin next to the Flame Ball to the left.

3-5. Then do a wall kick in the gap above the previous coin and grab the next one. Also grab the two other red coins you can see on the screen.

6. From the coin which was on a log, long jump to the sixth coin in the upper left corner of the maze.

7, 8. Jump back to the log-like platform. Continue down the hill, jump and get the seventh coin. This jump will probably lead you outside the maze to the final coin.

### 4. Swingin' in the breeze --- S-15-4

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From the starting point look around until you see a pole far away. Long jump over there because that's a very convenient short-cut to the main area where you have to go before taking any star. Well for all stars except this one and the fifth.

Now slide down the pole and continue to the left onto the seesaw. Defeat the Shy-guy if you wish. Stand on the side of the seesaw closest to the screen to make the opposite side rise. Then go to that side and continue onto the swing. You won't slide off the swing. Let it take you to a couple of falling platforms. These start falling slowly if you step on them. Jump to another seesaw from these platforms and from that seesaw to another set of falling platforms. Then to yet another and from these wait for the flame to stop and jump to that platform. Place the camera behind Mario and when you see that the yellow moving platform is about to move to the falling platforms, jump to these and then to the moving platform.



Watch out for the Goomba in the next area. Heh! Then move up the wooden slide. You can only step on the blocks here. Wait for the swing on top to take you to the fourth star.

#### 5. Tricky triangles! --- S-15-5

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From the starting point look around until you see a pole far away. Long jump over there because that's a very convenient short-cut to the main area where you have to go before taking any star. Well for all stars except this one and the fourth.

Now slide down the pole and continue to the left onto the seesaw. Defeat the Shy-guy if you wish. Stand on the side of the seesaw closest to the screen to make the opposite side rise. Then go to that side and continue onto the swing. You won't slide off the swing. Let it take you to a couple of falling platforms. These start falling slowly if you step on them. Jump to another seesaw from these platforms and from that seesaw to another set of falling platforms. Then to yet another and from these wait for the flame to stop and jump to that platform. Place the camera behind Mario and when you see that the yellow moving platform is about to move to the falling platforms, jump to these and then to the moving platform.

Pass the area with the Goomba and continue to another set of falling platforms, run quickly up the hill and break in time on the falling platform. Jump to the last falling platforms and you're then in the area of the triangles.

When you push the purple switch all of the triangles will move up-side-down and enable you to jump on them. You must be quick here. Directly after you've pressed the purple switch, move to the second triangle. Do a back flip from that one to the one above and to the right. Then be quicker than the wind and cross the final two. Get the star.

If you find it easier or more amusing to reach star six, you may want to know that star five is just below star six. So it's just to follow the sixth star walkthrough and then do a very accurate jump to the fifth star. You won't even have to do the triangle process. Of course the whole star would lose its point and you'd have to travel by those boring carpets, but that's what makes this game so great: the freedom!

#### 6. Somewhere over the rainbow --- S-15-6

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Go to the rotating platforms. Choose the way to the maze. Then go on the platform next to the maze and you'll get to a blue coin block and a spinning heart. Press C up around here and you'll see two parallel walls against each other above the block. You shall wall jump up these to a ledge above the maze. This jump is very tricky to get because it's so easy that you're in the slightest wrong angle and you'll fail and Mario will fall down to the blue coin block again. Have the camera so it's angled just between the walls.

Then start the wall kick up to the ledge. Go right on the ledge, and you'll find a pink Bob-omb. Get down to the rotating platforms by using the elevator to the right of the bomb.

Now just follow the walkthrough for the first star to reach the ship in the air. When you're on the ship avoid Bob-ombs, Lakitu and a strong wind to get to the stern of the ship where the cannon's positioned. Jump down it and you'll see a distant platform. Aim at the pole, pretty high up and you'll fly through the rainbow. Go down the pole and be careful about the Purple Ball. If he grabs you there's a huge chance that you'll be thrown off the platform and that isn't funny. Either avoid him or carefully grab and throw him from behind. The last ordinary star is found in the yellow block.

#### 7. Collect 100 coins --- S-15-7

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- Follow the magic carpet in the beginning to the nearest platform where there are eight coins and an Electric Ball. 8

Go back to the starting area by long jumping there. Or jump carefully down to the blue log near the platform with the Electric Ball and then jump to the start. From the start, lock around until you see a long pole at a far distance. Take aim and long jump towards it. This is much easier than it might sound. Climb up the pole and you're among the four rotating platforms.

- On two of these rotating platforms there are two rings of eight coins in each. Then there's a Lakitu flying around. Defeat it as well for further five coins. Try to defeat this fellow in the centre of a platform and then quickly collect its coins because those shatter quickly.  $8+8+5=21$ . 27-29
- Now you have four different directions to head for. This walkthrough makes the first move to the big structure, the maze where all of the red coins are. On the ground, just outside the maze you are probably aware that two Bob-ombs are strolling around. Pick these quickly up and throw them in the area where it's a little vaster than in other places. 28-31
- Go to the far end of this ground area and you'll see a spinning heart and a blue coin block. You better get a good overview what's to be done. Above the block there's a long place where you must wall kick yourself upwards. Once up there are five blue coins up here. The first blue is located just above the blue coin block. The only pointers I can give you is to keep your head really cool and to have the camera right in the middle between the walls. Why not practise wall kicking without breaking the blue coin block, because if you fall down even once when you've broken the block, you, my good sir, are screwed. If you didn't manage to collect all of the blue coins or missed at most one, jump down the cliff and restart. You can still get 100 coins, but it's much tougher. 53-61
- When you've taken the blue coins, continue on this path until you pass the Pink Bob-omb (activate the cannon if you haven't) and then step on the blue block. This is an elevator. Don't take the red

below the elevator, instead jump into the maze. Start by jumping down a couple of floors until you're just above the Bob-ombs. Now make a long jump to the left and grab the red coin here. 55-63

- Long jump back. Get up on the nearest ledge. Jump to the next one and get the red coin next to the Flame Ball. 57-65
- Then make a wall kick in the gap above the previous coin and grab the next one. Also grab the two other red coins you can see on the screen. 63-71
- From the coin which was on a log, long jump to the sixth coin in the upper left corner of the maze. Jump back to the log like platform. Continue down the hill, jump and get the seventh coin. This jump will probably lead you outside the maze to the final coin. 69-77
- Now get back to the high pole which you climbed to be able to get to the four rotating platforms. Below the pole there goes a trail with five yellow coins. There's a also a Shy-guy here, and "for all butter in little land" (as we say in Sweden) don't jump on it. Jump kick instead. 76-84
- Continue and you'll come to a seesaw. Go past it and onto the swing. Get the five yellow coins here. Preferably by a back flip when the swing is going upwards. 81-89
- Continue onto the platform and the falling platforms, then the seesaw and two more trios of falling platforms. Those hold two coins each. 85-93
- Continue to move on the next platforms and the yellow moving one. Now you're hopefully in an area with a Goomba. Defeat it for a coin. Climb the wooden slide for a coin trail of five golden things. 91-99
- Go down the slide and then continue onto the falling platforms. There are five coins on a hill next. 96-104

Now there's a nice possibility that you have more than 100 coins. If that's the case you can get the fifth star: Ticky Triangles and leave the course or simply jump off the course.

If you haven't got 100 coins continue with the walkthrough.

- From the hill just jump down to the area where you defeated the Shy-guy. Continue to the rotating platforms and to the opposite side of the area where there's a flying carpet. Follow the carpet until it's time for a switch and you will then have collected two more coins. If any of these coins is the 100th coin be focused to get the star. 98-106

When it's time to switch carpet, choose the right one from your point of view or the left one from Mario's and the carpet's point of view. This carpet takes you to the house. There are a couple of coins just above, on the falling platforms, but ignore them, because it can be really hard to get the star then.

- Now just follow the carpet and you will get the last coins on the way. Then let the carpet take you to the second star or just jump

off it.

If you want to collect every coin in the course or if you want to see a shorter coin list, check the Coin Walkthrough.

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4.16 The Castle's Secret Stars  
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As mentioned before, there are 120 stars in Super Mario 64 but all of them aren't accessible in the courses. There are seven stars in each of the fifteen courses.  $15 \times 7 = 105$ . The rest you get by completing special objectives in the castle or by accessing hidden courses from the castle or as in one case from a regular course. All of these 15 stars are listed below. For all of them you need a certain number of stars. The least number of stars to get the hidden star is indicated below.

1 Star - The Princess's Secret Slide  
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From the foyer of the castle, go to the right most door on the second floor and jump into the right window. Then simply go down the slide and collect the star inside the box.

1 Star - The Princess's Secret Slide  
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Go to the same place as above. This time you must reach the goal of the slide in under 21 seconds. This means you get star if you get 20'9 but not 21'0. To manage this, take aim in the beginning and press B and forward when you get into the slide. Then go as fast as possible by avoiding bumping into walls and taking the inner curve all the time. It's important not to touch the walls. If you've cleared it, a star will show up between the regular star box and the finish line.

3 Stars - 8 red coins in The Secret Aquarium  
-----

In the first hall, the foyer, go to the right most room, the room with the course Jolly Roger Bay. Go into the middle of the room and look up to the ceiling to the left of the door you just went through. There you will find a black hole in the wall. Do a double jump to reach it. There's hole in the wall on the other side of the room that gives you an extra life.

Now you will be in the secret aquarium. There are four red coins in a square in the middle of the room and four in a

square on the floor. Swim around and take them all. A star will show up when you've taken them all. If you run out of air and are too far from a red coin, try to take the coins in the centre of the room.

#### 8 Stars - 8 red coins in Bowser in the Dark World

-----

When you've got 8 stars go to the room with big the star on the second floor of the first room in the castle. Fall down the trapdoor and you're in this vast area. It's not a requirement to have the metal cap activated but recommended.

1, 2. Go to the right from the start until you come by a purple switch near a flame throwing thing. If you can take the metal cap during the way here, do it. The fire from the Flame Thrower won't hurt you with the cap on. Locate the red coin outside the platform near the fire. Then press the purple switch and a block will show up under the coin. Go get the coin and then, depending on how fast you are, either wait until you can press the switch again or run directly back to the starting area. Two blocks will be visible here. On one of them, a red coin will be. If the blocks starts to blink, get back to the switch to repress it.

3. Continue on the path, until you pass a few Goombas and walk over a narrow bridge. The next red coin is behind a crystal on the path that follows after the bridge. Lots of Electric Balls are patrolling this area.

4. Continue until you get to a yellow platform that moves from side to side of a grey platform. To get the next red, stand on the grey platform and get down on the yellow platform towards the moving pyramids.

5. Continue to the moving triangles and the coin is very visible.

6. Continue to the platform near the seesaws. Look around and spot a narrow path leading to a platform in the centre of the course. On this platform there's the sixth coin.

7. Use the second seesaw to reach the seventh coin on top of one of the valves.

8. Pass the second seesaw and climb down to the same platform as the two Goombas, just before the stairs that lead to the pipe. From this platform a narrow path leads to the final coin. You have probably spotted this one when you were on the seesaws. The star turn up, just behind the pipe leading to Bowser.

#### 8 Stars - 8 red coins in Vanish Cap under the Moat

-----

When you've beaten Bowser for the first time go down to the basement and unlock the door. You will then see a dark corridor. Follow it to the right and enter the door. Go right and continue through the corridor. When you can,

choose to go right, go right and you will see a door without a star. Enter the door and you'll see a clean pool. Take a bath, dive and swim under a wall so you'll get to another room. In here you will find two pedestals in the water and a door beyond them. Ground pound both pedestals and the water around them will be gone. Go out through the door and you'll be outside the castle in the moat. There are no loner water here. Continue to the right until you found a hole. Jump down it and you have reached your destination. To get the star you must collect the eight red coins in here.

1. Ignore the Flame Ball here, since you've got the vanish cap on, you won't take damage. Slide down the slide in front of you to the left. I mean to the left from the camera view. You will come by a platform with the first red coin.

2. Then jump into the middle to come to a platform with the second coin.

3, 4. Then jump straight down to get an extra life and the next platform has a red coin. Jump to the right then to get the fourth coin.

5, 6. Then continue along the path until you reach an elevator. After the elevator a seesaw will be hanging. Two red coins are located on each side of the seesaw.

7. Then ride two more elevators. When you switch to the third elevator you'll probably get the seventh coin.

8. Continue on the third elevator to the switch. The last red is next to the switch. Then grab the vanish cap near and go through the thin screen to get the star.

8 Stars - 8 red coins in Cavern of the Metal Cap

-----  
Follow the description above to reach Hazy Maze Cave.

You shall go through double metal doors in the water cavern. To reach the water cavern go to the left in the beginning. Do a long jump over the pit and enter the door. You'll be in a large room with a huge pit in the middle. Fall down into it and you'll lose a life. Look to the left and you'll see a platform with a spinning hart. Long jump yourself there. Then long jump to the place where the rocks come from. Go up this walkway and avoid the rocks. Enter the door to the right. Place yourself on the platform and it will bring you down to the water cavern.

Now go down to the lake and swim around until you see the beast. Board him and run to the top of his head. Look in the direction you want to swim and then locate a platform with metal double doors. Make the beast swim over there and jump to the platform. Then go through the doors and continue down the corridor until you found another pit with floating stuff. Jump down into it and you'll get to Cavern of the Metal cap.

Now you'll have a metal cap and therefore be invincible. Run through the corridor and you'll later be in a large room where the metal cap switch is located. The current in here is very strong so if you happen to take a bath without the metal cap on, the current will take you brutally down to the right exit. If you go there you will be going down the waterfall outside Peach's castle. Surprise, this course is located behind the big waterfall. Don't go down the waterfall, it'll do you no good.

1, 2. From the beginning of the course you will pass two Shooters. Then you'll be in the main room. Don't fall into the water. Jump from platform to platform until you reach a bridge. Pass it and grab the two red coins behind the pillars and next to the extra life.

3, 4. Jump over to the green switch and you'll see the next two coins on either side of the it.

5-8. Get the metal cap nearby and fall into the water. Around the big pillar where the green switch is upon, the rest of the coins are spread out. The star will show up near the course wall under water.

#### 10 Stars - 8 red coins in Tower of the Wing Cap

-----

When you've collected 10 stars place yourself on the sun panel in the first room of the castle and look straight up using C up. This will transport you to these beautiful towers.

You will start in the air while using the wing cap. The description is simple, the performance is more difficult. You will see a trail of yellow coins. If you follow this trail you'll get all 8 red coins. The only tip I can give you is to always stay on the trail and to learn to read the winds pattern. Don't try to go back and take the coins if you miss any except the last two, just press Start and choose exit course to try again. If you miss any of the two last ones you can easily try to take them again. Fly over the platform in the middle and place a new wing cap on Mario's head. Then locate the missing coin(s) and climb on to the part of the wall that's closest to the coin. Press A three times to fly and grab the coin. It's fool proof. If you miss both of the last ones you might want to do the process twice.

#### 12 Stars - Toad outside Hazy Maze Cave

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Your goal is the sixth course; Hazy Maze Cave. Go down to the basement and go through the door with small star. If you've come right there will be a rail before you. Carefully jump to the other side of the rail and Toad will stand there. Talk to him and he'll give you a star. If you come here before you've collected 12 stars no Toad'll be standing here.

## 15 Stars - Catch the bunny in the basement

---

I believe his name is Mips. Go down to the basement, where you find course 6, 7 and 8. You now have to catch him by pressing B, either while running or walking. This may be frustrating for some. Don't press B all the time. He will mostly avoid you. Try just running after him and always take the inner curve and you'll soon catch up with him and can easily catch him. You can also try to hunt him into a corner and then throw yourself to the position where he most often tries to escape from you when you get too close.

## 30 Stars - 8 red coins in Bowser in the Fire Sea

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From the entrance of the basement, go left to the big door with a star. If you've collected at least 30 stars it will open and you can go in. Jump into the flowing wall and finish the first star in Dire Dire Docks. Then jump down the pit that will appear in front of Dire Dire Docks and you're in the king's fire sea.

1. Go to the right until you see a fork in the road. The ordinary path and a black path going to the left of the ordinary path. Follow the black path, watch out for the gaps and then the red coin will be over a pit. Stand on the edge of the pit and double jump over it. The coin will be yours.
2. Backtrack to the ordinary path and continue along it. Climb the pole and get the next coin on the very unstable platform after the pole.
3. Continue up the next pole and into the blue and yellow cell. Grab the coin here.
4. From the cell a grey elevator rises up to the surface. Step on it but quickly get off it. It will rise upwards and you can get the coin that is below the elevator. Then you must of course fall down in the area with the Bully and the Goomba.
5. Get back into the cell and take the elevator upwards this time. When you're on top, long jump to the next platform, run up the hill and go into the side path here. This will lead you to a hill which end on a circular platform with a red coin and a Bully.
6. Fall off the platform onto the wire net below. Continue left and move over the area with the Bullies. Walk up the big moving structure until you're on the second to the uppermost platform where you'll find either the shadow of a red coin or a red coin. Depending on if the structure



is high or low. If you only see the shadow, wait for it to rise again and then grab it.

7. Get to the stone trail from the above area and then continue on the platforms that sink into the lava. On one of them, near a Flame Thrower the seventh coin is positioned.

8. The final then. Get to the right from the platforms and continue down the pole up ahead, go down to the lower trail, to another pole and up this one. Get the red coin here and a star will show up... well you'll see where. Reach it by going back down the pole you just came from. Climb the next pole to the top and do a handstand. Wait for it to reach its peak the jump towards the right wall. Wall kick from it and then you'll be on the platform with the star.

### 30 Stars - Toad upstairs

-----

When you've collected the second key from the second Bowser confrontation unlock the door in the first room of the castle. Go upstairs and around to the back of the room. Under the valve a Toad boy stands and if you speak to him he'll give you a star. There's another Toad on this floor but he won't give you anything but information.

### 50 Stars - Catch the bunny again

-----

Collect 50 Stars and you can catch the little rascal, on the same place and use the same strategy, he's just a tad faster.

### 50 Stars - Visit Toad outside Tick Tock Clock

-----

Go up the stairs from the middle floor to the door with the big star and open it. A Toad boy will be standing next to the big clock. He'll give you a star.

### 50 Stars - Wing Mario over the Rainbow

-----

Here you shall collect the 8 coins shattered here. Don't fall down because then you will land in the lake outside Peach's castle. Even though you don't lose any lives it's pretty darn annoying to walk all the way up to the castle's top floor again. An important pointer is to take a new wing cap as soon as you see one.

1. The first coin is just near you.
2. If you look around on the cloud, you'll see rainbows going away from you. Take the wing cap and fly off from the left one. Follow it and you come to another cloud with a coin.
3. If you picture that you came from south to this cloud, stand on the eastern edge and look down. You'll see a large pink platform and another cloud slightly above it. Fly to the cloud and grab the coin there.
4. Now fly over to the big pink platform you saw before. On that platform you'll find a pink Bob-omb, a cannon, a red coin and a big pole. Get the coin.
5. Activate the cannon and jump down it when you've reactivated your cap. Aim above another pink platform, but this one's much smaller. When you reach it you'll see that this one's got a cannon as well. Jump down it and look at a big cloud with green poles below. Aim straight up in the air and land upon the cloud. Get the fifth coin.
6. Get the sixth next to the fifth.
7. Now check where the rainbow starts here and fly away in that direction. You'll see a transparent cloud which has a coin inside. Fly into the cloud and get the coin.
- 8 . Now backtrack to the big cloud with poles underneath. Fly into one of the poles and grab the coin visible. You can now easily slide down to the cloud underneath. Don't be afraid of falling down 'cuz the cloud underneath will save you. From there fly away towards the cloud in the centre that holds your star.

#### 70 Stars - 8 red coins in Bowser in the Sky

-----

On third floor, the same floor as Tick Tock Clock and Rainbow Ride is located, there are huge steps leading to another door with a big star. You can enter it whenever but then the stairs after the door will be endless, and only repeat themselves. When you've collected 70 stars, this seal will be broken and you can enter a pit above the stairs. Eight coins to collect as usual and at the end you will face Bowser for the final time.

1. Run up the first platforms until you find a block that can be moved. Move it to the edge of the platform closest to the starting area. Jump up on the block and collect the coin.
2. Continue on the unstable platform, run fast, up the yellow wall (don't jump), past the stone trail with the Goombas, past the Electric ball and you'll have the next red coin near a Tiny Piranha Flower.
3. Next up is a large platform with a seesaw and a rotating elevator above. Get down on the platform and turn the camera 180° around so you will see the platform from the other side. You

will spot the red coin on a tiny platform on the side of the major platform.

4. Get up on the seesaw above, over to the rotating elevator. Crouch here and back flip as you reach the peak and you'll land on the ledge above. Press the purple switch and go up the stairs. Follow the climbable trail to the top where the next red coin is.

5. Follow the trail down. Either jump over the Flame Throwers or be careful. Continue over to the transport with a red arrow and let it take you away. Jump over blocks and soon you'll see the next coin. Make a double jump followed by a kick to reach the coin easily.

6. Continue and grab the next coin behind the "thing".

7. Climb up the pole and grab the next coin on the other pole.

8. Continue up the stone trail, onto the elevator, over the platform with the wind and then stand on the edge here. You'll see that you there's a passage below the steps up to the pipe area where the last coin is. The star is behind the pipe.

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## 5.0 Coin Walkthrough

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This is a try to cover every little coin in the whole game. I will list all coins that I've found in every course below and make description on how to get them . This is surely inaccurate so I will accept contributions for this part. So, if you find coins that're not listed here, mail me and I will give you full credit. About the walkthrough then. Every course have short coin information which is explained just below and they have a walkthrough divided into paragraphs. Each paragraph explains how to get a certain bunch of coins and after the paragraph, a number will be shown to indicate how many coins you should have collected. Also note that when I give directions I mean from the view of the default camera unless I specifically write that it's from Mario's view I'm meaning. Always choose the sixth star by the way when attempting to get all the coins in a course. Remember that you must get a star after you've collected all of the coins or the high score won't be saved. Choose "Exit Course", lose a life, press reset, turn off the machine, pull out the plug or cause a power failure and you will not receive a high score. In the coin list before every course walkthrough there are figures in brackets. These indicate the value in yellow coins.

Each course part is divided into three parts: First the figures. How many coins there are in total, how the total score is divided into the colour of coins and how the total score is divided into the source of the coins: from enemies, from blocks, lying visible, etc.

The second part is a coin list where I describe shortly where all of the coins are located.

The third part is the walkthrough, where I explain in-depth how to

get every coin in one go.

These are the sub categories for the figures.

Total: How many coins there are in total, yellow, red as well as blue.

The total sum of coins is divided into the following two types categories. The first one is the colour of the coins.

Yellow Coins: How many yellow coins there are in the course.

Red Coins: How many red coins there are in the course. There are always 8 of them and every single one is worth 2 yellow. The first number is the number of 8 red coins and the second is the value of all of the red coins in the course.

Blue Coins: Similar to red coins, how many there are indicates the first number and the second one indicates what the total of blue coins are worth in yellow coins. One blue coin is five yellow coins.

The second category is where you find the coins: the source of them.

Yellow Coins from Enemies: How many yellow coins you can get by beating enemies.

Blue Coins from Enemies: How many blue coins you can get by beating enemies.

Blue Coins from Block: How many blue coins you can get from blue coin block.

Red Coins: How many red coins. Totally unnecessary to have in this category but the sum must be filled up, right?

Yellow Coins in Slide: Two courses have slides. Here is the amount of yellow coins in the specific slide listed.

Blue Coins in Slide: Two courses have slides. Here is the amount of blue coins in the specific slide listed.

From Poles: If you run around a wooden pole five times it's likely to drop five yellow coins. The number indicates how many coins you can get from all of the poles. This category is only available on two courses.

In Bowser's Mouth: Only available in one course. When the puzzle in the seventh world shows the complete form of Bowser you can collect

5 coins that will appear.

In Blocks: Yellow coins hidden in boxes and blocks.  
Either if it's from a yellow block, a  
throw block or a shattered block it's listed  
here.

Visible: How many coins that's spread out on the  
course, coins that won't disappear and are  
visible from a distance. Only yellow coins.

=====  
5.1 Bob-omb Battlefield  
=====

Total: 146

Yellow Coins: 125  
Red Coins: 8 (16)  
Blue Coins: 1 (5)

Yellow Coins from Enemies: 23  
Blue Coins from Enemies: 1 (5)  
Blue Coins from Block: 0  
Red Coins: 8 (16)  
From Poles: 25  
In Blocks: 9  
Visible: 68

Yellow Coins from Enemies

- 2 - Goombas near the beginning.
- 4 - Bob-ombs where the cannon balls roll down.
- 6 - Goombas on the field under the floating island.
- 1 - Bob-omb near Chain Chomp.
- 4 - Bob-ombs on the opposite field of the floating island.
- 3 - Goombas in the meadow with two red coins.
- 1 - Bob-omb in area with bars.
- 2 - Bob-ombs on the mountain trail.

Blue Coins from Enemies

- 1 (5) - Koopa on field below the floating island.

Red Coins

- 2 (4) - Near Chain Chomp.
- 1 (2) - Below the floating island.
- 1 (2) - Above the floating island.
- 1 (2) - In the structure below the entrance to the mountain trail.
- 1 (2) - In a green slide up the mountain.
- 2 (4) - In the meadow above the stating area.

From Poles

- 5 - From Chain Chomp's pole
- 20 - From four poles in the meadow.

In Blocks

- 3 - Throw block near start.
- 3 - Block near start.

3 - Throw block in meadow with two red coins.

#### Visible

5 - Under the first bridge from the start.

8 - A ring of coins around some flowers near mountain entrance.

10 - When on the mountain trail.

45 - In the air.

- Follow the trail from the start and you'll see a couple of blocks and a throw box. The left block holds three coins, just as many as many as the throw box. 6
- There are two Goombas up the same trail. One close to the boxes and one on the first bridge. Gives you one coin each. 8
- Check the area under the first bridge and you'll find a coin trail of five. 13
- Get to the brown area and defeat the four Bob-ombs strolling around here. Most of them are in the place: where cannon balls come rolling down. Watch out for the last one because if you throw him wrong, he might blow up and leave his coin on the other side of the bar door. 17
- Get back to the first bridge down the trail from the starting area and you'll find an elevator. At the top of this structure a red coin will be showing. Just above it a Bob-omb is strolling. 20
- Now get out on the green field to the right to get some coins. This field is just below the floating island. Find the six Goombas that are walking here. They walk in two squads. The squad positioned to the north are pretty near a small hillock with a red coin above it. Grab it as well. The southern squad is pretty near a Koopa which gives you a blue coin as a token of his death. 33
- Return to Chain Chomp and grab the red coin on top of the pole in the middle. Then comes a tricky thing. You must run around the pole five times in a row to get five coins. Try to get to the pole just after an attack of the big dog and then run as fast as possible around. Check Chain Chomp carefully and either avoid or don't avoid him when he attacks. 40
- Pass his area and continue towards another bridge which works like a seesaw. Go left directly to get to a meadow. Grab the two red coins and defeat the three Goombas here. Break the throw box as well to get three coins. 50
- In the same area, four poles are visible. Run around all of them five times each and they will drop five coins each. 70
- Now go to the big green field, opposite of the field with the floating island. Here there are four Bob-ombs. Defeat them and then go to the edge of the field, like a corner

of the course and you'll see a flower field with eight red coins in a ring. 82

- Look towards the gate of the mountain. See the structure you must pass to enter the gates? Get under it and you'll find a Bob-omb and a red coin. Also a switch, step on it, just in case. 85
- Now get in to the mountain trail through the gate in the bars. Look up the green slope and a red coin will be visible. Run up the slope and get it. You must keep running or you'll fall down again. 87
- Now get back to the entrance of the mountain trail and go past the cannon balls and until you get a small field with a Bob-omb, a block, a tree and a cannon. Pick up the only coin from the Bob-omb. 88
- Continue up the mountain until you find a cannon that shoots soap bubbles and a Bob-omb guarding it. Sneak up from behind the Bob-omb and throw him towards the mountain wall. Grab the five coins in the trail just after the Bob-omb. 94
- Continue the climbing and you will come by another coin trail and a cannon you can jump down into. Get the coins and jump down the cannon. Aim slightly above the tree on the island and grab the coin at the top of the tree when you get there. 101
- The last coins are in the sky reached with the cannon on the floating island. You'll see them directly when you've entered the cannon. Five rings with 9 coins in each become 45 coins in total. It's tough to give you pointers here. Use the cannon and the wing cap and fly around until you get all coins. Remember to leave some coins in the first ring as marks so you know where to aim when you shoot with the cannon. 146

=====  
5.2 Whomp's Fortress  
=====

Total: 141

Yellow Coins: 90  
Red Coins: 8 (16)  
Blue Coins: 7 (35)

Yellow Coins from Enemies: 20  
Blue Coins from Enemies: 3 (15)  
Blue Coins from Block: 4 (20)  
Red Coins: 8 (16)  
In Blocks: 6  
Visible: 64

Yellow Coins from Enemies  
20 - 2 Whomps, jump five times on back too.

Blue Coins from Enemies

- 1 (5) - Piranha Flower near starting area.
- 2 (10) - 2 Piranha Flowers near the spinning log.

#### Blue Coins from Block

- 4 (20) - Below the cannon.

#### Red Coins

- 1 (2) - Near start.
- 1 (2) - Above Thwomp, below a spinning platform.
- 1 (2) - Before spinning log.
- 1 (2) - Before spinning log.
- 1 (2) - On spinning log.
- 1 (2) - Below spinning log.
- 2 (4) - On rotating platforms.

#### In Blocks

- 3 - Throw block near start.
- 3 - Throw block below the cannon.

#### Visible

- 8 - Near start, ring around flowers.
- 5 - Near start, on dirt ramp.
- 5 - Above dirt ramp.
- 8 - In the shallow pool.
- 5 - Near the cannon.
- 8 - Above third star in ring.
- 5 - On plank leading to spinning log.
- 4 - On spinning log.
- 8 - On arrow shaped platform after plank.
- 8 - On a rotating platform high above.

- In the area you begin in you'll find a Piranha Flower. Nasty fellow which must be defeated hastily when it sleeps. Further away on the same floor you'll find an eight coin ring around a flower bed and a throw box containing three coins that should be thrown against the wall to break. 16
- Go back to the starting area and up a dirt ramp nearby to collect the five coins visible here. A little further away you'll find blocks that push you off the path. On top of one of these you'll find a red coin. 23
- Go back to the dirt ramp and climb the stone ramp above it to collect five coins here. Get down into the water and grab the eight coins in a ring lying around there. 36
- Continue to the left towards the cannon and the jolly Pink Bob-omb. You'll now be below the spinning log and you'll have a ramp with a red coin on it to Mario's right. Do a long jump up the ramp to collect the coin and grab the five coins leading to the cannon. 43
- Round the corner near the cannon and get down a ramp. Here you'll see a throw block containing three coins and a blue coin block that makes 4 blue coins appear. 66
- Now get to the cannon and get down it. And aim here...



```

          ||
Aim about here  ||
                \ || --- Flagpole
                 \OO || /
                  OO_||_/
                 |_____/
                 ||    ||    || /
The coins ||    ||    || /
are here -||____||____||/
           |_____/
The Star is      | /
down here-----|_/
                |_/

```

Sorry to use the same  
ASCII twice, but it tells  
you where to aim and  
where your eight coins are.

```

77777 4 4
  77  4 4
  77  4444
  77      4

```

- Jump down the platform but be careful. Then get to the area where the Thwomps and the Piranha Flowers are. On top of the Thwomp (big blue block) that's on the highest altitude there is a red coin. Back flip near the Thwomp to get on top of it and grab the coin. 76
- In the area a Piranha Flower will be sleeping. Kill it and grab the blue coin it leaves behind but also the red coin literally behind it. Around the corner a red coin will be positioned and also another red coin and another Piranha will be positioned. This means 2 red coins and 2 blue coins for you. 90
- Just before the spinning log a plank with five coins will be visible. Grab them and then get out on the log. Go into the middle of the log and when it has passed the area where you'd be pushed down, get out to the edge of it. Four yellow coins and one red coin will be yours. 101
- In this area, let's say "the flagpole area", there are two Whomps that will give you ten coins each. Let them fall on their tummies then jump five times on their back and for every jump you receive a coin. When you've got the five coins you can ground pound 'em for five coins more. 121
- Get up the elevator structure and ignore the tower. Go to the plank. Punch it once and then jump kick it to make it fall. Walk over the plank to an arrow shaped platform with 8 coins on in it. After that platform you can find a block with a red coin above and two rotating platforms. One of these has a red coin and the other 8 yellow coins. 141

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=====
5.3 Jolly Roger Bay
=====

```

Total: 104

Yellow Coins: 58  
Red Coins: 8 (16)  
Blue Coins: 6 (30)

Yellow Coins from Enemies: 3  
Blue Coins from Enemies: 0  
Blue Coins from Block: 6 (30)  
Red Coins: 8 (16)

In Blocks: 3

Visible: 52

#### Yellow Coins from Enemies

3 - Goombas in the ocean cave.

#### Blue Coins from Block

6 (30) - In the ocean cave.

#### Red Coins

1 (2) - On top of a pole near the Pink Bob-omb.

3 (6) - In three clams in the shallow part.

1 (2) - In a clam in the deep part.

3 (6) - On the ship afloat.

#### In Blocks

3 - Near the start.

#### Visible

5 - Vertical coin trail near switch and metal cap.

15 - On wooden platforms leading to the ship.

8 - In a shallow part around a statue.

8 - Ring around pillar on surface.

8 - Ring before ocean cave.

8 - Ring in ocean cave.

- Behind to the left, when you begin playing in this course, there's a yellow block with three coins within. 3

- Get to the platform with the Pink Bob-omb, it's positioned straight and a little to the right from the starting area. On top of a pole near it is a red coin. 5

- Go towards the ship afloat by walking over a floating platform. Five coins will be visible, standing upright. 10

- Get up to the area with the switch and the metal cap. Press the switch and walk out on the wooden platform and grab the 15 coins here. 25

- Jump aboard the ship, easiest to do when you've pressed the switch. Grab the red coin nearby and when the ship is leaning so the rear part is going downwards run towards the rear part and do a triple jump. Grab the two red coins here. 31

- Time for some underwater action. Swim to the area near the start. You'll see two clams and a pillar surrounded by eight coins. Grab the coins and get the red coin in one of the clams. 41

- Go to the area with the Pink Bob-omb and the floating platform. Just below it lies a clam with a red coin within. 43

- Get to the three pillars; three huge stone structures, impossible to miss. Below them on the ocean bottom a red coin in a clam will be lying. 45

- Swim up to the surface and around the middle pillar, a ring of

eight coins will be visible. 53

- Now swim down into the really deep part. Grab the red coin in the clam here, it's almost visible from the surface. 55
- Swim towards the ocean cave and you'll see a ring of eight coin. Collect them. 63
- Get into the ocean cave by swimming through the tunnel. To the right is a blue coin block. Break it and collect the six blue coins that appear against the wall in front of the block. 93
- Further into the cave three Goombas will be visible. Defeat them and take their three coins. 96
- As long into the cave as possible, to the right of the chests there's a coin ring of eight coins. Grab them and you've taken every coin. I recommend you to grab the third star, which is nearby. 104

=====  
5.4 Cool, Cool Mountain  
=====

Total: 154

Yellow Coins: 123  
Red Coins: 8 (16)  
Blue Coins: 3 (15)

Yellow Coins from Enemies: 18  
Blue Coins from Enemies: 0  
Blue Coins from Block: 2 (10)  
Red Coins: 8 (16)  
Yellow Coins in Slide: 72  
Blue Coins in Slide: 1 (5)  
In Blocks: 0  
Visible: 33

Yellow Coins from Enemies

- 3 - A Flower Snowman near the starting area.
- 3 - A Flower Snowman below the Snowman statue.
- 6 - A Flower Snowman and a Spinning Snowman just above the mama penguin area.
- 6 - Two Flower Snowmen on pathway to the sixth star.

Blue Coins from Block

- 2 (10) - Just above from the mark of the red coins star.

Red Coins

- 1 (2) - In a tree near start.
- 1 (2) - In a socket at the foot of the outer slide.
- 1 (2) - Behind the ice pillar reached with the cannon near bridge with Jumping Snowmen.
- 1 (2) - Near the cannon above.
- 1 (2) - On broken bridge leading to the red coin star.
- 3 (6) - On same floor as the mama penguin.

## Yellow Coins in Slide

72 - In the inner slide.

## Blue Coins in Slide

1 (5) - A blue coin near start of inner slide.

## Visible

5 - Above chimney leading to the slide.

20 - Picked up if you go by the outer slide.

8 - On pathway to the sixth star.

- First get the red coin above the spruce in the starting area. Then jump down the chimney and get the five coins above it. 7
- Now you must take all 77 coins in the slide. 72 yellow coins and 1 blue coin. The blue coin must be taken directly because it will fall down if not and you must reenter the course. Taking all 77 coins in the first go may be difficult so when you've reached the bottom and need to get up to the starting area again get out of the cabin and go left, Mario's view. You'll get to some bridges and a red coin. I don't advice you to get the red coin yet because it confuses the FAQ. Stand on the edge or to close it of the broken bridge here and you'll warp to the starting area and can get down the chimney again. Repeat the process until you've taken all coins in the slide. Remember not to go down the slide on your tummy because then you can't jump and get the coins in the air. 84
- When you get out of the cabin of the slide get the three red coins in the mama penguin area. One is above a spruce close to where you are, one is between the bridges you used to teleport with and the last one is beyond the one recently mentioned. At the outer very edge of the platform it's kind of hidden. 90
- Get back to the exit of the slide and you'll see a pathway leading upwards. When you get to a turn point you'll see a Flower Snowman. Defeat it for three coins. Continue upwards and a Spinning Snowman will attack you in the snow. Run around him at close range or you'll slip. Just the stonish area to continue upwards or you'll... that's right, slip. 96
- You should soon see Jumping Snowmen and behind you a broken bridge with a red coin on an edge. Go get it, then do a long jump over the broken part of the bridge. Pound the blue coin block in this area and grab the 2 blue coins. 108
- Get back to the mama penguin area, preferably by jumping, and then get to the warps to get up to the starting area again. The warp is a point on the broken bridge thing AT THE SAME FLOOR as the mama penguin but beyond her. On the edge of the bridge.

When you get up to the starting area jump to the little penguin above the chimney and then slide down to the place where the snowman's head used to be, you know the fifth star, "Snowman's lost his head". Here a Flower Snowman should be walking. Give him a whooping and grab his three coins. 111

- Now slide down the outer slide, the one that runs outside of the mountain. Along the way you'll find four five coin trails and at the foot of the slide, where you must start walking again a red coin should be visible for you, hidden in a slot in the mountain. 133
- Go to the snowman statue thing and then get to the ledge below him and you'll find a Flower Snowman walking. Take his three coins and continue along the trail towards the bridge of jumping snowmen and the cannon. 136
- Go towards the cannon but pass it and get down a ledge with red coin on the surface. This ledge is the one you get on if you take the lift from the mama penguin area. 138
- Now get down the cannon in the area near the Jumping Snowmen. Aim at the upper part of the ice pillar and then grab the red coin behind it. 140
- Now you should get down to the mama penguin area, the area where the exit of the slide is. Get down the cannon here and aim above the tree on the side, way above the tree. Where a sharp line goes through the mountain ceiling, about there you should aim.

The following part can be unfair. On the trail there are two Flower Snowmen. Don't jump on them, DON'T. Walk straight up to one of them and punch it. Then quickly stand in its place and the three coins should be collected. Do the same to the other one. 146

- Walk around the corner and you should find 8 coins lying around as an arrow. Grab them and take the sixth star. 154

=====  
 5.5 Big Boo's Haunt  
 =====

Total: 151

Yellow Coins: 30  
 Red Coins: 8 (16)  
 Blue Coins: 21 (105)

Yellow Coins from Enemies: 9  
 Blue Coins from Enemies: 17 (85)  
 Blue Coins from Block: 4 (20)  
 Red Coins: 8 (16)  
 In Blocks: 21  
 Visible: 0

Yellow Coins from Enemies  
 9 - 3 Spider outside the house.

Blue Coins from Enemies  
 1 (5) - Eyeball in the hut leading to BF.  
 5 (25) - Boos on BF.

- 5 (25) - Boos on 1F.
- 1 (5) - An Eyeball in the top left room of 1F.
- 1 (5) - Angry Book in the middle left room on 1F.
- 2 (10) - 2 Angry Books in the right room 2F.
- 1 (5) - Eyeball in top most room on 2F.
- 1 (5) - Boo in the secret room on 3F.

#### Blue Coins from Block

- 4 (20) - In the hallway on 3F.

#### Red Coins

- 1 (2) - In the right room on 1F.
- 2 (4) - In the middle left room on bookshelves.
- 1 (2) - In the down left room behind the piano.
- 1 (2) - In the room above the room with the piano on 2F.
- 2 (4) - Under the sarcophagus in the top-most room on 2F.
- 1 (2) - In the right room on 2F.

#### In Blocks

- 5 - In bouncing box near starting area.
- 6 - In blocks near the hut.
- 10 - In yellow block behind the house.

- There's a bouncing box near the beginning. Grab it and find your five coin reward when it's broken. No, you cannot get over the course edge with this box. I tried it when I was younger. 5
- Go towards the hut that leads to the basement. On the other side of the hut, from the starting point there are two blocks with three coins in each. Also beat the Spider near start. 14
- Two Spiders are walking around on the backside of the house. Three coins each from those and there's also a 10 coin yellow block nearby. 30
- Go back to the starting area and the hut. Go through the hut door and defeat the Eyeball before going down with the elevator. Run around the Eye to defeat it. That's a blue coin. 35
- When you've reached the basement with the elevator continue to the door at the far end of the room. Then continue through the next corridor and through the next door. Another door should be near. Go through it and you'll be in a spinning room. From one of the paintings, 5 Boos will come out. Defeat them for 5 blue coins. 60
- Get up from the basement and enter the mansion. Take the door to the bottom right on the first floor. In here there'll be a red coin and a Boo. Get the coins and watch out so you don't fall down the basement. 67
- Take the opposite door of which you just came from and you'll be in the top right room. Here's a Boo. 72
- Get back into the main room of 1F. Take the top left door to get into a room with an Eyeball and a Boo. That's two blue for you. 82
- Back into the main room. Take the middle left door. First go by the bookshelf closest to the screen and an Angry Book will appear. Jump up on it from behind and a blue will appear. Don't let it attack you

or your run for all coins will be over for this time. On top of the shelves there are two red coins. Get them as well. 91

- In the same room. Either grab the vanish cap and run through the ghost portrait and beat the ghosts in there or place your back against the portrait to make the ghosts come to you. Either way it's two blue coins. 101
- Get into next room which is the bottom left room. Behind the piano a red coin's waiting. IIIIIHH!... err... I mean a manly AAARGHH! 103
- Get up to the second floor from the main room of the first floor. Go to the upper left room here first and get the red coin on the metal net. 105
- Go to the top-most room. There's an Eyeball in your face at once you get in. Beat it. 110
- In the room next to the above some sarcophagi are lying. They might open if you get near. A red coin is hiding under the bottom right and another under the middle left one. 114
- Get back into the 2F main room. Then go to the right room. Stand near the shelf and wait for two Angry Books to appear. Beat them and then go around the corner for a red coin on the trapdoor. If you fall down you must get up again from the basement. 126
- Go back to the shelves with the two Angry Books and wall kick to the third floor. If you don't know how, use the search function and type S-5-5. Find the blue coin block up here, pound and collect the four blue coins. 146
- On the third floor place your back against the ghost portrait and a Boo will attack. Defeat it for the last coin. 151

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5.6 Hazy Maze Cave  
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Total: 139

Yellow Coins: 78  
Red Coins: 8 (16)  
Blue Coins: 9 (45)

Yellow Coins from Enemies: 37  
Blue Coins from Enemies: 2 (10)  
Blue Coins from Block: 7 (35)  
Red Coins: 8 (16)  
In Blocks: 0  
Visible: 41

Yellow Coins from Enemies  
6 - Two Spiders near start.  
6 - Two Spiders in the big room.  
2 - Two Bats in the big room, near roof.  
8 - Four Shooters in the toxic maze.

- 4 - Four Bats in the toxic maze.
- 2 - Two bats leading to the fourth star from toxic maze.
- 2 - Two bats leading to the fifth star from toxic maze.
- 3 - A Spider in room with rolling rocks.
- 1 - A Bat in room with rolling rocks.
- 3 - Spider before the third star.

#### Blue Coins from Enemies

- 2 (10) - Eyeballs in the big room.

#### Blue Coins from Block

- 7 (35) - In toxic maze.

#### Red Coins

- 8 (16) - In the big room.

#### Visible

- 5 - Coin trail between the start and the big room.
- 5 - Coin trail before the toxic maze.
- 5 - Coin trail leading to the fourth star from toxic maze.
- 5 - Coin trail leading to the fifth star from toxic maze.
- 5 - Coin trail in socket in the room with the rolling rocks.
- 8 - Before elevator to the underground lake.
- 8 - Below the first star in the underground lake.

- In the starting area there's a Spider worth three coins. Continue to the right and another Spider will come for three more coins and a coin trail just after it of five coins. 11
- Go through the door beyond the nasty flame-throwers and into the big, the main, the major room. On the floor two Spiders should be walking around. If you don't find them, look harder. 17
- In one corner of the room there should be some steps. Mount it and jump up on the elevating platform. It takes you around the room in the same height. You will find three red coins in blocks, hard to miss and one on the platform in the opposite corner of where your elevator starts from. 25
- On a platform in the middle of the floor and on a platform in a corner there are Eyeballs. They can both be reached with the elevating platform. The one in the middle is easy. It's just to run around him in a decent pace at the same time as you watch the edges so you don't fall down. The other one, on the corner platform is tougher. You must run around him in a decent pace but you have insanely small edges to move on. You must be exactly between the eye and the edge. Check the shadow of Mario to manage the trick. The shadow should touch the edge all the time. If a too big part of the shadow is outside of the edge you'll fall down, if it doesn't touch the edge, you'll touch the Eyeball and fall down. Be careful, but fast. 35
- Now you should get up to the uppermost floor of this room to collect the last red coins. Either use the elevating platform to reach the pole leading you up to the coins or wall kick between a rock wall and a caged tower. When you're up here follow the upper elevating platform for the four remaining red coins. 43
- While on the uppermost elevating platform you will discover two small





way to get his coin is to make him move to the low platform with the spinning heart and defeat him there. Walk around in the area where you defeated the Spider and try to set the Bat in movement. When you see he's moving towards the spinning heart, quickly long jump yourself there and when the Bat arrives, beat him and get his coin. 115

- Öong jump to where the rocks come from. On the trail upwards you'll find a socket with a five coin trail. 120
- Continue up the hill of the rocks and through the door. There'll be a ring of eight coins beyond the elevator. 128
- The elevator leads you down to the underwater cavern. Go down with it and when you come down or jump down, take the metal cap. Run down the hill and follow the trail. The trail will continue underwater so keep following it. Step on the switch at the far end of the trail and the gate to the third star will open. Go through the door and defeat the Spider that jumps up from a pit. 131
- Now get back into the lake and climb the sea dragon's head. Turn him to the island in the middle and grab the last eight coins under the first star. Then I would recommend you to grab the star so your new high score will be saved. 139

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5.7 Lethal Lava Land  
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Total: 133

Yellow Coins: 107  
Red Coins: 8 (16)  
Blue Coins: 2 (10)

Yellow Coins from Enemies: 10  
Blue Coins from Enemies: 2 (10)  
Blue Coins from Block: 0  
Red Coins: 8 (16)  
In Bowser's Mouth: 5  
In Blocks: 5  
Visible: 87

Yellow Coins from Enemies

- 1 - A Bully Just before the falling bridge.
- 2 - Two Bullies on the platform leading to the fourth star.
- 2 - Two Bullies between the puzzle and the rotating platform.
- 3 - Three Bullies on the large platform east of the Big Bully.
- 2 - Two Bullies in the volcano.

Blue Coins from Enemies

- 1 (5) - An Eyeball visible from start, after the falling bridge.
- 1 (5) - An Eyeball on a platform, on the opposite side of the course from the start.

Red Coins

- 8 (16) - All of them on the puzzle.

5 - In Bowser's Mouth on the puzzle.

#### In Blocks

5 - In bouncing box on passway shaped as an S.

#### Visible

- 5 - On sinking platform before the puzzle.
- 5 - Before the Big Bully on a sinking platform.
- 8 - On platform with three Bullies east of the above.
- 5 - On ramp in the same corner as above.
- 4 - On sinking pyramid platforms below the above.
- 8 - On platform with an Eyeball to the east of the above.
- 3 - Around the volcano.
- 5 - On sinking platform to the east of the volcano.
- 8 - On platform with bullies leading to the fourth star.
- 5 - Below the falling bridge.
- 4 - In centre of course on a half ramp.
- 3 - Behind the start on a half ramp.
- 1 - Just before the elevator in the volcano.
- 3 - On islands in the lava in the volcano.
- 7 - On the ledge leading to the first Bully in the volcano.
- 5 - Floating platforms way up in the volcano.
- 5 - Coin trail after the second Bully in the volcano.
- 3 - On floating platforms leading towards the sixth star in the volcano.

First a little something about the Bullies on this floor. To defeat them you must push them down into the lava. If everything goes well one coin a bully will bounce back onto the platform you're on. This will at least happen if you bounce it straight into the lava. Sometimes the coin can go where it feels like going because the Bully might have been pushed into lava in a wrong way. When you've boiled a bully stand always on the edge of the platform and be ready to jump into the lava if you see the coin going in another direction of where you are.

- If you follow the trail in front of you, you'll come by a yellow block with a shell within. Stand on the shell and "begin your shell shreddin' has". Locate the bridge that unfolds itself near the starting area. Let's call it the falling bridge. Under it there're five coins that's only available with the shell. It might be possible without, but it'd take tremendous timing to complete. 5
- After you've passed the coin trail, a large ramp should be in front of you, just next to the volcano. On the other side of the ramp there's a... let's say half ramp with 4 coins on. 9
- Now surf to the opposite side of the course from the start point. There's a ramp there, beyond a large platform with three Bullies on. 14
- Now surf back to the starting area. Near it, behind it, there's a half ramp which has three coins on it. Just north of the platform with the wing cap, if that direction is better. 17

- Get back to the starting point and get off the shell by pressing Z. Follow the trail until you get a Bully that's positioned before the falling bridge. 18
- Time your run over the bridge well and then beat the Eyeball here by running around it. 23
- Continue to a sinking platform with a coin trail of five coins, just before the big puzzle. 28
- Get on the puzzle with Bowser's portrait. Wait for the puzzle to be complete, to show Bowser completely. Then five yellow coins will appear from his mouth. While waiting carefully collect the 8 red coins spread out on the puzzle. 49
- Continue on the trail after the puzzle and you'll come by two Bullies on a platform. Defeat them carefully. 51
- Go past the rotating, flaming platform and onto a sinking platform with five coins just before the Big Bully. 56
- Pass him or defeat him, whatever. Go to the other side of Big Bully's platform from where you came from and await the black moving platform to get you to another big platform. When you're on the big platform that's east of Big Bully's grab the eight coins in the ring in the middle and defeat the three Bullies here. Remember that this platform isn't a square, this means that if you push off the bullies in a strange direction the coin may go away from the platform instead of towards it when you've defeated one of the Bullies. 67
- South of this block there are four sinking pyramids, all with a coin on top. Grab those. 71
- If you look to the east of this area, towards the course wall you'll see a platform with an Eyeball and coins. Long jump yourself there, grab the eight coins and beat the Eyeball. 84
- Continue to the south and you'll come by an S-shaped pathway. On the edge of it there's a bouncing block. Look towards the big platform where there were three Bullies, grab the box and keep up pressed. You'll land on the big platform and you can grab the five coins and you won't have to land on the sinking pyramids and see your precious coins being swallowed by lava. 89
- Get back to the S-shaped platform. Follow it to a sinking platform with five coins on. 94
- There's another sinking platform nearby. Follow it towards the course wall and you'll come by a platform with eight yellow coins in a ring and two Bullies. This platform leads you to the fourth star. 104
- Now go to the volcano in the centre of the course. Around it there are three yellow coins. Grab them all. 107
- Jump down into the volcano. Go to the left for a coin and

an elevator. Take the coin not the elevator. Then continue in the other direction and collect the other coins on the islands in the lava. 111

- You should now have reached a trail that takes you up the volcano. Follow the trail of coins until you meet a Bully. The trail contains of seven coins. 118
- Now for the first Bully in the volcano. Don't push him right down into the lava. Chances are that you won't get the coin if you go after him and if you do you won't get up easily. Instead push him down the trail to the left, against the wall. Jump against him in an angels so that you're jumping to the left and against the wall at the same time. Be careful when you get to the flame throwing device. When you have your Bully on a decent height above the lava push him into the sea and get the coin. Jump into the lava to get it if it won't come to you. 119
- Continue up the trail until you get to a couple of floating islands. Here you find five coins. 124
- Pass the flame throwers and go up the ledge to find another jolly Bully. Go past him first and get the coin trail behind him. 129
- Now you have to get a coin that's very much based on luck. Go to the bully and either just push him down, jump after him and try to get coin that bounce into the lava. Or you could be a bit more tactical. Push him down to the ledge with the flame throwers just below the present platform. Push him so he's very near the wall of the platform you were on. Then push him straight down from the cliff and quickly pursue him. The Bully might have landed on the platform where you first came to when you fell down the volcano. If he landed on that platform then it's just to defeat him regularly. He might also have landed in the lava, near the platform, but then his coin will most likely bounce up on the platform and for you to grab. Or it might happen something else that I haven't thought of. If you get the coin you can be calm because now you've taken one of the trickies coin in the came. 130
- Now go to the left from the stating area of the volcano and ride the elevator up to the sixth star. On small platforms just before the sixth star three little coins are waiting for you. Grab the star to save your hi-score. 133

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5.8 Shifting Sand Land  
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Total: 136

Yellow Coins: 85  
Red Coins: 8 (16)  
Blue Coins: 7 (35)

Yellow Coins from Enemies: 20  
Blue Coins from Enemies: 4 (20)  
Blue Coins from Block: 3 (15)  
Red Coins: 8 (16)  
In Blocks: 13  
Visible: 52

Yellow Coins from Enemies  
2 - Bob-ombs near start.  
2 - A Shy-guy near the start.  
3 - Goombas in the grey structure near the start.  
2 - A Shy-guy near pillar closest to start.  
2 - A Shy-guy above the pyramid.  
6 - Goombas on 1F of the pyramid.  
3 - Goombas on 2F.

Blue Coins from Enemies  
2 (10) - Two Cactuars near the grey structure.  
1 (5) - Near the oasis.  
1 (5) - At the other side of the sand mountain near start.

Blue Coins from Block  
3 (15) - Block near the entrance of the pyramid.

Red Coins  
1 (2) - Behind the starting point.  
1 (2) - In a block in the grey structure.  
1 (2) - On a platform in the fatal quicksand area.  
1 (2) - In the oasis.  
4 (8) - In the air near the pillars.

In Blocks  
5 - Bouncing box near start.  
3 - In throw block in the grey structure.  
5 - Bouncing box on the other side of a sand mountain near start.

Visible  
4 - On top of the pillars.  
5 - Between two of the pillars.  
5 - On a ledge on the pyramid.  
2 - On opposite side of the entrance of 1F in pyramid.  
8 - Ring under wire net on 2F in pyramid.  
5 - Coin trail under another wire net on 2F in pyramid.  
4 - Between 2F and 2F in pyramid.  
4 - Between 3F and 4F in pyramid.  
10 - Near the top of the pyramid.  
5 - The coins that must be taken for the sixth star.

- Go behind the start, at a very corner of the course, there's a red coin. 2

- Go back to the start. Grab the bouncing box and collect its five coins. There are also two Bob-ombs and one Shy-guy in this area. 11

- Now go to the big structure, where there are lots of enemies. On your way to the structure you'll find a Cactuar worth one

blue coin. Three Goombas are strolling here as well and in one of the blocks a red coin is hiding. 21

- Here there's also a throw box. I recommend you throwing it on one of the pillars. Do it by standing straight against a pillar at a decent distance. If you're too close the coins may go in all strange directions. If you're too far away you might miss. 24
- Continue towards the fatal maze like quicksand area. Before it another Cactuar will be standing. 29
- Now go towards the two pillars in front of the pyramid. In this area a Shy-guy should be hovering around. Try beating him by standing on the left pillar and jump kick him when he comes by. If he is only flying near the other pillar come back here later. Also grab the coin above the left pillar. 32
- Now get into the maze with fatal quicksand. On a platform in the centre there's a red coin. Hard to miss. 34
- Jump and long jump yourself to the corner of the maze where there's a wing cap and a cannon. Grab the wing cap and fall into the cannon. Aim anywhere and then start collecting the four red coins that are positioned in the air around the pyramid, each of them near a pillar. On top of each pillar there is a yellow coin. Grab all of those. It will be three since you've already taken one. 45
- When you've finished your flying, land in the oasis in a corner of the course. In the lake you'll find another red coin. That should be all. 47
- Nearby another Cactuar. 52
- Two hard-to-miss pillars have a trail of five coins between them. 57
- Beyond the farthest pillar there's a bouncing box of five coins and a Cactuar. That's ten more coins. 67
- You'll probably see the bridge over to the entrance of the pyramid from here. Walk over the bridge, but don't go in just yet. Instead go to the right side of the ledge before the entrance and climb onto another ledge, a smaller one. Continue up to another ledge and you'll find a coin trail of coins and a Shy-guy. Be very careful when you beat the Shy-guy. If you jump on him you'll spin for awhile which means your coin will probably fall down into the quicksand below. 74
- Get into the pyramid. Remember that you can't get back. I'll explain floor wise. Very near the entrance on the 1F there's a blue coin block. Ground pound it for three blue coins to appear on an island in the quick sand. 89
- On the first floor six Goombas are spread out. Their positions are not exact so look for yourself. 95
- If we say the entrance is

south; go to the east side now. Go below the Grey Thwomp and continue until you must jump over quicksand. Two coins can be found in the north part of the first floor. If you fall into the quicksand just search the area for small platforms so you can jump back onto solid ground again. 97

- Now go up the stairs here and continue along the trail. You'll see a wire net with a coin ring below. Grab the net and climb around until you get all eight. Watch out for the electric dude. 105
- You're out to know that there're three Goombas spread out on the second floor. 108
- Jump over the Grey Thwomp and continue along the path and you'll come by another wire net that must be climbed. Five coins can be found below the net. Hold and arm-walk the net until you get to the other side. 113
- Don't get the coins in the flow of quicksand. We'll get there. Grab the four coins in the stairs thing that leads to the third floor. 117
- Follow the path over the third floor. Watch out for Electric Balls and the Rolling Grey Thwomp. The stair thing to the fourth floor holds four coins as well. 121
- Now climb the rest of the pyramid until you get to the top where ten coins will be waiting in a trail. 131
- Locate the source of the quicksand. You'll see a gap in the rail. Grab the edge here and release the grip. You'll land on a small platform containing one coin. Place the camera just behind you or in front of you. Carefully jump just in front of you and you might land on a similar platform. Repeat the process from the present platform but note that the next platform is below the one you just came from. From the third small platform just jump down and then follow the trail of quicksand to collect the two last coins and to collect the sixth star to save the mess. 136

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5.9 Dire Dire Docks  
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Total: 106

Yellow Coins: 60  
Red Coins: 8 (16)  
Blue Coins: 6 (30)

Yellow Coins from Enemies: 0  
Blue Coins from Enemies: 0  
Blue Coins from Block: 6 (30)  
Red Coins: 8 (16)  
In Blocks: 0  
Visible: 60



Blue Coins from Block

6 (30) - On a platform in the pole jumping area.

Red Coins

8 (16) - In the pole jumping area.

Visible

5 - On slope in the starting area.

13 - Near the chests in the current area.

24 - In three rings leading out of the current area.

5 - Below the big hole in the docking area.

8 - In a ring near a clam in the docking area.

5 - On the bay.

- Just when you plum down the water turn right, you'll see a coin trail of five coins leaning against a slope some 10-15 meters (30-45 feet) below the surface. 5
- Swim straight down from the position above and you'll see two towers of five coins in each. One tower just above a chest and one near the current. Remember that the current can be strong so keep cold. 15
- Turn to the right and you find another chest and this one has three coins around it but they are far from each other. 18
- On the way into the tunnel from the area you are in now you'll see three coin rings with eight coins in each. A total of 24 coins that is. 42
- Go through the water filled tunnel. You don't want to do that for real, do you? When you get out move to the right area of the docks and you'll find a clam with a shell inside and near it a coin ring of eight coins. 50
- See the really big hole? Swim against it and you'll notice five coins in a tower just below it. To grab those without going into the hole might be tricky. Get to them from the sea bottom and just let the hole draw you in. When you get near the coins, navigate yourself into the trail of coins and when you start receiving them swim frantically away from the area. 55
- Now get on shore and you'll find five coins if you just walk around for awhile. They are near a Flame Ball. 60
- Get over to the purple switch in the area and don't climb the blocks that appear near you. Get to the area where the five coins and climb the block there instead. Now you shall receive all of the red coins up here. You should have done this before so I figure it doesn't require a walkthrough. 76
- From the platform you reach by climbing the blocks that appear after pressing the switch, take the right moving pole and get over to the central platform. From here take the left pole and move over to the platform with the blue coin block. Ground pound the block and get the six blue

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5.10 Snowman's Land  
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Total: 127

Yellow Coins: 111

Red Coins: 8 (16)

Blue Coins: 0

Yellow Coins from Enemies: 69

Blue Coins from Enemies: 0

Blue Coins from Block: 0

Red Coins: 8 (16)

In Blocks: 3

Visible: 39

Yellow Coins from Enemies

- 6 - Two Spinning Snowmen near the start.
- 9 - Three Flower Snowmen near the deep freeze.
- 5 - A Coin Frog near the deep freeze.
- 3 - A Flower Snowman on a ledge above start.
- 2 - A Shy-guy flying around the ledge above start.
- 3 - A Flower Snowman in a corner of the course.
- 6 - Two Flower Snowmen in enemy area near pond.
- 3 - A Spinning Snowman in enemy area near pond.
- 5 - A Coin Frog in enemy area near pond.
- 12 - Four Flower Snowmen in the pond area.
- 3 - A Spinning Snowman on ledge above pond.
- 9 - Three Flower Snowmen inside the igloo.
- 3 - Three Goombas inside the igloo.

Red Coins

- 1 (2) - In a corner of course, right of start.
- 1 (2) - In enemy area near pond.
- 4 (8) - On ledge above pond.
- 2 (4) - Below the Bully.

In Blocks

- 3 - In yellow block near Pink Bob-omb inside the igloo.

Visible

- 2 - Near deep freeze.
- 1 - An invisible coin below ice floe, reached by cannon.
- 3 - On path towards the ice floe.
- 2 - Between the ice floe and the snowman's head.
- 8 - Up the ledge to the igloo.
- 23 - Inside the igloo.

- Start by going to the left towards the big freeze. First grab the two visible coins. It looks like there's a third but it's really a Coin Frog. To beat it easily, jump towards it and ground pound. The coins shatter fast so try to collect them quickly. 7



you'll be on the mountain shelf. Now go to the left and you'll encounter two yellow blocks. Break the first one you see and a shell will come out. Board the shell and start surfing.

- First surf on the shelf. Follow the trail and you'll encounter four red coins and after the third a Spinning Snowman. Slow down so you don't bump into the Snowman and break your shell. 63
  - Surf off the shelf, and go towards the pond below the Bully where there are two red coins. Grab them. 67
  - Get back to the big pond and surf up the hill that leads to the igloo. There are eight coins here. Don't enter the igloo just yet. 75
  - Surf to the island in the middle of the pond. lose the shell with Z and beat the Flower Snowman. 78
  - Two Flower Snowmen are in the water. One will try to get up to the island. Remember to use B attack against him. The other one will be trickier. Do a long jump from the island and you may very well hit him. Then you'll spin, so quickly get down into the water and collect the three coins. Quickly swim back afterwards because this water isn't nice. 84
  - Now jump up to the big Snowman. Do so by jumping over those snow waves coming towards you and then finally double jump or triple jump up to the ledge. On the path towards the ice floe there are three coins. 87
  - Use the penguin as a shield and walk over the ice floe. There are two more coins after this. 89
- Look down the gap, just after passing the ice floe and you'll see the igloo. Drop down to it and enter.
- Near the entrance, two Flower Snowmen are strolling around. 95
  - Then we have two Goombas after going under the platform with the star. 97
  - Go to the right from here and you can find the last Goomba. Very close to is the last Flower Snowman. 101
  - Then it's time to reach the yellow block near the Pink Bob-omb. From the platform with the star. Go straight until you come to an ice wall. Go around it from the right and then continue until you reach an igloo wall. Go right and you can get an extra life and those three coins. 104
  - The you must get the vanish cap. Take the first right after the platform with the star and the then the first left. Jump over the ice wall and get the vanish cap. I'm sure you have spotted the many coins inside the ice. With the vanish cap you can go through ice, so go get all 23 and then go to the star and get it. 127

=====  
Total: 152

Yellow Coins: 106

Red Coins: 8 (16)

Blue Coins: 6 (30)

Yellow Coins from Enemies: 17

Blue Coins from Enemies: 0

Blue Coins from Block: 6 (30)

Red Coins: 8 (16)

In Blocks: 48

Visible: 41

Yellow Coins from Enemies

6 - Two Water Spiders strolling around in the course.

5 - Near top of the town there's a Purple Ball.

6 - Two Water Spiders strolling around in the hidden town.

Blue Coins from Block

6 (30) - Near start.

Red Coins

8 (16) - In the hidden town.

In Blocks

3 - In yellow block very near start.

12 - In four blocks along the same wall as the start.

10 - In yellow block in the opposite corner of the  
caged area.

10 - In yellow block above pillar on 4F.

10 - On the pillar of the fourth star.

3 - Yellow block reached with a moving block on 4F.

Visible

5 - Near the second to highest water switch, near start.

8 - Around pillar on 4F guarded by an Electric Ball.

5 - Near highest switch.

8 - In the centre of the hidden town.

5 - On a bridge on top of the hidden town.

5 - On top of white house in the hidden town.

5 - On top of grey house in the hidden town.

- The water level should be in the middle of the course, if not swim, or walk to the third switch and activate it. Now get on the bridge thing just behind the starting point. Here's a yellow block with three coins, a purple switch and a Flame Ball. 3

- Press the switch, jump on the blocks that appear to the platform with a water switch. Don't touch the switch, instead just get the five coins here. 8

- Now swim over and press the first water switch: the lowest water switch which is near the big caged area. The water level will now sink so you can walk around on the first floor. Look towards the big wall that's closest to the

starting area. Against this wall there are four blocks with three coins in each. 20

- Locate the corner which is caged. Run over to the opposite corner and there should be a moving block and a yellow block in the air. Move the moving block to the place under the yellow block, break the block and collect the ten coins. 30
- On the second floor. By the second floor I mean the ledge you can reach with a regular jump from the first floor. Break the blue coin block here and collect the six blue coins that appear. 60
- Before you head up to the third floor, be sure that you've defeated the two Water Spiders that are strolling around on the first or the second floor. 66
- Go to the Bouncer and let it throw you to the third floor. Nothing of interest here. When the bouncer has its back against the wall, let it throw you to the fourth floor. The fourth floor is brownish. Around a pillar here there's a coin ring of eight coins, watch out for the Electric Ball that's guarding the coin ring. 74
- Jump up the pillar and above you'll see a yellow block. Contains 10 coins. Break it with a regular jump and then do a double jump to collect all of the coins in one go. You don't want to run around the whole course looking for your lost coins, do you? 84
- Locate the big moving block with a yellow block slightly to the left. Move the moving block so that it's just below the yellow block. Break the yellow block and collect the three coin. 87
- See the big pillar that looks like a big cage on the same floor. Run towards it and you'll see a purple switch. Press it and a set of block will appear and form stairs to the top of the pillar. There's a yellow block containing 10 coins as well here. It's even more important here to take all of the ten coins in one go. 97
- From the big pillar, look towards the closest wall and you'll see a coin trail near a sign post. Long jump yourself over there and collect the coins. Activate the switch nearby as well. Just so you can easily get to the hidden town later. 102
- Now run to the left and jump the ledge and continue on the same floor towards the big Purple Ball. Defeat it without getting thrown down. 107

It's time to go to the hidden town underneath the regular world. You probably already now how to get here, but I'll explain either way. Go to the opposite corner of the caged area. If the cannon isn't activated yet, ask the Pink Bob-omb nearby. Get into the cannon and aim at the same vertical position of the caged area but in the dark blue area of the sky. When you're in the caged area, dive and swim through the series of tunnels and finally get into the hidden town.

- First get to the surface of the town, don't activate the lower switch just yet. Ignore the spider for now if you wish and grab the five coins on the bridge instead. 112
  
- Now dive into the town and go just below the entrance to activate the water switch which enables you to walk around freely in the town with the water level to be minimal. First go towards the vanish cap block which should be very visible from here. Don't grab the cap, instead go into an alley to the right. Wall kick yourself to the roof of the brown building. Break the block and grab the red coin. 114
  
- Then long jump to the next building. Break that block and get the next red. 116
  
- Fall off the roof and continue your walk around the town. You will soon spot a tiny garden with two trees. Climb the closest one and then jump to the grey building nearby. There is a block with a red coin here and a coin trail of five yellow coins. 123
  
- From this roof you'll see two other blocks. Jump to the nearest. Ground pound it in the middle to get another coin. Then double jump towards the other and do the same thing to that one. 127
  
- Then jump down where you see a coin ring in the centre of the town. 135
  
- Go back to the mini-garden with the trees. Climb the closest one, do a handstand and then jump towards the white building. If you did right, you'll have grabbed the edges with your fingers. Here's another block with a red coin and a coin trail of five yellow coins. 142
  
- Look for two water spiders in the town. If you can't find one it means it's above you. Worth three coins each. 148
  
- Then get to the house in the back centre where a pole is leading to the platforms above. In front of this there's another block with a red coin. 150
  
- On top of the house is the final red coin. Then grab the star from the eight red coins. 152

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5.12 Tall Tall Mountain  
=====

Total: 137

Yellow Coins: 116  
Red Coins: 8 (16)  
Blue Coins: 1 (5)

Yellow Coins from Enemies: 21  
Blue Coins from Enemies: 0

Blue Coins from Block: 0  
Red Coins: 8 (16)  
Yellow Coins in Slide: 57  
Blue Coins in Slide: 1 (5)  
In Blocks: 5  
Visible: 33

#### Yellow Coins from Enemies

- 3 - Three Goombas near start.
- 3 - Bob-ombs after the mushrooms.
- 5 - Purple Ball after the Bob-ombs.
- 2 - Shy-guy near the Monkey which steals your cap.
- 2 - Bob-ombs on ledge below the cannon ball trail.
- 3 - Goombas after the cannon ball trail.
- 3 - Goombas in the vines area near the top.

#### Red Coins

- 4 (8) - On the mushrooms after the start.
- 4 (8) - On the wall above the moles.

#### Yellow Coins in Slide

- 57 - In slide.

#### Blue Coins in Slide

- 1 (5) - In slide.

#### In Blocks

- 5 - In bouncing box after start.

#### Visible

- 8 - A ring near bouncing box after start.
- 5 - On vines above the moles area.
- 5 - On bridge towards the monkey and the Shy-guy.
- 5 - Outside the entrance to slide.
- 5 - Just after purple switch near top.
- 5 - On bridge near fifth star.

Before attempting to get every coin in this course I recommend you to practise some events that may be tough. You should be able to slide down the slide without falling down, not even once. You should be able to jump on the mushrooms where there are red coins, easily without falling down. You must also be able to handle the bouncing box near the starting area without breaking it too near the edge or fall down with it. Try to locate the Bob-ombs on the mountain fast as well. Below lies my recommended strategy.

You must be hasty in the beginning for there are some Bob-ombs that might fall down. Ignore (nearly) all coins and enemies so you can come to the Bob-ombs early. Go to the left from the starting area and you'll come to an edge with a mushroom. Jump out into the air beyond it and you'll fly to the upper floor using the wind.

- Ignore the Purple Ball, instead go for the Bob-ombs nearby. Defeat them all by throwing them against the mountain wall. 3
- Continue past the Purple ball and out onto the bridge leading to



the waterfall, there are five coins here you can grab, so do it. 8

- Ignore the Shy-guy and the monkey and instead go over the rolling log and continue to the place where cannon balls roll. But don't go up the hill instead go to the right in the intersection, down another hill. If you're lucky, two Bob-ombs will be walking here, if you're even more lucky they'll both give you coins when you defeat them. Defeat them by picking them up from behind and throwing them against the mountain wall. 10

Continue on the path. The Goombas lack importance right now. Long jump over the gap in the road near the waterfall and use the second mountain wall after the Cloud to reach the slide.

If you fall off in this slide, you'll lose a life and when you reenter the course it's from here you will start. If this happens, when you come out of the slide, just follow the walkthrough above to reach the Bob-ombs very quickly.

- In this slide you can get a total of 57 yellow coins and 1 blue coins. All of them are very visible except one. Just before saying "Geronimo" and going down the slide, there's a covered up, very small area, on either side of the fall point down the slide. Behind one is a coin and behind the other is an extra life. It's really hard to get all of the coins in one go, so you must probably run up to this slide two, three and even four times to get 'em all. Remember that if you don't get the blue coin you're screwed. 72

When you've got all of the coins in the slide, plus the Bob-omb coins and the five coins on the bridge before the waterfall with the Monkey and the Shy-guy it looks like this:  $3+5+2+57+5=72$  Now the worst is over, now you must move extremely carefully or it may go so terribly wrong.

- First defeat the three Goombas near the start. 75
- Continue on the path but don't go up the hill, instead go on the path next to the hill that's going downwards. Here's a bouncing box. These boxes jump three times in the air before they break on the ground. Grab the box when Mario's looking towards the coin ring nearby. Aim the box into the coin ring. Grab the five coins from the box and the eight coins in the ring. 88
- Go up the hill, jump over the gap, and the next gap and you'll be in the mushroom area. Four red coins are resting on top of these. These coins must be achieved by very carefully and accurately jumping between the 'shrooms. Be careful, you won't be happy if you fall down here. 96
- When you've grabbed those coins, continue around the corner and you'll be in the area with the Moles. On the wall above you there are the rest of the red coins. You'll find vines you can hang onto where there's a coin trail of five yellow coins. Be careful not to get nuts in your head by the moles. This could lead to your defeat. 109
- Get back on the ground, in the moles area. Go around the corner. Ignore the revived Bob-ombs, they won't give you any coins. A Purple Ball will be patrolling the following large area. Defeat it for five more coins. 114
- Continue over the bridge. There will probably be no coins here since

you've already taken them. A Shy-guy will give you two coins in the next area, near the waterfall. Try to jump kick him instead of jumping in his head since you will then spin away from your coins. 116

- Run over the log and jump to the area with the cannon balls. Run past the cannon balls or take the other path. Either way, you'll end up with three Goombas. Defeat them all. 120
- Continue, and then jump over the cliff. Take the five coins near the mountain slide. Be careful about the Cloud. It can blow you away. 124
- Continue and you'll come into an area with vines on the ground. Here are three Goombas. Defeat them. 127
- Next up is a purple switch on the ground. Press it and jump on the block that appears to get the five coins in the air. 132
- Continue along the path and you'll come to a narrow bridge. The last five coins are here. Then it's up to you to decide which star you wish to take. I recommend you to go back to the switch, repress it and then go to the bridge, jump into the waterfall and grab the star. 137

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5.13 Tiny Huge Island  
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Total: 191

Yellow Coins: 100  
Red Coins: 8 (16)  
Blue Coins: 15 (75)

Yellow Coins from Enemies: 37  
Blue Coins from Enemies: 13 (65)  
Blue Coins from Block: 2 (10)  
Red Coins: 8 (16)  
From Poles: 10  
In Blocks: 3  
Visible: 50

As you probably do know, this course is divided into one tiny part and one huge part. Just to make this easier to read I've divided this course walkthrough into two parts so it's easier to read and follow. If you didn't know it I can tell you that taking a coin in the huge world doesn't affect the tiny and vice versa. I recommend beginning with the tiny world because it's easier to miss coins here. If the little Goombas run into you, you won't be able to get its coin.

The Tiny Island: 33  
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Yellow Coins from Enemies: 11

Blue Coins from Enemies: 1 (5)  
Blue Coins from Block: 0  
Red Coins: 0  
From Poles: 0  
In Blocks: 3  
Visible: 14

#### Yellow Coins from Enemies

- 1 - Goomba near start.
- 1 - Piranha Flower where the first star was.
- 2 - Goombas on way to the top of the island.
- 1 - Goomba near Koopa, at the other side of Wiggler's cave.
- 3 - Goombas near and above Pink Bob-omb.
- 1 - Goomba below Windswept Valley.
- 2 - Goombas at Windswept Valley.

#### Blue Coins from Enemies

- 1 (5) - Koopa on the opposite side of beach from Wiggler's cave.

#### In Blocks

- 3 - In a block below Windswept Valley.

#### Visible

- 1 - On island where you collect the fourth star.
- 5 - On plank leading to top of the island.
- 3 - Near the source of the cannon balls.
- 2 - On the beach.
- 1 - On bridge to Wiggler's cave.
- 2 - Follow the cannon balls.

There is a possibility that you must restart this event several times due to the fact that the tiny Goombas disappears when they run into you, leaving you no coin. This happens very easily so don't get cocky. My major pointer is to read their pattern and then carefully jump on them. If you punch or kick them, they will go flying in such a great distance so you may have a hard time finding the coin. Because it's so easy to fail here I recommend you to visit the tiny world first. To get to the tiny world, you must go into the left painting.

- A Goomba will come and attack you instantly. Jump on its head. 1
- Long jump to the next island, and then long jump to the next. A tiny Piranha Flower will greet you with flame balls. 2
- Just next to this island is a purple switch. Press it and blocks will form up as a bridge to the island far away. Carefully walk over the bridge and grab the single coin out here. 3
- Don't hurry over the bridge, it isn't healthy. Right on the spot where the coin was, there's a one-way-warp leading back to the island where the purple switch is. From the island next to the switch with a pipe on it, do a side somersault to grab the ledge above. On a hill very near are two Goombas. This hill leads to the top of the island. 5

- Walk to the top of the island and you must pass a plank where a coin trail of five coins is lying. The get to the top and ground pound this area. You will hear a confirming sound and the water will be drained. This enables you to see Wiggler in the huge world. 10
  
- Go down the hill again, to the pipe closest to where you recently defeated two Goombas. Now you shall go around the island. I recommend you to go to the right. Nearby is a hole from where the cannon balls are coming. You can see two coin here, but there are three of them because one is invisible. This is the case on my cartridge and I don't know if this is only for my game, if it's a glitch for all or if was meant to be like this. 13
  
- Continue on this path, until you see a tiny Koopa and a Goomba in the same size. Defeat them. 19
  
- Jump down the cliff onto the beach. There are two coins here. Another coin should be very visible on the bridge leading to Wigglers cave. It's just to jump up and get it. 22
  
- Go down the beach, into the water. Swim over to the right, meaning from the default camera's point of view. Here you'll find a Pink Bob-omb. You'll find a Goomba very near the Pink Bob-omb, two other Goombas on some cliffs above this point. Always be careful. 25
  
- Back to the Pink Bob-omb. Near is an island, and the gaps around it is endless holes. So be careful here. There's a Goomba on this island. 26
  
- Above this island there's a yellow block with three coins. Do a regular jump to break the block and a double jump to collect the coins so they don't fall down the cliff. 29
  
- Then carefully jump up to the next area, an area with a pipe. This place is known as Windswept Valley. There are two Goombas here. It can be a pain to defeat them and collect their coins. They seldom run down the cliff but they often move so fast it's hard to jump on them and the coins easily fall down. 31
  
- Continue over the bridge and you'll find the two last coins in the tiny world. 33

The Huge Island: 158

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Yellow Coins from Enemies: 26  
 Blue Coins from Enemies: 12 (60)  
 Blue Coins from Block: 2 (10)  
 Red Coins: 8 (16)  
 From Poles: 10  
 In Blocks: 0  
 Visible: 36

Yellow Coins from Enemies

- 2 - A Shy-guy on the beach.
- 5 - Lakitu near start.
- 2 - A Shy-guy near the cannon.

- 2 - A Shy-guy where the cannon balls roll.
- 10 - Five Piranha Flowers near 1st star.
- 5 - A Purple Bomb near plank leading to top.

#### Blue Coins from Enemies

- 2 (10) - Two Goombas in the area where you met Koopa the Quick.
- 1 (5) - A Koopa on the beach.
- 3 (15) - Three Goombas near start.
- 1 (5) - A Goomba near the cannon.
- 1 (5) - A Goomba on the ledge leading to Wiggler's cave.
- 1 (5) - A Goomba on the ledge above the cannon.
- 2 (10) - Two Goombas in Windswept Valley.
- 1 (5) - A Goomba on a ledge leading to the top of the island.

#### Blue Coins from Block

- 2 (10) - At highest point in Wiggler's cave.

#### Red Coins

- 8 (16) - In Wiggler's cave.

#### From Poles:

- 5 - In starting area.

#### Visible

- 4 - Near the outlet of the cannon balls.
- 2 - On uppermost part of beach.
- 5 - On ledge leading to Wiggler's cave.
- 5 - On thin ledge near Windswept Valley.
- 5 - Where cannon balls roll, below a Shy-guy.
- 5 - On plank leading to the top of the island.
- 10 - Where Wiggler walks around. Must be taken last.

I'll continue counting where I stopped in the tiny world. From the tiny world, go down the pipe that's near the foot of the trail up the mountain. That means you shall not get into it in Windswept Valley and not near the Piranha Flower. Remember now, to use ground pounds on every Goomba in the huge world. Regular jump means 1 yellow coin, ground pound means 1 blue coin.

- From the pipe in the centre then. Ignore the Goomba nearby. You must come back here later either way. Follow the trail around the island to the right, just as in the tiny world. Go past the source of the cannon balls. Four coins await you on the hill leading from this place. 37
- Continue until you find an area with two Goombas. Defeat them. 47
- Now go towards the peak of the cliff here and look down it. You will spot a small island in the middle of the lake with a pole in the middle of it. Make yourself a decent camera angel and then make a regular jump or a long jump towards the island. Run around the pole some times and grab the five coins. I ran around this pole several times but nothing happened. Brightguy from <http://www.geocities.com/sm64home> convined me though that this worked, and it did, when I tried again. This seems to be a glitch which I have encountered three times. 52
- Jump down the island towards the long beach. Run up it all the

way and grab the two coins there. 54

- Further down the beach there are one Shy-guy and one Koopa. Use the shell of the Koopa. 61
- When you're on the shell surf on the water to the big grey-white wall with a small opening in it. This is near the starting area. A Lakitu is hovering nearby. Lose the shell with "Z". Jump up from the underside of the flying turtle and he'll leave five coins for you. If they fall in the water be quick to pick them all up. 66
- Go into the gap into the huge wall and on the other side you'll find three Goombas and a pole. Remember the ground pound on the Goombas and run a few times around the pole.  $5+5+5+5=20$ . 86

Go back through the hole, and stand on the beach where you defeated the Lakitu. Your goal is now the other side where there's a cannon. The problem about just swimming over is a big Launch fish which guards this water. If he attacks you, you will die instantly and all the hard work will be lost. This can happen easier than you might think, so just as a precautionary measure, first swim to the sandy beach and then follow the mountain wall to the other beach.

- In this area, with the cannon, there's a Shy-guy and a Goomba. 93
- Jump down the cannon and locate the tree high up on a cliff. Aim so you have the tree in the bottom of your sight. Fire and you'll probably land in the tree. Nearby is a Goomba. 98
- Now it's time to get into Wiggler's cave. Walk on the bridge and collect the five coins here. 103
- When inside, jump from platform to platform collecting all of the eight red coins. Most of the jumps, simply require regular jumps, but when you try to get to the highest platform, use a double jump. Here's a blue coin block as well. Break it and collect the two blue coins. Then it's time to jump back, out of the cave. Use double jumps if you see the target platform to be higher than the one you're currently on. There's also a coin above where the star shows up. Reach it by wall kicking.  $16+10=26$ . 129
- When you're out of the cave, go back over the bridge. When near the tree you used to blast yourself to from the cannon, look down and you'll see another cliff with a Goomba. Jump to the cliff but be sure not to jump on the Goomba, unless you ground pound yourself there. 134

When the Goomba is defeated look down this cliff and go back to the area with the cannon. There's an island here which you can long jump to. Do it and you feel a strong wind. Let the wind carry you off the island and another wind will carry you up into the air onto a ledge nearby with a yellow block on it.

- From this platform, start walking on the ledge nearby to get to Windswept Valley and pick up the five coins on the ledge. 139
- In windswept Valley (there's a pipe here) there are two Goombas and a very strong wind. Don't jump too high or the wind may take control of you. Defeat the Goombas. 149

- Walk over the bridge nearby where there's also a lot of wind. Jump from cliff to cliff until you come by a coin trail of five coins. Grab them and wait for the Shy-guy which is ought to attack you any second. It gives you two coins. Better jump kick it. 156
  
- Just when a combo of cannon balls have rolled over the cliffs, try to jump up the cliff and continue towards the pipe in the centre. Now it's time to get to a grassy island, just below from here. Stand on the edge here and look down. When you're above the grassy island, fall down on it. Here there are five Piranha Flowers. They are huge and each worth two coins. They shove up when you walk on different places on the island. Try not to take the star afterwards and do not fall off. You'll have one heck of a time getting back here. You can attack the Piranhas any way you like. 166
  
- Now jump down the pipe here. Yes, jump down it. Do a side somersault to get up the cliff you recently where on and then jump down the pipe here to come back to the huge world. Now for the last journey. On a cliff above this pipe there's a Goomba. 171
  
- On a cliff above the Goomba there's a Purple Ball. Reach it by jumping up to the cliff on the right side, where the jump is not as high. 176
  
- From here run over the plank nearby and collect the five yellow here. 181
  
- Run up the hills and you're on the top of the island. If you have 181 coins jump down the hole. Now there are five yellow coins on two sides of this net platform. Grab all ten and defeat Wiggler for the star. 191

=====  
 5.14 Tick Tock Clock  
 =====

Total: 128

Yellow Coins: 77  
 Red Coins: 8 (16)  
 Blue Coins: 7 (35)

Yellow Coins from Enemies: 2  
 Blue Coins from Enemies: 0  
 Blue Coins from Block: 7 (35)  
 Red Coins: 8 (16)  
 In Blocks: 68  
 Visible: 7

Yellow Coins from Enemies  
 2 - Two Bob-ombs in the starting area.

Blue Coins from Block  
 7 (35) - Near the second star.

Red Coins  
 8 (16) - Near the starting area.

## In Blocks

- 10 - Near starting area, below the red coins.
- 3 - After the second pendulum you pass from the start.
- 3 - On a large platform where the lower hand goes by.
- 6 - On way to the second star. In two blocks, near the Bouncer.
- 3 - Just above the cage of the fifth star.
- 10 - Above a serious group of moving bars, in a caged area.
- 3 - On a ledge just after the above block.
- 10 - In the area just below Thwomp and also the fourth star.
- 10 - On a platform, just outside the above block.
- 10 - In the area where the uppermost hand passes to take you to the fourth star.

## Visible

- 2 - On rotating block near start.
- 5 - Near the Electric Ball after the first star.

When you're aiming for all of the coins in this course, I recommend you to stop the course, by jumping into the clock at 12 o' clock. You don't miss any coins this way and it won't be impossible to get the eight red coins. There's an important block breaking technique you're ought to know about. Especially for the blocks containing 10 coins. First make a regular jump to break the block and then immediately as you touch the ground make a double jump. When doing like this you will always get all of the coins, and not one of them will shatter.

- In the starting area there are two Bob-ombs, the only coin giving enemies in this course. Preferably grab them from behind and throw them quickly against a wall. Collect the coins. 2
- Now go to the right, towards the keys. There's a block containing 10 yellow coins below these keys. To grab all of these without having them falling off the cliff, you should do a double on the block so that when you do the second jump you will jump up into the broken block and collect all of the coins. 12
- In this "key" area there are eight red coins. I bet you've taken these before so I don't need to explain how to do it. Check part 7.14 for details. Grab all of the coins and if you tend to fall down and lose lots of energy there's a spinning heart below this area. 28
- When you've taken all of the eight, fall down to the starting point again. Now continue over to the platform to the left, until you get to a yellow block that normally rotates. On top of this one there are two more coins. 30
- Jump over to the ledge against the wall. Go to the right from here and break the block behind the pendulum, this is the second pendulum from the start. 33
- Now continue on the trail until you get to big platform further up. This is a platform where you find a Flame Ball, where the lower hand goes by, and you reach this area from the eight coins area. Here's a also a yellow block. Avoid the flames and grab



the coins. 36

- Continue on the trail to the right. Climb some platforms and you'll see a trail of five coins where an Electric Ball is hanging. These are the last visible coins in this course. 41
- Climb the pole and you'll be in a wide area. Go to the right and you'll see a Bouncer and two yellow blocks. The yellow blocks contain three coins each. Just in case, wait for the Bouncer to rewind itself before you break the blocks. 47
- Continue to the right and do an accurate jump over to the platform that normally spins. Continue to the next. Now you're close to the second star. Go to the right and out on the ledge. At the end of this ledge there's a blue coin block. Break it and backtrack to the previous area. But don't be too fast on this ledge because the camera makes some nasty spins here. On the platform nearby seven pretty little blue coins will be waiting. 82
- Now continue to the right until you reach the place beyond the Bouncer. Jump up the platform here and then do double jump and a wall kick to reach the platform above this one. This may take some practise to manage. When you've reached this place continue towards the yellow rotating blocks. Move upwards on these by doing double jumps. When you're on top I think you can do a long jump to the right to reach the top of the cage of the fifth star. This block contains three coins. 85
- Go back to the top of the yellow rotating blocks then follow the trail until you reach a caged area with lots of bars which used to move. Pass this bars and climb into the cage from the other side. Break the block inside and collect the ten coins. 95
- Continue on the trail and you'll find another block with coins. It's on a ledge. 98
- Continue along the way and you'll come to a big area with a yellow block. This is the area just below Thwomp. This block must be reached with a high jump. 108
- Press C up from this area and look towards the centre of this floor. Here's a platform with another yellow block. This platform can be reached with a long jump from the main path. Do it and collect the coins. 118
- Long jump back to the main path and continue up. At the end of this path there're two yellow blocks. Here's an extra life and 10 coins. You can't get the Thwomp star when you want to save your high score, so I recommend you to backtrack to the fifth star in the cage. 128

=====  
5.15 Rainbow Ride  
=====

Total: 146

Yellow Coins: 100  
Red Coins: 8 (16)  
Blue Coins: 6 (30)

Yellow Coins from Enemies: 22  
Blue Coins from Enemies: 0  
Blue Coins from Block: 6 (30)  
Red Coins: 8 (16)  
In Blocks: 0  
Visible: 78

Yellow Coins from Enemies

- 5 - Lakitu on the rotating platforms.
- 2 - Bob-ombs near the maze.
- 2 - Shy-guy below pole leading from the rotating platforms.
- 1 - Goomba near fourth star.
- 2 - Bob-ombs on the ship.
- 5 - Lakitu on the ship
- 5 - Purple Ball guarding the sixth star.

Blue Coins from Block

- 6 (30) - Behind the maze, coins reached with wall kicking.

Red Coins

- 8 (16) - In the maze.

Visible

- 8 - On platform near start, an Electric Ball guarding it.
- 16 - On rotating platforms.
- 5 - Below the pole leading from the rotating platforms.
- 5 - On a swing.
- 4 - On falling platforms after the swing recently mentioned.
- 5 - Just before fourth star.
- 5 - Between fourth and fifth star.
- 2 - Go by carpet from rotating platform.
- 8 - On the ship.
- 5 - On falling platforms just after the switch of carpet to the big house.
- 5 - Inside the big house.
- 5 - On platform just after you've gone through the house once.
- 5 - When the carpet takes you into the house a second time.

First a major pointer: don't fall down! Let's continue...

- Follow the magic carpet in the beginning to the nearest platform where there are eight coins and an Electric Ball.8

Go back to the starting area by long jumping there. Or jump carefully down to the blue log near the platform with the Electric Ball and then jump to the start. From the start, lock around until you see a long pole at a far distance. Take aim and long jump towards it. This is much easier than it might sound. Climb up the pole and you're among the four rotating platforms.

- On two of these rotating platforms there are two rings of eight coins in each. Then there's a Lakitu flying around. Defeat it as well for further five coins. Try to defeat this fellow in

the centre of a platform and then quickly collect its coins because those shatter quickly. If a coin, falls down, it's just to jump off this course, you know.  $8+8+5=21$ . 29

- Now you have four different directions to head for. This walkthrough makes the first move to the big structure, the maze where all of the red coins are. On the ground, just outside the maze you are probably aware that two Bob-ombs are strolling around. Pick these quickly up and throw them in the area where it's a little vaster than in other places. 31
- Go to the far end of this ground area and you'll see a spinning heart and a blue coin block. You better get a good overview what's to be done. Above the block there's a long place where you must wall kick yourself upwards. Once up there are five blue coins up here. The first blue is located just above the blue coin block. The only pointers I can give you is to keep your head really cool and to have the camera right in the middle between the walls. Why not practise wall kicking without breaking the blue coin block, because if you fall down even once when you've broken the block, you, my good sir, are screwed. 61
- When you've taken the blue coins, continue on this path until you pass the Pink Bob-omb (activate the cannon if you haven't) and then step on the blue block. This is an elevator. Don't take the red below the elevator, instead jump into the maze. Start by jumping down a couple of floors until you're just above the Bob-ombs. Now make a long jump to the left and grab the red coin here. 63
- Long jump back. Get up on the nearest ledge. Jump to the next one and get the red coin next to the Flame Ball. 65
- Then make a wall kick in the gap above the previous coin and grab the next one. Also grab the two other red coins you can see on the screen. 71
- From the coin which was on a log, long jump to the sixth coin in the upper left corner of the maze. Jump back to the log like platform. Continue down the hill, jump and get the seventh coin. This jump will probably lead you outside the maze to the final coin. 77
- Now get back to the high pole which you climbed to be able to get to the four rotating platforms. Below the pole there goes a trail with five yellow coins. There's a also a Shy-guy here, and "for all butter in little land" (as we say in Sweden) don't jump on it. Jump kick instead. 84
- Continue and you'll come to a seesaw. Go past it and onto the swing. Get the five yellow coins here. Preferably by a back flip when the swing is going upwards. 89
- Continue onto the platform and the falling platforms, then the seesaw and two more trios of falling platforms. Those hold two coins each. 93
- Continue to move on the next platforms and the yellow moving one. Now you're hopefully in an area with a Goomba. Defeat it for a coin. Climb the wooden slide for a coin trail of five golden things. 99

- Go down the slide and then continue onto the falling platforms. There are five coins on a hill next. 104

- From the hill just jump down to the area where you defeated the Shy-guy. Continue to the rotating platforms and to the opposite side of the area where there's a flying carpet. Follow the carpet until it's time for a switch and you will then have collected two more coins. 106

When it's time to switch carpet, choose the left one from your point of view or the right one from Mario's and the carpet's point of view. This carpet takes you to the house.

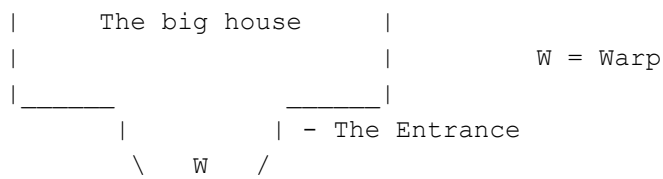
- Quickly jump to the falling platforms where there are five coins and then back to the carpet. 111

- Follow the carpet until you come into the house. Jump off the carpet, grab the five coins on the table and then quickly board the carpet again. 116

- Follow it outside. Below a platform with an Electric Ball and then below a platform with five coins. 121

- Let it take you into the house once more when you automatically receive five more coins. 126

Time to say good buy to your carpet inside the house. Get out on the porch of the house and use the warp here...



You'll then appear on the roof of the maze. Walk to the other side and follow the falling platform down, back onto the rotating platforms. Once again choose to go by flying carpet from here. When you come to the switch choose the left one from Mario's point of view to get to the ship. Watch out for the rotating thing. It can push you down. Be cool when it comes to the jumps before the ship.

- When you're on the ship you'll have to mess with two Bob-ombs, a Lakitu and a terrible wind. Be careful where you throw the Bob-ombs. There's also a coin ring here.  $2+5+8=15$ . 141

- Then go to the cannon on the stern of the ship. Aim at the pole on the island. Pretty high up. Then go down and carefully grab the Pink Ball. Take his five coins, then grab the star. 146

=====  
5.16 Coin Statistics  
=====

You can find some statistical tables for the coins below. Some are pretty advanced. If they are too hard to read

please mail, also tell me how to make them better. Also mail me if anything needs to be corrected. I've double checked everything but it may be something I've missed. This may look like a fill-out for the FAQ but that's not the purpose. I'm sure many will find the tables interesting and helpful. Here's what you can find.

- Statistics of how many coins there are in each course.
- How the coins are divided into yellow, red and blue coins.
- Total sums of all coins in the game.
- Ranking system of which course that has most coins.
- Ranking system of which course that has most yellow/blue coins.
- Coins divided into how they are collected.
- Advanced ranking system for each of the categories.

Standard statistics				
Course	Total	Yellow C.	Red C.	Blue C.
1	146	125	8 (16)	1 (5)
2	141	90	8 (16)	7 (35)
3	104	58	8 (16)	6 (30)
4	154	123	8 (16)	3 (15)
5	151	30	8 (16)	21 (105)
6	139	78	8 (16)	9 (45)
7	133	107	8 (16)	2 (10)
8	136	85	8 (16)	7 (35)
9	106	60	8 (16)	6 (30)
10	127	111	8 (16)	0
11	152	106	8 (16)	6 (30)
12	137	116	8 (16)	1 (5)
13	191	100	8 (16)	15 (75)
14	128	77	8 (16)	7 (35)
15	146	100	8 (16)	6 (30)
Total	2091	1366	120 (240)	97 (485)

Total amount of coins by rank		
Rank	Course	Amount
1	13	191
2	4	154
3	11	152
4	5	151

5	1	146
5	15	146
7	2	141
8	6	139
9	12	137
10	8	136
11	7	133
12	14	128
13	10	127
14	9	106
15	3	104

Yellow coins by rank			Blue coins by rank		
Rank	Course	Amount	Rank	Course	Amount
1	1	125	1	5	21
2	4	123	2	13	15
3	12	116	3	6	9
4	10	111	4	2	7
5	7	107	4	8	7
6	11	106	4	7	7
7	13	100	7	11	6
7	15	100	7	15	6
9	2	90	7	9	6
10	8	85	7	3	6
11	6	78	11	4	3
12	14	77	12	7	2
13	9	60	13	1	1
14	3	58	13	12	1
15	5	30	15	10	0

YC = Yellow coin | BC = Blue coin | RC = Red coin  
Vi = Visible coins. Coins spread out in the course.  
Other = Coins in slides, from poles and from Bowser's mouth  
Corse = Course, tehehe.

Coin sources											
Corse	Total	Enemy YC	Enemy BC	Block BC	Block	Vi YC	Vi RC	Other YC	Other BC		
1	146	23	1 (5)	0	9	68	8 (16)	25	0		
2	141	20	3 (15)	4 (20)	6	64	8 (16)	0	0		
3	104	3	0	6 (30)	3	52	8 (16)	0	0		
4	154	18	0	2 (10)	0	33	8 (16)	72	1 (5)		
5	151	9	17 (85)	4 (20)	21	0	8 (16)	0	0		
6	139	37	2 (10)	7 (35)	0	41	8 (16)	0	0		
7	133	10	2 (10)	0	5	87	8 (16)	5	0		
8	136	20	4 (20)	3 (15)	13	52	8 (16)	0	0		
9	106	0	0	6 (30)	0	60	8 (16)	0	0		
10	127	69	0	0	3	39	8 (16)	0	0		
11	152	17	0	6 (30)	48	41	8 (16)	0	0		
12	137	21	0	0	5	33	8 (16)	57	1 (5)		

	13	191	37	13 (65)	2 (10)	3	50	8 (16)	10	0
	14	128	2	0	7 (35)	68	7	8 (16)	0	0
	15	146	22	0	6 (30)	0	78	8 (16)	0	0
-----										
	Total	2091	308	42 (210)	53 (265)	184	705	120 (240)	169	2 (10)
-----										

-----			-----		
Yellow C. from foes by rank			Blue C. from foes by rank		
-----			-----		
Rank	Course	Amount	Rank	Course	Amount
-----			-----		
1	10	69	1	5	17 (85)
2	13	37	2	13	13 (65)
2	6	37	3	8	4 (20)
4	1	23	4	2	3 (15)
5	15	22	5	6	2 (10)
5	12	21	5	7	2 (10)
7	2	20	6	1	1 (5)
7	8	20	7	4	0
9	4	18	7	11	0
10	11	17	7	15	0
11	7	10	7	12	0
12	5	9	7	14	0
13	3	3	7	10	0
14	14	2	7	9	0
15	9	0	7	3	0
-----			-----		

-----			-----		
Blue coins from block by rank			Yellow C. from blocks by rank		
-----			-----		
Rank	Course	Amount	Rank	Course	Amount
-----			-----		
1	6	7 (35)	1	14	68
1	14	7 (35)	2	11	48
3	11	6 (30)	3	5	21
3	15	6 (30)	4	8	13
3	9	6 (30)	5	1	9
3	3	6 (30)	6	2	6
7	5	4 (20)	7	12	5
7	2	4 (20)	7	7	5
9	8	3 (15)	9	13	3
10	13	2 (10)	9	10	3
11	4	2 (10)	9	3	3
12	1	0	12	4	0
12	12	0	12	15	0
12	7	0	12	6	0
12	10	0	12	9	0
-----			-----		

-----			-----		
Visible yellow coins by rank			Other yellow and blue coins		
-----			-----		

Rank	Course	Amount	Rank	Course	Amount
1	7	87	Yellow coins from poles		
2	15	78	-----		
2	1	68	1	1	25
4	2	64	2	13	10
5	9	60	-----		
6	8	52	Yellow coins in slides		
6	3	52	-----		
8	13	50	1	4	72
9	11	41	2	12	57
9	6	41	-----		
11	10	39	Blue coins in slides		
12	4	33	-----		
12	12	33	1	4	1 (5)
14	14	7	2	12	1 (5)
15	5	0	-----		
-----			From Bowsers Mouth		
-----			-----		
-----			1	7	5
-----			-----		

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## 6.0 The Switches

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In Super Mario 64 you can find red, blue and green transparent or solid blocks in the courses. If they are transparent it means that you have not pressed the switch that corresponds with the same colour as the block. When you have pressed the switch the coloured block will be solid and you can use the content. The content is a special cap, which enables Mario to fly, if the block is red; be metallic if the block is green; and transparent, if the block is blue. You find information below, about how to find and activate the three switches.

### Red Switch - Wing Cap

-----

When you've collected 10 stars place yourself on the sun panel in the first room of the castle and look straight up using C up. This will transport you to the beautiful skies.

Fly down to the tower in the middle and press the switch. To get the red coins, check the part about the castle's secret stars (3.16 or 4.16).

### Green Switch - Metal Cap

-----

When you've collected 8 stars and beaten Bowser for the first time go down to the basement and unlock the door. Then go into the dark corridor in front of you and through the door. Go right and follow this corridor until you see a door with a small star on it. Enter the room and jump into the sixth course.



You shall go through double metal doors in the water cavern. To reach the water cavern go to the left in the beginning. Do a long jump over the pit and enter the door. You'll be in a large room with a huge pit in the middle. Fall down into it and you'll lose a life. Look to the left and you'll see a platform with a spinning hart. Long jump yourself there. Then long jump to the place where the rocks come from. Go up this walkway and avoid the rocks. Enter the door to the right. Place yourself on the platform and it will bring you down to the water cavern.

Now go down to the lake and swim around until you see the beast. Board him and run to the top of his head. Look in the direction you want to swim and then locate a platform with metal double doors. Make the beast swim over there and jump to the platform. Then go through the doors and continue down the corridor until you found another pit with floating stuff. Jump down into it and you'll get to Cavern of the Metal cap.

Now you'll have a metal cap and therefore be invincible. Run through the corridor and you'll later be in a large room where the metal cap switch is located. The current in here is very strong so if you happen to take a bath without the metal cap on, the current will take you brutally down to the right exit. If you go there you will be going down the waterfall outside Peach's castle. Surprise, this course is located behind the big waterfall. Don't go down the waterfall, it'll do you no good. Jump from platform to platform to reach the green switch. Don't fall down the water unless you have a metal cap and if you do, try swimming to a land area. Press the switch and then try to get the eight red coins (3.16 or 4.16) or press "Exit Course" from the start menu.

#### Blue Switch - Vanish Cap

-----

When you've beaten Bowser for the first time go down to the basement and unlock the door. You will then see a dark corridor. Follow it to the right and enter the door. Go right and continue through the corridor. When you can choose to go right, go right and you will see a door without a star. Enter the door and you'll see a clean pool. Take a bath, dive and swim under a wall so you'll get to another room. In here you will find two pedestals in the water and a door beyond them. Ground pound both pedestals and the water around them will be gone. Go out through the door and you'll be outside the castle in the moat. The water is no longer here. Continue to the right until you found a hole. Jump down it and you have reached your destination.

You'll now be wearing the pleasant vanish cap and you'll see a major slide going down at your feet. A Flame Ball is near you but since you're transparent it can't hurt you. There are some ledges located in the slide with extra lives and red coins. Ignore them if you wish but try to go slowly down the slide or you may fall down when it ends. At the foot of the slide there's a trail with some Flame Balls. Follow the trail around the corner and continue up the seesaw.

Stand on the first edge of it for awhile to make the edge at the other side rise. Get to the other side and climb up to the next platform. Continue until you see an elevator system. Here, you really need no walkthrough. You must jump when it feels right and understand the cycle of its nature.

But I'll give it a try. Jump to the one taking you up. When it's about to turn over, jump to the one below and then directly to the seesaw with the coins. Wait for the next elevator, board it and just before it flips over, get to the next one, and directly to the one slightly below. This will take you to the last elevator which will bring you to the platform with the blue switch. When you board that platform, be careful, though.

Press the switch and if you've collected seven red coins in here you get the last one next to the switch. Put on a vanish cap nearby and jump through the thin net and grab star. If you haven't collect all of the coins, jump into the great beyond. All of the blue blocks containing vanish caps will now be solid and the caps will be working well.

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## 7.0 Character List

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In this part I list all of the characters in Super Mario 64. I've divided them into five different categories:

- .1 Friendly Characters            Here you can find all of the characters in the game who are not on Bowser's side and do not attack and/or who help Mario in any way. They must also have some kind of attitude.
  
- .2 Enemies                        How do you define an enemy? What makes it different from the other categories? An enemy doesn't talk, it attacks Mario in some way. It must not take damage. It's enough with a stun for half a second. When it comes to separating enemies from obstacles I reason like this. If an obstacle has a face or makes irregular attacks when Mario comes by, it's an enemy. That's what differs the Thwomp and the ball that spits fire from the falling walls and flame throwers.
  
- .3 Special Characters            The definition of these fellows is that they can't be defeated, and all of them lead Mario to a star. They may be hostile.
  
- .4 Bosses                         There are two types of bosses. The first type must talk and then attack Mario. The

music also changes. The second type must be a larger version of an already existing enemy. All of them must give Mario a star after their defeat. I don't count the huge Piranha Flowers in Tiny-Huge Island because there are many of them and the size of the enemies is only natural considering the special conditions of the course.

.5 Bowser and his Courses Here you find Bowser strategies and how to get through his courses.

.6 Harmless Animals The difference between these and the friendly characters is that these fellows don't have attitudes, they are only animals among many. Mario can't be disturbed by these since they're only decorations.

=====  
7.1 Friendly Character  
=====

You probably just read the definition of what makes a friendly character so I'll explain the different sub categories.

The name  
-----

Description: Who the character is, what purpose he/she has, history if he/she has any. Attitude.

Appearance: A visual description of the character.

Location: Where in the game the character is located.

Mario  
-----

Description: Mario is the hero of Super Mario 64, the main character that is never switched. He may look like a simple plumber but he has during his life saved Mushroom Kingdom and its ruler Peach Toadstool from Bowser and other fiends numerous times. This time he must save Peach and collect all of the castle's power stars for peace to prosper once again.

Appearance: Mario is a short and fat middle aged man. He has natural calm eyes and a big black moustache. On his head he has a big red cap with the letter "M" on the front. It covers his fluffy brown hair with groovy sideburns

Location: The main character, so he's everywhere.

## Peach

-----

**Description:** She's the ruler of Mushroom Kingdom and the owner of the marvellous castle in Super Mario 64. A great ruler, loved by the people, she's often found to be in big trouble. She has many times been kidnapped by Bowser and this time it's just as serious as ever.

**Appearance:** She's a young woman with long blonde hair. She has a light pink dress with darker pink on the... lower part of the dress. She has a blue brooch and large earrings in the same colour. She has white gloves stretching to the overarms. Forgot about the crown. It's yellow and small with red dots, perhaps rubies. She has a band around her waist.

**Location:** Kidnapped by Bowser.

## Lakitu the Camera Man

-----

**Description:** He is the one behind the camera. He films Mario's every step through out the adventure. There's really no explanation why he's doing this and why Mario tolerates to have the fellow behind him during the travels. A funny thing, his camera keeps swinging back and forth but the view doesn't.

**Appearance:** He is a turtle sitting on a cloud holding a fishing rod connected to a video camera. He has a green shell and a yellow body. He looks grumpy. He has big eyes and it looks like he has spectacles without frames.

**Location:** Behind Mario all the time.

## Toad(s)

-----

**Description:** They are Peach's guards and loyal followers. In this game they have all been caught inside the castle and they can't get out. But during Mario's travels they give him lots of great advice. They know just about everything about the worlds inside the castle. Three of them deliver stars to Mario as well.

**Appearance:** A little fellow, about half the size of Mario. Very cute. His friendly head is just slightly smaller than

his body. His most characteristic feature must be his very large white hat with many red dots. It looks like a mushroom. A blue vest and a pair of white pants are covering his beige body.

Location: They are spread out through out the castle. One is near the entrance, one is in the same room as the second course, one is in the same room as the third course, one is in the basement, one is in the same room as the sixth course, two are standing in the 2F hallway and the last one is on the top floor.

#### Pink Bob-ombs

-----

Description: These may look like the Bob-ombs but these are peace loving friendly Bob-ombs. But even though they don't like war they have some cannons in their arsenal. They gladly offer their help by preparing the cannons so that Mario can blast away from them.

Appearance: Just like a black Bob-omb but it's pink instead of black.

Location: Two in the first course, then one in the second, third, fourth, eighth, tenth, eleventh, twelfth, thirteenth and fifteenth course.

#### Koopa the Quick

-----

Description: The champion sprinter of the footrace courses in Bob-omb Battlefield and Tiny Huge Island. He has great self-confidence and he should, because he is also the record holder in both of the courses. But isn't it ironic that a turtle is a sprinter? Koopa the Quick is a fair playing fellow who hates cheaters and gives the ones who beat him a price worth to remember.

Appearance: A big turtle, at least twice as big as our plumbing hero. An orange body, covered up by a big green shell. Very big white eyes and green shoes. His hands are ball formed.

Location: If Mario chooses the second star in Bob-omb Battlefield Koopa the Quick will be standing near the starting area waiting for a chance to challenge the plumber. He will wait on top of the cliff above the beach in Tiny Huge Island for his eventual rematch.

## The Owl

-----

**Description:** A strong day-sleeping owl in Whomp's Fortress. He would love to help Mario reaching stars but even though he's strong his strength is limited. The Owl is Mario's last hope in reaching the caged island.

**Appearance:** A cute little brown owl. The feathers have a lighter shade of brown and the same colour can be found on its belly.

**Location:** He's sleeping in a tree near the start in Whomp's Fortress.

## The Penguin Mother

-----

**Description:** This lady is desperate. She has lost her poor baby. But she is not too positive about searching for it herself so she pleads to Mario and he will get a reward if he finds the baby. If Mario would take away her baby from her she will be angry and follow the kidnapper but if Mario would "accidentally" drop the Penguin baby off a cliff the mother won't give the tiny rear of a rat.

**Appearance:** A dark blue penguin with a white belly, it has a yellow beak and feet and is just larger than Mario.

**Location:** On the bottom floor of Cool, Cool Mountain.

## The Penguin Babies

-----

**Description:** There are two babies in Cool, Cool Mountain. One is the child of the desperate Penguin Mother and the other one isn't. I suspect that the big Penguin is the father to one of them, or both. Both can be carried if Mario tries to pick them up, but if Mario slips he will drop the baby.

**Appearance:** Looks like the mother of one of them. Half as big as Mario. Cute little fellas.

**Location:** The baby of the Penguin Mother is on the highest floor of Cool, Cool Mountain. The other one is near the Penguin Mother.

## The Big Penguin

---

**Description:** He's a large Penguin which is the current record holder of the slide inside Cool Cool Mountain. He'd love to race against Mario one day in his slide. But beware, he dislikes cheating. He is sure to give a reward to anyone who beats him. Suspected father of one of the Penguin Babies.

**Appearance:** Looks like Mother Penguin. Except when you've collected 120 stars, then he's twice as big. It might be another penguin but I don't think so because the huge one says the same thing.

**Location:** In the slide inside Cool, Cool Mountain.

## The Snowman's head

---

**Description:** This is the poor head of a Snowman living on a plate near the foot of the mountain. His body has melted away and he is in desperate search for a new one. There's actually a body near the top of the mountain, and it only needs a navigator...

**Appearance:** A snowball in Mario's size with two black eyes and a small mouth.

**Location:** Near the foot of the slide on Cool, Cool Mountain.

## The Bunny

---

**Description:** He's a bunny who's always late. He runs around the basement of the castle when Mario's collected 15 and 50 stars. If Mario successfully manage to catch the fellow the Bunny will reward him with a star... or shall we say that the star is a kind of bribe to release the fellow.

**Appearance:** He's about half the size of Mario. A yellow bunny, that's about it. He looks tired and miserable and he's got big feet.

**Location:** When Mario's collected 15 or 50 stars he will be standing in the castle's basement near the seventh course.

## The Sea Dragon

-----

**Description:** A large sea dragon is swimming around in the underground lake in Hazy Maze Cave. He is very friendly and never attacks. Mario can climb on to him and if he gets up to the head he can choose the direction of which the Sea Dragon shall head, enabling Mario to reach high places. If Mario ground pounds the beast it will lower its head, making it easier for Mario to get up.

**Appearance:** Looks like Pokémon #131 Lapras but without a shell. Dark blue on the upperside and white on the underside. Has a long neck.

**Location:** In the underground lake in Hazy Maze Cave.

## The Iceflake-Penguin

-----

**Description:** He's the only one who can walk on the huge snowman's ice floe in Snowman's Land without getting blown off. Any illegal trespassers may walk next to this fellow of few words to avoid the cold wind. One can also stand on the Penguin's head and survive.

**Appearance:** He looks like the Penguins on Cool, Cool Mountain.

**Location:** On the ice floe in Snowman's Land.

## The Monkey

-----

**Description:** An annoying little monkey. He is hard to catch and he likes Mario's cap a lot. He is fast and slippery so the one who wants to catch this thief must run fast and think fast. He's also the only one who know how to break the Monkey Cage.

**Appearance:** A monkey half the size of Mario with a short tale. Brown over most parts, beige ears, face and underside of feet. It has a pink rear and likes to do handstand.

**Location:** He is running around, killing time near the spinning log usually but when Mario chooses the second star he will be ready at the top of the mountain.

## Yoshi

-----



Description: Yoshi from Yoshi's island has been Mario's good friend and riding animal since Mario was a baby. When Mario has collected all of the 120 stars his old buddy will be waiting on the roof of the castle to give Mario 100 extra lives and a special tripe jump.

Appearance: Yoshi is a green dinosaur with a big head and tail. It has a white belly and red shoes. The tongue which is hidden here is long and also red. He has a brown saddle and big eyes. He is very friendly looking.

Location: On the roof of the castle.

Luigi

-----

Description: Luigi is Mario's brother and though he has featured in many games together with Mario he does not show up in Mario's N64 debut.

Appearance: Similar to Mario, but taller, thinner and wears green colours instead of red.

Location: No where to be found.

=====  
7.2 Enemies  
=====

My defiance of an enemy is written above,  
ehh... I'll out here as well.

How do you define an enemy? What makes it different from the other categories? An enemy doesn't talk, it attacks Mario in some way. It must not take damage. It's enough with a stun for half a second. When it comes to separating enemies from obstacles I reason like this. If an obstacle has a face or makes irregular attacks when Mario comes by, it's an enemy. That's what differs the Thwomp and the ball that spits fire from the falling walls and flame throwers. Of course this is only my definition of an enemy.

And the sub categories.

The name  
-----

Appearance: A visual description of the enemy.

Movement and Attacks: How the enemy moves, and how its attacks look like.

Damage: How many energy units you lose when getting hit by the enemy.

How to defeat: How you defeated or avoid it.

Reward: If you any coins, and how many if that's the case.

Courses: In which courses you find the enemy.  
Numbers corresponds with the main courses.  
Letters mean these courses.

B1 = Bowser in the Dark World, the first Bowser course

B2 = Bowser in the Fire Sea, the second Bowser course

B3 = Bowser in the Sky, the third and final Bowser course

C = The Castle Courtyard

M = Cavern of the Metal cap, where you the green switch is located

V = Vanish cap under the Moat, where you the blue switch is located

## Goomba

-----

Appearance: The Goomba is one of Mario's oldest enemies and a pretty lame one. At least 70% of its body mass is its round head which is dark brown with a dumb, angry face on it. Its body is a small light brown ball just below the head. The feet are two balls in the same colour as the head.

Movement and Attacks: It often strolls aimlessly in groups of three. It prefers hot places like the desert. When an enemy comes near, very near (the Goomba is rather short-sighted) it will burst into a berserk rush and run around in circles. Simply jump to avoid it or run away.

Damage: 1/8

How to defeat: Any attack works. It's almost harmless. The jump is recommended though, because it's easier to collect the coin that way.

Reward: 1 yellow coin

Courses: 1, 3, 8, 10, 12, 15, B1, B2, B3

## Bob-omb

-----

- Appearance:** Also an old-timer. The Bob-omb is a walking kamikaze candidate. It's a shining black ball with eyes and light brown round feet. It also has a small grey ignition on top of its head.
- Movement and Attacks:** Walks around doing nothing until it spots Mario. When it has spotted the plumber it will follow him anywhere faster and smoke. It will take six seconds for it to explode. You must be pretty near the explosion to take any damage.
- Damage:** 2/8
- How to defeat:** Sneak up to it from behind and pick it up with B, then throw it away and it will automatically explode. You can also put it down with the Z button and it will walk around until it explodes. Press A and B at the same time to kick it from behind. It will explode automatically.
- Reward:** 1 yellow coin
- Courses:** 1, 8, 12, 14, B2, B3

## Koopa

-----

- Appearance:** Never has a Koopa been this harmless. He's a turtle in Mario's size. His shell is green on top with white edges and orange underneath. His body colour is orange and he has a pair of green shoes. When he has lost his shell he shows the player his white shirt and pink shorts he has on himself. He also has a huge pair of white eyes in his friendly face.
- Movement and Attacks:** Koopa strolls around peacefully. If he spots Mario he tries to escape in a slightly faster manner. If Mario attacks him he loses his shell and then he runs around very confused in his underwear. If the shell is nearby he tries to jump into it again. He can't hurt Mario but stuns him if he runs into the plumber.
- Damage:** 0/8, stuns
- How to defeat:** Must be attacked twice. Once to get him out of his shell, once to finish him.
- Reward:** 1 blue coin

Courses: 1, 13

### Bubble

-----

Appearance: A slimy bubble in the same size as Mario.  
It has blue edges and is very flexible.

Movement and Attacks: It's shot from a cannon near the top of  
the mountain in Bob-omb Battlefield.  
It tries to fall on Mario. It bounces  
three times, on the third bounce  
it bursts.

Damage: 1/8

How to defeat: N/A, it bursts after three bounces

Reward: Nothing

Courses: 1

### Piranha Flower

-----

Appearance: Slightly bigger than Mario. It's a flower  
with a green stalk with leaves below a large  
red ball with white dots. The ball has a big  
mouth with fatally sharp teeth. The mouth is  
surrounded by a green lip. This monster lacks  
a pair of eyes.

Movement and Attacks: It's stationary. Sleeps when it hears no  
footsteps. If a trespasser runs by it wakes  
up immediately and then it's very damaging.

Damage: 3/8

How to defeat: Sneak towards it and punch it or run fast  
and attack. If it wakes up it will be  
invincible. Run away from it and wait  
for it to go to sleep again if this occurs.

Reward: 1 blue coin

Courses: 2

### Whomp

-----

Appearance: The Whomp is a large grey stone brick with small arms  
and feet. An angry face's covering the whole front  
side and two crossed plasters are covering a crack

on the backside.

**Movement and Attacks:** They patrol a limited area by walking in a stiff way, slowly. If someone comes in front of a Whomp, the Whomp will fall on its belly trying to crush anything in front of it.

**Damage:** 3/8

**How to defeat:** Make it fall by walking in front of him, run away so it doesn't hit you. Then jump above it and ground pound it in the back and it'll be defeated. Do ordinary jumps on its back and it'll drop one coin for each jump to a maximum of five coins a Whomp. You get 5 coins after its defeat and it doesn't matter how many coins you've received with regular jumps.

**Reward:** 5 + 5 yellow coins

**Courses:** 2, B3

#### Thwomp

-----

**Appearance:** A big blue block with an angry face.

**Movement and Attacks:** It jumps up and down on the same place. The jumps are regular. Be below = lose energy.

**Damage:** 3/8

**How to defeat:** N/A

**Reward:** N/A

**Courses:** 2, 14

#### Bullet Bill

-----

**Appearance:** It's a pistol bullet in Mario's size. It's dark blue and has a stale angry face on its front. The cannon which shoots Bullet Bills is a grey block with a black hole on a side.

**Movement and Attacks:** It will be shot from a cannon on top of Whomp's fortress. After it's been released it will be kind of semi-target locating. It will go in Mario's direction but if it passes him it will continue in the same direction and self destruct. When one of them is gone the next one will be shot.

**Damage:** 3/8

How to defeat: You can't defeat this foe without losing energy. Jump on it, punch it or whatever it will fly away and take away three units of energy. Instead avoid and it'll self destruct.

Reward: Nothing

Courses: 2

#### Clam

----

Appearance: A clam which is stationary. The shell is purple with pink edges. It's inside is white and it contains either a red coin or a green shell. Only found underwater.

Movement and Attacks: It opens and closes its shell now and then. Swim near it and it will open up in a while. If you're inside it when it closes its shell you'll lose energy.

Damage: 2/8

How to defeat: N/A

Reward: N/A

Courses: 3, 9

#### Flower Snowman

-----

Appearance: In short words: a snowman disguised as a flower. It has a green and yellow skirt and a spinning pink and yellow flower on its head

Movement and Attacks: Moves around very slowly. When Mario's nearby, it will move towards him. The slow movement and the lack of any real attacks is balanced by its damaging touch.

Damage: 2/8

How to defeat: Any attack. But a jump will make you spin up into the air. This makes it harder for you to collect the coins.

Reward: 3 yellow coins

Courses: 4, 10

#### Spinning Snowman

-----

Appearance: It's two snowballs that form its body and head. The body is slightly bigger than the head. The head has two black dots as eyes and another bigger dot as a mouth. It has a broom inserted in its right side.

Movement and Attacks: When Mario comes near, it pops up from the snow. It will start throwing snowballs at Mario which move slowly and has a minor damaging impact. The body is slightly more deadly. It's always stationary except that it always looks in Mario's direction.

Damage: 2/8, Snowballs = 1/8

How to defeat: Make sure it looks at you. Then run around it until it falls down. This may take some time. Often it's better to just avoid it.

Reward: 3 yellow coins

Courses: 4, 10

#### Jumping Snowman

-----

Appearance: It's two snowballs that form its body and head. The body is slightly bigger than the head. The head has two black dots as eyes and another bigger dot as a mouth. It has a broom inserted in its right side.

Movement and Attacks: There are only two of these in the game and both patrol one of the bridges on Cool, Cool Mountain. They make short jumps back and forth on the bridge and their touch is damaging.

Damage: 2/8

How to defeat: N/A Invincible, but you can jump below them or above them. Wait until one of them bounces down next to you, wait for it to jump again and pass below it.

Reward: N/A

Courses: 4

Boo

---

Appearance: A floating ball with a vicious looking face. Its eyes are blue, the mouth is red and big. It's a ghost, by the way!

Movement and Attacks: It moves slowly towards Mario's direction.  
It simply tries to do a slow body slam against him. If Mario looks the Boo in his eyes, it will stop, be invisible and harmless.

Damage: 2/8

How to defeat: You must attack it from behind or ground pound it from above. Stand with your back against it, back flip when it's close and ground pound it from above.

Reward: 1 blue coin, 1 yellow coin if found in the courtyard

Courses: 5, C

#### Boo Guard

-----

Appearance: Looks like an ordinary Boo but it's about twice as big and holds a cage instead of a coin.

Movement and Attacks: Like the Boo.

Damage: 3/8

How to defeat: Boo here as well.

Reward: Entrance to the fifth course: Big Boo's Haunt.

Courses: C

#### Spider

-----

Appearance: It's really a big yellow and red ball with four thin red legs stretching out from it. It has red eyes and big jaws which chew horizontally.

Movement and Attacks: Moves slowly around until it spots Mario, then it chases him. It's only attack is its body attack.

Damage: 1/8

How to defeat: Whatever...

Reward: 3 yellow coin

Courses: 5, 6

#### Angry Book

-----



Appearance: It's a green big book with sharp teeth.

Movement and Attacks: If Mario passes certain book shelves one of these may pop out and envelope itself. It will aim straight on Mario. If it hits it self destructs, the same if it misses.

Damage: 2/8

How to defeat: Jump into it from below and you'll receive your reward. If not it will be destroyed and you'll get nothing.

Reward: 1 blue coin

Courses: 5

### Eyeball

-----

Appearance: Picture an eyeball in Mario's size without the red gooey stuff. Its iris is blue and its pupil is black.

Movement and Attacks: Its stationary but rotates slowly. If it sees Mario, it fixes its eye (!) on him and follows Mario around and even blows slightly damaging energy balls towards him, at occasions at least.

Damage: 2/8, Energy ball = 1/8

How to defeat: Make it fix its sight on Mario and then run around the Eyeball and it'll be defeated.

Reward: 1 blue coin

Courses: 5, 6, 7

### Chair

-----

Appearance: It's a brown, small wooden chair.

Movement and Attacks: If one of these is hexed it will float in the air and then fly fast towards Mario. Successful hit will result in damage.

Damage: 2/8

How to defeat: Just avoid it, by running away from it.

Reward: Nothing

Courses: 5

## Piano

-----

Appearance: A big black grand piano which might show its set of sharp teeth within.

Movement and Attacks: If Mario comes close it will open its fender and show Mario its sharp teeth as it slowly moves towards the plumber. If it gets close enough it will be mean.

Damage: 3/8

How to defeat: N/A

Reward: N/A

Courses: 5

## Bat

---

Appearance: It's a small blue bat, about half the size of Mario. Very compact.

Movement and Attacks: It often hovers in mid-air when Mario's not around. Makes a very slow and uncertain approach against Mario if he's near. It gives very light damage if it touches Mario.

Damage: 1/8

How to defeat: Any attack really, but it's easiest to jump up on it from its underside. They are often in high places, so you must get close enough for it to attack you.

Reward: 1 yellow coin

Courses: 6

## Shooter

-----

Appearance: It's a small hovering red ball which has a white mask with black dots for eyes and black snout. It has two red spikes that might be some kind of legs.

Movement and Attacks: It's almost stationary, hovering in mid-air. Can move slightly towards Mario. It shoots a burst of three slow bullets towards Mario.

Damage: 1/8

How to defeat: This enemy is defeated by a simple touch. Jump towards it from any angle and you'll get your reward. Be sure to always be fast because this one fires bullets very often. When you encounter these you often have the metal cap on and then the damage from the bullets will be nullified.

Reward: 2 yellow coins

Courses: 6, M

#### Mole

----

Appearance: A brown blind mole. It has a white belly. It has black claws. About the same size as Mario

Movement and Attacks: It pops regularly out of its hole to throw a damaging nut at Mario. Then it quickly escapes down the hole again. Attacks in groups.

Damage: 2/8, the nut = 1/8

How to defeat: Any, but beware the nuts it throws.

Reward: Jump on a set of them eight times and you will get an extra life.

Courses: 6, 12

#### Flame Ball

-----

Appearance: A black small ball.

Movement and Attacks: Is this really an enemy, me thinks. When Mario comes by, it swells and creates a target locating Flame Ball.

Damage: 3/8

How to defeat: N/A, simply run away or jump over the fire ball.

Reward: N/A

Courses: 6, 7, 8, 9, 11, 13, 14, 15, B1, B2, B3, V

#### Bully

-----

Appearance: A black ball with two angry eyes. It has yellow devilish horns and green small feet. Looks a

little like a Bob-omb.

**Movement and Attacks:** Moves around slowly, often in groups until Mario shows his moustache. Then it will go into a berserk and try to push Mario. Its push isn't damaging, but it pushes Mario away. And they appear in lava areas so that could mean a hot bath for Mario and that, may I say, is damaging.

**Damage:** 0/8, a push

**How to defeat:** Just a B attack or jump on it and it will be pushed away. Push it into the lava and receive your reward. If you try to run into it, it will win.

**Reward:** 1 yellow coin

**Courses:** 8, B2

Shy-guy

-----

**Appearance:** A guy in Mario's size who's wearing a red coat which covers the whole lad. He has a white mask with holes for eyes and mouth. On his head he has a small propeller and the blue feet give a nice contrast to the red colour.

**Movement and Attacks:** He hovers in the air and sometimes flies a bit but then very slowly. Often he send fire balls towards Mario from a safe distance. These fire balls are pretty slow but somewhat target locating. Sometimes he make slow dive attacks towards Mario and then he gives Mario the best chance to strike.

**Damage:** 2/8, flame: 3/8

**How to defeat:** Jump up to it and do a jump kick. If you jump on it you will spin away and this may result in loss of the coins you get from the Shy-guy.

**Reward:** 2 yellow coins

**Courses:** 8, 10, 12, 13, 15

Cactuar

-----

**Appearance:** Contains of five balls put on each other. This thing is very tall, at least four times Mario's height. Four of the balls are full of spikes and are yellow. The head is also yellow and the expression on its face is happy but stupid.

**Movement and Attacks:** Moves very slowly around. Just as slowly

when Mario shows up but, in his direction.  
It doesn't attack but its body is full of sharps so that's damaging.

Damage: 2/8

How to defeat: Attacking its head will lead to its defeat.  
Either punch away body part after body part until you reach the head or do a jump kick on the head. Don't try this on anyone kids!

Reward: 1 blue coins

Courses: 8

### Electric Ball

-----

Appearance: A small, grey ball with a slightly crazy look and a yellow force field around it.

Movement and Attacks: It moves in a premade pattern. Either forward and back or in a circle, often around an area. If it touches Mario it recharges for a couple of seconds and then it begin again. It can also be target locating.

Damage: 1/8

How to defeat: N/A

Reward: N/A

Courses: 8, 10, 11, 14, B1, B2, B3, V

### Grey Thwomp

-----

Appearance: A big grey block with a happy face.

Movement and Attacks: It jumps up and down on the same place. The jumps are regular. Be below = lose energy. Can also jump back and forth

Damage: 3/8

How to defeat: N/A

Reward: N/A

Courses: 8

### Rolling Grey Thwomp

-----  
Appearance: A big grey cylinder with a happy face.

Movement and Attacks: Rolls back and forth. Don't be in the way.

Damage: 3/8

How to defeat: N/A, there's a socket in the wall, which you can stay in while the enemy rolls by.

Reward: N/A

Courses: 8

### Shark

-----  
Appearance: A shark which is dark blue on the top and white on the belly. The sides are light blue and have grey dots.

Movement and Attacks: It swims around and does not attack Mario, but if Mario comes in its way it damages Mario bad. It swims as fast as Mario's top speed so it's hard to keep up with its pace.

Damage: 3/8

How to defeat: N/A

Reward: N/A

Courses: 9

### Tiny Launch Fish

-----  
Appearance: A fish not larger than Mario's head. It's orange with red fins. It has very big eyes and it looks like it wears goggles.

Movement and Attacks: Almost stationary, moves very slowly. Does nothing really.

Damage: 1/8

How to defeat: N/A

Reward: N/A

Courses: 9

### Coin Frog

-----  
Appearance: It's a frog. It looks like a green bag with a hole on the front with two yellow eyes looking out. Looks like the hole can be closed by a zipper. It has orange feet, but no legs. Hmm... When it rests it looks like a coin.

Movement and Attacks: When Mario isn't around it resembles a coin perfectly. When he is very near it transforms into a frog and starts jumping around, trying to avoid Mario. Rather fast.

Damage: 2/8

How to defeat: Any attack, but invincible when it's a coin or when it's turning into the frog. It avoids you well when it's a frog. Try to ground pound above it and it will have the time to turn into a frog but not enough time to escape.

Reward: 5 yellow coins

Courses: 10

#### Bouncer

-----  
Appearance: Hard to describe its shape. It's a flat vine red machine with a shovel on the front. On the shovel there are feet markings. Behind the shovel it has a face showing a very mechanical expression. It has a key on its back and pictures of Bowser on both of its sides.

Movement and Attacks: It moves slowly around the floor, sometimes it stops to wind up itself. It always aims for Mario. If it reaches Mario with its shovel, it throws the plumber away causing a fall damage or a lift to an upper floor.

Damage: 2/8 if it doesn't throw you up one level.

How to defeat: N/A, it's slow so run away from it.

Reward: N/A

Courses: 11, 14

#### Water Spider

-----  
Appearance: It's a spider containing of a green dot and four thin black legs stretching out with blue feet on the ends. It has a very short and thin tale with

a brown ball on the end. The face is two dumb looking eyes.

**Movement and Attacks:** It often moves on the surface of the water, then it makes hasty stops before it rushes away a short while in a speed greater than any enemy. It seldom aims its attacks towards Mario. The touch is damaging of course. On land it moves slowly and clumsy and cannot rush.

**Damage:** 2/8

**How to defeat:** On ground its just to attack with anything. In water it's trickier since the spider's on the surface and you must somehow jump up from the water and then onto the spider. I recommend to stand on land and then attack it by jumping on its head while it's in the water.

**Reward:** 3 yellow coins

**Courses:** 11

### Purple Ball

-----

**Appearance:** A purple shining ball with two white eyes. It moves around with a strange grey spike underneath. It has purple arms with big red balls as hands. On its head it has a yellow antenna with another red ball.

**Movement and Attacks:** When it spots Mario it makes a hasty rush towards him and if he manages to collect Mario he will throw him in a random direction. This may very well mean being thrown off a cliff.

**Damage:** 0/8, throw

**How to defeat:** Run around it and press B to grab it from behind. Then throw him with the same button and he will blow up.

**Reward:** 5 yellow coins

**Courses:** 11, 12, 13, 15, B3

### Cloud

-----

**Appearance:** A small could with a mouth.

**Movement and Attacks:** It's stationary. When Mario goes by, it inhales lots of air and then it blows out it towards Mario who flies away.

**Damage:** 0/8, loss of cap



How to defeat: N/A, you must stay in front of him awhile for him to blow you away.

Reward: N/A

Courses: 12

#### Huge Goomba

-----

Appearance: Just as a Goomba but twice the height of Mario.

Movement and Attacks: As a Goomba but slower and more damaging. Its reaction speed is also slower.

Damage: 2/8

How to defeat: Only jump attacks work. B attacks will only push him. An ordinary jump will give you a yellow coin whilst a ground pound will give you a blue coin.

Reward: 1 yellow coin or 1 blue coin

Courses: 13

#### Tiny Goomba

-----

Appearance: A Goomba but not bigger than Mario's feet.

Movement and Attacks: As Goomba the but much faster and it doesn't stop. Runs around like an idiot, often in circles

Damage: 0/8, stuns

How to defeat: Walk into it and it'll disappear, but leave no coin. Jump on it is recommended because then you get the coin in front of you. If you punch or kick it, it will fly away in a long distance making the coin hard to reach.

Reward: 1 yellow coin

Courses: 13

#### Tiny Koopa

-----

Appearance: Just like the regular Koopa but kind of as big as Mario's feet.

Movement and Attacks: As the normal one but faster. It doesn't leave a

shell though.

Damage: 0/8, stuns  
How to defeat: Any attack, but jumping is safest for the blue.  
Reward: 1 blue coin  
Courses: 13

#### Tiny Piranha Flower

-----

Appearance: A very short Piranha Flower with a green stalk with leaves below a large red ball with white dots. The ball has a big mouth surrounded by a green lip. This monster lacks a pair of eyes.

Movement and Attacks: It pops out of the ground and spits a target locating flame ball towards the hero. It then quickly retires into the ground again.

Damage: 2/8, Flame = 3/8  
How to defeat: Avoid the flame, and then jump on its head quickly.  
Reward: 1 yellow coin  
Courses: 13, B3

#### Huge Piranha Flower

-----

Appearance: A huge Piranha Flower with a green stalk with leaves below a large red ball with white dots. The ball has a big mouth surrounded by a green lip. This monster lacks a pair of eyes. but has a sharp set of teeth.

Movement and Attacks: Pops out of the ground when Mario passes it. Then spits a target locating flame ball towards Mario. Stays in place after the attack.

Damage: 2/8, Flame = 3/8  
How to defeat: Attack or jump on it's stalk. Do it quickly.  
Reward: 2 yellow coin  
Courses: 13

#### Lakitu and Spines

-----

Appearance: A turtle on a cloud. He has a green and yellow shell and body which is also yellow. He keeps throwing red Spines at Mario. The Spines are red shells with yellow spikes and feet.

Movement and Attacks: Moving around in the air. He throws Spines as mentioned. The spines walks around for awhile.

Damage: 0/8, Spines = 2/8

How to defeat: Double jump from below.

Reward: 5 yellow coins

Courses: 13, 15

#### Launch Fish

-----

Appearance: A large fish with orange scales and red fins. It wears large sunglasses and has huge beige lips.

Movement and Attacks: It swims around slowly and guards a certain area of water. If it spots Mario, it will swim to him and try to swallow him. If it swallows Mario, he dies instantly and must leave the course.

Damage: 1/8, Swallow: 8/8

How to defeat: N/A, swim away from it or choose another root

Reward: N/A

Courses: 13

### ===== 7.3 Special Characters =====

The definition of these fellows is that they can't be defeated, and all of them lead Mario to a star. They may be hostile.

#### Chain Chomp

-----

Appearance: Dangerous. A very big black ball with two dumb eyes and a huge mouth full of sharp white teeth. He is chained to a pole.

Movement and Attacks: He bounces around peacefully for awhile, and then he stops just to throw a surprise attack towards Mario. Good thing he's chained because he's tough.

How to get the star: Ground pound the pole which he's chained to three times and he will be released. He will break the bars covering the star in gratitude.

Damage: 3/8

Location: Near the starting area in Bob-omb Battlefield.

Eel

---

Appearance: A very large electric eel. He's surely 10-15 times Mario's size. He's black with white dots. The fin above is striped in black and white, the belly is vine red and then we have its interesting head. He has an aggressive but dumb look and a mouth full of sharp white teeth.

Movement and Attacks: He likes to occupy different sort of holes. From these holes he can be lured out, then he swims around in a circle and doesn't care what or who's in his way.

How to get the star: For the first one, you must lure him out of the ship. For the second one, you must lure him out of the hole and then grab his tale.

Damage: 3/8

Location: In the ship, in the hole or swimming near the sea bottom of Jolly Roger Bay.

Vulture

-----

Appearance: A rather large vulture. It's brown over most part of the body. Its chest is white and the head and neck is orange. It has a big red beak the head looks very bald. It has sharp talons.

Movement and Attacks: If it has something in its talons it will circulate around a pillar and regularly switch pillar. If doesn't have anything it will sweep down on Mario in an attempt to steal his cap. It will only do this in the oasis area.

How to get the star: Attack him when he holds the star.

Damage: 0/8, loss of cap.

Location: Flies around the pillars in Shifting Sand Land.

Ray

---

Appearance: It's a manta. The overside is dark on the front but becomes lighter. The underside is white. It has two small eyes.

Movement and Attacks: Just swims around, leaving life replenishing rings behind. Slow.

How to get the star: Ray leaves rings behind him. Follow him around and swim through five rings in a row.

Damage: 0/8, Stuns

Location: In the ocean area in Dire Dire Docks.

The Snowman

-----

Appearance: It's troublesome to say what you count as the snowman's body. Its body is the mountain. I will describe the head. He has two big blue and black eyes and a mouth as round as the eyes. He has a ice floe in front of his mouth and a tree on top of his head.

Movement and Attacks: It's stationary, but if someone walks on his ice floe, he will blow him off and make sure the person's cap blows off his head.

How to get the star: Use the Penguin, which walks on the ice floe, as a shelter from the wind and get the star on top of his head.

Damage: 0/8, Stuns

Location: The big snowman in the centre of Snowman's Land.

=====

7.4 Bosses

=====

Information about the Bosses in the game. It's hard to define who is a boss and who is not. To be positioned in this part a boss must fulfil two requirements. Either must it present itself properly and the music must change or it must be a larger version of an already existing enemy. The exception are the enemies in Tiny-Huge Island, because the enlargement of the enemies is the special feature about the course. Koopa the Quick is also an exception because he is friendly.

Location

A short description of where the boss's located and which star you will get.

#### Appearance

What the Boss looks like. Pretty useless since you probably will see them or have seen them.

#### Movement and Attacks

How they move and which attacks they use.

#### Damage

How many energy units the attacks drain from Mario's power meter.

#### How to defeat

How you defeat the boss.

#### Psychological analysis

A psychological analysis of the boss. How he is like? What is his problem? Why does he want to fight Mario? This is only for fun, don't take this seriously. I am not a psychologist and I don't have any education in this area.

#### King Bob-omb - Bob-omb Battlefield

-----

#### Location

First star. Go to the top of the mountain and he'll be standing there waiting for a whoppin'.

#### Appearance

He's a large decorated Bob-omb. A large big shining block is his body and head. He has blue arms and legs with yellow round hands and feet. He has big white eyes and a huge white moustache. He looks old, wise and proud.

#### Movement and attacks

This round fellow walks around his turf in a very slow pace. If you get near him and in front of him he'll grab you and throw you either on the platform or off it . This will not drain your energy.

#### Damage

0/8

#### How to defeat

Treat him the same way he treats you. First just go around him, pick him up and throw him on the ground near you. Don't throw him off the mountain or that hit will not count. The battle does not restart though. Repeat this a second time and a third time. But he may be faster when trying to do it the third time. Try side somersaulting or back flipping to get him for the finishing throw.

#### Psychological analysis

King Bob-omb is a very proud royalist. He thinks very highly of himself and of his troops: The Bob-ombs. He seems to be the kind of leader that doesn't participate in the heat of the battle. He seems to be the onlooker. When it comes to someone who has managed to scale his mountain, got past his guards and wants to challenge him, he will fight with honour and he will

not let the opponent be clueless about what the rules are. But he hates cheaters and will not stand for someone who doesn't follow the rules of the combat. Not for a second dose he think that a plumber could beat the king of "Ka-booms". This shows off his old fashioned elitist attitude. He always remains loyal to Bowser but he can easily say too much. Even if he may do that he always has a nice vocabulary.

#### Whomp - Whomp's Fortress

---

##### Location

First star. Climb to the top of the fortress and tap him on his shoulder.

##### Appearance

Whomp is a huge stone brick, at least 10 or 15 times the height of Mario. It has small arms and feet though. An angry face's covering the whole front side and two crossed plasters are covering a crack on the backside.

##### Movement and attacks

Just as the boss before him, he walks slowly. His only attack is his fall attack. If you're in front of him he'll fall on you and blow away three units of your energy meter. When you see that he's about to fall, move away from him.

##### Damage

3/8

##### How to defeat

When he's upright, run towards the area between his legs and stay there until he tries to fall on you, then run away from him, smoothly side somersault on top of him and then do a devastating ground pound in his back. Repeat the process two more times and the mighty Whomp won't be more than mere dust.

##### Psychological analysis

Whomp is a bitter old stone brick. He is bitter over humans always being so unthankful to stones. Stones build our houses and pave our roads but we never give them our appreciation. He lets this bitterness go out over Mario. He wishes to crush Mario and think this will be no match. But in the end, after his defeat, he admits his place in the world as only a mere stepping-stone. He seems to take this confession rather lightly, so let's all hope that one day the stones will have their appreciation. =)

#### Big Boo - Big Boo's Haunt (first confrontation)

---

##### Location

First star. Beat all the Boos on the first floor of the mansion and Big Boo will show up in the main room.

##### Appearance

A big white ball, perhaps 2-4 times the size of Mario. He's simply

a large Boo. He has two blue vicious looking eyes and a nasty grin.

#### Movement and attacks

He flies around the room but stops and become semi-invisible when Mario looks in his eyes. You can't damage him in this state. His attack is simply that he tries to fly into Mario all the time.

#### Damage

3/8

#### How to defeat

You can't jump on this fellows head to damage him and you can't attack him from the front. You must either round him and attack him from behind or ground pound him from above. I recommend you to crouch with your back towards the ghost and then back flip followed by a ground pound on his head. Then run fast and attack his back. Attack his back twice and he'll be defeated. If he doesn't show you his back after the first hit, just repeat the back flip > ground pound process twice. For every hit he takes he gets smaller and faster and after the third hit he leaves a star.

#### Psychological analysis

Since there's no real presentation of this Boss, an analysis can't be done well here. Because he two times shows up because you've banned some Boos I think he is either trying to avenge his children or he's testing you before the battles. Big Boo is probably just a sadistic ghost who likes to hurt and scare people. He is the most persevering boss next to Bowser. He does not leave you alone until you've beaten him three times.

#### Big Boo - Big Boo's Haunt (second confrontation)

-----

#### Location

Second star. Go to the basement and into the main room. Beat all the Boos in here and Big Boo will show up.

#### Appearance

Like above.

#### Movement and attacks

Like above.

#### Damage

3/8

#### How to defeat

Really like above, but you must this time, be more careful since the room's spinning and there's some hot fire coming from a painting.

#### Psychological analysis

Like above, but I guess he is trying to make you insecure with a strange and scary room.

#### Big Boo - Big Boo's Haunt (third confrontation)



-----  
Location

Fifth star. Wall jump to the third floor from the second floor and go out onto the balcony.

Appearance

Like above.

Movement and attacks

Like above.

Damage

3/8

How to defeat

Like in the first confrontation but it's a little trickier this time. You have a very limited area to fight on. It's easy to fall down and then have to run all the way back up again. My pointer is to run to the edge and then side somersault back followed by a ground pound hopefully on the Big Boo's head.

Psychological analysis

Like above, but I guess he wants to give you a final showdown on his own balcony, under the moon.

Eye - Big Boo's Haunt  
-----

Location

Sixth star. On the third floor, positioned in the room behind the ghost painting. The painting can be passed if you wear the Vanish Cap from the 2nd floor.

Appearance

This is a huge version of the enemy Eyeball. It's a white eyeball with blue iris and a black pupil.

Movement and attacks

This giant eye spins around and shoot energy balls when he sees Mario. He always blinks before he shoots energy balls.

Damage

2/8, Energy ball = 1/8

How to defeat

Run around him very fast.

Psychological analysis

No presentation, no attitude, nothing. He's just one mindless enemy among the rest.

Big Bully - Lethal Lava Land (first confrontation)  
-----

Location

First star. Go to the big brown/orange platform after you've walked past the puzzle with Bowser's portrait.

#### Appearance

A big version of the Bully. Perhaps twice the height of Mario. A shining black ball with angry eyes. Got yellow horns and green feet.

#### Movement and attacks

Walks around in a slow pace if he can't see you. If he spots you he rushes over to try and push you down into the lava.

#### Damage

0/8, Push into the lava = 3/8

#### How to defeat

Stand near an edge and dodge him when he comes, to then attack him either by jumps or B attacks to get him into the lava. You can also have a push contest. Attack him until he is forced into the lava. If you run into him you bounce back and can be pushed into the lava yourself.

#### Psychological analysis

Another mindless creature. A special urge makes him rush towards Mario when he spots the plumber. That's all.

#### The other Big Bully

-----

#### Location

Second star. From the platform where you fought him the first Big Bully, go over to the next similar platform with a coin ring and three nasty Bullies. Defeat them and the big one will appear.

#### Appearance

Looks just like the other one.

#### Movement and attacks

Like the other, but faster and he seems to be slightly smarter.

#### Damage

0/8, Push into the lava = 3/8

#### How to defeat

Like above. The speed doesn't really matter.

#### Psychological analysis

This one shows up if you beat the small Bullies so I guess he wants to avenge them. Or it may be a test.

#### The Ancient Ones - Shifting Sand Land

-----

#### Location

Fourth star. You shall stand on all four pillars and then

the roof of the pyramid(er... the top) will break leaving a hole you should climb down. Follow the elevator to another hole. Climb into it and down to the boss(es)

#### Appearance

When they are not enveloped they look like a sofa. When they show their real form, they are a pair of hands. The hands are about twice the size of Mario and they each have an eye in the middle of their palms.

#### Movement and attacks

While one is showing its eyes the other one is trying either to flatten Mario or shove him off the platform. Always be concentrated and avoid as soon as you see an action is taken. Sometimes they both try to crush Mario but this is easy to avoid, since they announce their attack several seconds ahead. When one of them is gone, the other one will reveal its eye and try to shove Mario off the platform.

#### Damage

3/8 or fall off

#### How to defeat

When one of them is showing its eye, attack with a B attack, preferably a dive. Do it quickly since it only shows its eye for a short period of time. Each hand takes three hits. When one of them is destroyed the other will try to shove Mario off the platform while showing the eye, so be quick on the B button or you'll die instantly.

#### Psychological analysis

Jolly fellows. No, they've been sleeping for thousands of years and now they're suddenly awoken. How'd you feel? They are really grumpy and but has time for a joke. "Fight-hand to-hand" you know. Their English isn't good so I suppose they're from a country which doesn't have English as its first language. With the environments in mind, I'd say Egypt. Before the battle they talk very slowly and mysteriously. But afterwards they can suddenly talk in normal speed. Well, they are defeated and have nothing left to be mysterious about. They insist to keep sleeping in the darkness.

#### Blue Bully - Snowman's Land

-----

#### Location

Second star. Between the starting area and the pond.  
Do I need to say more?

#### Appearance

A Bully. About twice the height of Mario. It's a ball in blue shimmering colours. Has a yellow horn. One instead of the usual two. It has green feet. Nintendo has cheated some with the graphics here. If you look closely on this boss you can see that the body is really two dimensional. Check the pattern and then walk around him and you'll notice that it looks the same all over. Might have worked in an one coloured ball but not here. This is also noticeable on

some trees. This is the same technique as they used in all "3D" objects in Super Mario Kart for the Super NES.

#### Movement and attacks

Just like another bully, slightly more active though.

#### Damage

0/8, Push into the cold water = 3/8

#### How to defeat

Like the Big Bully only beware the slippery floor. I don't recommend standing on no edge though, since it's too slippery for you to quickly dodge.

#### Psychological analysis

Another one of "them" mindless. Has it got anything to add? No, didn't think so.

#### Wiggler - Tiny Huge Island

-----

#### Location

Sixth Star. Be big and ground pound the very tip of the mountain. Then be small and go down the hole that has appeared.

#### Appearance

A caterpillar containing of five body parts in form of five brown balls. Four of these have each a pair of red legs and feet. The fifth is the head which has nervous looking eyes and a big darker brown nose. He has a flower on his head.

#### Movement and attacks

He'll run around the net and aim at you. The more beating he gets the faster he becomes.

#### Damage

3/8

#### How to defeat

You must jump on his head three time. That's all really. Grab the coins in the corners if you lose energy because Wiggler packs some punch actually. If you wish to avoid being run over after giving him a jump, try to, after you've jumped on his head, continue the jumping on his body so you land behind him. It will be much easier to avoid his wrath then.

#### Psychological analysis

Wiggler is really a friendly guy, but he has recently received a star and it makes him feel all strange. It seems like he can't really decide whether he likes the star or not. One day when Mario broke his ceiling and water came into his house, he didn't know what do and was all panic struck. Of course he must blame Mario so he started attacking him. What made him even angrier was that Mario jumped on his head to defend himself. Then he became really mad and there was no reason left in him. After three jump attacks against Wiggler's head he gave up and gave the star to Mario as a reward of the battle. Wiggler became very peaceful after the incident and wanted Mario as a friend. He enjoyed the hole in ceiling because the stars made him

feel peaceful. I think you can easily compare Wiggler's adventure with Tolkien's The Lord of the Rings. Smeagol's relationship with the ring is similar to Wiggler's relationship with the star. Both of them hates their object as much as they love it and they're willing to fight for it. But Wiggler's condition wasn't as bad as Smeagol's. Wiggler's condition was closer to Bilbo's. Both of them were rather relieved when they had to leave the ring/star. Smeagol continued the hunt and let it carry him to his own death whilst Bilbo and Wiggler were saved in time. Don't label me here. =)

=====  
7.5 Bowser and his courses  
=====

These are descriptions on how to pass the Bowser courses and how Bowser looks like, how he attacks and how he is defeated. Locations of the red coins are not found here. Search section 4.16 for the locations.

Bowser in the Dark World  
-----

Course Walkthrough

Begin going to the right until you get to a gap in the path with only a small log to as road. If you're extremely inexperienced you can crawl over it. Others can jump over or run fast. Continue up the hill, time your passing past the mean Flame Thrower. Next thing is a couple of rotating pyramids in the way. Jump on them to continue. Either run up the hill or go around it the other way. You need to take aim and jump many times on the hill to be able to climb it.

Time your jump over to the elevating thing and let it transport you to the next area. Watch out for the Goombas and continue on the bridge. A rather small passage follows. Here and there, there are some Electric Balls. Just pass them, if they hit you, so what? It's so slightly damaging it doesn't matter.

Next there's an area with a yellow bridge going in and out of a grey block. Jump out on the yellow bridge when it's stretched, then quickly jump over to the grey platform. Then jump on the bridge on the other side and continue to the area with the pyramids. Jump on the pyramids. Remember to be calm and careful if you're new.

Now you'll hopefully be in an area with a Goomba. Defeat it if you wish. You'll see a small red path moving away from here as well as a broad seesaw. The small path leads to a red coin. Jump to the seesaw. Stand on the first edge of it and wait for the opposite side to rise a bit. Run over to that side and then jump up to the next one. Repeat the process.

Walk over to the area with the purple switch. Press it and steps will appear. Climb them carefully, because when time runs out they will disappear. Then read the sign post if you want pointer on how

to defeat Bowser. Then jump into the pipe.

Bowser

Appearance:

Bowser is a turtle. He has an orange body and hands and feet have sharp claws. A big green shell with white outskirts and big spikes covers most parts of his body. The shell is striped in white colours on the underside. The head contains of a big beige nose, just above: a large mouth with lost of sharp teeth. He has two devilish horns, an orange small piece of hair and bushy red eyebrows just above the vicious looking eyes in the same colour.

Movement:

He tramples slowly around. This nasty fellow moves in your direction.

Attacks:

Body slam: If you run into him you lose two energy units.

Flame: If you stand still he will inhale lots of air and then breath a long line of flames. Three units will be lost if the fire licks you. When he starts inhaling, run behind him and grab his tale.

Jump: If you're far from Bowser, he will jump towards you. If you're close to the point where he lands you will lose three energy units, if you're far from him you'll only be stunned for a couple of seconds. He will use this attack to get back onto the platform if you throw him off it.

How to Defeat:

Run around him to his backside and press B when you're in front of his tale. This will make Mario grab the tale. Then start rotating the control stick. Try to not rotate to fiercely because this action is THE real killer for the N64 controller. Then you can either rotate really fast and release B when you think Bowser will land on any of the big mines with spikes near the edges of the platform. When he starts to inhale to make the flame attack it's a great moment to run behind him and grab the tale.

Or you can rotate him very slowly and then throw him towards a mine. Then quickly go and collect him again and repeat the process until he hits a mine. As simple as that. When he has hit one mine he will lose and you will win.

Reward:

A key that leads to the door with a keyhole in the basement This enables you to reach the sixth, seventh, eighth and ninth courses.

Psychological analysis:

This analysis only cover Super Mario 64. In other games he has had different attitudes. In this game Bowser plays the important role of the "bad guy": the person which has done something bad and it's up for the hero: Mario, to defeat him and be saluted. I don't believe Bowser has always been evil. I think his desire for power and his envy of Mario whom has received the liking of Peach. Now that Bowser has

the power of the stars he thinks that Mario will never be able to defeat him and save Peach. Bowser's self confident and ruthless, but I think it's a mere front for the rather soft guy inside. He wants to rule the world but he has a long way there.

## Bowser in the Fire Sea

-----

### Course Walkthrough

Start by going to the right until you reach a platform which contains of wire net. This will begin to move once you've stepped on it. When it short there after reaches a grey platform, board that one. Then reboard the moving platform. Continue on this until you reach it final stop. Now you must pass some platforms which move up and down into the lava. Either be careful and move only when all of the platforms are above the lava surface or be tough and run over them at once, only jumping on the top of the platforms which never go below the surface.

Now you'll be in an area with a Bully and some Goombas. Defeat them or run past them. Your trail is going to the right, the black trail is leading to a red coin. Then a pole connected with a moving platform will be visible. Grab the pole and then when it reaches its upper peak, jump to the left from it. Run in the middle of these platforms because they will tip if you walk on their edges.

Climb up another pole into a blue and yellow cell. Take the elevator up to the next floor. Continue to the left. Here's a moving platforms that can transport you over the lava, or simply long jump by saving yourself some time. Run up the hill, carefully slide down it. Grab the wire net and take yourself to the next side. Or side somersault to the top of the wire net. Carefully pass the moving platforms and the Bullies and you'll now be in front of a large structure that moves up and down. Run up the whole thing and you'll see another ledge made of stone.

Run up the stone trail, watch out for the Flame Ball and the Bob-omb and you'll now be before a semi-tricky task. Just like before you shall move over some platforms that sink into the lava leaving only a little bit of ground to stand on. This time there is a Electric Ball and a some Flame Throwers here as well. If you're uncertain, just be calm. Move on the platforms when they're at their highest point and watch out for the other obstacles.

The final area before the encounter is a big area of three stone pillars. Move until you come by a pole. Grab the pole and slide down. Beware, the pole is connected onto a platform which sometimes is flooded with lava. Either way, continue on the lower trail and grab another pole. Jump to the right upper platform. Now, move fast to the right over the falling

platforms and down the green hole to meet Bowser.

Bowser

Appearance:

He looks just as... mighty as in the first encounter.

Movement:

He moves slowly around looking bad. This time he can warp himself. He uses it very often. If you try to go around him he often does it and if you run away from him he tries to warp so you run into him.

Attacks:

Body slam: If you run into him you lose two energy units.

Ground pound: Always at the beginning of the battle he jumps high up into the air and ground pounds the platform making it almost flip over. Run in the opposite direction of which the platform leans or you'll slide off it. You can survive the fall off.

Teleport: As mentioned above, he uses this all the time. Can indirectly cause damage because he can teleport just in front of you as you run.

Rush: If you are at a long distance from him, he will try to run you down. Avoid this by being close to him or when he does it, run further away from him. Two units are lost.

Flame combo: In the first battle he learned that a big unit of flame was only devastating to himself so now he just spurts away three flame balls without warning. These take three units but are extremely easy to avoid.

How to Defeat:

Just as in the first encounter. Running around him takes more patience because he's faster and he teleports all the time. Grab the tale using B when you have the chance. Then rotate the control stick and either aim directly at a bomb on the platforms edges or rotate him very slowly and throw him towards a bomb. Then quickly pick him up again and throw him even closer. Repeat until you give Bowser those nice burns. Only one hit, just as before. If you accidentally throw him off the platform he will jump back up and to that annoying ground pound again.

Reward:

The second and final key which leads to the door with the keyhole in the first room of the castle. This enables you to reach the course 10-13.

Bowser in the Sky

-----

Course Walkthrough

Start by going over to the platform where there's another platform shoving going in and out. Jump over to the area when the blue platforms in another platform, then continue to jump. Pass the zigzag platform fast, then continue up



the yellow wall. If you jump you will fall back down.

Continue running on a stone trail, past some Goombas, then over a rotating platform with an Electric Ball. Over another stone trail, only guarded by a single Tiny Piranha Flower. If you're just going to Bowser the next area will be easy. Jump over to the seesaw, continue up to the rotating elevator. When you're on top of it, place Mario in the same direction as it's spinning. Crouch and back flip so you land on the ledge above. This saves you an encounter with a Whomp and a pretty tricky (but funny) jump.

Press the purple switch and go up the recently created steps. Now there's another one of those really strange wall. It's just to walk. Pass the whole trail and be careful when you pass the Flame Throwers. When you're on your way down, it's easier to just jump over the Flame Throwers because you'll get the chance to replenish lost energy soon enough. Get over the white platform and onto the transport with the red arrow. Carefully jump over all of the blocks and if you can, try to grab the pole on the end.

If you didn't, continue over the next rotating platforms and up the pole. From there pass the Goombas, let the moving bar take you to the pole. Jump to the next bar when it's coming at you. Walk up the stone trail and you're in front of an rotating elevator. Stand a bit from the edge and when you see a platform coming towards you jump to it. Then when it meets another elevator jump to that platform and then to safe ground. Continue through the wind in the next area and then jump down the pipe.

Bowser

Appearance:

He looks just as... mighty as in the first encounter, but this time he has a little more colour and his shell is black instead of green.

Movement:

He moves slowly around looking bad. Doesn't teleport as much as in the second encounter. But the ability is there.

Attacks:

Body slam: If you run into him you lose two energy units.

Teleport: Uses it rarely in this battle. Can indirectly cause damage because he can teleport just in front of you run.

Rush: If you are at a long distance from him, he will try to run you down. Avoid this by being close to him or when he does it run further away from him. Two units are lost.

Jump: He often jumps when you're at a distance. This causes two energy waves to spread out on the platform. One energy unit and very easy to just jump over.

Flame: He can use the flame attack from the first encounter. Three energy units. Inhales a lot of air when it's time.

Single flame: He can blow one single flame ball against Mario. Three energy units even here. Easy to avoid.

Big flame: A new attack. Inhales air, than blows lots of fire into the air and it comes down on the ground in a

chaos of fire. Release Bowser if you hold him and simply avoid the fire. Three units.

Platform break: If you throw him off the platform he may jump on a place on the platform where it breaks. If you're standing and don't get off in time, you could fall down.

How to Defeat:

This time Bowser's tough. He can take three hits by mines. Guess he's been body-building for his final battle. The first two throws is just as usual. Run around him and grab his tale. Then throw him either fast directly on a mine or in phases towards a mine. After the second hit he tramples with his feet on the ground and all of the platforms near the mines disappear. This shapes up the platform into a neat star which discover if you press start but it also disables you to use the simple method to defeat him. So now you must spin him very fast and release him in just the right moment for him to hit a mine. When he does he's finished and you can enjoy the pretty credits.

Reward:

You get to see the ending sequence, this isn't saved though. The star you collect isn't one of the 120 stars.

=====  
7.6 Harmless Animals  
=====

Characters in this section are the animals that not do any kind of damage to Mario. Not stunning, not removing his hat, nothing. They are only mere decorations.

Bird  
----

Appearance:                Small light blue bird, I think it's a swallow.

Movement:                 Flies in small groups towards the window of the castle if Mario passes by.

Courses:                    Outside of the castle.

Butterfly  
-----

Appearance:                A very small butterfly that's pink in the centre white in the middle and purple at the edges.

Movement:                 Flutters around in small groups in grassy areas. They move slowly above the ground.

Courses:                    Outside of the castle, 2, 12, 13

Special:                   Some of the Butterflies can be punished. Then they will either turn into a target locating bomb or an extra life.

Fish  
----

Appearance:               In about the same size as the bird and butterfly. It's striped in the colours black white and blue. There's a version of it that is grey, black and orange. These kind of fish swims together with the other fishes and behave just like the others.

Movement:                Moves around in large shoals. If Mario swims by the shoal, it shatters.

Courses:                  Outside of the castle, Castle, 3, 9, 11, 13

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### 8.0 Extra Lives Locations

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Before I received information from Brightguy and took a look in Marsh Mallow's FAQ, this was the most incomplete part of my FAQ. Now it's probably complete. Before, I mostly scribbled down extra lives I found while writing the rest. If I write extra lives, 1-up, 1-up mushroom or mushroom it means the same thing. The number next to the area indicates how many mushrooms there are in that area.

I've checked out Marsh Mallow's FAQ and I listed the mushrooms I missed from his FAQ. Because he doesn't give his e-mail to public anymore I haven't been able to ask him. I give him full credit though.

Some of the extra lives I've got from Brightguy:  
<http://www.geocities.com/sm64home> I give him full credit for those. He thinks he has collected all of them. That's 120. A funny coincidence or was it on purpose? I think he has found every one of them. Thank you mr Bright!

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Amount of Extra lives in the courses			
-----			
	Course	Extra lives	Extra lives
-----			
	Bob-omb Battlefield	3	Outside the Castle  6
	Whomp's Fortress	4	Inside the Castle  2
	Jolly Roger Bay	2	Castle Courtyard  0
	Cool, Cool Mountain	6	The Princess's Secret Slide  2
	Big Boo's Haunt	2	The Secret Aquarium  1

Hazy Maze Cave	4 Wing Mario over the Rainbow	4
Lethal Lava Land	8  Tower of the Wing Cap	0
Shifting Sand Land	9  Cavern of the Metal Cap	2
Dire, Dire Docks	1  Vanish Cap Under the Moat	4
Snowman's Land	4  Bowser in the Dark World	6
Wet-Dry World	4  Bowser in the Fire Sea	6
Tall, Tall Mountain	11  Bowser in the Sky	6
Tiny-Huge Island	10 -----	
Tick Tock Clock	4 -----	
Rainbow Ride	9 Total amount of extra lives	120
-----		

#### Outside the Castle - 6

-----

- Grab the two coins under the bridge over the moat to get an extra life. Do a combination of double jumps and wall kicks.
  - Climb the third tree from the waterfall.
  - Punch the butterflies on the right side of the castle.  
Source: Brightguy
  - Three on the roof of the castle. Accessible after collecting 120 stars.
- ... then Yoshi makes sure you have 100 extra lives, when you talk to him after you've got 120 stars.

#### Inside the Castle - 2

-----

- In the room where the entrance to Jolly Roger Bay is located there are two black holes in the wall. One is the entrance to the Secret Aquarium and the other one holds a mushroom.
- In the pool in the basement. Run or swim in every corner of the passage under the wall. It's before the pillars.  
Source: Brightguy

#### The Princess's Secret Slide - 2

-----

- In the middle of the slide.
- After the finish line, glide over the stairs.

#### The Secret Aquarium - 1

-----

- There's a coin ring in the centre. Swim through it and grab

the extra life.

#### Wing Mario over the Rainbow - 4

-----

- In a transparent cloud near the small pink platform.
- Do a handstand on top of the pole on the large pink platform.
- In a block on the uppermost cloud.
- Attached to a pole below the uppermost cloud.

#### Cavern of the Metal Cap - 2

-----

- Near the outlet of the waterfall in a yellow block.
- In a socket, between two red coins.

#### Vanish Cap under the Moat - 4

-----

- Three extra lives in the slide of which one of them is in a block.
- Take the three coins near the star and it will show up.

#### Bowser in the Dark World - 6

-----

- On the brown platform with the Goombas, above the starting area in a yellow block.
- On the platform in the centre of the course, in a yellow block, reached by a narrow bridge from the seesaw area.
- Two beyond the seesaws.
- Two above the seesaws.

#### Bowser in the Fire Sea - 6

-----

- Continue to the right from the start.
- At the final stop of the first transport.
- Jump north from pole leading into the yellow and

blue cell structure.

- In a yellow block on the moving structure.
- Two near the end of the course, on the big stone pillars. One's in a block and the other is free.

#### Bowser in the Sky - 6

-----

- Pretty near the start is a rotating platform with an Electric Ball guarding a yellow block containing an extra life.
- Under the platform, leading to the seesaw platform.
- In the middle of the spinning elevator near the previous.
- On a block when being transported by the red arrow platform.
- On a pole, near the end of the course.
- Behind a pillar near the pipe leading to Bowser.

#### Bob-omb Battlefield - 3

-----

- Under the floating island, in a tree.  
Source: Marsh Mallow
- Near the mountain lies a bed of flowers with coins surrounding them. Run around the flower bed and a mushroom will show up. I know I've taken this before but since I read it in Marsh Mallow's FAQ it wouldn't feel OK not to give him credit.
- Under the structure which lies just before the entrance to the mountain trail. It's near the switch which opens the bar gate to the area with the Bom-ombs.

#### Whomp's Fortress - 4

-----

- Punch the butterflies near the starting area.  
Source: Brightguy
- On the rotating log, grab the red coin and you will activate the extra life.  
I know I've taken this before but since I read it in Marsh Mallow's FAQ it wouldn't feel OK not to give him credit. Silly me!
- Climb to the top of the flagpole.
- When the tower is here, climb to that platform: where the Bullet Billies are raging. Punch the section of the tower that lies two parts to the left of the lowest platform. A socket will open up

and reveal an extra life.

Source: Brightguy

#### Jolly Roger Bay - 2

-----

- Go through the coin ring leading to the ocean cave and a 1-up mushroom will show up.
- At the top of the huge middle pillar.

#### Cool, Cool Mountain - 6

-----

- In a block near the ice pillar.
- In a block to the left of the snowman's head. Near the foot of the outer slide.  
Source: Brightguy
- Near the Snowman's head at the foot of the slide.
- Two extra lives in the short-cut of the slide.
- In a block near the short-cut finish line of the slide.

#### Big Boo's Haunt - 2

-----

- On top of the shed near the start. Use the bouncing box.  
Source: March Mallow
- On the roof of the mansion in a yellow block.

#### Hazy Maze Cave - 4

-----

- On a platform above the big pit where rocks roll down, reached from the toxic maze, in a yellow block.
- Near the elevator to the water cavern, in a yellow block above a coin ring.
- In the toxic maze there are two Moles near the beginning. Grab a metal cap and then run over them many times.
- There's another Mole in the toxic maze which needs the same treatment. It's near the centre.  
Source: Brightguy

## Lethal Lava Land - 8

-----

- On a ramp near the volcano.
- On Flame Thrower near the volcano.
- On a ramp near the platform with the wing cap.
- Behind the platform where the first star appears.  
Source: March Mallow
- On a ramp, in a course corner, near the platform with the three Bullies.
- On a ramp, in a course corner, near the rotating platform with the flame lines.
- Run around the spinning platform with the flame just after the puzzle.  
Source: Brightguy
- Inside the volcano, near the sixth star.  
I know I've taken this before but since I read it in Marsh Mallow's FAQ it wouldn't feel OK not to give him credit.

## Shifting Sand Land - 9

-----

- Near the grey structure, above a quicksand pit.
- Near the big wall of bars, on the side closest to the starting area.
- In the tree near the oasis.  
Source: Brightguy
- Near entrance to pyramid, in block.
- Inside the pyramid. If the entrance is south, extra life is in north-west corner, in block.
- Inside the pyramid. On the other side of the quicksand from the previous, in block.
- Inside the pyramid. Above a Grey Thwomp in north-west corner, if the entrance is south.
- On the first floor of the pyramid there are five platforms in the quicksand. Step on each one and an 1-up will appear.  
Source: Brightguy
- Inside the pyramid. On the second floor, on top of the wire net.



Dire Dire Docks - 1

-----

- In the ocean area, swim through a Clam.

Snowman's Land - 4

-----

- In an enemy area near the biggest pond, in a block.
- In the tree on top of the Snowman's head.
- Inside the igloo in a block of ice.
- Inside the igloo, in a block next to the Pink Bob-omb.

Wet Dry World - 4

-----

- Two in a cylinder at the very top of the town. Long jump from nearby platform.
- Walk on a trigger point in the centre of the hidden town. There's a coin ring there.
- In the tiny garden in the hidden town.

Tall Tall Mountain - 11

-----

- To the left (or behind) of the starting point at the edge of the floor.
- In a block on one of the mushrooms.
- There are two sets of Moles in the eight coins area. In each set, jump on the moles eight times and extra lives will appear.  
Source: Brightguy
- On a ledge above the moles, on wire net.
- Before jumping to the entrance of the mountain slide, there's a mushroom looking at the waterfall.
- In the starting area of the slide, run into all of the four corners of the room.
- Before jumping down the slide, there's a mushroom to the right.  
Source: Brightguy
- There're two in the slide.
- On the vines near the top of the mountain. There are butterflies

that need punching.

#### Tiny Huge Island - 10

-----

In the tiny world

- Punch the butterflies very near the starting point.  
Source: Brightguy
- On the stone island after the starting area, in a block.  
Source: Brightguy

In the huge world

- Near start, in the water, between the grassy island with a pipe and the stone island which is empty.
- Grab the two coins on the beach.
- In the tree, reached when using the cannon.
- Punch the butterflies near the the tree above.  
Source: Brightguy
- Just above the fifth star, on a pillar.
- On the island below Windswept Valley in yellow block.
- Punch the butterflies near Koopa the Quick.  
Source: Brightguy
- On the stone island to the left of the start in a block.  
You must jump to it from above.  
Source: Brightguy

#### Tick Tock Clock - 4

-----

- When you jump from a pole to the same floor as the Bouncers and the second star. You get it when you leave the pole.
- There's a platform beyond some moving bars after the place you reach with a wall kick, above the floor with the second star.
- On the trail towards the fourth star and Thwomp after the area with the cage above the moving bars there's an area of three keys and a platform beyond these with an extra life inside a yellow box. Not funnt get when the clock's moving.
- At highest point in a yellow block.

-----

- On the long platform under the trail leading to stars 4 and 5. Forgot to type this one, Brightguy reminded me. Really!
- On rotating thing just before the ship.
- On top of the ship.
- On the front edge of the ship.
- On top of the maze in a block.
- When going by falling platform from the roof of maze.
- On roof of the big house in a block.
- On falling platforms after the carpet switch.
- On the last triangle in the Tricky Triangles area.

-----

### 9.0 Warps

-----

In most of the courses there are one or more special locations where you can warp from one place to another. There's really nothing which indicates if it is a warp point. If you stand still on one of these points you will transport to another point in the blink of an eye. All of these warps except one work in both ways. I've found all of these myself so I give credit to no one. If you find any and submit it/them I'll give you credit.

#### Bob-omb Battlefield

-----

- On the field below the floating islands there's a group of Goombas and a Koopa strolling around. The Koopa is not there when choosing the first two stars. Below this gang, towards the starting area there's a flower bed. Stand in the middle of it to warp to...
- ... another flower pad. This one is located on the other big field. Near the cannon in the hillock. Not the flower bed with the coin ring around it.
- The second warp. Go to the mountain and climb up the trail. Soon you'll come to a mountain socket which is the source of the cannon balls. Stand in the middle of it and you'll warp to...

- ... the other cannon ball socket near the top of the mountain.

### Whomp's Fortress

-----

- Go to where you find the metal cap, at the foot of the stairs with the Thwomps. The warp is on the platform of the metal cap. In the corner closest to the sign post. This will take you to...

```
| ||T|
| || |
| || |____
|   T   M|
|       . |
|_______W|
```

- ... the platform where you find the flagpole. In one of the outer corners of the platform. It's the corner to the left if you look against the fort.

^

| To the fortress

```
|_____|
|.      F  . |   W = Warp
|W_____|   . = Sign post
|      F      |   F = Flagpole
```

### Cool, Cool Mountain

-----

- Just behind the starting point there's a broken bridge. Stand on the edge of this bridge and you'll warp to...
- ... the edge of the broken bridge on the same floor as the one the Penguin Mother is on. This is the bottom most platform in this world.

### Lethal Lava Land

-----

- Behind the start point there's a platform with a wing cap on. The warp point is just in the centre of this platform. It takes you to...
- ... the platform after the falling bridge with an Eyeball in the middle. The warp point is just below the eye in the socket.

### Shifting Sand Land

-----

- Get to the course corner in the maze with the fatal quicksand.



| HHH | C | C = Cannon  
|\_\_\_\_\_||\_\_\_\_\_| HHH = Hill leading to the cannon

### Tall Tall Mountain

-----

- In the area with the mushrooms and the red coins. In the middle of the area there are two small mushrooms with no coins on them. Jump carefully to the one closest to the mountain wall and you'll warp to...
- ... the ledge below the mushroom where the eight red coin star shows up. This is the ledge that lead you to the cannon. It's on the platform with the sign post, in the corner where there's almost like the mountain forms a ceiling.

Ledge towards the cannon

| \_\_\_\_\_ W = Warp  
|\_\_\_\_\_||W . | . = Sign post  
|\_\_\_\_\_||

### Tiny Huge Island

-----

This warp is the only warp which warps you only in one direction. You can go from the first warp to the second but not vice versa.

- In the tiny world, on the island with only one yellow coin and the destination where the star shows up when you've grabbed the itty bitty secrets. It's positioned where you collect the coin and takes you - one-way-ticket - to ...
- ... just behind the pipe that's near a Piranha.

### Rainbow Ride

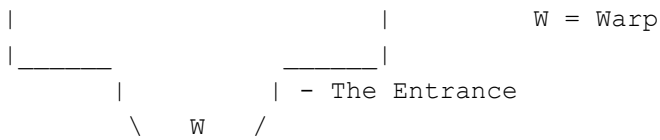
-----

- First go with the carpet leading you from the rotating platforms, choose the one leading to the big house when it's time to switch. When you are above the maze jump down on its roof. Go to the outer edge of it and locate the warp point. It takes you to...

|\_\_\_\_\_|| - - -  
| W - Here  
|\_\_\_\_\_|| - - -

- ... the entrance of the big house, on the outer edge. Jump off the carpet when you're in the house.

| The big house |




---

### 10.0 120 Stars? Secrets, etc.

---

Not a very important section, really. I only take some stuff I've seen in the game and cool stuff I read from other people on the net. Only stuff I remember. I may accept contributions here if it's strange/funny enough. The Flying Corpse and Koopa the Quick glitches I believe I first read on <http://www.classicgaming.com/tmk>. I give them credit and if you're a webmaster on that page and wish me to remove the parts just mail me and it will be done instantly. Also I tell you about how to collect all 120 stars and what happens.

#### 120 Stars

---

In Super Mario 64 you can collect a total of 120 stars. You can say that you've finished the game with 100% once you've done that. Some may say that you haven't collected 100% before you've taken every coin in every course. Well, think of it as you want.

There are 15 regular courses with 7 stars in each. Six of these are obtained by completing special tasks and to take the last one you must collect 100 coins in the course.

$7 \times 15 = 105$ . The rest of them can be collected by completing certain tasks outside of the courses, in the castle and bonus floors reached from the castle, outside the castle and a certain course. These 15 stars are known as The Castle Secret Stars.  $105 + 15 = 120$ .

You get some bonuses explained below. You get to see Yoshi, race a huge penguin, get a better triple jump and you when you beat Bowser in the third battle you'll hear a different message from Bowser.

#### Yoshi!

---

When you've collect 120 stars go out of the castle to the shore side where a cannon is positioned. Jump down it and aim to the right of the big tower. Shoot and you'll land on the top of the castle. A wing cap is yours, three extra lives and whose that... it's your old friend Yoshi. Talk to him and he'll give you 100 lives and a message from the developers. That's sweet, really sweet so enjoy it. The visit is sadly not saved. Each time you turn off the machine you have to revisit Yoshi to get your 100 lives. Together with the lives and the message you also get a special triple jump which glitters when you perform it. You do flips all the time you're in the air while doing it and you won't lose any energy from falls while performing it. It's also kind of a target locater. If you do the jump to get from one cliff to another you often get there if you use the jump because Mario seem to search

his way to the other side.

### The Black Room of Death

-----

A nice glitch. I was scared to the line of death when I first discovered this glitch. I was 25 and lived in my mother's garage, no seriously, I was about 12 and pretty jumpy for my age. The Black Room of Death is the common term used for this glitch.

You need 120 stars or else it won't work. Get the wing cap on the roof of the castle. Then fly down to the cannon and picture yourself to go to the absolute highest point of the castle. You can land on a ledge which is very close to the sky roof. Now try to jump into the castle wall and you might go straight through it and fall down into a very strange room indeed.

This is hard to explain but I'll try. When you go into the castle you're going into a black void, a room and when you see yourself coming into the castle you'll see yourself going out from a black room. This is the room where you'll be when doing the glitch. You can go into the doors but you will only go to the other room of death. If you're in the black room outside the castle and try to get out of the room you'll only appear in the black room inside the castle.

But there is a way out of this scary place. When you're inside the black room inside the castle you can simply go into the wall next to the doors and you'll get into the regular castle. When you've gone through the wall you can't go back into the wall again. It's now solid.

### The Huge Penguin

-----

When you've collected 120 stars, return to the fourth course and choose the third star: "Big Penguin Race". Now you'll race a huge penguin instead of the regular one. He almost takes up the whole slide so be careful and have fun. I am not sure if it's the same Penguin which has gained weight or if it's another Penguin.

### Bowser's other "Good Buy"

-----

When you've collected 120 stars Bowser will say a different thing to you compared from when you've not collect 120 of them. When you've collect between 70-119 stars, Bowser gives you this message after you've defeated him: (This is the message he will also say when you use the amazing glitch that enables you to finish the game with 31-69 stars)

"Nooo! It can't be!  
You've really beaten me,  
Mario!!! I gave those  
troops power, but now  
it's all fading away!



Arrgghh! I can see peace  
returning to the world! I  
can't stand it! Hmmm...  
It's not over yet...

C'mon troops! Let's watch  
the ending together!  
Bwa ha ha ha!"

If you've collected 120 stars this is what he will  
say when you've beaten him.

"Noooo! You've really  
beaten me this time,  
Mario! I can't stand  
losing to you!

My troops... worthless!  
They've turned over all  
the Power Stars! What?!  
There are 120 in all???

Amazing! There were some  
in the castle that I  
missed??!!

Now I see peace  
returning to the world...  
Oooo! I really hate that!  
I can't watch--  
I'm outta here!

Just you wait until next  
time. Until then, keep  
that Control Stick  
smokin'!  
Buwaa ha ha!"

No matter how many stars you have, he will always say this  
before you've beaten him.

"Mario! You again! Well  
that's just fine -- I've  
been looking for something  
to fry with my fire  
breath.

Your Star Power is  
useless against me!  
Your friends are all  
trapped wihtin the  
walls...

And you'll never see the  
Princess again!  
Bwa ha ha ha!"

## The Mighty Cap

-----

This is funny. Go to Snowman's Land, the tenth course. Choose whichever star and get up to the snow flake next to the snowman's mouth. Stand there and let him blow you out of there. You'll lose your cap. Locate it but don't pick it up. Now go back to the starting area. Go right from here if you're facing the snowman and you'll come by a spruce. Pass it and you'll come by another one. Stand below it and you'll warp to a spruce near the pond, just next to the sign post in the area. If you can't find the first warp then try to locate the second one.

This is how it works. For each time you warp, a new cap will appear on top your old cap. So if you warp once and then go back to your cap, there'll be two caps there on top of each other. If you walk towards the caps in a decent speed you'll pick up everyone and place 'em on your head except the last one which you will take in your hand. But then the cap you have on your head will disappear. Now you can fight with your cap. Even though this looks really neat, you lose one more energy unit because you don't have a cap on your head. If you dive into the pile of caps or run too fast or walk too slowly you won't get any cap in your hand. The more caps you have in your pile the bigger is the chance for the trick to work. You better warp forward and back a couple of times to be sure. Maybe four times so you'll have a pile of five caps.

This can also be done in the eighth course, Shifting Sand Land. Choose whichever star you want except the first. Then get over to the area near the oasis and let the big Vulture swoop down on you and grab your cap. Now knock it off him, but don't pick the cap up. Instead leave it and get over to the palm near the oasis. Stand under the palm and you'll warp to a place near the cannon. Warp back and forth as many times as you wish and then go back to the pile of caps and collect your new "glove".

## Control the camera in the credits

-----

When you're seeing the credits you can actually control the camera so you choose where to look. Insert a second controller and then tilt the control stick in different directions to decide yourself what you will see. This I discovered by accident. My second controller was lying in a position so the control stick was tilting upwards. I became a little surprised when I could only see the sky in the credits.

## The glitch in Tall Tall Mountain

-----

My friend Daniel Nugoz told me about this glitch. It's in Tall Tall Mountain. From the starting point, look towards the left, beyond the lake. There's a mountain wall here, and a sharp line in it. Do a long jump towards this sharp line and you will go right through the wall. You will land in a lake inside the mountain. You can from here, either dive and fall down the island, you can swim to an edge and fall off or you can swim back through the mountain wall and thou shall be saved.

Source: Daniel Nugoz

### Flying Corpse

-----

This is amusing. You must have unlocked the red cap to do this. Go to the eight course and choose whichever star. Now go and get the cannon activated by the Pink Bob-omb next to the oasis. Now go lose half of your energy. Then get to the cannon. It's positioned in the corner of the big maze thing with the fatal quicksand around it. There's a red cap next to the cannon. Get it and jump down into the cannon with half of your energy. Now press the control stick as far to the left and down as possible so you'll be aiming in the upper-left corner of your shooting area. Fire and you'll bounce into an invisible wall and then fall down right in front of the cannon, lose all your energy units and then bounce back into the cannon. You'll now have no energy but you can aim with the cannon. Shoot yourself out of the cannon with the wing cap on and you can fly around just like if you were alive. You can even grab coins in the air but they won't regenerate you. You know, you can't cure the dead. You cannot take any stars either, they will be transparent for you. When you land or your wings vanish you'll simply die and bounce out from the painting.

Source: <http://classicgaming.com/tmk>

### Beat Koopa the Quick in 0'00''0

-----

Get to the first course and choose the 2nd star to face Koopa the Quick. Find him near the start, but pass him and go towards the first bridge. To the right of the bridge a red cap is positioned. Grab it and go back to Koopa. This is what you have to do. You must do a triple jump next to Koopa and make sure the third jump lands right in front of the turtle. Then you shall fly down the cannon WITHOUT touching the ground and aim on the floating island. When you get to the floating island, go down the cannon up here and aim on the mountain top. Make sure you don't touch any ground. Fly into the pole on the mountain and slide down. You get to choose if you want to race Koopa. Press Yes and the race will begin and you will finish in 0'00''0. Koopa will never get up on the mountain because he has disappeared. So no star for you. The function of this glitch is that if you jump near Koopa the Quick, the dialogue against him will begin when you touch ground. If you don't and instead fly around, using cannons until you reach the goal, the race will not begin until you're on the ground again.

Source: <http://classicgaming.com/tmk>

### Finish the game with only 31 stars

-----

This is an amazing glitch and all credit goes to gera2000 and Brightguy. I've confirmed it though. The glitch enables you to get up to the final Bowser encounter with only 31 stars collected. This means that you can beat the game by taking less than half as many stars as normal.

First you must be familiar to the backwards long jump. Do a series of long

jumps and instead of pushing forwards, push backwards and Mario will move backwards in the long jump.

First collect 30 stars and get down to the second Bowser encounter in the basement. Remember that you must get the star on top of Bowser's sub in Dire Dire Docks. This makes it 31 stars. Then beat Bowser and go to the stairs leading up to Tick Tock Clock and Rainbow Ride.

At the bottom of these stairs you should do a backwards long jump, up the stairs. This is pretty hard to pull off and pretty hard to explain. Do a long jump up the stairs but go with your back first. Direct the camera so it's aimed up the stairs. When doing the long jump backwards, keep up pressed and press A repeatedly until Mario starts gliding up the stairs. If the speed is high enough, Mario will run through the door with the big star. This can take a good while, don't give up and always start from the bottom of the stairs. I've confirmed this and I can swear it's true.

When you've accomplished this, get up to the endless stairs and do the exact same thing here. This time it's much easier. Do those backwards long jumps up the stairs and you will soon break the endless line and be free of the curse.

Here's the link to a movie showing the whole process in completing it. This is hosted at my homepage, but it's made my gera2000. I do not have his permission, because I don't know how to contact him. If you, gera2000, read this, and don't want me to publish this movie, which originally was located at your homepage, please contact me and I will remove the link and the movie at once. The format is MPEG, so you should be able to use it even if you're on a really poor computer. It's 2.3 MB big, 13 seconds long and there's no sound.

<http://home.swipnet.se/cpg/zsm64.mpeg>

Source: gera2000 and Brightguy

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## 11.0 Star names in Swedish including help with pronunciation

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In this section I have translated all of the English names of the stars into Swedish. The translation is not official because Super Mario 64 was never translated here, nearly no games are. This is mostly because I found it a good fun to write, but also because there may be Swedish reading who wants a translation or maybe some of you English speakers are interested in our nothern language.

Because you as an English speaking person shall be able to pronounce the words correctly I have added a very, very small guide how to pronounce the Swedish words in an English way. Writing a complete guide to make you say the words in perfect Swedish would take more than a whole FAQ, so be happy with what I give you.

If you're Swedish and think that some my translations are nothing but weird or that I've misunderstood any word, please mail me.

How the Swedish letters are pronounced in an English way

Swedish letters	English correspondence
A	A = a (book), but it's longer and pout with your lips slightly
B	B = book
C	S if the word starts with C, rarely used
CH	C = clock or CH = church
CK	C = clock
D	D = dough
DJ	J = jam
E	E = Eric
F	F = family
G	G = get, if the following letter is a soft vowel (E,I,Y,Ä,Ö) or if the word ends with g. G = gender without the d, if the following letter is a hard vowel or a consonant.
GJ	G = gender without the d
H	H = house
HJ	G = gender without the d
I	I = in
J	G = gender without the d
K	C = clock
L	L = lamp
LJ	G = gender without the d
M	M = money
N	N = no
O	O = book
P	P = pay
Q	Q = quick, very rarely used
R	R = rapid
S	S = say
T	T = ten
U	say "under" and pout with your lips when you start saying it
V	V = Darth Vader
W	V = Darth Vader, rarely used, used mainly in names. So my last name is pronounced vahll.
X	X = Six
Y	say "ill" and pout with your lips when you start saying it
Z	Z = Zebra
Å	A = say "up" and pout with your lips when you start saying it, but it's longer.
Ä	A = (I) am
Ö	A = a (book)

The Swedish alphabet looks like this:

A B C D E F G H I J K L M N  
O P Q R S T U V W X Y Z Å Ä Ö

A short list of commonly used words below

ja	yes
nej	no
skjut	shoot
den/det	helps making a definite article
på	on/at/
i	in
mot	against/at
till	to
har	have/has
för	fore
ovanpå	on top
sta'n	slang for town

Note that it's a big difference in pronunciation if there're one or two consonants of the same letter next to each other. If it's only one consonant the vowel before it shall be pronounced harder, lower and longer and if there are two the vowel should be pronounced lighter, higher and shorter. Also, just so you know instead of using "the" in front of nouns we add "en" or "et" at the end. We do not use any apostrophes to express genitives. That's worthless and should be very confusing for foreigners. We add an S at the end of nouns and it doesn't matter if the nouns are expressed in plural, in genitive plural or in genitive singular. Worth knowing is that we have four different genuses as well. Totally unnecessary, but we don't have any diphthongs which makes our pronunciation very logical. I will stop now, because this is getting irrelevant to the FAQ.

That's all the help you're getting, but as a Swede I can of course not put myself into how this may look for you as an English. Mail me and complain if it's only unnatural, but do give me CONSTRUCTIVE criticism. Note that the phrases below are not translated literally, they're are translated so they sound relatively well in Swedish.

Also note that this is no type of tribute for my country nor my language. This is only a tissue sample of Swedish for the interested ones and of course for Swedes who want the names below translated.

#### BOB-OMB BATTLEFIELD

Big Bob-omb on the summit  
Footrace with Koopa the Quick  
Shoot to the island in the sky  
Find 8 red coins  
Mario wings to the sky  
Behind Chain Chomp's gate

#### BOB-OMBS SLAGFÄLT

Den stora Bob-omben på bergstoppen  
Tävla mot Koopa den Snabbe  
Skjut mot ön i skyn  
Hitta 8 röda mynt  
Mario flyger mot skyn  
Bakom Chain Chomps port

#### WHOMP'S FORTRESS

Chip off Whomp's block  
To the top of the fortress  
Shoot into the wild blue  
Red coins on the floating isle  
Fall into the caged island  
Blast away the wall

#### WHOMPS FORT

Knacka bort Whomps block  
Till toppen av fortet  
Skjut mot den blå friheten  
Röda mynt på den flytande ön  
Träffa ön inringad av galler  
Skjut sönder väggen

#### JOLLY ROGER BAY

Plunder in the sunken ship  
Can the eel come out to play?  
Treasure of the ocean cave  
Red coins on the ship afloat  
Blast to the stone pillar  
Through the jet stream

#### COOL, COOL MOUNTAIN

Slip slidin' away  
Li'l penguin lost  
Big penguin race  
Frosty slide for 8 red coins  
Snowman's lost his head  
Wall kick will work

#### BIG BOO'S HAUNT

Go on a ghost hunt  
Ride Big Boo's merry-go-round  
Secret of the haunted books  
Seek the 8 red coins  
Big Boo's balcony  
Eye to eye in the secret room

#### HAZY MAZE CAVE

Swimming beast in the cavern  
Elevate for 8 red coins  
Metal-head Mario can move!  
Navigating the toxic maze  
A-maze-ing emergency exit  
Watch out for rolling rocks

#### LETHAL LAVA LAND

Boil the Big Bully  
Bully the Bullies  
8-coin puzzle with 15 pieces  
Red-hot log rolling  
Hot-foot-it into the volcano  
Elevator tour in the volcano

#### SHIFTING SAND LAND

In the talons of the big bird  
Shining atop the pyramid  
Inside the ancient pyramid  
Stand tall on the four pillars  
Free flying for 8 red coins  
Pyramid puzzle

#### DIRE, DIRE DOCKS

Board Bowser's sub  
Chests in the current  
Pole-jumping for red coins  
Through the jet stream  
The manta ray's reward  
Collect the caps...

#### SNOWMAN'S LAND

Snowman's big head  
Chill with the Bully

#### GLADA ROGER-VIKEN

Plundra det sjunkna skeppet  
Kan ålen komma ut och leka?  
Havsgrottans skatter  
Röda mynt på det flytande skeppet  
Skjut iväg till stenpelaren  
Genom jetströmmen

#### KYLIGT, KYLIGT BERG

Glid, glid iväg  
Lilla pingvinen är vilse  
Stora pingvin-tävlingen  
Frostigt glid för 8 röda mynt  
Snögubben har förlorat sitt huvud  
Väggsparken ska fungera

#### STORA BUUS HEMSÖKNING

Gå på spökjakt  
Åk Stora Buus karusell  
De fördömda böckernas hemlighet  
Sök de åtta röda mynten  
Stora Buus balkong  
Öga mot öga i det hemliga rummet

#### DIMMIGA GROTTLABYRINTEN

Det simmande odjuret i vattengrottan  
Lifta för 8 röda mynt  
Metalhövdade Mario kan röra sig!  
Navigering i den giftiga labyrinten  
Fantastisk nöutgång  
Se upp för rullande stenar

#### DÖDLIGT LAVA LAND

Koka den stora mobbaren  
Mobba mobbarna  
8-myntspussel med 15 bitar  
Röd-het stockrullning  
Bege dig till vulkanen  
Hisstur i vulkanen

#### FÖRÄNDERLIGA SANDLANDET

I den stora fågelns klor  
Någonting skiner ovanpå pyramiden  
Inuti den antika pyramiden  
Stå stolt på de fyra pelarna  
Flyg fritt för 8 röda mynt  
Pyramidproblem

#### FARLIG, FARLIG DOCKA

Borda Bowser's u-båt  
Kistor i strömmen  
Hoppa på pålar för röda mynt  
Genom jetströmmen  
Spinnrockans belöning  
Samla mössorna...

#### SNÖGUBBENS LAND

Snögubbens stora huvud  
Coola ner med mobbaren

In the deep freeze  
Whirl from the freezing pond  
Shell shreddin' for red coins  
Into the igloo

#### WET DRY WORLD

Shocking arrow lifts!  
Top o' the town  
Secrets in the shallows and sky  
Express elevator-hurry up!  
Go to town for red coins  
Quick race through downtown

#### TALL TALL MOUNTAIN

Scale the mountain  
Mystery of the Monkey cage  
Scary 'shrooms, red coins  
Mysterious mountainside  
Breath-taking view from bridge  
Blast to the lonely mushroom

#### TINY-HUGE ISLAND

Pluck the Piranha flower  
The tip top of the huge island  
Rematch with Koopa the Quick  
Five itty bitty secrets  
Wiggler's red coins  
Make Wiggler squirm

#### TICK TOCK CLOCK

Roll into the cage  
The pit and the pendulums  
Get a hand  
Stomp on the Thwomp  
Timed jumps on moving bars  
Stop time for red coins

#### RAINBOW RIDE

Cruiser crossing the rainbow  
The big house in the sky  
Coins amassed in a maze  
Swingin' in the breeze  
Tricky triangeles!  
Somewhere over the rainbow

I kalla frysen  
Virvla från den frysta dammen  
Skalsurfning för röda mynt  
In i igloon

#### VÅT TORR VÄRLD

Chockerande pilliftar!  
Toppen av sta'n  
Hemligheter på marken och i luften  
Snabbhiss - skynda på!  
Gå till sta'n för röda mynt  
Spring snabbt genom sta'n

#### HÖGT HÖGT BERG

Bestig berget  
Den mystiska apburen  
Läskiga svampar, röda mynt  
Den mystiska bergsväggen  
Häpnadsväckande utsikt från bron  
Skjut iväg till den ensamma svampen

#### MINI-ENORM Ö

Plocka Pirayablommor  
Den absoluta toppen av den enorma ön  
Returmatch med Koopa den Snabbe  
Fem pyttesmå hemligheter  
Wigglers röda mynt  
Få Wiggler att våndas

#### TICK TACK KLOCKA

Rulla in i buren  
Avgrunden och pendlarna  
Få hjälp av visaren  
Stampa på Thwompen  
Tajmade hopp på rörliga bjälkar  
Stanna tiden för röda mynt

#### ÅKTUR PÅ REGNBÅGEN

Kryssare korsar regnbågen  
Det stora huset i skyn  
Intrasslade mynt i en laburint  
Svinga dig i vinden  
Kluriga trianglar  
Någonstans ovan regnbågen

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## 12.0 Final Section

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This is the final section. Here, you find miscellaneous parts which don't belong anywhere else.

=====  
12.1 Version History  
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Version 1.3 - 8th of November 2005

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Added my new homepage URL. Fixed a broken link.

Version 1.2 - 9th of April 2004

-----  
After the last update I decided to extract that Swedish Walkthrough from this FAQ because I found it rather unnecessary to have it here. Now it has a file of its own and you can find it at my homepage and at GameFAQs. I made some big updates to that FAQ and I've corrected a few things over here as well.

Version 1.1 - 5th of April 2004

-----  
Hahaha! This update was meant to take place last summer, but I decided to await a Spanish translation and a proof-reading until I actually posted the update. Sadly, none of them are finished even to date, but hopefully they will be. Tons of corrections and tons of changes to the format, that's what this update was about.

Version 1.0 - 2nd of April 2003

-----  
Probably the final update. Thanks to Brightguy (<http://www.geocities.com/sm64home>), I think I have a complete list of the extra lives. You can also find my old Swedish Walkthrough I made several years ago near the bottom of the FAQ and the amazing glitch discovered by gera2000 and somewhat Brightguy, which enables you to finish the game with only 31 stars! It's available in the "Secrets" part. I've also made some other minor updates. This may very well be the last update.

Version 0.95 - 7th of March 2003

-----  
I think it's complete soon. Added some warps, coins and extra lives. This version is only available on my homepage.

Version 0.9 - 3rd of March 2003

-----  
Initial version. It will be updated to 1.0 when I have heard from you: the readers, what more extra lives, warps and coins there are to collect in the game.

=====  
12.2 Credits  
=====

J. Pablo Quezada	-	For translating the whole FAQ into Spanish
Julia	-	For proof-reading the whole English version
GameFAQs.com/CJayC	-	For accepting all of my FAQs
The Mushroom Kingdom	-	For some secrets
Daniel Nugoz	-	For telling me about a glitch
Brightguy	-	For helping me with some coins I missed, etc.
Marshmallow	-	I used his FAQ for the 1-ups I missed.
JMendes	-	I used his FAQ for a warp.
the cool	-	For a strategy
gera2000	-	For the 31 stars glitch
David Barber	-	A correction and offering himself to proof-read
Raquel Martínez	-	Spanish translation contributor
Fátima Calvo	-	Spanish translation contributor
Rory Quinn	-	For a contribution which never got accepted
My brother Nightcrawler86	-	Because I've used his computer
Nintendo	-	For making the game

=====  
12.3 Contacting  
=====

If you've got anything on your mind concerning this FAQ, feel free to send me an e-mail. Corrections and constructive criticism are always welcome, but I will probably not accept contributions to the FAQ, unless they're very good. Send me e-mails in Swedish, English, Spanish, Norwegian or Danish. You will get the reply in the same language as your e-mail, except if you write to me in Norwegian or Danish. If that is the case, you will get the reply in English or Swedish. Whichever e-mail you send me, must be polite and properly written or it will be ignored and deleted. I will probably not reply to questions already answered in this document, unless the answer isn't clear enough.

cwall\_85[at]hotmail.com

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12.4 About the Author  
=====

Not that anyone cares, but I think it's nice to know something about the author that has written the FAQ. My name is Christian Wall and I am born in 1985. I live in a small town in the middle of Sweden together with my little brother and our cat. I am currently (Summer, 2003) on a Summer vacation from the gymnasium (highschool) and I will be studying there for another year. When I have finished my gymnasium time, I will continue to study either law or economics. In my spare time, I like to play videogames, read books, write FAQs and believe it or not, I like studying.

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