

- III.m Lethal Lava Land - Stars
- III.n Lethal Lava Land - Coins
- III.o Shifting Sand Land - Stars
- III.p Shifting Sand Land - Coins
- III.q Dire Dire Docks - Stars
- III.r Dire Dire Docks - Coins
- BOW.2 Bowser In The Fire Sea
- III.s Snowman's Land - Stars
- III.t Snowman's Land - Coins
- III.u Wet-Dry World - Stars
- III.v Wet-Dry World - Coins
- III.w Tall Tall Mountain - Stars
- III.x Tall Tall Mountain - Coins
- III.y Tiny-Huge Island - Stars
- III.z Tiny-Huge Island - Coins
- III.aa Tick-Tock Clock - Stars
- III.bb Tick-Tock Clock - Coins
- III.cc Rainbow Ride - Stars
- III.dd Rainbow Ride - Coins
- BOW.3 Bowser In The Sky
- III.ee Castle Secret Stars
- IV. Enemies
- V. Items/Objects
- VI. Secrets
- VII. 1-Up Mushrooms Section
- VIII. Good Guys
- IX. Credits
- X. Disclaimer

```

::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::
::  ::  ::  ::  SECTION I. - INTRODUCTION  ::  ::  ::  ::
::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::

```

```

=====
ZOOP's INTRODUCTION
=====

```

Howdy gang!

Everybody wants to work with your favorite FAQ writer, ZoopSoul (or ZoopNova, for you huggable IGN folks) as of late, and Brian Sulpher is no exception. "Dave," said Brian, "When are we gonna do an FAQ together?" "Well Brian, I don't really like you," said Me, "But we can do Super Mario 64 together!" Brian shouted in excitement, "Gee, you're so smart, Zoop! I wanna be just like you when I grow up!" And so it was. For the record, this is a joke, and me and Brian are good pals.

Super Mario 64 invaded my television in the summer of 1996... Yes, the summer. You see, I imported a Nintendo 64 from Japan, along with Super Mario 64 and WaveRace 64. So while you poor bastards had to wait until September, I had my greedy little hands on it in June. So "HAR HAR!" to you. Regardless, the versions are nearly the same, so this FAQ will work with your puny U.S. version of the game, or whatever part of the world you live in.

For the record, in case you are curious as to how the stages were divided, me and Brian kicked each other in the crotch over each stage. So I ended up with Cool Cool Mountain, Big Boo's Haunt, Lethal Lava Land, Dire Dire Docks, Tall Tall Mountain, Tiny-Huge World, Tick Tock Clock, and most of the Castle Secret Stars. He ended up with Bob-Omb Battlefield, Whomp's Fortress, Jolly Roger Bay, Hazy Maze Cave, Shifting Sand Land, Snowman's Land, and Rainbow Ride, as well as a couple of Castle Secret Stars. In other words, he kicked me in the crotch more than I kicked him in the crotch.

The Table of Contents is pretty simple, as always. You will find everything that you need, from the advanced controls, to the walkthrough, to the secrets in the game, to the 1-Up Mushroom locations in every stage. So sit back and relax. Be sure to enjoy this FAQ/Walkthrough, as it has my seal of approval as the best walkthrough available for the game.

I speak for both Brian and myself when I say that, once all is said and done, this is one of the FAQs that we want to be remembered by, and I do hope that you consider our first team project one of our best, as well. After experiencing the way Brian works, I just sit here in awe. All of those complicated ASCII maps, whipped up like it's nothing at all. He is a machine. Cheers to Brian for holding this thing together. He is the thread, and I am the needle.

-David "Zoop" McCutcheon

=====
BRIAN SULPHER'S INTRODUCTION
=====

The REAL story of how this came about was more like this Zoop!

dream sequence ensues

"Boy, I sure do hope that sexy Sulpher wants to do a co-author with me!" thought Zoop. "Brian is just so much cooler, smarter, and just plum better looking than me" he added for some unknwn reason.

Then Brian IMed Zoop to say "Greetings mortal! I have decided to bestow your boon and I WILL WRITE A FAQ WITH YOU!".

However, Zoop was greedy and asked "Could you mention how sexy I am in the intro?"

To which Brian replied "NO!".

It was too late however as it had been typed out by this point in the intro and Brian was forced to allow it. Once again Zoop had managed to outsmart the superior being, writer, and overall best NES player of the two, making the writer of this wonder just what the hell is wrong with himself!

end dream sequence

Seriously, Dave is an awesome author and I have wanted to write with him for a fair bit of time. Since we both absolutely adore this game as the 3-D platofrming perfection that it is, we both decided it would

This is for Cougar, Howler, Koonce, and Gracey. I miss you, and I hope you are living it up in the afterlife as you did in this world. You will always be in my memories, and you will never be forgotten.

-Brian P. Sulpher

```
::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::
***   ***   ***   ***   SECTION I.a - CONTACT US   ***   ***   ***   ***
::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::
```

```
=====
ZOOOP's INFORMATION
=====
```

If you need me for anything whatsoever that IS NOT covered in the guide, and that means SEARCHING THE GUIDE by pressing Control and F together and typing out what you are looking for, and then hitting enter. But as long as it has to do with the game. Sorry, but I don't feel like hearing about how cute your kitten is if I don't really know you, yanno? Actually, kittens are cute... Ahem. You can contact me via e-mail, or sometimes IM. I check my e-mail several times a day; so don't hesitate if you have a question! But please read the long paragraph below my contact info.

E-Mail address: ZoopNOVA@aol.com
AIM: Zoop NOVA

Please only e-mail me if it's something you do NOT see in the guide. Try to look for it; If it's not there, feel free to e-mail me.

If you don't know how to e-mail me, just simply bring up a new, unwritten mail (this varies with different services. It should say "Write Mail" on the button, though) and write out my e-mail address. For the subject, copy and paste this: Super Mario 64 FAQ. In the body of the mail, write whatever you like, even hate mail! Just one request: Only e-mail in English. Any foreign language e-mails will be discarded. Sorry, I'm not smart enough to know a second language. I don't care what you send, but positive feedback is always nice. But if you're into the hate mail thing, I can dig that, too.

```
=====
BRIAN SULPHER's INFORMATION
=====
```

If you have any questions or comments, you can contact me at:
E-Mail: briansulpher@hotmail.com
MSN: briansulpher@hotmail.com

All rude e-mails will be ignored, but I welcome polite inquiries (I dislike the "holier than thou" attitude, as it is just not the way things work in the real world, so why should it be different here?). I am a good guy to talk to, just be polite and you get the same in return, ya know? Thank you!

-Brian P. Sulpher

```
::-----::  
::  ::  ::  ::  ::  SECTION II. - CONTROLS  ::  ::  ::  ::  
::-----::
```

```
=====  
BASIC TECHNIQUES  
=====
```

```
-----  
ANALOG Stick  
-----
```

This will move Mario around his environment. If you are barely putting pressure on the Stick, Mario will tiptoe. If you put full pressure on the Stick, Mario will run. Anything in between will be at a speed that Mario moves at in response to the pressure put on the Stick by the player. When you have pressed UP C twice, use the Stick to look around at your surroundings.

```
-----  
START  
-----
```

This will pause/unpause the game. While in a course or a Cap Switch Course and Mario is standing still, this will bring up a menu that states CONTINUE (returns Mario to the Course at his current place), EXIT (will return Mario to the sun spot in the main lobby of the first floor of the castle), and SET CAMERA ANGLE WITH R (allows Mario to use a regular camera of Lakitu behind Mario OR choose to lock Lakitu in place).

```
-----  
L Button  
-----
```

No apparent use, so trying to use it will result in nothing but a pointless headache for you! Seriously, just leave it alone and you will be a TON happier!

```
-----  
R Button  
-----
```

This will cause the camera to position directly form Lakitu's position

and it is controlled by the settings listed above in the START description.

C Buttons

These Buttons control your positioning of Lakitu with his camera. Pressing LEFT C or RIGHT C will swing the camera in the direction pressed. Pressing DOWN C will cause the camera to zoom out (it will work twice if the camera is fully zoomed). Pressing UP C will cause the camera to zoom in (it will work twice if the camera is fully zoomed out). When you have pressed UP C twice, use the ANALOG Stick to look around at your surroundings.

Z Button

Whenever this is held, Mario will enter into a crouching hold. When combined with the ANALOG Stick, Mario will crawl, often allowing him to go across slopes he could not walk across.

B Button

This is the attack Button, and Mario will throw a Punch while standing still.

A Button

This trusty Button is your Jump. It can be used for a variety of reasons and you will need to do so for all of your challenges.

=====
ADVANCED JUMPING TECHNIQUES
=====

Double Jump/Triple Jump

The Double Jump/Triple Jump is easy to pull off and Mario will gain extra height as he bounds along. To perform this feat, simply start running along and press the A Button to jump, and then jump immediately upon landing to perform a higher and longer jump. The third one is particularly high and long, and it is also used with the Wing Cap to take flight into the sky.

Long Jump

While running along, Hold the Z Button before pressing the A Button to take flight in a long but low flying leap. Extremely useful for crossing larger gaps where a regular jump would not work.

Backflip

While Mario is standing still, hold the Z Button to crouch and then press the A Button to perform the jump. This is an excellent way to jump over charging foes as well as reaching higher ledges in places where little room to maneuver is found.

Reverse Backflip

While running along, press the ANALOG Stick in the opposite direction and then press the A Button while Mario is skidding to perform this jump. This is a faster way to perform a Backflip, especially useful when an enemy is closing in and time does not allow you to turn or perform a normal Backflip.

Wall Kick/Wall Jump

Have Mario jump at the wall, and as he touches it, push in the opposite direction and press the A Button to perform this trick. This can be performed repeatedly on the same set of walls, allowing Mario to climb heights he could not get to other than flying there (maybe). This is a tough technique to master at first, but it is a must for some Stars as well as making some areas extremely easy to navigate through.

=====
ADVANCED ATTACK TECHNIQUES
=====

Three Attack Combo

By pressing the B Button three times in a fairly rapid manner, Mario will throw a Right Punch, a left Punch, and then add in a quick Jump Kick. This is just a fancier way of attacking.

Dive

After the halfway point of a Jump, the B Button will cause Mario to throw himself into a Dive. This can also be performed as Mario runs at

a high speed by pressing the B Button. This attack can plow through most enemies, but it is lacking in control and specific aim.

Jump Kick

Soon after you Jump in the air, press the B Button to throw a big boot out to clobber the enemy. An easy to fire off attack that will not reduce forward momentum like a Dive does.

Ground Pound/Ground Stomp

When Mario has jumped into the air, he can perform this hard hitting maneuver on whatever is below him by pressing the Z Button. This attack will have Mario fall straight down, driving an object below downwards with great force.

=====
TREE/POLE TECHNIQUES
=====

Dismounting

Whenever you wish to hop from a tree/pole, Mario will push off of the trunk/pole to jump directly towards whatever direction his back was facing. Use this when you are dismounting from a tree/pole to accurately aim Mario to a safe landing.

Handstand

Once Mario has reached the top of a tree/pole, press UP on the ANALOG Stick to cause him to perform a Handstand. This will not only reveal any 1-Up Mushroom being hidden there, but it will also give Mario more height and distance if he jumps off of the tree/pole.

=====
CANNON TECHNIQUES
=====

Aiming

Use the ANALOG stick to move the Cannon around, using the four arrows as your aimer. Then controls for LEFT and RIGHT work normally, but UP will cause the Cannon aim to dive and DOWN will cause the Cannon aim to rise.

Shoot

Once you have performed your aiming, your next job is to press the A Button to send Mario flying off into the sky. Note that this will make Mario airborne IF he has a Wing Cap equipped at the time of launch.

::---::---::---::---::---::---::---::---::---::---::---::---::---::
::: ::: ::: ::: SECTION III. - WALKTHROUGH ::: ::: ::: :::
::---::---::---::---::---::---::---::---::---::---::---::---::---::

Here, you will find a list of the stages, first listing the stars in the stage. The next sub-section will carry over to the 100 Coins Power Star challenge. Enjoy.

‡=---+---+---+---+---+---+---+---+---+---+---+---‡
III.a ----- BOB-Omb BATTLEFIELD [stars]
‡=---+---+---+---+---+---+---+---+---+---+---+---‡

=====
BIG BOB-OMB ON THE SUMMIT
=====

You will land down in an area with a couple Pink Bob-Ombs (meaning they are friendly to Mario), so head on by to find a path leading up a small hill. A couple Goombas will be guarding the access to the small bridge up to the high ground, so deal with them however you wish as you find the stone path following the cliff. When the path turns left, go with it to see a Chain Chomp connected to a post, where it will move a bit, followed by lunging at Mario. You will wait (just out of the range of its lunges), it will attack, and then you should send Mario running along the fence to set foot onto a tipsy bridge (whichever side you are on, it will tip in that direction), so hustle across it the far cliff. Falling off of the cliff or tipsy bridge at any time will result in Mario having to head in the opposite direction to either get on the path near the start (before the first bridge) OR use the elevator to the right of the Chain Chomp to get back on track.

Now you will want to go right, into the higher meadow where Bob-Ombs and water balloon attacks from the Pink Bob-Ombs rain down. Your best bet is to run through this area quickly, totally ignoring the Bob-Ombs (they can only damage Mario by blowing up after a set amount of time, not by touch) while watching out for the water balloons streaming from the sky (watch for shadows ahead of Mario along his path, and change course accordingly to avoid damage). You will see a grey slope leading up to a small hole in the bars in the wall, which is the hole that Mario needs to pass through to advance to his goal.

Now Mario will have a split in his path, both of which will reunite a little farther along the path. If you want to go the "easy" way, start off by crouching (hold the Z Button), followed by moving Mario with the Analog Stick to slowly ascend the hill to his left as the camera swings

overhead to find a higher plain (move to next paragraph to continue on in the walkthrough). The other path is to move down to the right, past the large Cannonballs to start up the stone path. You will follow this path as you hop/avoid the incoming Cannonballs till you see a slope on your right.

Continue up the stone path, jumping/avoiding the offending Cannonballs to find a small cave in the mountain (the source of the Cannonballs). If you want to take a short cut up the hill, walk to the center of back wall of the small cave and stop moving to warp to a cave higher up the mountain (move to next paragraph to continue on in the walkthrough). If you want to keep hiking, continue up the stone path to jump a small gap to find a Bob-Omb, a water balloon cannon, and some Coins on the right. After you do what you will here (only do so if you wish to), you can either jump the gap in the stone path ahead OR use the plank on the right to walk across. Keep jogging up the path past more Cannonballs (leaping/avoiding rules still in effect for them) to find a Spinning Heart (run through it as fast as you can to recover your Power Meter).

You will find a small cave (the warp will deposit Mario here), so you will be done with the attacking Cannonballs. Keep running up the stone path (Mario must be a marathon runner!) as it winds around the peak, and keep following it to the peak or just jump to the peak to go run across the plateau to talk to the King Bob-Omb!

King Bob-Omb challenges Mario to throw him around (mainly cause he thinks he is too tough to be beat), so Mario will be attempting to get behind him to pull off this feat. Start off by moving Mario to a position not so near the edge of the plateau, and let the Bob-Omb King draw near before running behind him, stop moving at a run and press the B Button while positioned behind the Bob-Omb King to pluck him from his feet (if you do not stop running, Mario will just dive fruitlessly past the Bob-Omb King). Now that you have the Bob-Omb King by the behind (butt?), turn Mario so he is not facing towards a nearby cliff (if you chuck him off a cliff, he will scold you for cheating and restart the fight), and then press the B Button to throw the Bob-Omb King so he hits the ground, taking damage. Now repeat the same pattern of getting behind him (get him walking first so it will be easier to get behind him), grab him, and then throw him to the ground two more times to get the victory!

The other main way to fight this guy is to hold the Z Button to crouch, wait for the Bob-Omb King to draw near, and then press the A Button to backflip over the Bob-Omb King to be positioned behind him. It is a simple matter then of grabbing him, throwing him, and then repeating these steps two more times to get the victory and the Star!

=====
FOOTRACE WITH KOOPA THE QUICK
=====

Start off this Star by simply talking to one of your Pink Bob-Omb buddies to open the cannons in the level so Mario can use them. They will not be of any use to Mario on this challenge though as Koopa The Quick considers them a cheating device! Go forward towards the massive Green Koopa Troopa that stands by the start of the path, and talk to him to accept his challenge for a race to the summit where the Bob-Omb King used to reside.

Take the path leading up small hill to see a couple Goombas that will be guarding the access to the small bridge up to the high ground, so run on by them quickly to find the stone path following the cliff. When the path turns left, go with it to see a Chain Chomp connected to a post, where it will move a bit, followed by lunging at Mario. You will wait (just out of the range of it's lunges), it will attack, and then you should send Mario running along the fence to set foot onto a tipsy bridge (whichever side you are on, it will tip in that direction), so hustle across it the far cliff. Falling off of the cliff or tipsy bridge at any time will result in Mario having to head in the opposite direction to either get on the path near the start (before the first bridge) OR use the elevator to the right of the Chain Chomp to get back on track. Also note that the bridge is the place that Koopa The Quick will break away from Mario to run up the stone hill where the Cannonballs come falling down, and under NO CIRCUMSTANCES follow him as it impossible to get up that hill!

Now you will want to go right, into the higher meadow where Bob-Ombs and water balloon attacks from the Pink Bob-Ombs rain down. Your best bet is to run through this area quickly, totally ignoring the Bob-Ombs (they can only damage Mario by blowing up after a set amount of time, not by touch) while watching out for the water balloons streaming from the sky (watch for shadows ahead of Mario along his path, and change course accordingly to avoid damage). You will see a grey slope leading up to a small hole in the bars in the wall, which is the hole that Mario needs to pass through to advance to his goal.

Now Mario will move down to the right, past the large Cannonballs to start up the stone path. You will follow this path as you hop/avoid the incoming Cannonballs till you see a slope on your right. Continue up the stone path, jumping/avoiding the offending Cannonballs to find a small cave in the mountain (the source of the Cannonballs). If you want to take a short cut up the hill, walk to the center of back wall of the small cave and stop moving to warp to a cave higher up the mountain (move to next paragraph to continue on in the walkthrough). If you want to keep hiking, continue up the stone path to jump a small gap to find a Bob-Omb, a water balloon cannon, and some Coins on the right. You can either jump the gap in the stone path ahead OR use the plank on the right to walk across. Keep jogging up the path past more Cannonballs (leaping/avoiding rules still in effect for them) to find a Spinning Heart (run through it as fast as you can to recover your Power Meter, but I suggest ignoring it as you are racing at the moment!).

You will find a small cave (the warp will deposit Mario here), so you will be done with the attacking Cannonballs. Keep running up the stone path (Mario must be a marathon runner!) as it winds around the peak, and keep following it to the peak or just jump to the peak to go run across the plateau to find the Koopa Flag that you need to reach ahead of Koopa The Quick (he takes about 90 seconds to wind his way to the flag). He will surrender a Power Star for your valiant efforts in the race!

=====
SHOOT TO THE ISLAND IN THE SKY
=====

Now you will need to get the Pink Bob-Ombs to open the Cannons for Mario if he failed to do so on the last Star Challenge (talk to the Pink Bob-Ombs to get the deed done). Now Mario will have to choose from a couple Cannons to launch himself into the sky to make the island in the sky.

Cannon One

Take the path leading up small hill to see a couple Goombas that will be guarding the access to the small bridge up to the high ground, so run on by them quickly to find the stone path following the cliff. When the path turns left, go right into the field towards the grey brick pyramid structure. Along the way, be wary of incoming water balloons from above.

When you reach the structure, back up, take a full run, and then go directly up the slope to reach the top (use a jump [A Button] and dive [B Button] for some extra distance) to enter the Cannon. Now you will pull back on the Analog Stick (DOWN), move your aim to the LEFT so the aimer will be aiming just above the cloud in the sky, and then fire. Mario should land on the edge of the island.

Now Mario just needs to go to the Yellow Block, hit it to reveal the Power Star contained within, and then grab it to finish up the level! A neat trick is to jump and hit the box, but immediately press the Z Button to make Mario start a Ground Pound that will allow Mario to also grab the Star on the same jump (not useful, but a neat thing none the less!).

Cannon Two

Take the path leading up small hill to see a couple Goombas that will be guarding the access to the small bridge up to the high ground, so run on by them quickly to find the stone path following the cliff. When the path turns left, go with it to see a Chain Chomp connected to a post, where it will move a bit, followed by lunging at Mario. You will wait (just out of the range of it's lunges), it will attack, and then you should send Mario running along the fence to set foot onto a tipsy bridge (whichever side you are on, it will tip in that direction), so hustle across it the far cliff. Falling off of the cliff or tipsy bridge at any time will result in Mario having to head in the opposite direction to either get on the path near the start (before the first bridge) OR use the elevator to the right of the Chain Chomp to get back on track.

Now you will want to go right, into the higher meadow where Bob-Ombs and water balloon attacks from the Pink Bob-Ombs rain down. Your best bet is to run through this area quickly, totally ignoring the Bob-Ombs (they can only damage Mario by blowing up after a set amount of time, not by touch) while watching out for the water balloons streaming from the sky (watch for shadows ahead of Mario along his path, and change course accordingly to avoid damage). You will see a grey slope leading up to a small hole in the bars in the wall, which is the hole that Mario needs to pass through to advance to his goal.

Now Mario will have a split in his path, both of which will reunite a little farther along the path. If you want to go the "easy" way, start off by crouching (hold the Z Button), followed by moving Mario with the Analog Stick to slowly ascend the hill to his left as the camera swings overhead to find a higher plain (move to next paragraph to continue on in the walkthrough). The other path is to move down to the right, past the large Cannonballs to start up the stone path. You will follow this

path as you hop/avoid the incoming Cannonballs till you see a slope on your right.

Continue up the stone path, jumping/avoiding the offending Cannonballs to find a small cave in the mountain (the source of the Cannonballs). Continue up the stone path to jump a small gap to find a Bob-Omb, a water balloon cannon, and some Coins on the right. After you do what you will here (only do so if you wish to), you can either jump the gap in the stone path ahead OR use the plank on the right to walk across. here you will find the open Cannon waiting, so hop on in, adjust your aim so the crosshairs point above the Red Coin floating above the tree (the bottom arrow in the crosshairs should be over the top half of the Red Coin) and then press the A Button to fire Mario to grab the Tree!

Now Mario just needs to go to the Yellow Block, hit it to reveal the Power Star contained within, and then grab it to finish up the level! A neat trick is to jump and hit the box, but immediately press the Z Button to make Mario start a Ground Pound that will allow Mario to also grab the Star on the same jump (not useful, but a neat thing none the less!).

=====
FIND THE 8 RED COINS
=====

- =====
[] ----- The elevator near the Chain Chomp
=====
- [] ----- Above the Chain Chomp's post
=====
- [] --- In the meadow to the right of the Chain Chomp on the green rock
=====
- [] ----- The tree on the floating island
=====
- [] ----- The slope beside the stone path on the mountain
=====
- [] ---- Underneath the ramp to the opening in the cage to the mountain stone path
=====
- [] ----- Near the Power Star shadow
=====
- [] ----- Near the Power Star shadow
=====

This is your first experience with this type of challenge, so listen up! You will be collecting specific Coins within the level, which are coloured Red. There are 8 of these scattered through out the level, so you will be running around the area, finding these little treasures to make a Power Star appear. However, the Power Star appears in a specific location where a shadow of a Power Star is found, so you will still have to reach that specific spot to gain your Power Star treasure after finding the 8 Red Coins!

Start off by running to the left of the stone path to enter the rock area that is the below the cliffs. Head for the elevator along the wall on the right, get on board, and then collect the Red Coin floating overhead as you jump to the stone path [one]. Now you should go left

towards the Chain Chomp, wait for it to lunge at Mario, and then quickly run towards the post it is chained to, which is where a Red Coin floats above that very same post [two].

Now you need to hightail it out of the way (keep running towards the cage in the stone (notice the Power Star? You will collect that one soon enough), wait for the Chain Chomp to attack, and then make your way out of the area to head into the meadow on this side of the tipsy bridge. Head along the grey wall on the left (the same one that trapped you in with the Chain Chomp) to find a green stone that you will climb to find a Red Coin resting on top of it [three]. Now you will head for the grey brick pyramid structure, run up the side to get into the Cannon located on top, and then pull back on the Analog Stick (DOWN), move your aim to the LEFT so the aimer will be aiming just above the cloud in the sky, and then fire. Mario should land on the edge of the island.

Climb the tree to perform a handstand (reach the top, stop moving, and then press UP to handstand) for the Red Coin [four]. Now enter the Cannon, aim towards the mountain on the right (aim for the broad wall area) and fire Mario over to smush his face while getting him onto the path. Now start down the path, jumping the gaps that will be in the stone path, until you reach the part where a steep slope leads down to the very bottom of the mountain. Here is where you must let Mario slide down the center of the slope, grabbing the Red Coin [five] as he goes. If Mario misses, simply run/crawl up the slope to grab the Red Coin before sliding down to the bottom again.

Head through the opening in the bars, turn right, fall off the ledge, and then turn around to enter the tunnel here to get a Red Coin [six] and a 1-Up Mushroom. Head up the slope to enter the meadow here, run a few circles around the flower patch here if you want to make a 1-Up appear, and then continue across the meadow (past the Bob-Ombs and water balloon attacks) to fall to the lower grass-covered area. Three Goombas will be waiting here, so take them out before grabbing the Red Coins located around the posts [seven] [eight] to make the Power Star appear! It will be appear in the exact center of the square that the four posts mark off, so grab it to complete the level!

=====
WING TO THE SKY
=====

This type of Power Star is a unique one to collect. Instead of beating a specific opponent, or collecting things, you will need to touch 5 specific spots throughout the level. After the fifth one is touched, the power Star will appear in a specific spot NOT shown before hand.

Take the path leading up small hill to see a couple Goombas that will be guarding the access to the small bridge up to the high ground, so run on by them quickly to find the stone path following the cliff. When the path turns left, go right into the field towards the grey brick pyramid structure. Along the way, be wary of incoming water balloons from above.

When you reach the structure, back up, take a full run, and then go directly up the slope to reach the top (use a jump [A Button] and dive [B Button] for some extra distance) to enter the Cannon. Now you will pull back on the Analog Stick (DOWN), move your aim to the LEFT so the

aimer will be aiming just above the cloud in the sky, and then fire. Mario should land on the edge of the island.

Now Mario just needs to go to the Red Block, hit it to reveal the Wing Cap inside, so grab a hold of it. Now enter the Cannon and change the aim so it targets through the coin ring ahead of Mario before firing. Mario will fly out straight, passing through the first two rings, followed by Mario cutting upwards to pass through another two rings. For each center Coin within a ring that you touch, you will receive a number. Once you have made your initial pass, turn Mario around to make as many more passes as needed to get central Coins so you hit number five. At this point, the Power Star will appear down in the same lower meadow that the Red Coin Power Star appeared in. Go grab it after getting the fifth central Coin!

Also note that the Wing Cap is not needed, as plain old use of the island Cannon will work as well. However, this will take longer as you need to use multiple firings to make it work, so I still suggest you stick to the Wing Cap method.

=====
BEHIND CHAIN CHOMP's GATE
=====

You may recall having seen a Power Star behind the Chain Chomp, protected by a cage in your earlier travels. Your duty now is to get that same Power Star, you just need to figure out how to bust the cage to get to the great prize contained within!

Take the path leading up small hill to see a couple Goombas that will be guarding the access to the small bridge up to the high ground, so run on by them quickly to find the stone path following the cliff. When the path turns left, go with it to see a Chain Chomp connected to a post, where it will move a bit, followed by lunging at Mario. You will wait (just out of the range of it's lunges), it will attack, and then you should send Mario running past the Chain Chomp to see the post he is connected to.

Now you need to use the Ground Stomp (A Button to jump + Z Button to throw Mario's weight downward) to knock the post into the ground a notch. Now you either stay inside the Chain Chomp's range and take a hit, followed by Ground Stomping the post two more times (this requires no missing or Chain Chomp will take Mario down), or Mario runs out of range, waits for Chain Chomp to lunge, and then charge back in to Ground Stomp before repeating the procedure once more.

You will have accomplished the Ground Stomp three times on the post to free the Chain Chomp, and it will move around somewhat timidly, testing it's freedom. It will then fly off into the cage, breaking it down to allow Mario to grab the Power Star contained within!

‡---+---+---+---+---+---+---+---+---+---+
III.b ----- BOB-Omb BATTLEFIELD [coins]
‡---+---+---+---+---+---+---+---+---+‡

Well 100 Coin collection time will rear it's head here for the first time. If you can collect 100 Coins in one run through the level, an

additional Power Star to the main six of the course will appear for Mario to grab. The walkthrough will cover how to get all of the Coins in the world however, which is a fun little challenge to see how high you can score. For this challenge, choose Power Star #3 through #6 for the easiest playing purposes with no distractions from the King Bob-Omb (Power Star #1) or Koopa The Quick (Power Star #2).

Walk forward upon appearing to find a couple Wooden Blocks for Mario to punch (destroying them), one of which containing three Coins [three]. Now move left to pick up the small block, head left towards the rock wall, and throw the small block at the wall to break it, causing the three Coin [six] within to spring forth for Mario to collect. Now backtrack to the path to kill two Goombas for a Coin each [eight], followed by going underneath the bridge to collect five Coins [thirteen]. Continue along the rock floor to pick up the Bob-Omb and throw them to make them blow up and grab the Coin they produce [seventeen].

Mario should then head back through the respawning Bob-Omb to get on board the elevator to ride up to grab a Red Coin [nineteen] before cutting left to go get the Red Coin [twenty-one] from above the Chain Chomp's post. Now you can collect some extra Coins here, but only if you are super fast in your movements (skip them if you do not want to go for the highest count possible, but the square bracket numbers will be off by five for you). What you will need to do is run around the Chain Chomp's post a total of three circles to make five Coins [twenty-six] pop out, but this is incredibly tough to pull off as the Chain Chomp will be attacking you as you attempt this.

Head off into the grassy field that is guarded by a Bob-Omb you should grab and throw [twenty-seven] to head right to kill three Goombas [thirty] and then a Green Koopa Troopa (stomp to remove him from his shell, then stomp the soft body for a Blue Coin) [thirty-five]. If you like, you can ride the Green Koopa Troopa shell around the field, collecting the Red Coin [thirty-seven] from on top of the green rock formation as well as riding through the three remaining Goombas [forty] before entering the grey pyramid structure to use the Cannon. . Now you will pull back on the Analog Stick (DOWN), move your aim to the LEFT so the aimer will be aiming just above the cloud in the sky, and then fire. Mario should land on the edge of the island.

When you regain your feet, send Mario to climb the tree to handstand for a Red Coin [forty-two] before hitting the Red Block for a Wing Cap. Now place Mario inside the Cannon on the island, and aim him out towards the ring of Coins ahead, and then fire him. Now your job is to collect as many Coins as you can from these five rings of Coin with one Coin in the center of each to have collect a total up to 45 Coins [eighty-seven]!

Now that you have completed this challenging fly around in the sky, you should land Mario on top of the mountain (you should retain enough height from your flying to get there, but if not, go to the sky island to use the Cannon to reach it. Now start down the stone path as it winds lazily around the mountain to find five Coins [ninety-two] by a Cannon, and then jump the gap to see a water balloon Cannon with five more Coins [ninety-seven] as well as a Bob-Omb [ninety-eight]. Now you should continue down the path (ignoring the Red Coin on the slope for now) to find a Bob-Omb [ninety-nine] before backtracking to the slope to touch the Red Coin [one hundred one] to cause the Power Star to appear! If you fall down the slope before grabbing the Power Star, you will just need to move back up the slope (or go around the mountain stone path to

come at it from above) to grab the Power Star!

Now that you are heading for the high score, so pass through the opening in the cage, drop to the right, kill the Bob-Omb [one hundred two], and then grab the 1-Up Mushroom and the Red Coin [one hundred four]. Now Mario should head up the stone slope back into the large meadow to run around the flower patch to grab the ring of Coin [one hundred twelve] and the 1-Up Mushroom that appears before killing the four Bob-Omb [one hundred sixteen] that inhabit the meadow. Now Mario should head for the lower meadow area, but he should first grab the small block first to chuck against the wall in the lower meadow for three Coin [one hundred nineteen].

After busting the small block, Mario's next duty is to stomp the three Goombas for their Coins [one hundred twenty-two], followed up by grabbing the two Red Coins in the area [one hundred twenty-six]. Now Mario should run around each post in this area three times to get five Coins from each [one hundred forty-six], which is the highest score Mario can achieve! Now Mario just needs to collect the Red Coin Power Star or the Power Star for shooting the rings in the sky since both are nearby, allowing Mario to save his high score of One Hundred Forty-Six Coins at Bob-Omb Battlefield!

```
#+---+#+---+#+---+#+---+#+---+#+---+#+---+#+---+#+---+
  III.c ----- WHOMP's FORTRESS [stars]
#+---+#+---+#+---+#+---+#+---+#+---+#+---+#+---+#+---+
```

```
=====
CHIP OFF WHOMP's BLOCK
=====
```

You will start out with a tree and a large grey brick wall to your left, and a small field to your right. Your goal is to climb to the top of the massive fortress here, so you need to climb the path leading up. However, you can cut some time off your trip through the following method: jump into the tree, climb to the top, and then turn your back to the grey wall before jumping towards the wall to climb the grey slope to a small flat area (skip the next two paragraphs to continue up the fortress).

If you will be taking the regular route, jump to the grass ledge on your left to find a brown path for Mario to head up to find some grey blocks in the walls are pushing in and out over the path in an attempt to obstruct/knock Mario off of the small path. Your job is to work past the first three carefully to find a new challenge in the path being retracted into the wall and then pushed back out to continue their pattern. You can either wait for the path to move out so Mario can run across it to the next stable part of the path, or the impatient can sue Long Jumps to make it over the gaps (fall and die people!).

Once you pass them, a Thwomp will greet Mario in the larger area here, so wait for it to start moving upwards in it's stomping motion to start climbing the grey stone path ahead. The fourth step is guarded by another Thwomp, so you should again wait for it to start moving upwards before hustling underneath it to reach the top of the stairs.

Turn to walk up the stairs towards the Piranha Plant here, and you have

two options for getting rid of it if you wish to fight it (move by otherwise). You can either use a slow walk up to it and throw a punch while it sleeps, or you can run towards it at full speed, jump, and then dive (B Button) to take it out before it has time to wake up. Next is a choice between running across a breaking bridge and then turning to use a small plank to cross the next gap (this allows Mario to skip the Piranha Plant), or Mario can edge across the narrow ledge against the wall to fight a Piranha Plant that guards the pathway.

The next part of the path is non-existent, so Mario will have to use the swinging path that moves around the gap ahead to cross. Wait for the path to stop right in front of Mario, run towards the center of the swinging path immediately, and then walk out onto the swinging path so when it stops Mario can walk to the far side. You may also consider running across on the first part and just using a Long Jump to make it to the far side of the gap.

Turn right to keep going along the path to find that a Whomp ponderously steps around in front of Mario, so either just run right on by (much too slow to stop you), or stop to fight it. Your goal is to bait it into trying to attack by walking in front of it so it will jump in the air to try and use the heavy body it has to crush Mario. You can either stand in front of it to wait for it to start attacking and move to the side, or just run right against it's lower part (it does not hurt Mario with just contact) and continue to run against him until Whomp actually starts the attack, allowing Mario to run underneath it. To kill a Whomp, simply use a Ground Stomp on the exposed back of the Whomp, specifically aiming for the bandage on the back to destroy them.

You then have a choice of paths again. You can either climb the flagpole to the left of the path, going nearly to the top, and then turn Mario's back to the HUGE Whomp on the plateau, and then do a full jump to just have enough distance to grab the ledge and pull himself up to the plateau. The other option is to continue along the path, to fight or avoid a Whomp, and then use the elevator here to get up to the plateau above.

Here is a MASSIVE Whomp that has a real sob story about being "walked on" all of his life and he is not going to "just lay there and take it" anymore! Whomp will then proceed to wander in a circle as you run around, so move away from Whomp, allow him to charge at Mario, and just as he starts to use his crushing body slam, hustle Mario out of the way. Also note that the other strategy is to: move away from Whomp, allow him to charge at Mario, and then have Mario charge Whomp, allowing Mario to pass underneath the body of Whomp as he performs the body slam attack. Now Mario will have Whomp lying prone on the ground for several seconds, so it is an ideal time to attack by jumping onto his back, jump over the bandaged area, and then press the Z Button for a Ground Stomp to damage him. Now Whomp will get back up, so Mario needs to repeat this two more times to have Whomp "gravel" a bit before surrendering his Power Star!

=====
TO THE TOP OF THE FORTRESS
=====

You will start out with a tree and a large grey brick wall to your left, and a small field to your right. Your goal is to climb to the top of the massive fortress here, so you need to climb the path leading up. However, you can cut some time off your trip through the following

method: jump into the tree, climb to the top, and then turn your back to the grey wall before jumping towards the wall to climb the grey slope to a small flat area (skip the next two paragraphs to continue up the fortress).

If you will be taking the regular route, jump to the grass ledge on your left to find a brown path for Mario to head up to find some grey blocks in the walls are pushing in and out over the path in an attempt to obstruct/knock Mario off of the small path. Your job is to work past the first three carefully to find a new challenge in the path being retracted into the wall and then pushed back out to continue their pattern. You can either wait for the path to move out so Mario can run across it to the next stable part of the path, or the impatient can sue Long Jumps to make it over the gaps (fall and die people!).

Once you pass them, a Thwomp will greet Mario in the larger area here, so wait for it to start moving upwards in it's stomping motion to start climbing the grey stone path ahead. The fourth step is guarded by another Thwomp, so you should again wait for it to start moving upwards before hustling underneath it to reach the top of the stairs.

Turn to walk up the stairs towards the Piranha Plant here, and you have two options for getting rid of it if you wish to fight it (move by otherwise). You can either use a slow walk up to it and throw a punch while it sleeps, or you can run towards it at full speed, jump, and then dive (B Button) to take it out before it has time to wake up. Next is a choice between running across a breaking bridge and then turning to use a small plank to cross the next gap (this allows Mario to skip the Piranha Plant), or Mario can edge across the narrow ledge against the wall to fight a Piranha Plant that guards the pathway.

The next part of the path is non-existent, so Mario will have to use the swinging path that moves around the gap ahead to cross. Wait for the path to stop right in front of Mario, run towards the center of the swinging path immediately, and then walk out onto the swinging path so when it stops Mario can walk to the far side. You may also consider running across on the first part and just using a Long Jump to make it to the far side of the gap.

Turn right to keep going along the path to find that a Whomp ponderously steps around in front of Mario, so either just run right on by (much too slow to stop you), or stop to fight it. Your goal is to bait it into trying to attack by walking in front of it so it will jump in the air to try and use the heavy body it has to crush Mario. You can either stand in front of it to wait for it to start attacking and move to the side, or just run right against it's lower part (it does not hurt Mario with just contact) and continue to run against him until Whomp actually starts the attack, allowing Mario to run underneath it. To kill a Whomp, simply use a Ground Stomp on the exposed back of the Whomp, specifically aiming for the bandage on the back to destroy them.

You then have a choice of paths again. You can either climb the flagpole to the left of the path, going nearly to the top, and then turn Mario's back to the new tower on the plateau, and then do a full jump to just have enough distance to grab the ledge and pull himself up to the plateau. The other option is to continue along the path, to fight or avoid a Whomp, and then use the elevator here to get up to the plateau above where the new tower awaits.

A Bullet Bill launcher will greet Mario when he comes onto the plateau,

so keep your eyes peeled for the offending bullets. If you want a 1-Up Mushroom, run around the tower to find the side that is facing the flagpole, and punch the wall there to find the 1-Up Mushroom. Now Mario needs to climb the tower by using the platforms leading upwards. Get on the lowest platform, wait for the next one to come out, and then continue across it to the next platform. Now continue along this pattern (stable platform, then moving platform) until Mario steps foot on the last platform in the line to be lifted up to the very top of the tower to get the Power Star on the other side of the spire!

=====
SHOOT INTO THE BLUE WILD
=====

This one requires the opening of the Cannons, so your first job is to find the Pink Bob-Omb to gain access to the Cannons. The fastest way to get there is to climb the tree right at the start, turn Mario's back to the grey wall, and then jump to the wall/water pond there. If an owl accosts you, just ignore it as it does not help with this Star.

Now have Mario follow the low wall along the pond to the dry area where some Yellow Coins and the Pink Bob-Omb wait. Now talk to the Pink Bob-Omb, and he will open the Cannon up for Mario, allowing Mario to hop into the Cannon just go to the side of the Pink Bob-Omb. Once Mario is inside, he should aim towards the flagpole area, but he is looking to land on the ledge located below the flagpole.

Therefore, he must try to aim his shot so that he either: grabs the pole leading down from the middle ledge OR try to get Mario to face plant on one of the support columns for the higher ledge. However, it is far easier to hit a support column (specifically the farther back left column). Adjust your aimer to point at the appropriate support column, then move the aimer upwards until the bottom arrow of the aimer is just clear of the bricks above the support column, followed by firing. If done correctly, Mario will now be on the platform (minus some teeth and a flatter face most likely as well), so use the pole to slide down to the small platform below to gain the Power Star!

Also note that you do not need to fool around with the Cannon if you do not wish to. You need to go down the slope from the Cannon to the lower-area, position Mario so he is not underneath the platform above, and then use a Triple Jump to the wall, followed by a well aimed Wall Jump to reach the platform. Also note that the Turnaround Jump, followed by a Wall Jump will also get Mario up to this ledge for the Power Star.

=====
RED COINS ON THE FLOATING ISLES
=====

- =====
[] ----- Floating over the middle grey block on the low path
=====
[] ----- Look above the second Thwomp on the stairs
=====
[] ----- Behind the Piranha Plant near the fall-away bridge

- =====
- [] ----- Ledge near the fall-away bridge
- =====
- [] ----- Ride the swinging bridge from one side to the other
- =====
- [] ----- Check below the swinging bridge
- =====
- [] ----- Floating brown island off of tower plateau
- =====
- [] ----- Floating green island off of tower plateau
- =====

Scattered through out the level are these Red Coins, so the trek will be a fairly lengthy one.

Jump to the grass ledge on your left to find a brown path for Mario to head up to find some grey blocks in the walls are pushing in and out over the path in an attempt to obstruct/knock Mario off of the small path. Now you need to go move across the stone path where these beings try to push you off, and do not forget that a Red Coin [one] floats above the middle one. Next up, a new challenge in the path being retracted into the wall and then pushed back out to continue their pattern. You can either wait for the path to move out so Mario can run across it to the next stable part of the path, or the impatient can sue Long Jumps to make it over the gaps (fall and die people!).

Move past the stomping Thwomp to start climbing the grey stone path to find a second Thwomp located on the fourth step. Wait for it to start moving upwards, allowing Mario to slip underneath the Thwomp and up to the next step ahead of the pain of the falling stone. Now jump on top of the Thwomp, riding it up to collect the Red Coin [two] that it has floating above it. Now you need to take out the Piranha Plant ahead by either: sneaking up quietly and punching it, or running at full speed, jumping, and then diving into the Piranha Plant for the kill. This will allow Mario to grab the Red Coin [three] that was being guarded by this overgrown weed.

Now head towards the fall-away bridge, but instead of running across it, go across the small ledge, grabbing the Red Coin [four] as you move across, and then tiptoe towards the Piranha Plant ahead and punch it to rid yourself of it. Now the rotating bridge will challenge you next, so wait for the beam to swing to your side, run to the middle of the swinging bridge, and then wait for the beam to swing to the far side. Now send Mario out to the very edge of it, BUT DO NOT GET OFF as you ride it around to the side you boarded on, which happens to collect some Yellow Coins as well as a Red Coin [five].

When the 1-Up mushroom appears in the middle, do not be afraid to go diving to the area below to get it. Following the 1-Up Mushroom chase, your next duty is to go and try to jump up the black slope (located directly underneath the swinging bridge) to grab the Red Coin [six]. Now send Mario towards the Pink Bob-Omb and the Cannon, get into the Cannon, and then aim towards the flagpole above and fire Mario (this saves climbing past the re-spawned Piranha Plants). Use the flagpole to hop to the high plateau with the tower to save more time. If you really want to save yourself a climb, aim above the tower on top of the fortress and fire to get right up to the top.

Head around the tower until you see a plank standing straight up. Here

is where you will create yourself a bridge to reach the islands floating in the sky here. Start off the tipping process by punching the plank to get it wobbling, followed by a Jump Kick to make it fall over and form the bridge. Once this deed is done, carefully move across the plank bridge to reach a small arrow island, where Mario can grab some Coins as he hops across to the brown platform to grab a Red Coin [seven]. Now turn Mario to make the jumps across the two green islands to reach the final Red Coin [eight], and make the Power Star appear near the beginning!

Your job is to jump to the ledge below (use the Ground Stomp to avoid taking any damage), and then head down the grey slope to find the low meadow, which is where the Power Star appears!

=====
FALL ONTO THE CAGE ISLAND
=====

While doing the last star, you may have noticed a cage in the sky. Within this cage is this Power Star, and you may have also noted it is far above the ground, with no way into seemingly possible. However, also during the last Power Star you saw the way to get up there, in the being you roused from the tree, so climb the tree to cause the owl to come out and offer Mario a ride!

To properly ride in an owl's claws, you must first know the restrictions that are in place for Mario to do so. Jump into his claws to start the flight, but you must also hold the A Button to continue to have the grip on his claws. After the owl rides the updraft, you will control the owl's direction with the Analog Stick (direction only, not speed nor altitude). Also note that Mario is a little too... uhhh... (fat? lard-ass like? Big boned?)... ahem... HEAVY for the owl, meaning that the beast will be slowly dropping in altitude as it taxis the pasta loving Italian around. After a little while, he will warn you he is tired out and drop Mario off, regardless of what is located below.

If at any time you fall down and do not succeed in your aim, you should use the Ground Stomp just before hitting the ground to avoid/lessen the damage that Mario will take. Then Mario needs to return to the starting area to wait for the owl to return so Mario can attempt the feat again.

Now, when you reach the high point of altitude, the owl will be facing just to the left of the tower. The cage is located to Mario's right, so turn the owl to make a run directly over the cage. Please note that it is tough to actually make the turn and be lined up properly, so you may want to move forward a little bit before turning around to make the run over the cage.

The actual release by the owl is not a straight drop, rather there is a slight kick to it, causing Mario to fall a little bit further back than intended. Keep this in mind when dropping into the cage high above for the Power Star!

Did you know that you can also make it to the cage without the owl, despite the height the cage floats at? You really can, and all you need to do is get to the Cannon and start blasting off. You will need to aim towards the cage to start (it is visible to the right of where the aimer starts, above the swinging bridge), and then move the aimer straight up until a Yellow Coin sits in the bottom of your vision circle. For this

to work though, that Yellow Coin must be positioned so it is just inside the partially darkened ring (it is not the very outside, but rather the fuzzy black overlaying the blue of the sky). If done correctly, you can get the Power Star through this fun little trick that defeats the point of this Power Star (riding with the owl).

=====
BLAST AWAY THE WALL
=====

The fastest way to get there is to climb the tree right at the start, turn Mario's back to the grey wall, and then jump to the wall/water pond there. If an owl accosts you, just ignore it as it does not help with this Star.

Now have Mario follow the low wall along the pond to the dry area where some Yellow Coins and the Pink Bob-Omb wait. Enter the Cannon here, and shift the aimer towards the brown wall (the one on the right) sticking out from the main fortress. Now aim just above the top-right corner of this wall and fire to break the thin set of bricks away to reveal a Power Star! Grab some Coins after your hard landing to refill your Power Meter if you wish to, and then head right to find the grey slope leading up to the area just past the two Thwomps.

Turn to walk up the stairs towards the Piranha Plant here, and you have two options for getting rid of it if you wish to fight it (move by otherwise). You can either use a slow walk up to it and throw a punch while it sleeps, or you can run towards it at full speed, jump, and then dive (B Button) to take it out before it has time to wake up. Next is a choice between running across a breaking bridge and then turning to use a small plank to cross the next gap (this allows Mario to skip the Piranha Plant), or Mario can edge across the narrow ledge against the wall to fight a Piranha Plant that guards the pathway.

Now you will just need to walk out towards the very edge of the wall, sliding down the slope Mario made by breaking the wall to collect the Power Star!

†---+---+---+---+---+---+---+---+---+---+---+---+
III.d ----- WHOMP'S FORTRESS [coins]
†---+---+---+---+---+---+---+---+---+---+---+---+

This area requires that you choose any Power Star for this feat, EXCEPT for Chip off Whomp's Block (it removes the path to a fair bit of Coins in the sky). This walkthrough will cover how to get as many Coins as possible, but you may skip areas that are described if you feel they are too dangerous (just remember you need to get to 100 Coins for the additional Power Star).

Start off by heading right to take out the Piranha Plant (sneak up and punch or do a full running dive) for a Blue Coin [five], followed by turning left to go down the grass to pick up and then smash the small block for some Yellow Coins [eight]. A little farther down the area are a circle of Yellow Coins [sixteen], and then backtrack Mario to go up the brown stone path to get five Yellow Coins [twenty-one] to get the Red Coin [twenty-three] that the Grey Blocks are guarding.

Now backtrack down the path to jump the wall above Mario, going into the shallow pond to grab the circle of yellow Coins by the wall [thirty-one]. Run and jump up the slope here to grab the Red Coin [thirty-three] before continuing towards the Cannon and grabbing the five Yellow Coins [thirty-eight] before entering. Shoot to the lower ledge like you did to get the Power Star there, grabbing the circle of Yellow Coins [forty-six] before dropping to the balcony below (do not fall off into space) to pick and throw the small brick for Yellow Coins [forty-nine].

Now go Ground Stomp the Blue Coin Block to make four Blue Coins appear [sixty-nine] going towards the railing, and then send Mario back to the grey sloping wall you jumped over to get to this area to find five Yellow Coins [seventy-four]. When you arrive at the top of the slope, head over to the Thwomp, get on top of it, and collect the Red Coin floating above it [seventy-six] before returning to the left to go up the stairs and take out the Piranha Plant for a Blue Coin [eighty-one]. Grab the Red Coin [eighty-three] it was protecting, then continue along the path to go across the small ledge, grabbing the Red Coin [eighty-five]. Continue along the ledge, kill the Piranha Plant for a Blue Coin [ninety], and then go across the board on the left for some Yellow Coins [ninety-five].

Now you need to get onto the swinging bridge, run to the middle of it, and then go to the end of the bridge after it passes under the wall so Mario can ride it through the Coin arc on the outside [one hundred one] (this will cause the Power Star to appear, so ride the swinging bridge for collecting it as well). Now you can just exit the level, or continue to get the higher score. Use the Cannon to shoot to the flagpole, climbing down to find a Whomp, so bait it into attacking, followed by using five regular jumps on it's back for a Coin each time [one hundred six]. The Whomp will stand again, so bait it into attacking, and then use a Ground Stomp to get another five Yellow Coins [one hundred eleven].

Head around the corner of the path to find another Whomp, so repeat the same pattern you used on the previous one (five individual stomps, followed by one Ground stomp) for some more Coins [one hundred twenty-one] before hopping no board the elevator to move up to the next area. Here you will see the tower, but with no Coins there, you will instead head for the standing plank to punch it, followed by a Jump Kick to knock it over to form a bridge. Carefully move across the narrow plank bridge to find a small arrow platform with eight Yellow Coins on it [one hundred twenty-nine] before hopping to the next platform to grab the Red Coin [one hundred thirty-one] that rests there. Now Mario will need to hop to the green platform, followed by moving down to the lower green platform for eight Yellow Coins [one hundred thirty-nine] before finally jumping to the last green island in the sky to get the final Red Coin [one hundred forty-one]. Now you have collected all the Coins, so you just need to collect a Power Star (any of the old ones, but I suggest the Red Coin Power Star as it is easy to access) to save your high score in Coins for Whomp's Fortress!

=====
WING CAP SWITCH COURSE
=====

- [] ----- Straight ahead, in spiral leading left
[] ----- Straight ahead, in spiral leading left
[] ----- Below Red Coins 1 and 2, to the left
[] ----- Below Red Coins 1 and 2, to the left
[] ----- Below Red Coins 3 and 4, to the left
[] ----- Below Red Coins 3 and 4, to the left
[] ----- Below Red Coins 5 and 6, to the left
[] ----- Below Red Coins 5 and 6, to the left

Once you have ten (10) Stars, go to the center of the main hall, where the sun is beating down through the glass above. Go into first person view, and look up to discover a hidden stage. This is where you can unlock the Wing Cap for use whenever you see a red exclamation point box anywhere!

As the stage starts off, you will notice a few coins over to the right. These coins will spiral downwards, following a trail of eight Red Coins. They will all connect to one another along the way down, so it is an easy feat in theory, but rather tough on the nerves when playing. Just try to lower Mario whilst staying leveled for best results. You will have to pull down (up on the Control Stick) to manage to reach most of the coins.

This is all about skill; not what a strategy guide can help you with. Stay calm, and do not hug up too much (down on the Control Stick), as it will ruin your flight. To catch an extra boost of speed, you can pull up on the Control Stick, and then level yourself back out to gain a wind boost to glide through the air. If you miss a Red Coin, make a 360 degree turn to reach the area again, and level yourself out.

Keep in mind that the Wing Cap will wear out quickly, so if you miss a Red Coin around three times, the Wing Cap will wear off, and you will fall to your exit. Once you have come to a safe landing, head over to the big red button and pound it into the ground to activate the Wing Cap. Afterwards, grab that lovely little Star from the center of the platform, and jump off to exit the area.

‡==+==+==+==+==+==+==+==+==+==+
III.e ----- JOLLY ROGER BAY [stars]
‡==+==+==+==+==+==+==+==+==+==‡

=====
PLUNDER IN THE SUNKEN SHIP
=====

This world depends on Mario and his ability to swim, so I will give you the crash course in this very paragraph. The B Button does an extremely weak paddle that should be used only to fight a small current to keep Mario in place. The A Button will cause Mario to perform a powerful butterfly stroke that will send him through the water quickly. Hold down the A Button to perform a steady kick to make Mario move steadily as well as making him easier to control over the stronger (more unsteady) butterfly stroke. Try to time your butterfly strokes so they are continuous, allowing for maximum speed underwater. When you are under water, your Power Meter works as your oxygen levels, so only stay under as long as the Power Meter has pieces left on it.

Anyway, when you arrive, you will be on one of the few beaches contained within the level. Your first duty is to just get yourself familiar with the swimming controls by paddling around the shallow pools near the first beach. Just be careful of the Shellfish below that open and close their bodies, hurting Mario upon contact. Once you are acquainted with the controls of swimming, start swimming out into the middle of Jolly Roger Bay.

Once you pass the tall poles and the floating docks, you will be directly over the deepest part of Jolly Roger Bay. Here is where the first phase of the challenge comes in, as you have Mario dive directly downwards. When you can make out the sunken ship below, look for the eyes of a sea creature inhabiting the sunken ship (look on the top deck area for this creature). You will need to swim near enough to the creature to make it snap at Mario, but far enough away that it does not reach Mario. Once it has attacked, send Mario back to the surface to refill his Power Meter, or just go find some Coins to fulfill the same purpose.

Now Mario needs to enter the doorway that the creature was blocking. Once inside, you will notice that there are four Treasure Chests to choose from, with the idea being touching them in the proper order. The catch is that you will take damage from touching the wrong one, and this will close the Treasure Chests back up, starting the opening phases all over again. The good news out of all of this is that although it is underwater, each Treasure Chest will release a bubble that will refill Mario's Power Meter for him.

| | |
|----------------------------|--|
| Key | |
| | |
| 1,2,3,4 - order of opening | |

1

4

3 2

The above map is an overhead view, and it represents the Treasure Chests from above, and the order to open each Treasure Chest. Start by opening the Treasure Chest [one] that is not set up in the triangle formation (remember to grab each bubble as you go to keep your Power Meter full), followed by turning around and going for the Treasure Chest [two] on the far left. Next, turn Mario right to go for the Treasure Chest [three] that comes into view, and then go after the lone remaining Treasure

Chest to cause the Sunken Ship to start to rise from the bottom to the surface.

The final part of your job here is to get to the other end of the ship to get the Power Star located there. If you just wait for the water to drain out as you rise, you have a long, arduous climb ahead of you, with a slope just waiting to carry you all the way back down to the bottom. Therefore, I highly suggest that immediately after opening the fourth Treasure Chest, you start swimming to the far end of the ship. If you see that the water is going to drain too fast for Mario to reach the Power Star, pick out a ledge to park Mario on to allow the water to pass by before climbing the rest of the way. Once you finally reach the top (through whichever method you use), break the Yellow block to reveal the Power Star! A neat trick is to jump and hit the box, but immediately press the Z Button to make Mario start a Ground Pound that will allow Mario to also grab the Star on the same jump (not useful, but a neat thing none the less!).

=====
CAN THE EEL COME OUT TO PLAY?
=====

Remember that Eel that you baited into moving out of the ship? Well it has changed residences, with the ship above water now, and you just so happen to need to find him! Of course, finding the Eel is half the challenge...

You will once again need to take to the water, so send Mario skimming across the surface at top speed, aiming to pass between the floating docks on the right and the poles on the left. Go swim around or under the ship, and then go to the wall of the Bay. Now you should swim down the wall until you see the Eel's head pointing out from it's new locale hiding in the small cave. Mario should approach quickly (oxygen concerns) but carefully as the Eel removes a fair chunk of the Power Meter (hurting your breathing time under water).

Swim towards the cave from either side, which will cause the Eel to lash outwards at Mario. After he does this attack, try to keep Mario about level with the Eel as it starts to exit the cave. Why, you ask? Well, The reason is that Mr. Eel has in his possession a Power Star, which is not so conveniently attached to the tip of his tail.

Now that you have managed to start out of his cave, your best chance to snag the Power Star is to time your swimming towards the Eel to coincide with the Power Star JUST coming out of the cave. If you fail to attain the Power Star through this method, you will be reduced to chasing the ass-end of this slippery Eel around the bottom of Jolly Roger Bay, so swim quickly to keep up. Just remember that touching the Eel will badly damage Mario, so avoid that as you try to touch the Power Star. Also note that if you take too long to touch the Power Star, the Eel will swim back into the cave to hide from Mario. The last point above also allows for an alternate strategy for those who are not strong at controlling Mario underwater, and that is to wait near the entrance to the Eel's cave for it to return, and touch the Power Star then (the risk is that it takes a while to wind back to the cave, and missing means you wasted a pile of your time).

Once you have touched the Power Star, it will magically float (swim?) over to a position just below the Eel's cave, which is where Mario needs

to swim to grab the Power Star! Just be aware of the Eel as it will continue to follow it's regular swimming pattern for this Star, meaning it will go towards it cave still.

=====
TREASURE OF THE OCEAN CAVE
=====

You will once again need to take to the water, so send Mario skimming across the surface at top speed, aiming to pass between the floating docks on the right and the poles on the left. Go swim around or under the ship, and then go to the wall of the Bay. Now you should swim down the wall until you can see the cave in the wall (look over towards the jet stream in the middle of the Bay for a better idea). Once you do find it, swim towards it, passing through the Coin Ring to make a 1-Up Mushroom appear (use your uber swimming skills to track it down) before swimming up the cave entrance to find an air filled cavern.

Although the sign at the entrance promises "certain disaster" for any who enter, go ahead inside at a rapid pace to avoid the falling column that is set near the door. Now go forward to take out the Goombas (just run on by if you wish), which will bring you to the gauntlet area of the Power Star. You will need to pass down a hallway where multiple columns are set-up to start falling the second you draw near. The easiest way to do this section is to use Long Jumps to fly through the narrow area at a very high speed, just stopping at the dogleg turn the path takes to go in the proper direction to arrive at a pedestal with Treasure Chests all set-up near one another.

There are four Treasure Chests to choose from, and the sign indicates they must be opened in the proper order. If you choose incorrectly, you will be shocked and lose a piece of your Power Meter (unlike the underwater challenge like this, you will not get bubbles to refill the Power Meter since this is not underwater). However, this problem can be circumvented as a circle of Yellow Coins are off to the right of the Treasure Chests (when facing the wall behind the Treasure Chests from the floor), which refill your damaged Power Meter if you need them. The following is how the Treasure Chests are positioned when Mario is facing the pedestal from the floor looking to the back wall of the cave.

| | |
|----------------------------|--|
| Key | |
| 1,2,3,4 - order of opening | |

1

2 3

4

You will open the one closest to the wall of the cave, then move left to get the second one, then right to open third one, and then finally open the lone remaining one to cause the Power Star to appear! Now go grab your Power Star to complete the challenge!

=====

RED COINS ON THE SHIP AFLOAT

=====

- =====
- [] ----- The pole by the Pink Bob-Omb
- =====
- [] ----- Inside a Clam above the depression in the floor
- =====
- [] ----- Inside a Clam on the sea floor in a small depression
- =====
- [] ----- Inside a Clam near the Clam mentioned above
- =====
- [] ----- Inside a Clam on the sea floor by the jet stream
- =====
- [] ----- Check the Bow of the ship
- =====
- [] ----- Check the Stern of the ship
- =====
- [] ----- Check the Stern of the ship
- =====

You are out on your now habitual mission to find and grab eight Red Coins to make a Power Star appear! Start off by running down the beach to the right to enter the water and swim towards the tall platform ahead. Now swim by it to find a floating platform for Mario to hop onto before jumping to the higher platform (talk to the Pink Bob-Omb if you wish to). Now jump to the pole nearby, making sure to jump high enough on the pole that it is thin enough for Mari to actually grip it, and then climb to the top to perform a handstand to grab the Red Coin [one].

Jump away from the platform to enter the water, and then look in a Clam above the depression in the sea floor for a Red Coin [two]. Now enter the depression in the floor to find and then open the Clams up and find a Red Coin [three] and a Green Koopa Troopa shell (which does nothing as far as I can tell). Now swim up the slope to find another Clam, this one concealing a Red Coin [four] as well, which Mario should follow by continuing forward into the wide part of Jolly Roger Bay.

Once you find Mario over the deep part of the Bay, dive deep into the water below (watch out for the free swimming Eel) to head for the Red Coin that is visible as you dive, but it will then disappear as the Clam that conceals it appears (it is a programming thing). Swim near the Clam, forcing it to open wide, and then grab the Red Coin [five] inside before swimming upwards to the surface. Now swim towards the high platform near the floating docks, swim around the perimeter of it, and then use a Wall Jump or a Backflip on the small beach to get onto the top of said high platform.

Here you will find a switch, so trip the switch to create small wooden block paths between the floating docks ahead. Here is the ASCII map...

```
-----|
Key    |
      |
X - Wooden Block Bridges |
-----|
```

XXXXX

```

          XXXXX
          XXXXX
          XXXXX
          XXXXX
_____
|   |   |   |   |   |   |
|___|___|___|___|___|___|
XXXXXX
XXXXXX
XXXXXX
XXXXXX
XXXXXX
_____
|   |   |   |   |   |   |
|___|___|___|___|___|___|
          XXXXX
          XXXXX
          XXXXX
          XXXXX
          XXXXX
_____
|   |   |   |   |   |   |
|___|___|___|___|___|___|
XXXXXX
XXXXXX
XXXXXX
XXXXXX
XXXXXX

```

Now Mario should run across these makeshift bridges while time allows it, and you should just ignore the Coins as you go to save time so Mario will be able to set foot on the floating Sunken Ship. Here you will find a lone crate sliding back and forth across the deck, which will harm Mario just by touch and it cannot be killed, so avoid it at all costs. Start off your stay on board by jumping to get the Red Coin [six] end of the ship you inhabit, and then head down the deck to Triple Jump Mario to the top of the deck cabin. Here you will find two Red Coins [seven][eight], which will cause a Power Star to appear right near Mario! Just go grab it to end the Red Coin Challenge for this course!

=====
BLAST TO THE STONE PILAR
=====

The term blast is used here, and I think we all know this means that a Cannon will be involved here. This means that you will need to go visit the Pink Bob-Omb (you might have already, and if you did, skip to the next paragraph). Head down the beach by going to the right, and enter the water and swim towards the tall platform ahead. Now swim by it to find a floating platform for Mario to hop onto before jumping to the higher platform to find the Pink Bob-Omb, who is more than happy to open the Cannon for Mario.

Jump back into the water to swim towards the starting area of the level again, but cut toward the grey rock to climb it's slope to drop into the Cannon inside. Your goal now is to aim towards the standing poles first (aim at the one on the left), and then pull back (DOWN) until the tip of the pole is the only visible part of the pole at the bottom of your vision before you fire. Once you have grabbed a hold of the pole (only the little bit at the top is skinny enough to allow the grabbing), turn Mario's back to the ledge below where the Yellow block sit and then jump

to land on the ledge (do not worry if it hurts Mario). Now bust the Yellow Block to find a Power Star! A neat trick is to jump and hit the box, but immediately press the Z Button to make Mario start a Ground Stomp that will allow Mario to also grab the Star on the same jump (not useful, but a neat thing none the less!).

=====
THROUGH THE JET STREAM
=====

You will have seen this Power Star previously, but you will also know that Mario is unable to resist the force of the jet stream to get anywhere near it. You will have to have found the Green Switch to make the Green Blocks fill in, allowing Mario to get the Metal Cap, which turns him into Metal Mario!

Cap Position One

Start off by running down the beach to the right to enter the water and swim towards the tall platform ahead. Now swim by it to find a small beach, on which Mario should use his Backflip or Wall Jump to get onto the high platform, followed by running right to bust the Green Block to get a Metal Cap. Now as Metal Mario, take a running leap off of the corner of the platform towards the floating sunken ship.

Mario will begin to descend into the waters of Jolly Roger Bay, start running towards the middle of the Bay as soon as Mario touches down, and grab the Power Star from within the jet stream BEFORE the Metal Cap runs out!

Cap Position Two

You will once again need to take to the water, so send Mario skimming across the surface at top speed, aiming to pass between the floating docks on the right and the poles on the left. Go swim around or under the ship, and then go to the wall of the Bay. Now you should swim down the wall until you can see the cave in the wall (look over towards the jet stream in the middle of the Bay for a better idea). Once you do find it, swim towards it, passing through the Coin Ring to make a 1-Up Mushroom appear (use your uber swimming skills to track it down) before swimming up the cave entrance to find an air filled cavern.

You will then need to enter quickly to avoid the falling pillar, then go left towards the far wall to pass another falling pillar to find a Green Block. Bust it open to find a Metal Cap, which will change Mario into Metal Mario, so run for the exit at top speed, run down the cave openings slope, and then hustle across the sea floor to enter the jet stream and grab the Power Star!

No Metal Cap Method

Did you know that it is possible to get this Power Star WITHOUT the use of the Metal Cap? It is true, and all it requires is that you have

mastered the timing to perform the strong swimming stroke so Mario can achieve his maximum speed underwater. Swim to the bottom of Jolly Roger Bay, line Mario up with the camera behind him (for easiest way to get the Power Star), and then perform the strong swimming strokes to get Mario to penetrate deep enough into the Jet Stream to grab the Power Star! Please note that you should be aiming Mario very little, because the Jet Stream will attempt to expel Mario at the slightest turning of his body. Thanks to Chad "BTB" Steele for this contribution!

```

‡====‡====‡====‡====‡====‡====‡====‡====‡====‡====‡====‡
  III.f ----- JOLLY ROGER BAY [coins]
‡====‡====‡====‡====‡====‡====‡====‡====‡====‡====‡

```

Coin collection time is upon us once again, and you will need to select a specific Power Star to enter the course under so you can collect enough Coins for your additional Power Star. You will need to select ANY Power Star except for Plunder In The Sunken Ship as it will not allow Mario to get the Red Coins (he may be able to with the Cannon, but I leave that to you to play around with and see if it possible!).

Upon appearing, cut to the left to find a Yellow Block, so break it open for some Yellow Coins [three], then move right to enter the water. GO into the depression on the floor to find a ring of Yellow Coins [eleven], a Red Coin [thirteen] within a Clam, and then do the butterfly stroke to the left towards poles to find a ring of Coins there [twenty-one]. Mario should then dive to check the Clam near the base of one of the poles to find a Red Coin [twenty-three], then move right to another Clam hiding a Red Coin [twenty-five], and then Mario should surface to get onto the floating platform. Jump up to the high ledge hear (the Pink Bob-Omb paces here quietly) to go climb the high pole here to find a Red Coin [twenty-seven] before returning Mario to the water.

Head towards the other high grey ledge near the floating platform, use a Wall Kick or Backflip to get the five Coins [thirty-two] by the large boundary wall, and then run across the large surface to find a large switch. Upon triggering this switch, Mario will need to run across the wooden blocks that appear to collect five Coin from each of the three floating docks [forty-seven] before finally jumping to the floating ship.

```

-----|
Key      |
        |
X - Wooden Block Bridges |
-----|

```

```

      XXXXX
      XXXXX
      XXXXX
      XXXXX
      XXXXX
  ____|____|____|____|____|____|
  |   |   |   |   |   |   |
  |___|___|___|___|___|___|
XXXXXX
XXXXXX
XXXXXX

```

XXXXXX

XXXXXX

```

| | | | |
| | | | |

```

XXXXXX

XXXXXX

XXXXXX

XXXXXX

XXXXXX

```

| | | | |
| | | | |

```

XXXXXX

XXXXXX

XXXXXX

XXXXXX

XXXXXX

Once you are on the deck of the ship, be wary of the killer Crate as you grab the Red Coin [forty-nine] on the bow of the sip, and then use a Triple Jump to get onto the deckhouse of the ship to find two more Red Coins [fifty-three] before diving off the side into the wet water below. Swim to the bottom of Jolly Roger Bay to bait a Clam into opening up to allow Mario to snag the Red Coin [fifty-five] nestled within the not so shy crustacean. Now Mario will need to swim around the bottom of the Bay, looking for the entrance to the underwater cavern that you have visited before. When you do find the entrance, collect the ring of Coins [sixty-three] before finally swimming up into the cavern.

Rush through the entrance to avoid the falling pillar, cut to the right to find a Blue Coin Block, which should be Ground Stomped. Now send Mario towards the far wall to find an unreal amount of Blue Coins (six all told) to be collected for a whopping thirty Coins [ninety-three]! Now you will see three Goombas wandering around in between the unsteady pillars of stone, so bait the pillars to fall to the cave floor where they shatter before moving out to stomp the Goombas and collect the Coin that pops from each of the three [ninety-six]. Now Mario should run through the collapsing stone pillars as he heads toward the Treasure Chests near the end of the cave, and then he should turn right. Go collect the eight Coins here [one hundred four] to make a the Power Star appear, and then Mario just needs to touch it to add it into his growing collection of the Power Stars!

```

#---#---#---#---#---#---#---#---#---#---#
  III.g ----- COOL COOL MOUNTAIN [stars]
#---#---#---#---#---#---#---#---#---#---#

```

```

=====
SLIP SLIDIN' AWAY
=====

```

Hey gang! It's finally my (Zoop's) turn to do some of this walkthrough. As we start out in Cool Cool Mountain, you will notice a red coin atop a tree, as well as a line of coins leading down into the chimney of the building in back of you. This is where the fun begins. Take Mario to the building, and jump up on top of it. Slip-slide into the chimney by

One of my most hated missions revolves around saving the face of a poor little penguin that will not shut the hell up. Lovely, we get stuck with jobs like saving baby penguins while characters like Samus get to blow Ridley away, or characters like Link battle with big evil things using only a wooden sword. Meanwhile, Mario is BABYSITTING! GAH!!!

NOTE: There is a fake baby penguin on top of the highest rooftop after the slide in the first mission. This is NOT the baby penguin you want. This is just a simple reminder of avoiding this one. If you take it to the mother, she will simply say: "That's not my baby! She looks nothing like me! Her parents must be worried sick!"

Start out on your adventures in babysitting (pun) by jumping onto the roof of the house in back yet again, but do not enter the chimney. Instead, jump onto the chimney, and up to the snowy platform above. You will notice a baby penguin that cries, and cries, and cries, and will NOT SHUT UP!!! Pick him up to hear him cry without warning for minutes upon minutes... or hours, for that matter.

With the baby penguin in hand, go to the left. From here, take the icy slide that is ahead on the left (yes, further). Holding onto the baby penguin, slide down the icy path, and you will hit a rump that will send you flying backwards on another path. Ouch. Must be cold on Mario's ass. Once you have stopped sliding, hop up off of your butt.

From here, go to the right (straight) and you will notice a wooden bridge off to the left. You will also notice a gigantic snowman head, but you can ignore it for now. You will eventually reach the bridge (to go faster, jump in the air towards the direction you wish to go). Sadly, there are a couple (2) of Bouncing Snowmen in the region that will bounce six times to/away from where you are. Time your very slow walking speed perfectly, and zoom (or slug) right past them. If you get hit, just pick up the baby penguin again.

Once you are on the other side of the wooden bridge, continue moving forwards, and you will walk down a wooden ramp. From here, you can take a very easy short-cut by sliding down to the right, and Mario should land straight on his butt and bounce a few times. If you do not, make your way along the wooden slope and ignore the tough enemies, as you DO have a baby penguin in your arms. Now, backtrack downwards on the screen, and you will reach a momma penguin. Give the baby to her in exchange for the second Star in this stage!

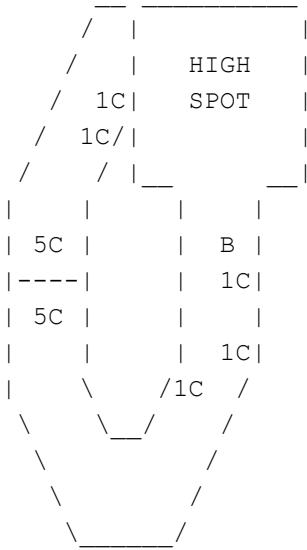
=====
BIG PENGUIN RACE
=====

The Big Penguin race is one of the few things in the game that looks as if it will give you a rough time, yet it doesn't, really. To reach this area, start out by jumping on top of the roof of the building in back of you, and climbing up to the chimney yet again. You know the drill; jump into the chimney. Here's that ASCII art again from Brian, in case you missed it last time...

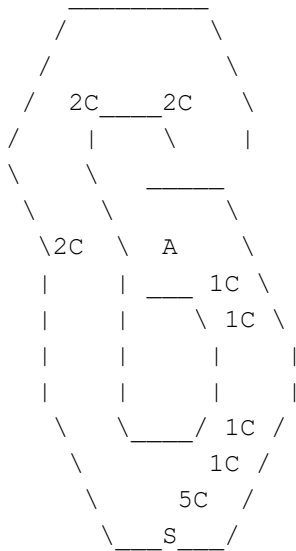
| | |
|----------------------|--|
| Key | |
| xxxx - Finish Line | |
| 1-UP - 1-Up Mushroom | |

B - Blue Coin |
 #C - Coin Group Numbers |
 ---- - Drop In The Track |
 S - Secret Passage |
 _____ |

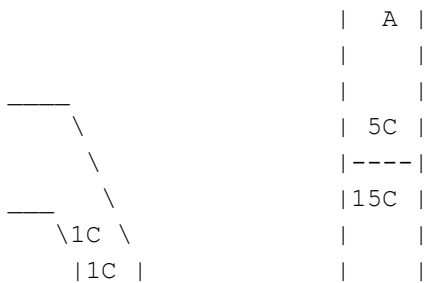
o-----o
 | Phase One |
 o-----o

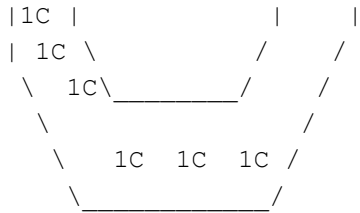


o-----o
 | Phase Two |
 o-----o



o-----o
 | Phase Three |
 o-----o

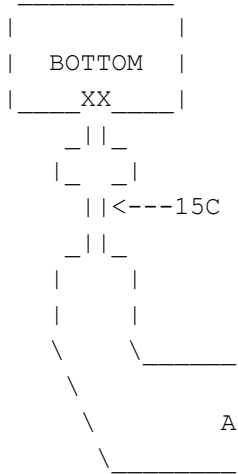




```

o-----o
| Phase Four |
o-----o

```



Walk over towards the icy path again, and this time, you will be greeted by a fairly large penguin that will want to race you down the icy slopes. Agree to accept his challenge, and run towards the slopes. Jump into the air, and dive on your stomach to quickly get ahead of the big penguin. Go woady!

After the first jump, he will regain control over the race. You will soon enter a cave-like tunnel, so be sure to avoid the short-cut that leads into the wall (avoid where the line of coins lead, basically), and continue racing. Remember to move as fast as you can through the race, holding up the entire time to pick up speed.

You will soon take the lead yet again, as the icy paths slope down more. From here, remember to take very sharp turns whenever you encounter them. Yet again, soon after this, you will lose the lead on another nasty bump, which the big penguin will again jump over. As you enter the second cave, you will have to deal with grabbing the lead from him, which isn't hard, but you have to dodge his big butt, as well as watch your sides for the ice cube path towards the end. If you passed him up, you will talk, and he will give you a Star for being the better racer. Congratulations!

```

=====
FROSTY SLIDE FOR EIGHT RED COINS
=====

```

- ```

=====
[] ----- On top of the tree at the start of the stage
=====
[] ----- At the bend of the bottom of the slide, to the left
=====

```

- [ ] ----- At the top of the ski lift, right of Snowman's Head  
=====
- [ ] --- Ledge of the broken bridge across the Bouncing Snowmen's bridge  
=====
- [ ] ----- Near Mama Penguin, over small bridge to the right  
=====
- [ ] ----- On top of tree right near Mama Penguin  
=====
- [ ] ----- Passed bridge area where five was, on ledge to the left  
=====
- [ ] ----- Beyond the second fenced area on the slopes, to the right,  
behind block of ice-----  
=====

After you re-enter the Cool Cool Mountain stage, you will be presented with the lovely fact that you must collect the eight Red Coins now. Oh, joyous occasion. =P Hmm... But wherever could they be? Well, you can easily find the first one to the left, and on top of the snowy tree standing right there. Just simply climb up the tree by jumping onto it, and holding up on the Control Stick. But you probably already knew that one.

Now that you have collected your very first Red Coin in the Cool Cool Mountains, you can walk over to the left a little bit further, and fall into the slopes that lie there. Make your turns to the right, without falling off of the slopes, and you will soon reach the area where you get sprung backwards to the other slope. Once you have landed safely, begin walking straight, and look over to the left to notice a Red Coin [two]. Take it, quickly, before the evil vulture swoops down and grabs it! Okay, I'm kidding, no vulture takes it away. Fooled you, though... oh... I didn't...? Damn...

From here, go over to the right and slowly drop down onto the lower platform. Do not attempt to perform this very quickly, so you can slide completely off of the lower platform, and fall to your doom, which is not a pretty sight (Fat Italian plumber guts splattered on the beautiful snowy mountains. See my point?). Backtrack once you are down here, and double jump once you reach the exclamation point crate to break it open, and reveal a 1-Up Mushroom chase it down to collect it.

Backtrack once again through this path down below, and you will soon notice Flower Spinner enemy that will moving around the area. Simply spring through the air with a dive to knock him out, and reveal three regular coins to collect. Keep on moving forward after you have destroyed the Flower Spinner, and you will see a path where you can go to the left, or to the right. Choose to go to the right, and drop down slightly to collect a Red Coin [three].

From here, jump up and over to the left, upper platform. Yes, yet again you must jump to the next tier of the platforms to the left. Now that the jumping is finished, time to cross the wooden bridge with the Bouncing Snowmen to the right. Do not fear, however, as they are not THAT tough to get by without the baby penguin this time.

After you have carefully crossed the bridge, you can now walk forward, and jump over to the higher platform to the left. You will notice a Red Coin [four] straight ahead, so walk forward and take it from the ledge of the broken bridge. Jump down from the very ledge, and you will likely get stuck inside of the snow. Move the Control Stick to get out, and



avoid the Snowball Blaster. Head down, and destroy the Flower Spinner.

Once this is done, simply jump off to the right (if Mario is facing a wall). You will, once again, likely land in snow, so jump out of it once you have made a landing. You will likely now notice a Red Coin [five] in the background, over a wooden bridge. If you do not see this, face the mama penguin and look to the right. Go over and cross the bridge to reach the Red Coin [still five].

Afterwards, backtrack to where the mama penguin was located, and you will easily notice that in the background and to the left, there is another Red Coin [six] up on the top of a tree. Climb up the tree, and jump off to obtain the sixth Red Coin in this area.

Remember where the fifth Red Coin was? Go back towards that area, passed the mama penguin, but do not cross over that bridge again, as that is not where it is located at. Keep walking, way passed the bridge area, and on the very ledge of the entire stage, you will notice a Red Coin [seven] to the left. VERY CAREFULLY walk over to it, tip-toeing, and collect it.

With this completed, head backwards to where the bridge was where Red Coin number five was resting. You will notice that another bridge is attached to this tiny platform to the right, so closely walk towards the very ledge of the broken bridge, and Mario will suddenly warp back to the start of the stage! Whee!

As you probably guessed, the very last Red Coin is the hardest to obtain, and you will likely face death before you receive it from the Gods that be. Regardless, let us try to grab it before death grabs us, shall we?

Go over to the far left, and once again enter the icy slopes that we crossed through a while ago. As we begin zooming down at full speed, we will pass an area with fencing up along the left side. Begin slowing down, and once you pass a second area with fencing on both sides this time, jump off to the right (past the fencing).

Quickly fix your camera angle! Now, jump up from sliding before you slide completely off of the platform that we have worked so hard to reach. Now that we are on solid grounds, walk over to the exclamation point crate floating in the air, and bop it upside the... uh... bottom of it? A 1-Up Mushroom will roam freely after this. Now, walk over to the right and collect Red Coin number eight behind the block of ice to complete the fold.

Getting the Star requires more trickiness. You will have to manage to reach the top of the stage yet again, and you can do this by simply running off on the far ledge near where you collected the last Red Coin in the stage. You should land in the snow near the mama penguin, so go back to the broken bridge and take the warp back up.

Once you are back up, it is slope time once again! Head over to the far left, and jump into the slope. You can do 90 miles per hour until you get to the second fenced area, where you had to jump off to reach the last Red Coin. But do not jump anyplace! Just follow the path down, and slow down as you go. There will be a ledge to the right, which you HAVE to jump onto. This may take a few tries, but don't give up! Once up here, walk over to the left and collect the Star! As Mario says, "Yippiiieee!!!"

=====  
SNOWMAN's LOST HIS HEAD  
=====

This is one of the more memorable missions in this stage to complete, and one of the two that pops into my mind as soon as I think of this stage (the other being the old "Crying Baby Penguin" gag, as Lord only knows how much I despise that mission, but you could probably see my angst, as well, in my walkthrough for the mission). So let us get started, shall we?

We can start out by going over to the left, and jumping on top of the building that leads to the icy slide down below, but do not jump down. From the chimney top, jump over towards the background, and land where the crying baby penguin is. Head over to the left, and you will soon notice that there is a big ass snowman's body lying here!

Once you get up the courage to walk over to the snowman's body, it will begin to speak to you. You will be prompted to race the snowman's body down the steep icy slopes that rest straight ahead of this area! Start off by running forward, and jumping into the air. From here, launch yourself forward to gain an extra bit of speed, and dodge that swift corner while you are at it.

While you are sliding at full speed, with the snowman's body slightly behind you, make sure that you do not bump too much while making your turns down the icy slopes, as they will hamper your speed greatly, and force the snowman's body to not only pass you up, but hit you, as well, which will take down a slight bit of health against your favor. Ouchies. Hey, remember that spray "No More Ouchies" when we were kids? That stuff really worked, didn't it?

Anyways, make your turn swiftly to avoid a big bump and crash at the fenced-in area of the icy slopes, and once again, turn right a bit to make the turn around the rock mountain. You will soon slide downwards a lot faster, hitting the huge bump that rests at the bottom, and be forced backwards the other way. Boy, this game will make you dizzy, eh?

Once you have reached the very bottom of the icy slopes, you will have to continue sliding across the snow until you feel as if you would walk faster than you are sliding. Follow the path as fast as you can to the left, where the snowman's head rests on the dry platform. From here, get in front of its face, and it will speak to you. Stand near the back of it, and wait for the snowman's body to crash into it. Once this is completed, go over and speak with the fully-assembled snowman to receive a Star. Woo!

=====  
WALL KICKS WILL WORK  
=====

One of the more annoying missions in the earlier part of the game lies in the "Wall Kicks Will Work" mission. When I was a kid (well, it was only 8 years ago, so I wasn't 4 or anything), I had no help on this mission, and I did not know what in the hell to do on it. So see, you're lucky to have such a wonderful FAQ/Walkthrough for you to read, and enjoy thoroughly! WARNING: Long rant ahead. For walkthrough, see next

paragraph! Back in my day, finding FAQs weren't easy, I say! All we had were those elitist kids at the arcades, and if you touched their Mortal Kombat 3 moves lists that they had printed out, they would break your arm and steal your quarters! And if you threw them too many times with Nightwolf, they would smash your hands! We were a rough gang, I tell ya! You kids and your Dance Dance Revolution arcade games, where you praise each other directly after your opponent misses 42 steps in a row! THAT AIN'T ARCADE GAMING! Back in my day, you got your ass kicked in Killer Instinct, and you took it like a man! And you only praised another gamer when he killed a skilled gamer in a flawless victory, not a newbie with two health points left! Gah!

-----  
Option 1  
-----

We will take a short-cut compared to the long way... Starting off on the stage, go over to the left slightly, and jump onto the very top of the chimney in the background. From here, you can walk towards the background, and jump up. Once you have reached the top, softly walk over to the left, and jump off to the area where the snowman's body was resting.

From here, you will notice that there is a Flower Spinner in the area. You can jump onto the top of its head, which will send you high into the air, and slowly spinning down, as if you were gliding. Very quickly, you will have to begin gliding over to the left. You will go past the wooden slopes, and notice the wooden bridge that goes over the deep, endless pit of nothing down below.

Begin gliding over towards the wooden bridge (which is ever-so wobbly), and you can either head straight for the area where the tree is in the background for a super short-cut, or drop down very slowly and ever-so softly (hey, I used ever so twice in one paragraph) to the lone island that is floating there with the Pink Bob-Omb on it. Talk to him, and he will release the locks on the cannon to the right of the island. Now, jump off to the right, and the wind will carry you over to solid grounds.

Once here, quickly jump inside of the cannon, and aim over towards the tree that is to the right and down. To aim correctly, place all of the four censors (arrows) above the tree, and into the rock mountain's ceiling. Press the jump button to release yourself, and you should land on the ground safely.

Once over here, walk forward, and you will soon find a lot of two Flower Spinners on the catwalk that you must cross. To get by them, just simply give them a few punches to the face. That'll teach'em! Once you have gotten past this area, adjust your camera angle, and you will soon notice a huge gap that is straight ahead. To make it across this gap, you will have to perform a long jump (Whilst running, hold the Z trigger and press the Jump Button).

Now that you have managed to make it across the long platform, you will notice a heart spinner, in case you take damage. If you do take damage, just walk into this to heal yourself (but Brian Sulpher probably already told you that). Charge towards the right of the heart container spinner, and you will soon confront a wall. Jump into the air, and right as you hit the wall, press the Jump Button yet again to perform a wall kick.

After the wall kick, you will have landed on the next platform. Get prepared to perform this move yet again, only on a little less "solid ground" than the last time. Run to the left, and double jump (Jump + Jump again once you land) off of the very ledge to the far left, and wall kick again to reach the next platform layer to the right.

This is the final layer, so be extremely careful on this one. Walk very carefully towards the right, as you will walk over an icy ledge (sort of like the one at the very end of the icy slide race earlier). I suggest adjusting the camera angle here, that way you are extremely cautious. At the end of the icy catwalk, you can collect the Star at the center of the ice block. Nice work.

-----  
Option 2  
-----

From the start, head over to towards the left, and quickly head down the icy slopes. Once again, you will have to round the corners to reach the very bottom area, including the two fenced areas, and the long slide down, only to turn around and zoom back the other way in a new direction. As always, this is highly annoying just because we have done it so many times before.

Still sliding once you have made it all the way to the bottom, slide right past the fully-assembled snowman from an earlier mission, and jump up from sliding to cross over the wooden bridge with the two bouncing snowmen that will likely try to knock you down as you make your way across. Once you have made your way across the bridge, it is time for some fun.

Jump off to the right. Don't worry, you will likely land in the snow, which does not damage you in the slightest. After you pull yourself out of the depths of the snow, walk backwards to the ski lift, and hop on. Situate the camera angle to where it is looking towards the right, and hop off very slightly once you reach the island. Talk with the Pink Bob-Omb to activate the Cannons in the stage. Jump off to the right, and the wind will carry you over to safe grounds.

Once here, quickly jump inside of the cannon, and aim over towards the tree that is to the right and down. To aim correctly, place all of the four censors (arrows) above the tree, and into the rock mountain's ceiling. Press the jump button to release yourself, and you should land on the ground safely.

Once over here, walk forward, and you will soon find a lot of two Flower Spinners on the catwalk that you must cross. To get by them, just simply give them a few punches to the face. That'll teach'em! Once you have gotten past this area, adjust your camera angle, and you will soon notice a huge gap that is straight ahead. To make it across this gap, you will have to perform a long jump (Whilst running, hold the Z trigger and press the Jump Button).

Now that you have managed to make it across the long platform, you will notice a heart spinner, in case you take damage. If you do take damage, just walk into this to heal yourself (but Brian Sulpher probably already told you that). Charge towards the right of the heart container spinner, and you will soon confront a wall. Jump into the air, and right as you hit the wall, press the Jump Button yet again to perform a wall kick.

After the wall kick, you will have landed on the next platform. Get prepared to perform this move yet again, only on a little less "solid ground" than the last time. Run to the left, and double jump (Jump + Jump again once you land) off of the very ledge to the far left, and wall kick again to reach the next platform layer to the right.

This is the final layer, so be extremely careful on this one. Walk very carefully towards the right, as you will walk over an icy ledge (sort of like the one at the very end of the icy slide race earlier). I suggest adjusting the camera angle here, that way you are extremely cautious. At the end of the icy catwalk, you can collect the Star at the center of the ice block. Nice work.

-----  
Option 3  
-----

Starting off from the beginning of the stage, head backwards, and jump onto the chimney. From here, jump up to the top of the chimney, and fall inside of the chimney. You probably know the deal by now; walk over to the fairly large penguin-esque gentleman, and ask him if her would like to race down the icy slopes that reside here.

After he accepts the challenge, proceed to NOT race him, but instead take you time getting down the slide. After you hit a bump, the large penguin will take the lead. Let him have it; it might make him a jolly penguin. Who knows, right? Once you see the line of coins that run into the wall inside of the first cave area, follow them. Once you land after collecting the 1-Up Mushrooms, fall down from the high platform that you have landed on, and walk out of the door.

Now that you have exited via the doorway, walk backwards to the ski lift, and hop on. Situate the camera angle to where it is looking towards the right, and hop off very slightly once you reach the island. Talk with the Pink Bob-Omb to activate the Cannons in the stage. Jump off to the right, and the wind will carry you over to safe grounds.

Once here, quickly jump inside of the cannon, and aim over towards the tree that is to the right and down. To aim correctly, place all of the four censors (arrows) above the tree, and into the rock mountain's ceiling. Press the jump button to release yourself, and you should land on the ground safely.

Once over here, walk forward, and you will soon find a lot of two Flower Spinners on the catwalk that you must cross. To get by them, just simply give them a few punches to the face. That'll teach'em! Once you have gotten past this area, adjust your camera angle, and you will soon notice a huge gap that is straight ahead. To make it across this gap, you will have to perform a long jump (Whilst running, hold the Z trigger and press the Jump Button).

Now that you have managed to make it across the long platform, you will notice a heart spinner, in case you take damage. If you do take damage, just walk into this to heal yourself (but Brian Sulpher probably already told you that). Charge towards the right of the heart container spinner, and you will soon confront a wall. Jump into the air, and right as you hit the wall, press the Jump Button yet again to perform a wall kick.

After the wall kick, you will have landed on the next platform. Get prepared to perform this move yet again, only on a little less "solid

ground" than the last time. Run to the left, and double jump (Jump + Jump again once you land) off of the very ledge to the far left, and wall kick again to reach the next platform layer to the right.

This is the final layer, so be extremely careful on this one. Walk very carefully towards the right, as you will walk over an icy ledge (sort of like the one at the very end of the icy slide race earlier). I suggest adjusting the camera angle here, that way you are extremely cautious. At the end of the icy catwalk, you can collect the Star at the center of the ice block. Nice work.

```

#----#----#----#----#----#----#----#----#----#
 III.h ----- COOL COOL MOUNTAIN [coins]
#----#----#----#----#----#----#----#----#----#

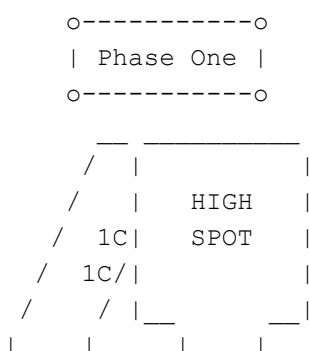
```

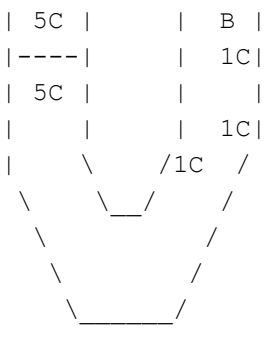
Whew, finally done with that stage walkthrough to get the Stars. I forgot how much I absolutely adore this game! Select the sixth objective, and go for it! We will have to collect at least 100 coins in this stage to complete the seventh Star on Cool Cool Mountain. There are a total of 154 coins in the stage, so it should not be too hard. I will list how to get all 154 coins, instead of just a simple 100. Don't worry, this is a simple stage for this stuff.

Start out by walking over to the left, and jumping onto the tree. Climb up, and collect the Red Coin, which is worth two coins [two]. From here, jump on top of the building in the background, and climb up. Jump into the chimney, collecting all of the coins on the way down [seven] into the chimney.

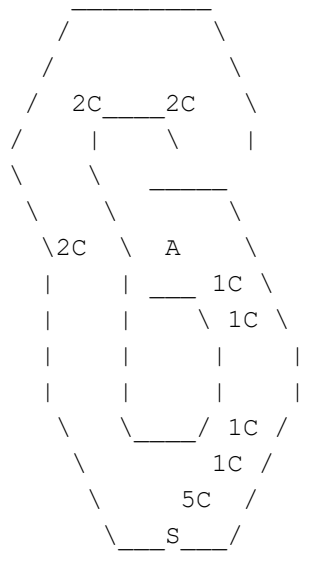
You will have to perform the slide task yet again, and this time, it will be highly irritating, more so than ever before. Here is some ASCII maps from Brian...

| Key  |                      |
|------|----------------------|
| xxxx | - Finish Line        |
| 1-UP | - 1-Up Mushroom      |
| B    | - Blue Coin          |
| #C   | - Coin Group Numbers |
| ---- | - Drop In The Track  |
| S    | - Secret Passage     |

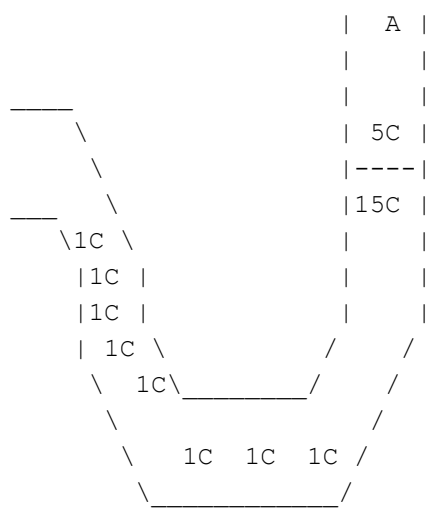




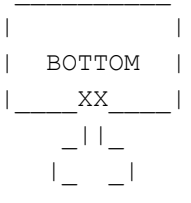
o-----o  
| Phase Two |  
o-----o

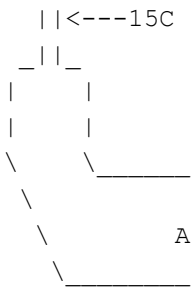


o-----o  
| Phase Three |  
o-----o



o-----o  
| Phase Four |  
o-----o





Begin sliding down, and collect the blue coin, as well as the two regular coins along the way, raising your total to fourteen. Collect the coin at the bend, and begin straightening Mario out on the slide.

In the middle of the icy slide, you will notice a line of coins where you must jump high into the air to collect them all. After this, you will have to collect a total of five coins around two bends, and the line of coins leading into the wall WITHOUT going into the hidden passage (or you can, and take the short-cut outside to reach the slide again).

There will be an upcoming string of curves, each of which has a few coins along the edge of them. Collect them all, and get prepared for a huge straight line of coins coming up. There will be a few lone coins near the center, and then five that align themselves with the edge of the curves and connect to the next curve, to boot.

Once you have collected those, you will encounter the second cave area, with a line of coins over the ice cube path. Once you are done with the slide, you should have eighty-four coins on your meter. Whee! Step outside, and if you missed any, take the teleport back up, and re-enter the slide to collect them. Otherwise, hop onto the tree on the left to collect the Red Coin [eighty-six].

Go right, and collect the Red Coin at the very edge of the stage [eighty-eight], and backtrack across the bridge to collect the third Red Coin [ninety]. Take the warp back up to the top of the stage, and jump on top of the building to the left, and climb up. Go over to the left, and destroy the Flower Spinner to collect three coins from it [ninety-three].

From here, walk off to the side and collect a small row of coins that are aligned here [ninety-eight]. Go down the icy slopes extremely slow, and collect the coins along the way to reach 100. Collect your Star now, and continue to keep playing, if you want all 154 coins in the stage. Your total now should be one hundred and three.

Continue going down the slide and collect the coins [one hundred and eight], and jump off to the right once you reach the area where you can collect the eight red coins-Star, and simply pound the blue coin switch into the ground. Run back towards the icy slopes, collecting the two blue coins along the way [one hundred and eighteen].

Go down the slide, and collect the next line of regular coins [one hundred and twenty-three], and the lone red coin to the left [one hundred and twenty-five]. From here, drop off to the right, and destroy the Flower Spinner after luring him away from the ledge. Collect the three coins, and the lone red coin near the ski lift [one-hundred and thirty].



Hop back up, and walk across the bridge with the bouncing snowmen. Once you reach the other side, jump onto the platform to the left, and collect the Red Coin [one hundred and thirty-two] on at the end of the broken bridge. Go back to the right, and begin walking downwards. You will soon encounter a Snowman, so run around in circles until it falls over and dies. Collect the three coins from it, and proceed down a little bit. Destroy the Flower Spinner and collect the three coins from it, as well [one hundred and thirty-eight].

Once again, proceed down the wooden slopes to the left of the screen, and walk over to the ski lift. Take it up to the Pink Bob-Omb, and activate the cannons. Afterwards, jump off to the right and allow the wind to carry you to safety. Jump into the cannon after you land, and aim for the tree like we did in the sixth mission, "Wall Kicks Will Work." Aim higher above the tree to land on the tree, and begin following the path, collecting the six coins from the two Flower Spinners on the first catwalk. Your total should be at one hundred and forty-four.

After this one, follow the path, and collect the arrow set of coins leading towards the next area, which should come out at one hundred and fifty-two. Only one more red coin to go, but this one is simple. Backtrack, and take the cannon back over to the other side by aiming at the tree. From here, backtrack to the warp, and take it up.

Now, head over to the left, and rush down the icy slopes a little bit. Once you reach the area with the two fenced in "walls," of sorts, jump off to the right and quickly adjust your camera angle. Collect the red coin to collect all one hundred and fifty-four coins in this stage! Congratulations, you are finished with Cool Cool Mountain! Just simply jump off towards the right, and land near the wooden bridge, and jump off again to the warp. Race the penguin to collect an easy Star, and make your exit.

```
‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡
BOW.1 ----- BOWSER IN THE DARK WORLD
‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡
```

```
=====
QUICK PASSAGE
=====
```

Head down the slope here to cross the gap, courtesy of the plank (or just Long Jump instead) to find a flamethrower burning the air above the path. Wait for the flames to subside before heading down the slope to get onto the moving platforms, and ride across the gap. Now run up the slope ahead, stopping just short of the flat portion ahead to allow the flamethrower to stop before going to the next slope to beat Mario's feet up to the top of the structure.

You will need to get onto the ferris wheel set of platforms here, riding the structure to the far side to find three Goombas guarding a Yellow Block, which contains a 1-Up Mushroom. Now Mario will need to venture across a small bridge that leads to a twisty path where Amps will circle small crystal formations. You will run up this slope, either jumping/running around the crystals, and try to steer clear of the hovering Amps electrical charge.

Now Mario needs to wait for the yellow platform to ahead to extend out so he can set foot onto it, followed by going across it as it retracts to get onto the solid grey platform with the Yellow Block (Coins). Now Mario should use a small jump to go to the platform below (if you jump too short or just walk off, Mario will grab the grey platform, wasting valuable time for crossing the gap ahead with the moving platform fully extended), and he should quickly hop across to the next platform to wait for a moving platform to present itself so he can ride it and gain a ride on another moving platform.

Once Mario arrives at the solid platform, take care of the Goomba before turning the camera to get a good view of the wobble boards. Mario will need to jump to these things, using his weight to tip them so that the needed height will be met so he can get to the next wobble board. However, if he does tip it too far, he will be unable to get up to the next wobble board because his slope is too much for him to run up. Once Mario is across these two, fight the two Goombas before climbing the platforms leading to the higher area. Trip the switch here, causing the slope to become stairs, and then quickly head up the steps before the switch timer runs out to find a pipe for Mario to head down.

Bowser will stomp into sight, threatening, bellowing, belching flames, and all that usual jazz he does so well. Bowser has more than a few attacks to unleash on Mario, so be wary. Bowser will use a Ground Stomp, which is when he jumps through the air to land rather hard (if Mario is close enough and touching the ground, he will lose 3 pieces of his Power Meter, so jump when you see it coming). Bowser will also stand in one place and start spewing flames everywhere, which can not only be easily avoided, but it will also produce some Coins for Mario to collect (these can be used to replenish a damaged Power Meter).

Mario has two parts to taking Bowser down. Mario's first job is to get behind Bowser to grab his tail, and this is usually easiest when Bowser has started to spew flames everywhere. So you should bait him into attacking with the fire, and then quickly running around behind him to grab his tail. You can do this without him being standing still, but it is far easier through the first method. Now that Mario has Bowser by the tail (literally!), he must rotate the Analog Stick repeatedly (clockwise or counter-clockwise) to get Bowser turning around in big circles. Once Bowser is rotating at a fairly good speed, Mario is now ready to throw Bowser at the bombs that are positioned around the platform. Use your camera controls to get a bomb on-screen (pick one that is close enough), and then let Bowser fly as he is lined up to hit the Bomb. Once you are successful, Bowser will taunt you before disappearing, but not without surrendering a Big Key, which opens the way to the basement of the castle!

=====  
RED COIN PASSAGE  
=====

=====  
[ ] ----- Trip the switch and go out on wooden block near the first flamethrower  
=====  
[ ] ----- Trip the switch and head back to start to use wooden blocks  
=====

- [ ] ----- Hiding behind a crystal on a slope with an Amp guarding  
=====
- [ ] ----- The second side of the moving yellow platform  
=====
- [ ] -- Floating by the moving platforms past the moving yellow platform  
=====
- [ ] --- After the dual set of moving platforms, go across narrow bridge  
=====
- [ ] ----- Look above the wobble boards  
=====
- [ ] ----- Look to the side of the wobble boards  
=====

Head down the slope here to cross the gap, courtesy of the plank (or just Long Jump instead) to find a flamethrower burning the air above the path. Wait for the flames to subside before tripping the switch here and turning right to quickly grab the Red Coin [one] courtesy of the wooden block that appeared before jumping back to the solid platform (away from the flames). Now run back to the start quickly to go out on the wooden blocks to get the Red Coin [two] and then return to solid ground quickly. Just note that the time for collecting these two red Coins may prove to be too tough to do on one timer, so you may wish to collect one, wait for the timer to run out, and then re-start it to get the second one.

Head down the slope here to cross the gap, courtesy of the plank (or just Long Jump instead) to find a flamethrower burning the air above the path. Wait for the flames to subside before heading down the slope to get onto the moving platforms, and ride across the gap. Now run up the slope ahead, stopping just short of the flat portion ahead to allow the flamethrower to stop before going to the next slope to beat Mario's feet up to the top of the structure.

You will need to get onto the ferris wheel set of platforms here, riding the structure to the far side to find three Goombas guarding a Yellow Block, which contains a 1-Up Mushroom. Now Mario will need to venture across a small bridge that leads to a twisty path where Amps will circle small crystal formations. You will run up this slope, either jumping/running around the crystals, trying to steer clear of the hovering Amps electrical charge, and be sure to grab the Red Coin.

Now Mario needs to wait for the yellow platform to ahead to extend out so he can set foot onto it, followed by going across it as it retracts to get onto the solid grey platform with the Yellow Block (Coins). Now Mario should edge forward till he hangs on the edge of the platform and then drop down to get the Red Coin [four] while the yellow platform is extended before hopping back to the grey platform to be safe. Now use a small jump to go to the platform below (if you jump too short or just walk off, Mario will grab the grey platform, wasting valuable time for crossing the gap ahead with the moving platform fully extended), and he should quickly hop across to the next platform to wait for a moving platform to present itself so he can ride it to get the Red Coin [five] hovering in the one corner before hopping to a moving platform in the next set of moving platforms to gain a ride to the far side.

Once Mario arrives at the solid platform, take care of the Goomba before turning to the right to go across the narrow bridge here to deal with a circling Amp as some Coins, a red Coin [six], and a yellow block containing a 1-Up Mushroom present themselves. Now retrace your steps

back to the platform you came from, continuing in the same direction to find the wobble boards. Mario will need to jump to these things, using his weight to tip them so that the needed height will be met so he can get to the next wobble board. However, if he does tip it too far, he will be unable to get up to the next wobble board because his slope is too much for him to run up. Mario's goal here is to get onto the second wobble board, move to the far side, and then tip the wobble board so Mario can run up it to jump to the ledge above (between the two wobble boards).

Once Mario is on this ledge, grab the 1-Up Mushroom before using a Long Jump to the next ledge to find a Red Coin [seven]. Now Mario should Long Jump across the two high ledges here, followed by dropping down to the ledge below (line up using the support column for your ledge) to get a Red Coin [eight], making the Power Star appear near the pipe to Bowser! Now Mario needs to fight the two Goombas before climbing the platforms leading to the higher area. Trip the switch here, causing the slope to become stairs, and then quickly head up the steps before the switch timer runs out to grab the Power Star! Now head down the pipe to take on the King of Bad (no, not THAT guy!) himself.

Bowser will stomp into sight, threatening, bellowing, belching flames, and all that usual jazz he does so well. Bowser has more than a few attacks to unleash on Mario, so be wary. Bowser will use a Ground Stomp, which is when he jumps through the air to land rather hard (if Mario is close enough and touching the ground, he will lose 3 pieces of his Power Meter, so jump when you see it coming). Bowser will also stand in one place and start spewing flames everywhere, which can not only be easily avoided, but it will also produce some Coins for Mario to collect (these can be used to replenish a damaged Power Meter).

Mario has two parts to taking Bowser down. Mario's first job is to get behind Bowser to grab his tail, and this is usually easiest when Bowser has started to spew flames everywhere. So you should bait him into attacking with the fire, and then quickly running around behind him to grab his tail. You can do this without him being standing still, but it is far easier through the first method. Now that Mario has Bowser by the tail (literally!), he must rotate the Analog Stick repeatedly (clockwise or counter-clockwise) to get Bowser turning around in big circles. Once Bowser is rotating at a fairly good speed, Mario is now ready to throw Bowser at the bombs that are positioned around the platform. Use your camera controls to get a bomb on-screen (pick one that is close enough), and then let Bowser fly as he is lined up to hit the Bomb. Once you are successful, Bowser will taunt you before disappearing, but not without surrendering a Big Key, which opens the way to the basement of the castle!

```
#+---+#+---+#+---+#+---+#+---+#+---+#+---+#+---+#+---+
 CAP.2 ----- VANISH CAP SWITCH COURSE
#+---+#+---+#+---+#+---+#+---+#+---+#+---+#+---+#+---+
```

```
=====
VANISH CAP SWITCH COURSE
=====
```

```

=====
[] ----- See ASCII Chart
=====
[] ----- See ASCII Chart
=====
[] ----- See ASCII Chart
=====
[] ----- First moving platform set, very top
=====
[] ----- On the teeter-totter in the middle of the stage
=====
[] ----- On third set of moving platforms, high in the air
=====
[] ----- Near blue switch
=====

```

Ahhhh, another good old cap in the trinity. Okay, to reach the Vanish Cap Switch Course, you will need to have defeated the first Bowser, and have at least eight Power Stars to your good name. Now that we have the basics out of the way, let us get to the good stuff, shall we?

Start out by running into the main hall of the castle from the outside starting point. From here, on the first floor, you will notice that there are two different wooden doors on each side of the main staircase, but they will both lead to the same exact area. Enter one of the two, and then drop down to the stairway off to the side.

Begin descending the stairway, and once you have reached the bottom of the stairs, go through the door with the big keyhole on the front of it. After this, you will notice that there is a dark hall to the right. Go through the winding hall until you eventually reach a door. Go through the door to reach the next dimly lit corridor.

Once inside of this area, you can go to the right at the starting fork in the path, and take it to the right yet again once this path ends. You will notice a regular old wooden door that is to the right yet again. Starting to sound redundant, eh? Go through this door, and you will notice some water that is filled inside of a pool.

Jump right in, and swim through to the other side. Once you have reached this side, jump out on the left side, and jump over to the first pillar in the water. Perform a ground pound (Jump button + Z trigger) to lower it. Now, jump over to the second pillar in the water, and perform another ground pound onto it. This will lower the water in the moat.

Fall down, and take a step outside via the steel door straight ahead. Trail over towards the right, and you will soon find an empty hole in the ground that is far from where you exited the "moat deflating" room from. Fall into this hole to begin the Vanish Cap Switch Course.

As you begin the switch course, you will be greeted with an introduction screen that I dunno what the hell it says because I (Zoop) am playing the Japanese version of the game. Oh well. Instead of explaining this in a very complicated manner, I have created an ASCII map of the whole thing that I feel would be better used instead of very complicated instructions; and remember, obtaining the Red Coins are MUCH MORE IMPORTANT THAN THE 1-UP MUSHROOMS. Thank you.

-----

```


--_1_/-----

-----_2_/-----

-----_!_/-----

-----_3_/-----

-----_4_/-----
-----_5_/-----_6_/-----


```

1 = Red Coin  
2 = Red Coin  
3 = 1-Up  
4 = Red Coin  
5 = 1-Up  
6 = Red Coin  
! = Exclamation Point Block containing 1-Up

Whew. That took a lot of time. Anyways, start off by jumping off to the left, and land where the first Red Coin is. Collect it [one], and jump off to the right a slight bit to land where number 2 is on the ASCII chart. Any health that you lose from falling will soon be regained once you collect the Red Coin on this platform [two].

Jump over to the far right, and you will reach a platform that is slightly smaller in width, but longer in length, that contains an exclamation point block with a 1-Up Mushroom inside of it. After you have collected the extra life, jump back over to the left to land where number 3 is located on the ASCII chart. You can collect another extra life here.

Fall down to the right just slightly, and hug the left back a tad bit to land on the platform with the Red Coin [three]. Remember, to come to a swift stop, jump as you slide on your stomach on a flat surface. Afterwards, there is an extra life to the left that we can avoid, so jump over to the right to collect the fourth Red Coin [four, duh] instead, as we are in more of a dire need for it instead of another extra life, ya know?

Once you have reached the lower platform where the slide ends, watch out for the two Fireballers down below here, if the Vanish Cap has worn off already, which it likely has. Go over to the right of this platform, and you will soon discover a line of coins in between four Fireballers, so quickly follow the string of coins. Jump onto the wooden teeter-totter.

Stand towards the bottom side for a second or two (enough for the teeter totter to lift up so that you can reach the next platform), and quickly

double jump up to the platform. There will be a Fireballer surrounded by an Amp enemy that will spin in circles; get close, and get electrocuted. Carry onward, and jump to the next platform.

Bust open the exclamation point block to reveal some coins stashed away here. To the right, you will notice several rotating platforms that look to be a very nasty way for us to die whilst having collected four of the eight Red Coins already. In other words, you are simply going to despise the living hell out of this area, if you are slow with the controller.

Start out by jumping onto one of the two rotating platforms heavily, to the point where you will not get caught by clinging to the ledge. After this, wait until the rotating platform takes you to the highest available point on the right before it tips over, and grab the Red Coin [five] from mid-air as you land on the second wooden teeter totter in this stage.

Walk over by jumping continually, over and over again, to the right side of the teeter totter, ever-so gently, at that. Double jump to collect the next Red Coin, which is high in the air on the right side of the teeter totter [six]. After that, jump over to the higher rotating platforms to the right, but only after you have elevated the teeter totter to fit your situation.

From here, very carefully adjust yourself to leap over to the next rotating platform (not the next set, just the next one) before the one that you are on decides to flip over to the other side, which would be very bad, and send you tumbling to your death. Not good. From here, quickly jump over to the next set of rotating platforms before you have to repeat what you just completed.

Simply wait on this rotating platform until it begins to come back around. You will soon spot the shadow of the next Red Coin on the rotating platform that you are on. Double jump to collect it, and then quickly cling onto the next rotating platform to the right of where you currently are.

Quickly jump over to the solid grounds to the right. You will now see that wonderful big, blue switch. Jump on top of it to activate the Vanish Caps all across the stages and beyond. Oh so lovely! Afterwards, hit the Vanish Cap block to the left, and run towards the right, and then down to collect the last Red Coin [eight]. Adjust your camera angle, and run through the wire fences that block the Power Star with the Vanish Cap still equipped. Collect the Power Star to finish this awfully frustrating sub-stage!

```
‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡
 III.i ----- BIG BOO's HAUNT [stars]
‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡
```

To reach this stage, go to the courtyard and destroy the Big Boo from behind that is holding the stage inside of its tummy! Wheeeee!

```
=====
GO ON A GHOST HUNT
=====
```

Starting the mission off in this spooooky area, you will have to walk over to the haunted house. Upon entering, you will soon find out that you must capture five ghosts from this stage by killing them. You can easily destroy them by punching their backsides, sort of like what you did against the Big Boo that was holding the stage inside of its stomach.

Start off by searching the first door on the left. You will enter a room with a piano inside of it. Go over to the piano now. BOO! Heh heh, gets'em every time. Enough clowning around, go through the door in the background. You will enter a room with flying chairs and such, so quickly jump on the table, and put your back to the poster of the Big Boo covering his eyes.

This will provoke two of the five Boos to come out and play. As always in the Mario Brothers series, if you have your back turned away from the Boos, this will make them come out to get you. Quickly turn around once they are close enough, and jump in back of them. From here, begin punching them with your mighty fists to destroy the both of them [one and two]. See? My directions ROCK!

From here, walk outside of the room via the door in the back of the room. Afterwards, go into the door at the very back of the room, to the left. You will enter a small room with an Eyeball, as well as one of the five Boos that we are searching for! Yay! Get behind the Boo, and punch him in the ass [three]. Oww. Spin around the Mr. I to kill it, sort of like the Snowmen. Exit once this is done.

Now, go into the door to the right of the one that you have just exited. You will have to run towards the screen, and you will soon notice a bridge. Run across it very quickly, as it will begin falling as soon as you lay a foot on it. On the other side of the bridge, you will notice another Boo [four]. Get behind him, and punch him in the butt to defeat him.

Walk through the door that is right next to you will soon notice a small catwalk across the screen, leading to another platform, where a Boo rests [five]. Jump over the gap, and quickly turn around. Give the Boo an ass punch to defeat it, and seal the poor fate of the Boo clan. Jump over to the next platform, across the gap, and exit the door.

Oh no! It's a boss fight! It is Bigger Boo! AHHHH!!!! This boss fight is actually pretty simple. Starting out the fight, position yourself with your back facing the Bigger Boo enemy to provoke him into attack mode. After this, he will begin gliding towards you like you were a four year old and he was Michael Jackson doing the moonwalk. Scary.

What you will have to do now is run around to the back of him, and dive into his butt. No, this is not as dirty as it sounds. He will begin shrinking in size with every hit. After this hit, simply turn your back to the Bigger Boo yet again, and await for him to come at you. Once he does, make another run-around, and dive straight into his backside.

On the third try, you will have to run more towards the center of the stage, and turn your back to the Bigger Boo yet again. He will begin zooming towards you at a very fast pace, so watch out. Run around the poor Bigger Boo, and dive straight into his buttocks. Boy, that's a funny word. This will destroy Bigger Boo. Go towards the center of the screen, and a staircase will raise. Climb up and grab your Power Star!



=====  
RIDE BIG BOO'S MERRY GO ROUND  
=====

As we start off, get prepared to encounter something more horrifying than an Alfred Hitchcock film; no, it's not Brian's mom, it is the "carnival" area of Big Boo's Haunt! Start off by running over to the left. Walk inside of the door over here, towards the left AFTER you go left. Sounds confusing, I know, but just trust me on this.

Once inside, you will find a Mr. I sitting there, waiting for you to go around in circles to kill him. So do it already. Afterwards, collect the blue coin that comes out, and walk onto the elevator straight ahead. Once you have taken a step onto the red elevator, it will begin going down. Once you have reached the lower level, step off of the red elevator.

You will be in a water-filled corridor, where the water itself reaches around to Mario's kneecaps. Begin walking, and the sound of circus music will fill the area. Yanno, I actually have a friend who was petrified of this area, due to his fear of clowns. Anyways, continue walking down the corridor, and you will soon discover a door on the left. Enter it.

This area seriously looks like something out of the "dark world" of the Silent Hill series, doesn't it? All we need are some of those deformed creatures that move all disturbingly-like. Anyways, walk straight through to the next door. Open it, and go through. Now it looks like a Resident Evil corridor! Who knew? Run along to the left, as to the right is a dead end.

Once you have reached solid, dry ground to the right of the left (more confusing lingo), begin walking to follow the path. Enter the door on the right to reach the merry-go-round area that the name of the mission suggests. First off, you will find two Boos in this direct area, so kill them both, and slowly follow the circular pattern of the merry-go-round.

It is here that you will find yet another Boo in this area, so run in back of him, or jump over his head, and punch him in the butt. Make your way around, and more Boos will come out of the portraits. Around six in total, if I counted correctly. Finally, a Big Boo will come out of the portrait, and will want to do battle!

What you will have to do now is run around to the back of him, and dive into his butt. No, this is not as dirty as it sounds. He will begin shrinking in size with every hit. After this hit, simply turn your back to the Bigger Boo yet again, and await for him to come at you. Once he does, make another run-around, and dive straight into his backside. Be sure to watch out for those random flamethrowers that show up during this boss battle with Bigger Boo.

On the third try, you will have to run more towards the center of the stage, and turn your back to the Bigger Boo yet again. He will begin zooming towards you at a very fast pace, so watch out. Run around the poor Bigger Boo, and dive straight into his buttocks. Boy, that's a funny word. This will destroy Bigger Boo. This is a bit of a harder battle compared to the one in the mansion, as you will have to work around the merry-go-round and such. After the battle, a Power Star will appear near the doorway. Collect it to complete the mission objective!

=====

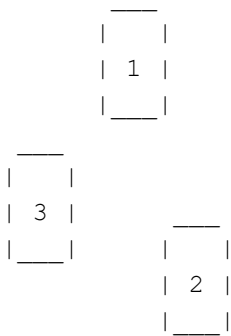
SECRET OF THE HAUNTED BOOKS

=====

Ooooooh, this is one of my (Zoop's) favorite missions in the game, and I have no clue as to why! Anyways, you can start off by walking straight, and into the mansion via the door. From here, walk towards the big staircase at the middle of the large room, and begin climbing up the very large stairs that rest here.

Once up on top of them all, head over towards the first door that you can possibly encounter on the left side of the wall, and you will now be inside of the mansion's spooky, tiny-corridorred (I know that is not a word, thank you very muchly, which is also not a word) library. As you make your way around this tiny library, books will begin flying off of the shelves, in an attempt to damage Mario! Big meanies!

After you have rounded the corner, you will soon reach a set of three books at the dead end on this side. These three books are sticking out from the rest, so you know that SOMETHING is up here. What you will have to do is push them in, in the correct order. Obviously, this is not too hard to figure out on your own, however, if you get one wrong, you will have to face the music of getting hit in the face with a book from the right side. Here is an ASCII map of the order to press them in...



You can press the books in by simply jumping onto them, or butting them with your head as you jump. After you have solved the book-pushing puzzle, the bookshelf will move off to the side, revealing a few steps, as well as a door. Go up the stairs, and through the doorway. Now you can simply jump into the air and collect the Power Star that lies on the balcony! Here we gooo!

=====

SEEK THE 8 RED COINS

=====

- ```

=====
[ ] ----- Underneath the Mad Piano
=====
[ ] ----- Top of bookcase on the left in room next to Mad Piano
=====
[ ] ----- Top of bookcase on the right in room next to Mad Piano
=====
[ ] ----- In room on 1F with two catwalks and Boo, on middle platform
=====
[ ] ----- In back of room with wire-frame flooring, 2F
=====

```

```
=====
[ ] ----- Inside of Coffin Room
=====
[ ] ----- Inside of Coffin Room
=====
[ ] ----- On teeter-totter, 2F
=====
```

This is one of the few really easy eight Red Coin missions in the game, due to the several different atmospheres in the stage compared to your normal, bland "mix" of uninspired bullcrap that a few of the stages carry instead of fun environments like these, I say! In case you could not tell, I am a huge fanboy for Big Boo's Haunt!

Start off by walking over to the front door of the mansion, and going inside. Once you are inside of the mansion, walk over towards the left, and go inside of the first door on the bottom. This will be in the Mad Piano room. Walk over to the Mad Piano to awaken it, and then lure it out of the way, towards the back of the room. Once you have done this, you will notice that a Red Coin [one] rests where the Piano used to, so run over and take it.

After you have collected the first Red Coin underneath the Piano, run into the room that is next to this one via the door towards the left. Upon entering, you will have to avoid two Flying Furniture pieces. Soon after this, jump onto the table, and lure the two Boos out from the portrait by turning your back to them. Once they have come out from their secret room, pound them both to destroy them.

Now you will notice another Red Coin on top of the bookcase to the left inside of this room, over near the doorway to exit into the main hall. As you walk over towards the bookcase, a Book of Curses will hop out of the bookshelf. To destroy it, simply get underneath it and jump, as if it were an exclamation point brick that you hit with your head. Afterwards, double jump to cling onto the bookcase, and collect the Red Coin [two].

Now, you will soon notice yet another Red Coin over on top of the bookcase to the right in this same room. You will have already killed the Book of Curses that was near it, so this Red Coin will not be a problem. Once again, double jump to cling onto the bookcase, and collect the Red Coin [three]. Now you can exit via the door straight ahead, and into the main hall.

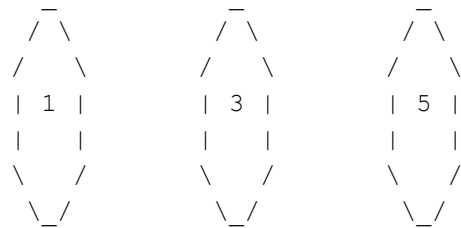
Once inside of the main hall, you can go over to the first door nearest the outside exit on the right side. Once you have managed to enter this corridor, walk along the catwalk, and you will soon notice a Red Coin in the area, only the solid platform where the Boo is resting. Quickly punch the Boo in the butt, and collect his blue coin once he dies (for a second time. get it? ghost joke?). Now collect the Red Coin here [four], and exit through the door that you came in from.

Inside of the main hall, you will now want to walk over to the very large steps, and begin jumping up them. Once atop of them, walk over to the left slightly, and go through the first door you spot against the wall (door three, from left to right). You will be inside of a room with red wiring on the floor... or ceiling, either way you look at it. There are several holes in this red wire-frame flooring, so do not fall in. Walk straight from the door, and jump across the hole to reach a Red

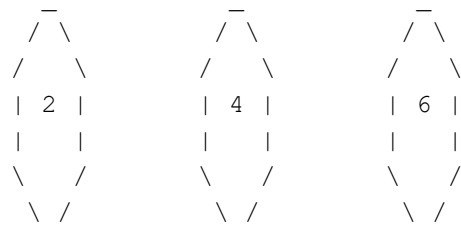
Coin [five]. After this, jump back over the way you came from, and go through the door.

On the second floor of the main hall, walk over towards the right of the staircase, and go through the door across from the one that you just came out of. Once inside, you will encounter a Mr. I enemy directly in front of Mario. Catch its attention, and run around in circles to destroy it. Collect that blue coin, if ya know what's good for ya.

Go into the room towards the back to discover a few coffins. Whee! Here is a crappy ASCII map made by me, Zoop, and not Brian, who is actually good at this sort of stuff. Here it goes...



MARIO FACING THIS WAY --->



Okay, basically, this map will tell you where the Red Coins are in this little death trap of a maze. These coffins will lift up, and reveal something, only to slam down soon after, which will obviously hurt. Coffins number 1, 4, and 5 are shut tightly, and will not lift up for you, no matter what you do. Do not stand too close to the edges of numbers 2, 3, and 6, as when they lift up, it could smash you.

Go over to coffin number 2 first, and it will lift up. Quickly run through it to collect the Red Coin [six]. After this, walk over to coffin number 3, and wait for it to rise. Once it has rose up, quickly run through where it was laying to collect the Red Coin [seven]. Now, walk over to the exit (the door you came from), as the sixth (6) coffin contains nothing underneath it.

From the main hall, you will notice that there is only one door left to search in this building, and that is the one over to the right. So go through it, silly head! Once inside of this room, walk forward, and a couple of the Book of Curses enemies will appear from the bookcases to the left of you. Bop underneath them to knock them out.

Now, walk over to the room next to you through the doorway, and you will notice a trap door that will teeter-totter back and forth, depending on which side you are currently standing on. Regardless, ignore it, and quickly charge in to grab the final Red Coin [eight]. If you happen to fall into the hole via the teeter-totter, you will land on the first floor, in the room with the catwalks.

Backtrack to the main hall from the door that you entered from (ignoring the door next to the teeter-totter), and make your way around to the other side on the second floor balcony. On the farthest left, the Power

Star will be where the shadow of it was, coming through the window. Jump up to collect it, and end the mission.

=====
BIG BOO's BALCONY
=====

You know, I always had so much trouble completing this objective when I was a youngster. I don't know why, either, but oh well. Let us get this show on the road, right? You can start out by running over to the front door of the haunted mansion, and quickly running inside through the doorway. Once inside, trot up the very large steps at the center of the room.

Once you are on the second floor of this spooky mansion, go over towards the right, and through the very last door on the second floor. Now that you are inside of this corridor, jump onto the platform in the lower right-hand corner of the screen. Ignore the Books of Curses, if you awaken them, and allow them to commit suicide into the wall, if they begin chasing you. After all, we are not going for the 100 Coins now, anyway.

From the platform, go towards the door that you came from, but stay on the platform. Look up in the direction of the door, and you will notice a hidden ledge high above. Now, turn around, facing the wall, and perform a double jump into the wall, and perform a wall kick from the wall. You cling onto the ledge of a solid "hidden" platform above. If not, try again, and remember to balance yourself out.

After you have performed the double jump wall kick, and have clung to the ledge like so, pull yourself up, and walk through the door that is straight ahead. You will be on the outside of the stage, only high, high up in the air, on the rooftops of the possessed mansion. You will soon discover a blue coin switch resting out here. Walk down before you pound it into the ground, and walk to the left to provoke a single Boo to come out. Now, give him as ass punch. Good doggie.

With the Boo eliminated, you can walk back over and pound the blue coin switch into the ground. There will be four blue coins on each side of the staircase to the right, so collect all four to amount to twenty coins. Not too shabby, and as you could probably tell, getting the 100 coins in this stage is a synch.

Now, walk up the small staircase to the right, and walk inside of the door that awaits your arrival. Once inside (or should I say outside?) you will encounter the hardest Bigger Boo of them all: The Balcony Big Boo. This one is the same exact boss as the other two were, but only a slight bit more difficult, as you will have to defeat him while you are on an extremely tiny balcony without falling all the way down, back to the haunted mansion's front door.

My suggestions for defeating this Bigger Boo are pretty complex compared to the ones I used before for the other two Bigger Boo bosses, but regardless, I am myself, so I cannot be too intelligent to give that complex of answers. ;-) Try hiding in one of the two corners near the door of the balcony with your back turned to lure the Bigger Boo in towards you.

It is now when you should take action by running towards the other

corner of the balcony. Bigger Boo will be a little bit too slow to catch up with your lightning fast ass, so he will barely turn around in time to catch on to what you are doing. REMEMBER TO SLOW DOWN BEFORE YOU THROW A PUNCH. If you do not slow down with your speed, you will likely dive, and diving is a huge no-no on this balcony, considering the fact that you could fall all the way down, and having to start the battle over again.

Continuing using the "hiding in the corners" method, you will have to punch the poor old bastard straight in the butt yet again, but remember to halt your running to reach him. By time you reach the third form, the Bigger Boo will be a LOT faster this time around. Ouch. Once again, the "hiding in corners" trick is the best for the job. Remember, once he is so far, you can turn around, walk through him, turn back around and punch him in the butt to get the victory, as well.

After you have defeated the Bigger Boo up here on the balcony, the Power Star will appear over the highest of the rooftops of the haunted mansion. Getting there will be a pain in the butt. You will have to long jump (Z trigger + Jump button) over to the VERY thin platform on the right, or left, but the right is a lot easier due to the easier camera angle. The roof slides downwards, so make sure to put up a struggle to reach the plat platform. It seems like a long ways away, but it is not THAT tough to reach it. Give it a few tries.

Once you are rock steady on one of the thin platforms (right or left), begin to crawl (holding the Z trigger and moving with the Control Stick) over the rooftops, as you will slide any other way. This will take quite a while, but it will work, regardless of how long it will take. Once you have reached the highest point of the rooftops (as well as where the Power Star is), release the crawling button, and you will land on the rooftop. Hit the exclamation point box to reveal a 1-Up Mushroom, and collect the Power Star to exit the stage.

=====
EYE TO EYE IN THE SECRET ROOM
=====

Well, we are damn near done with Big Boo's Haunt already. Seems like I just started writing for this stage and it is over with... Well, I did it in like, 4 hours total, so I guess it is sort of like that, eh? You can start the stage off by walking over to the door straight ahead, and entering into the main hall.

Once again, we will start our adventure from the inside of the haunted mansion on the second floor, so climb up those fairly large stairs yet again. Walk over to the right, and enter the door that is dead last amongst the pack (the one that you entered to reach the Balcony Bigger Boo in the last mission that we accomplished).

Now that you are inside of here, run to the back of the library, and through the doorway. Ignore the teeter totter, and go through the door resting there. On the other side, break the Vanish Cap Block, and collect the cap. VERY QUICKLY run back through the door and doorway, and jump onto the platform in the lower right-hand corner of the screen. Ignore the Books of Curses, if you awaken them, and allow them to commit suicide into the wall, if they begin chasing you. After all, we are not going for the 100 Coins now, anyway.

From the platform, go towards the door that you came from, but stay on the platform. Look up in the direction of the door, and you will notice a hidden ledge high above. Now, turn around, facing the wall, and perform a double jump into the wall, and perform a wall kick from the wall. You cling onto the ledge of the solid "hidden" platform above. If not, try again, and remember to balance yourself out, no matter what.

Go through the door that is straight ahead, and you will be in the "attic" area of the haunted mansion. Walk forwards (down, on the screen), and turn to the left. Trail over here a slight bit, and run straight into the portrait, ignoring the whole "put your back against the portrait to lure the tiny lil' Boo out from there" thing. Quickly jump over the Boo once you are inside of the portrait, and you see fit. Now punch him in the buttocks (oh ho ho, I love that word) to destroy him, and collect his blue coin.

As you could have probably told, you are inside of the secret room that is described in the title of the stage, and you are inside of it with the Gigantic Mr. I boss. Yes, another boss, and boy, is this stage filled with them or what?? As you could probably see, this Gigantic Mr. I is a... well... gigantic Mr. I enemy. And thus, he will not be that complicated to take down.

Gigantic Mr. I is literally NOTHING to defeat. One of the easiest bosses in gaming history, in my humble opinion. The only thing that you must fret over is the fact that, the Gigantic Mr. I boss is incredibly large, and you might run into him at least a couple of times throughout the "battle," or lack thereof.

Basically, all you have to keep in mind is that you can, and should, run along the outer corners of the sides of the corridor, which tend to be extremely small compared to the length of this massive room. So just run along the sides, but tend to be a lot quicker than you normally would be, and you should be able to run around in circles with no problems at all.

The only attack that the Gigantic Mr. I boss will use, besides his large ass eyeball, is a basic "tear" attack that even the smaller Mr. I enemies use against you. The only way that he will even use this attack is if you simply stand still in one place for around 5 to 10 seconds straight, and that is very highly unlikely. After you have defeated him, collect the Power Star near the back of this fairly large corridor. We are almost finished with this stage; all we need are the 100 coins, which is child's play.

```
‡---‡---‡---‡---‡---‡---‡---‡---‡---‡---‡
  III.j ----- BIG BOO's HAUNT [coins]
‡---‡---‡---‡---‡---‡---‡---‡---‡---‡
```

Oh yay, it is Big Boo's Haunt's 100 Coin task! Gotta love this one, as it is one of the easiest 100 Coin tasks to complete in the game. There are tons of blue coins in this place, as you could have probably told from simply looking at it. Start off by selecting mission five or six (not one, any other is fine, really), and pressing the A button to enter the stage.

From the start, there are a few coins that we can collect out here. Start off by walking towards the left, and go through the door to the carnival area that we went to before. To collect all 151 coins in this land, this is essential. You will find a Mr. I located right at the entrance, so run around him to destroy him, and collect the blue coin that his body (or lack thereof) spits out [five].

Take the elevator down, and once it reaches the bottom, walk forwards and go through the door to the left at the end of the corridor. This is the "Silent Hill" corridor, so go through and to the door to reach the "Resident Evil" hall. Why does this look like a "Resident Evil" room? To go with the theme, stupid. Duh!

To the right is a dead end, so trail over to the left instead. Keep walking, and jump onto the dry platform to the right at the end of the hall. From here, walk forward a little bit, and go through the door on the right of the hall. Once inside, you will know exactly where you are at, so let the fun begin, I say!

Destroy the Boo to the left, and collect his blue coin [ten]. From here, take out the Boo that is directly near him for another blue coin [fifteen]. After that, a few more Boos will gradually come out of the same portrait, so begin punching them and collecting all of their blue coins from their after-death-dead bodies [thirty]. Bigger Boo will come out to play, but just exit the room to ignore him., as he only has a pesky Star instead of coins.

Exit the Resident Evil hall, and exit the Silent Hill hall, as well. Run over to the right to reach the red elevator to take you back up to the main floor. Exit via the door to reach the outside, and go towards the left, and look on side of the carnival building to find several bricks. Jump on top of them, and ground pound them out of existence. Each of the two bricks are worth three each [thirty-six].

From here, keep walking around the outside, to the left. As you round the corner, you will notice a door to the left that is elevated from some stairs. Enter the door, and attack the Boo directly in front of you. Collect his blue coin [forty-one], and attack the second of the two Boos, then collect his blue coin, as well [forty-six].

Exit the door, and look to your right. Punch the Spider in the face to receive three coins [forty-nine]. Walk over further, and attack the second Spider. Collect its coins [fifty-two], and backtrack to the exclamation point block. Pound it with your head, and collect the ten coins that it spits out [sixty-two].

Make your way around the building yet again, and you will soon encounter a lone Spider enemy straight ahead. After you kill it and take the coins it brought along with it [sixty-five], you can finally enter the haunted mansion. With sixty-five coins on the outside alone, getting the rest on the inside will be a synch, as you could already tell.

Once inside, begin searching every door inside of here, starting on the first floor. Go to the first door on the left to enter the Mad Piano room. Walk over and provoke the Mad Piano to get it to move, and then collect the Red Coin [sixty-seven] that is right near it, and get away swiftly. Go through the door that leads to the next room.

Once inside, provoke the two Flying Furniture pieces by jumping onto the table, and roaming around. Dodge them whenever they fly towards you, and

then walk over to the first bookcase to the right, and defeat the Book of Curse by popping it like an exclamation point block. This will earn you a blue coin [seventy-two]. Double jump to cling onto the bookcase on the right, and collect the Red Coin up here [seventy-four]. Do the same thing to the bookcase on the left side of the screen to collect the Red Coin here [seventy-six]. Exit via the door right next to you.

Go through the first door against the back of the room. Once inside of it, run around the Boo to get behind it, and give it an ass punch to collect the blue coin inside of it [eighty-one]. Now, you can safely run circles around the Mr. I that is located in here, and collect the blue coin that he spits out once he blows up [eighty-six]. Exit this room now.

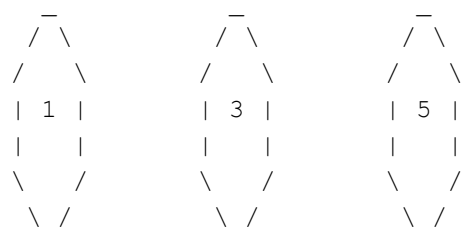
Walk over to the door to the right, across from this one. You will enter the room with the bridge that leads over to the next area. Quickly cross the bridge without falling to your death, and carefully punch the Boo whenever it is on the platform you're standing on, and collect the blue coin that it gives you [ninety-one]. Go through the door.

In the catwalk room of the stage, you will want to jump over the catwalk, and punch the Boo that rests here once he is on the platform. You definitely do not want to punch him, only to lose your blue coin to the pit of death down below. Collect the blue coin from him [ninety-six]. Now, walk over and take the Red Coin [ninety-eight]. Walk across the catwalk to the right, and walk through the door here.

With every one of the doors on the first floor completed, we must now take our mission to the second floor. Climb the huge steps to reach the second floor. Ignore the two doors along the left side of the wall, as they contain no coins to collect. Instead, go through the first door at the back of the wall that you are looking against, or at least likely looking against, anyway.

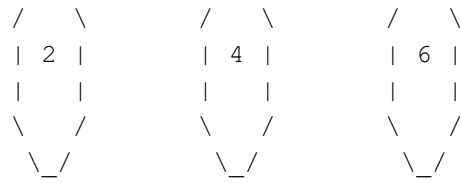
Inside of here, you will notice that the floor you are standing on is made out of red wire-frame-like stuff. Interesting. Or the ceiling, either way you look at it. Run straight-forward, and jump over the gap in the flooring to reach a Red Coin [one hundred even]. Collect the Star, and select to continue searching the level. There are several holes in this flooring, so jump over where you came from, and exit via the door.

Quickly rush over to the door across from this one, to the right of where you are currently located. Once inside, you will notice a Mr. I enemy directly in front of you, so quickly run circles around him to destroy him, and collect his blue coin [one hundred and five]. As always, we have the coffins located in the next room, so let's get out that map from earlier.



MARIO FACING THIS WAY --->





Basically, there are only two Red Coins located in here, and they are in coffins numbers two (2) and three (3). Be careful when you walk in front of the coffins, as if they lift (only 2, 3, and 6 lift up), you can get caught underneath them, which will take a bit of health down on your character's health meter. Collect both Red Coins [one hundred and nine], and then exit the room.

Only one room left to investigate, so let us hop to it, eh? Upon entering, search the bookcase to release two Book of Curses enemies. As like before, pound them from underneath with Mario's head. Collect both of their blue coins [one hundred and nineteen], and run over to the room next door. You will notice the Red Coin on the teeter-totter, so grab it without falling in [one hundred and twenty-one].

Of course, there is only one area left to search, and that is the hidden attic up above. So let's get going, right? Go back into the bookcase part of this huge room, and jump onto the small wooden platform, and backtrack towards the door. Turn around, and perform a double jump against the wall, and wall kick as soon as you hit the wall. Cling onto the platform above, and pull yourself up.

Walk through the door, and you will soon be greeted by an absolutely wonderful sight: A blue coin switch! Run over to it, and ground pound it into the floor, and collect the four blue coins that appear on both sides of the balcony entrance [one hundred and forty-one]. Now walk over towards the Boo Portrait, and lure the Boo out from behind it. Jump in back of him, and give him an ass punch to collect his blue coin [one hundred and forty-six].

With only five more to get, and since we would have to basically backtrack anyway, go through the door that you came from, and go down to the second floor again. From here, exit out into the main hall, and jump down to the first floor. Go outside, and run forward. You will see a Bouncing Block, so run over to it, and get behind it. Pick it up. Try to control where it goes, and once it finally bursts, collect the last five coins that you need from it [one hundred and fifty-one].

To reach the exit Star, simply enter the mansion, and climb up the huge stairs. Walk over to the left, and follow the path. Collect the Power Star that you unlocked from the eight red coins. Now you can exit, and have all of your coins at once! Congratulations.

```

#---#---#---#---#---#---#---#---#---#---#
III.k ----- HAZY MAZE CAVE [stars]
#---#---#---#---#---#---#---#---#---#---#

```

```

=====
SWIMMING BEAST IN THE CAVERN
=====

```

Upon appearing, Mario will notice two thing: 1) a Spider will charge

Mario, and 2) the path will diverge to the left and to the right. For the purpose of this Power Star, Mario should head down the left path (taking time to smush the offending Spider if he so desires). However, as you run down the steep incline, you may not notice that there is a gaping hole in the path, so use a Long Jump to clear this obstacle to go through an oddly marked door to the next area.

Now Mario will see large Boulders tumbling down a small slope ahead, but in between is a large hole that swallows these Boulders. Mario will have a choice of going along the left route (Long Jump to the Spinning Heart, followed by a Long Jump to the ground near the slope with the Boulders) or the right path (fight a Spider as you move around the outside ledge, past a door, and then a simple jump to the ground by the slope with the Boulders). Now that you are here, start up the left side of the slope, picking your way up the hill past the Boulders, using the halfway point cubby hole as a good spot to rest (Coin to recover lost Power Meter), and then you will finally reach the top. Now you will be able to go through a door too find a ring of Coins, a Yellow Block containing a 1-Up Mushroom, a Power Star that is caged off from Mario, and an elevator pad for Mario to ride down to the sub-caverns.

Mario can either ride the elevator down to the rocky floor below, or Mario can be daring and jump off the elevator, only to use the Ground Stomp to avoid taking any damage (it is really funny to jump from so high and take NO damage!). Now Mario will see a smooth path leading down to the water, which is a large underground lake! Send Mario swimming across the crystal clear water to see that there are a few doors, a switch, and a Sea Monster patrolling the area. For now, your main goal is to find and get onto the Sea Monster's back (swim up to it and press the A Button + DOWN to jump onto the back), and then enjoy the ride. Now manipulate the Sea Monster's wanderings by facing the direction you wish it to turn, positioning it so it is facing the island in the middle of the underground lake, use a Ground Pound to cause the Sea Monster to lower it's head, and then get Mario to stand on the head of the Sea Monster. The Sea Monster will then raise it's head, allowing you to hop off onto the island where a ring of Coins and the Power Star awaits!

=====
ELEVATE FOR 8 RED COINS
=====

- =====
[] ----- On the platform route after the Wooden Block
=====
- [] ----- On the platform route on top of the first stone hurdle
=====
- [] ----- On the platform route on the large ledge
=====
- [] ----- On the platform route on the large ledge
=====
- [] ----- Use the arrow platform to punch a Wooden Block
=====
- [] ----- Use the arrow platform to punch a Wooden Block
=====
- [] ----- Use the arrow platform to punch a Wooden Block
=====
- [] ----- On a platform from the far
corner of the room from the arrow platform

=====

The Spider returns to greet Mario, so make it into Spider Jam (patent pending), and this time Mario will move down the right path in the split. A Spider will spring forth from the first pit to attack Mario, so take it out or run on by to take the right side of the path to bypass the next gap. Now the path slits around a deep hole where fire shoots forth, so go right for Coins but a narrower path or go left to be safe on the wide path. All of this is leading into a run down the remaining path to Long Jump across the gap when the double flamethrower attack from this pit is not active so Mario may pass through the oddly marked door.

Mario will be greeted by a cage surrounding the elevated ledge he resides upon, so send him left to ride the pole (DON'T be thinking gross things Dave!) to land on the floor below without taking any damage (you can jump and use the Ground Stomp instead if you like). Now Mario should immediately head across the room to the corner along the same wall that the ledge he entered upon is attached to find a set of segmented steps for him to climb up to the top to find an odd looking platform with four arrows.

How this platform works is that once Mario steps onto it, it will begin to move in the same direction until it hit something, at which point it will switch direction to travel back the way it came. However, Mario can actually change the direction of the platform at any time by stepping on an arrow, the catch to this being whichever arrow you step on will change the platform into moving the same direction as the arrow pressed. You will have to become proficient in your use of this platform for this Power Star, so do not get discouraged if you struggle with it at first. Please note that at any time you fall off or it disappears (due to Mario being off of it for too long), he just needs to return to the original platform to find it waiting. Also note that if you take damage and get hurt while on the platform, Coins can be collected below as well as from enemies to refill your Power Meter.

Our first goal is to go up high to get the Red Coins residing out of reach of the arrow platform so step onto the platform on the arrow to go left. When the platform bashes into the wall, have Mario step onto the arrow to go along the wall to hit a grey block, which is the spot where a jump to the platform with the pole is needed. Now Mario will get a workout as he climbs the pole to find a platform sitting there off of a Wooden Block. Board this platform to have to start moving, so Mario will just need to turn towards the front of the platform (the direction it move in) to get ready to punch the first Wooden Block that obstructs your path, followed by Mario collecting a Red Coin [one]. Next up, Mario will have to hop some stone hurdles floating in the air, grabbing a Red Coin [two] in the process before riding the platform to get off on a large ledge where two more Red Coins [three] [four] await pick-up. Now have Mario hop on down to the ledge below to get onto the arrow platform once more.

Now step onto the arrow to go towards the grey stone here, stepping on the arrow to it's right when it hits the grey stone. Now Mario will be moving out past another grey stone on the right, and move him to stand on the far left corner of the arrow platform to punch the Wooden Block to find a Red Coin [five]. Once you are clear of the grey stone on the right, turn right to go after the Wooden Block there to punch it to reveal another Red Coin [six]. Now turn your direction towards the far

wall you aimed at originally to continue along past the Mr. I (you can stop and run circles on him to kill him, but you will likely need to go back to the start to reclaim the arrow platform), and then jump the low ledge (your arrow platform will just pass underneath. You should then change direction to move towards the Wooden Block you will see, punching it when it draws near to reveal a Red Coin [seven] inside. Mario should continue on his present course to leap onto a solid ledge where a Red Coin [eight] spins majestically awaiting pick-up, causing the Power Star to appear on the Power Star Shadow below! Mario should then hop to the floor and make his way past any Spiders he may find to go grab the Power Star!

=====
METAL-HEAD MARIO CAN MOVE!
=====

For this Power Star to be collectible, we are going to run through how to find the Green Switch first. Mario should head down the left path to run down the steep incline, to use a Long Jump to clear this obstacle to go through an oddly marked door to the next area.

Now Mario will see large Boulders tumbling down a small slope ahead, but in between is a large hole that swallows these Boulders. Mario will have a choice of going along the left route (Long Jump to the Spinning Heart, followed by a Long Jump to the ground near the slope with the Boulders) or the right path (fight a Spider as you move around the outside ledge, past a door, and then a simple jump to the ground by the slope with the Boulders). Now that you are here, start up the left side of the slope, picking your way up the hill past the Boulders, using the halfway point cubby hole as a good spot to rest (Coin to recover lost Power Meter), and then you will finally reach the top. Now you will be able to go through a door too find a ring of Coins, a Yellow Block containing a 1-Up Mushroom, a Power Star that is caged off from Mario, and an elevator pad for Mario to ride down to the sub-caverns.

Mario can either ride the elevator down to the rocky floor below, or Mario can be daring and jump off the elevator, only to use the Ground Stomp to avoid taking any damage (it is really funny to jump from so high and take NO damage!). Now Mario will see a smooth path leading down to the water, which is a large underground lake! Mario will need to once again seek out the services of the Sea Monster, so send him to get onto the back of the beast, ride it around the underground lake (do this through the facing towards the door that you need to go to, which is located high on a ledge with a wire dock) , and then Ground Stomp the Sea Monster before moving up to the head to wait for it to rise. Now Mario should hop onto the wire dock, hop to the ledge, and then pass through the metal door to take a winding path to find a liquid metal-like portal that will take Mario to find the...

Metal Cap Switch Course

- =====
[] ----- Small cubbyhole room past the bridge
=====
[] ----- Small cubbyhole room past the bridge
=====
[] ----- On the same ledge as the Green Switch

```
=====
[ ] ----- On the same ledge as the Green Switch
=====
[ ] ----- In the water around the Green Switch ledge
=====
[ ] ----- In the water around the Green Switch ledge
=====
[ ] ----- In the water around the Green Switch ledge
=====
[ ] ----- In the water around the Green Switch ledge
=====
```

Mario will start off as Metal Mario, so a quick word on that. Mario will be invulnerable with this Cap on, he will sink rather quickly in water (impossible to swim), and it will last for a limited time. Also remember that at any time Mario falls into the swift flowing water (sans Metal Cap of course), he will need to either swim to the left side of the cave (based on his facing along with the current as he is swept away) to get onto the lower ledge there to start his charge anew, or just run to this area if he is Metal Mario. Remember, if you are washed away, you will need to re-enter to complete the tasks you have to do here.

With this in mind, charge up the hall, jumping into the Snifits to kill them, hop across the water to kill another Snifit, and then continue hopping the stream to find a narrow bridge for Mario to traverse (carefully) to the far side. Now you will see a small cubby of a room where a 1-Up Mushroom and two red Coins [one] [two], turning to go across the two ledges to find two more Red Coins [three] [four] along with the Green Switch (knock it down to fill in the Green blocks around the castle). Now Mario should go back one ledge, collect another Metal Cap, and then hit the water to collect the four Red Coins [five] [six] [seven] [eight] around the Green Switch ledge area to make the Power Star appear in the ring of Coins near the waterfall! Now send Mario to grab it, but if you fear your Metal Cap will run out, head above water to collect another for the collection process!

With this out of the way, you will need to once again find your way to the elevator to go down to the underground lake. Once the elevator lands on the floor below, look around to find a Green Block which contains a Metal Cap. Collect it before starting to run down the path a little bit until it is possible for Mario to Long Jump down the path to land in the water. Now send Mario along the darker brown path under the water to run (as fast as a Metal Mario underwater can) up the sloping path to find a switch underwater that can only be tripped by Metal Mario. If you fail to reach it on time, return to the Green Block and try again (keep trying till you finally succeed).

Once you have succeeded, the wire cage doors will swing open, allowing Mario to access the door that they protected. Mario will see a Power Star at the far end of the chamber, but a couple of deep chasms span the entire width of the floor. Run towards the first gap, a Spider will leap forth (and keep leaping forth regardless of number of times you kill the current one), and have Mario use a Long Jump to cross the gap to reach the middle ledge (keep in mind that a full Long Jump might need to be modified by you in mid-air if it is going to send Mario too far). You will either: 1) stop and then perform another Long Jump to reach the far side of the second gap (use if you had to slow Mario's flight) OR 2) perform another Long Jump on the run (only use if you are at full

momentum). Once you are across the gap, it is a simple matter of grabbing the Power Star!

=====

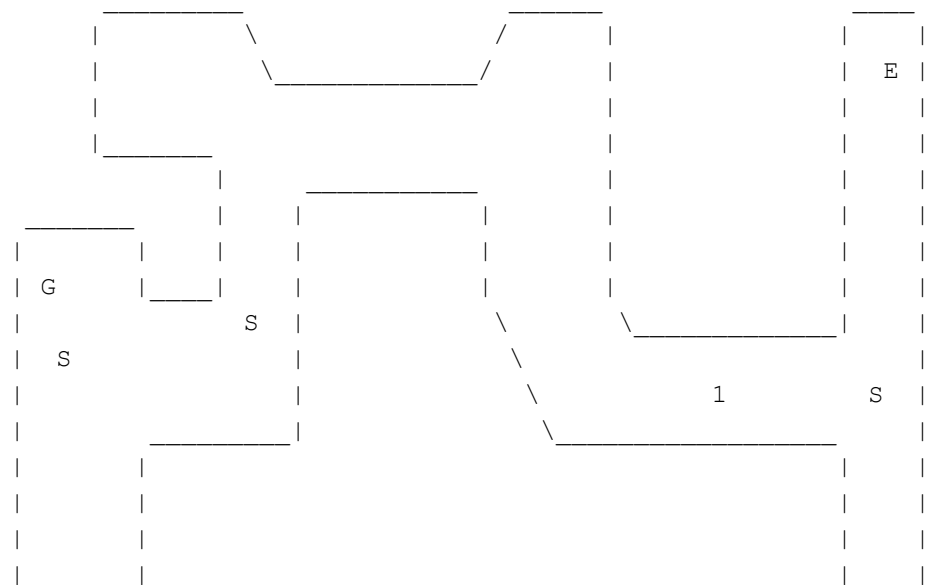
 NAVIGATING THE TOXIC MAZE

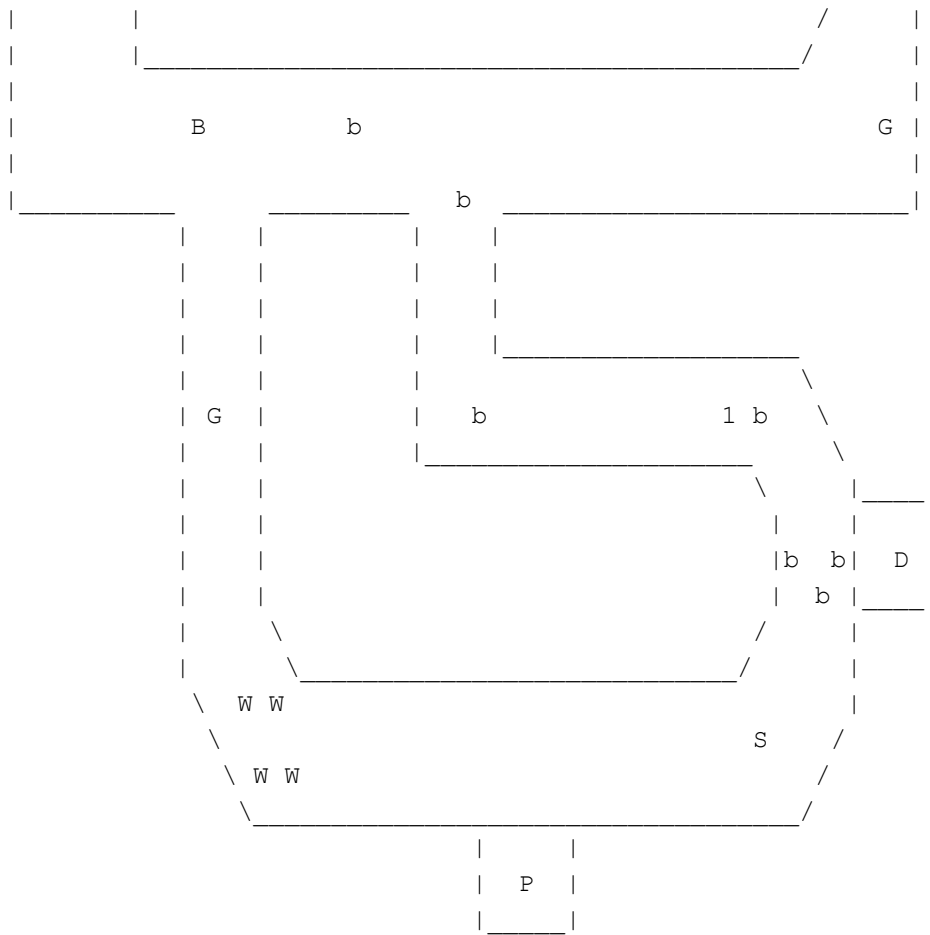
 =====

You would honestly think the Spider would have learned or Mario would have wiped the entire species out, but once again the Spider comes at Mario to start off Hazy Maze Cave. Splat the crap out of it (not too mention the internal organs and three Coins contained within oddly enough) as you move towards the right fork to go left to avoid the first gap (avoid the flying Spider as he does not apply to this Power Star, besides Mario has enough Spider blood on his hands by now anyway). Now run by the second hole with the flamethrower on either side, Long Jump the gap with the dual set of flamethrowers, and then pass through the door to the next area.

Here Mario will need to use the pole to safely slide down to the floor below (although the jump and Ground Pound is also highly acceptable if done correctly), putting Mario near a passage leading away from this main chamber. However, this is not the way to go, so send Mario along the wall to take the next off-shooting hallway to pass through a door. This room contains a warning of the toxic gas below (Metal Cap will make it so Mario does not need to breathe it when inside the Hazy Maze) and a Map of the entire lay-out that looks like this:

| | |
|-------------------------------|--|
| Key | |
| B - Blue Coin Block | |
| b - Blue Coins (From Block) | |
| D - Bottomless Pit Door | |
| E - Entrance | |
| G - Green Box (Metal Cap) | |
| M - Monty Mole 1-Up Challenge | |
| P - Power Star Door | |
| S - Snifit | |
| W - Swoops (Bats) | |
| X - Regular Exit | |





This is the entire Hazy Maze, with the locations of everything that can bother you and where you need to go labeled. This time through the maze your goal is to get to the "P" marked on the map, which is where the Power Star we seek is located. Fall through the hole to land in some toxic gas, some jump as you run to get out of it to avoid damage, kill the Snifit that floats nearby as you continue on to break the green Block to grab a Metal Cap. Now continue along the same pathway to take the first left (ignoring the Blue Coin Block on the higher ledge straight ahead) to pass by a Monty Mole as you continue along the curving path to fight another Snifit. Now continue along the right wall to avoid the small holes in the floor (they do not kill you but delay you by trapping you) until you see a ledge above, upon which Mario should use a Backflip to reach the ledge and pass through the door.

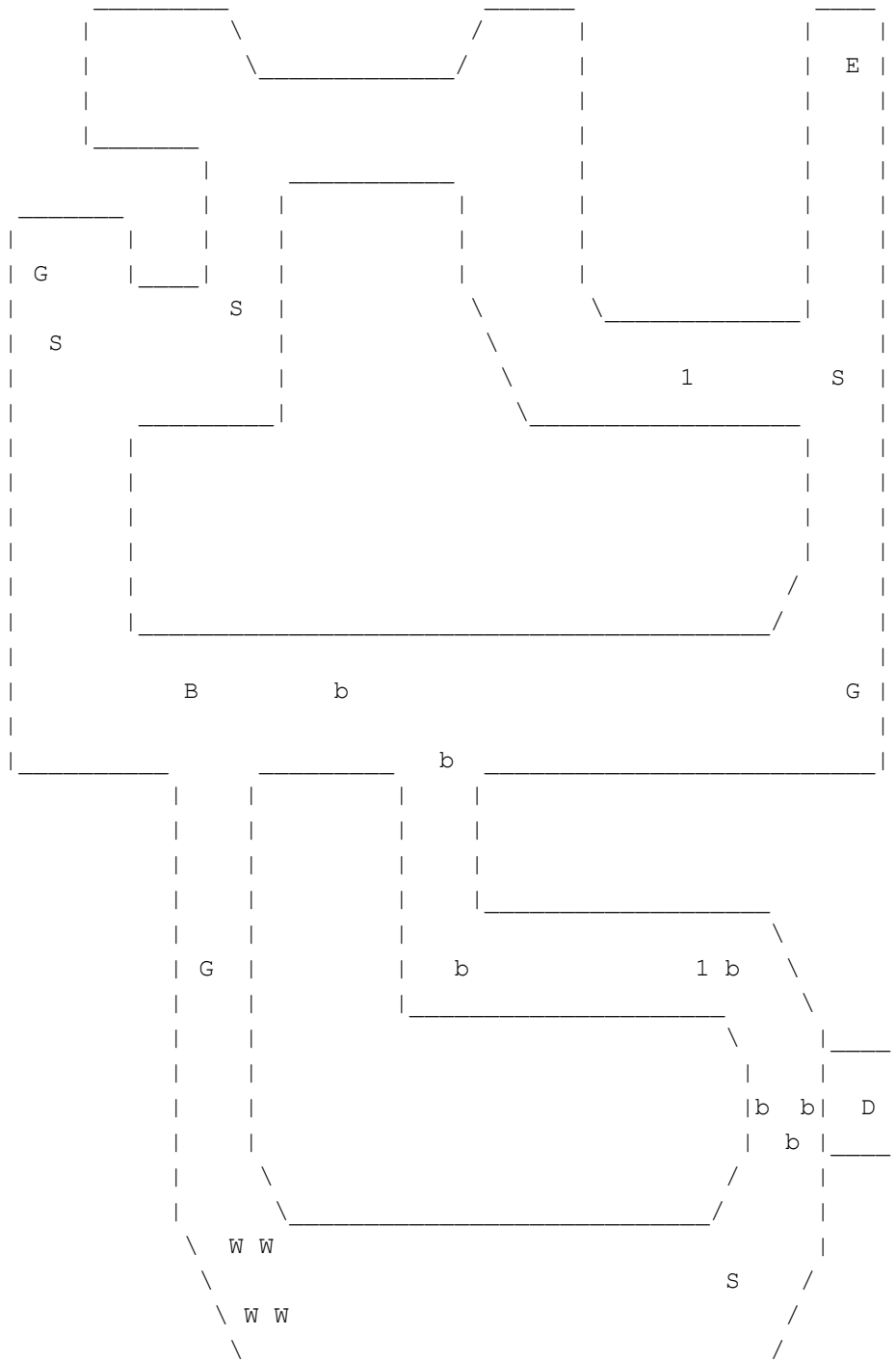
Upon entering the corridor, turn left to run by a Fireballer (a small black cannon that shoots fireballs) to get some Coins as some Swoops (Bats) and another Fireballer attack. Upon passing all of these troubles, go set foot onto the elevator pad to take a leisurely ride up to the next floor. Here you will find the Power Star that you first saw on your first trip into Hazy Maze Cave that was protected by wire caging, but this time you are on the proper side of the wire caging to go and grab the Power Star!

=====
A-MAZE-ING EMERGENCY EXIT
=====

Once again the Spider greets Mario, and once again Mario will lay him out simply because he is a very spiteful arachnid. Mario should head on down the right fork once more to pass the two holes to find a gap to Long Jump as he needs to pass through the door on the far side. Use the

pole or a jump and Ground Pound to reach the floor below safely, ignoring the passage to the left to follow the wall to take the next passage up a small slope to pass through a wooden door. Here is where Mario can enter the Hazy Maze.

-
- Key
- B - Blue Coin Block
 - b - Blue Coins (From Block)
 - D - Bottomless Pit Door
 - E - Entrance
 - G - Green Box (Metal Cap)
 - M - Monty Mole 1-Up Challenge
 - P - Power Star Door
 - S - Snifit
 - W - Swoops (Bats)
 - X - Regular Exit
-



| |
| P |
|_____|

This time your goal is to find the door to the Bottomless Pit, marked by a "D" on this handy map of the Hazy Maze. Fall through the hole to land in some toxic gas, some jump as you run to get out of it to avoid damage, kill the Snifit that floats nearby as you continue on to break the green Block to grab a Metal Cap. Now continue along the same pathway to take the first left (ignoring the Blue Coin Block on the higher ledge straight ahead) to pass by a Monty Mole as you continue along the left wall to Backflip or Double Jump up to the ledge above to pass through the door there.

Work past the Swoops within this narrow corridor to find an elevator pad leading upwards to a small room with a single metal door leading out to the Bottomless Pit area. Here you will see a Power Star on a platform to the right and a Yellow Block on a platform to the left (it contains a 1-Up Mushroom). You will need to use the wire caging above Mario here to perform a hand-over-hand climb across the air below, much like Monkey Bars at a playground (except most playgrounds do not have a Bottomless Pit under them!). Anyway, you should use a Double Jump to get the wire caging above, making sure to hold the A Button to retain your hold, and then carefully maneuver Mario out over the gap along the route on the right. When you reach a point where Mario is required to turn, it is a good idea to stop moving (continue to hold the A Button), swing the camera to allow a better moving ability (position it behind the direction you wish to move), and then commence moving to your goal. Once you are positioned over the platform with the Power Star, let go of the A Button to fall down to it, and then grab the Power Star!

Please note that if you go for the 1-Up Mushroom first, you can Long Jump from that platform to the Power Star platform, saving you the difficulty of actually getting back to the original platform before climbing out over the gap below to go after the Power Star that way. If you are really impatient, you can even Long Jump from the original platform to the Power Star platform, but you will need to be accurate with your aim while doing so to avoid a long fall down the Bottomless Pit.

=====
WATCH FOR ROLLING ROCKS
=====

Mario will land again to be greeted by THE SAME DAMN SPIDER that has been stalking with each trip into the level! You think the thing would catch on that it is not an effective enemy for hurting Mario as he has dispatched it again and again, yet there it is fruitlessly charging the Italian Plumber AGAIN! Use Mario to send it to the graveyard AGAIN, and then call in some specialists to eradicate this arachnid with some chemicals or something (end rant)!

Mario will need to head on down the left fork on this trip, so run full speed down the slope and perform a Long Jump to clear the large gap with ease to pass through the freaky door. Now Mario will see large Boulders tumbling down a small slope ahead, but in between is a large hole that swallows these Boulders. Mario will have a choice of going along the left route (Long Jump to the Spinning Heart, followed by a Long Jump to

the ground near the slope with the Boulders) or the right path (fight a Spider as you move around the outside ledge, past a door, and then a simple jump to the ground by the slope with the Boulders). Now that you are here, start up the left side of the slope, picking your way up the hill past the Boulders, using the halfway point cubby hole as a good spot to rest (Coin to recover lost Power Meter), and then you will finally reach the top. Here is where Mario should move towards the door, but instead of passing through, turn Mario to face the right wall, and then jump towards it. Now perform Wall jumps to get up to either ledge (both walls have a ledge here), and then jump to get the Power Star to end this task (a rather simple one after the last few being so complicated, eh?).

```
‡---‡---‡---‡---‡---‡---‡---‡---‡---‡---‡
  III.1 ----- HAZY MAZE CAVE [coins]
‡---‡---‡---‡---‡---‡---‡---‡---‡---‡
```

Now you have arrived at the Coin collecting fun for the 100 Coin Power Star! This level is quite unique in that you can perform it on any Power Star and still go for the maximum total! I always pick the Red Coins out of habit though for some odd reason (maybe cause I am collecting Coins as it is or something).

Now that charging Spider at the start is still there, but this time you welcome him as you wish to feast on his insides!!! Actually, you just want the three Coins [three] that he hides within himself, but that is details I suppose. Anyway, head down the right fork first for this challenge, kill the Spider [six] coming from the chasm on the right, go right pas the second chasm for five Coins [eleven], and then jump the chasm with the dual flamethrower set-up to pass through an oddly inscribed door. Use the pole to go to the floor below (the jump and Ground Pound works as well), and then Mario should cut right to go to the next corner, climb the steps, and then set foot onto the arrow platform.

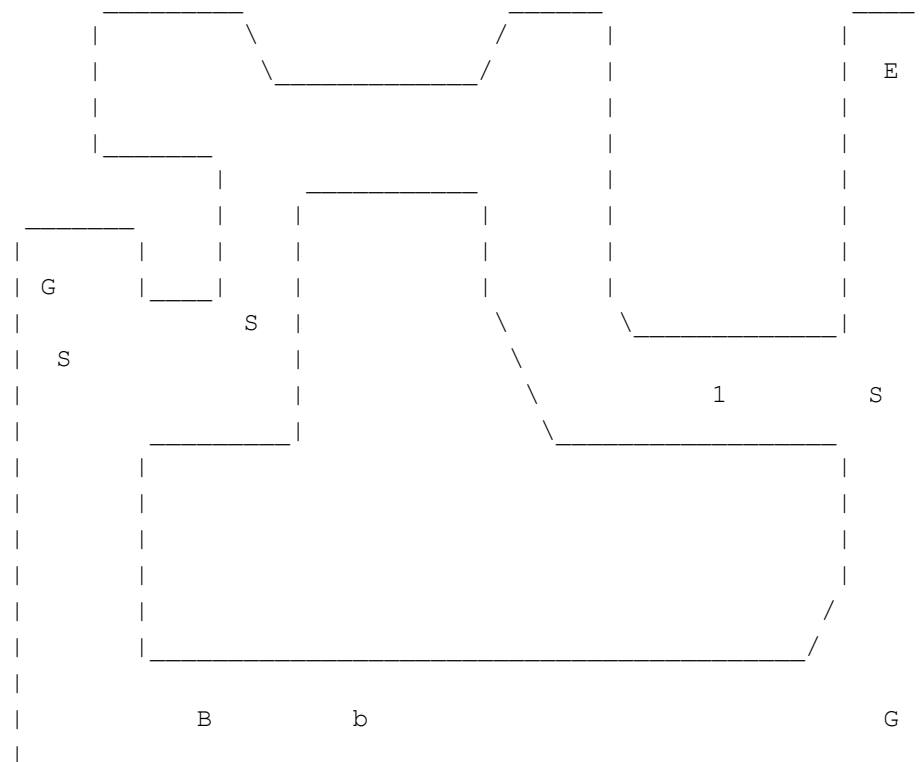
Since you are already familiar with the arrow platform, I will skip the instructions for it. Now that you have set foot onto the arrow platform, make it go away from the ledge to hit the grey stone across the way. While it is wobbling, jump to the pole on the ledge ahead of Mario to climb up and find an auto elevator platform waiting for Mario to use, so hop on board. Face forward to bust the Wooden Block in your path, grab the Red Coin [thirteen], jump the stone hurdles, grabbing a Red Coin [fifteen] in the process, kill the Swoop AND grab the Coin [sixteen] without falling off the elevator platform, and then hop to the stone ledge where two more Red Coins await Mario [twenty]. Now turn back to face the way the elevator platform came from to see if the Swoop followed you by jumping around (hope that it did, cause you will have to ride the elevator until you bait it into attacking) and kill it for the single Coin [twenty-one] it holds before hopping down to the arrow platform in the corner of the room nearest Mario.

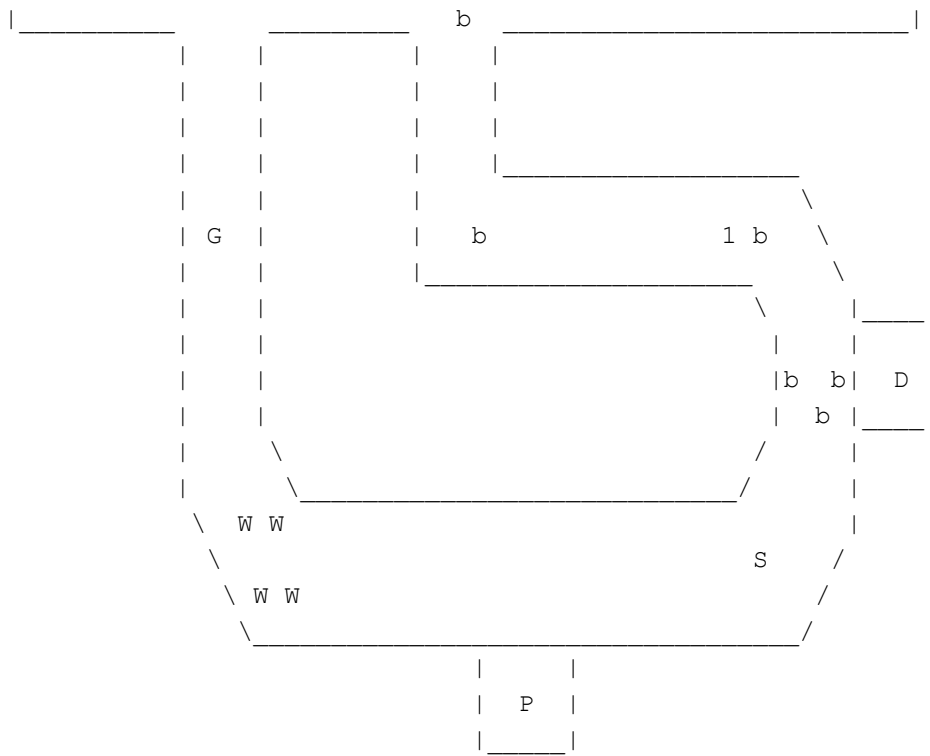
Now step onto the arrow to go towards the grey stone here, stepping on the arrow to it's right when it hits the grey stone. Now Mario will be moving out past another grey stone on the right, and move him to stand on the far left corner of the arrow platform to punch the Wooden Block to find a Red Coin [twenty-three]. Once you are clear of the grey stone on the right, turn right to go after the Wooden Block there to punch it

to reveal another Red Coin [twenty-five]. Now turn your direction towards the far wall you aimed at originally to continue along past the Mr. I (you can stop and run circles on him to kill him, but you will likely need to go back to the start to reclaim the arrow platform), and then jump the low ledge (your arrow platform will just pass underneath. You should then change direction to move towards the Wooden Block you will see, punching it when it draws near to reveal a Red Coin [twenty-seven] inside. Mario should continue on his present course to leap onto a solid ledge where a Red Coin [twenty-nine] spins majestically awaiting pick-up, causing the Power Star to appear on the Power Star Shadow below.

Now Mario will need to jump back to his arrow platform to ride towards the Mr. I in the corner, get off of the arrow platform, and then quickly run circles around the Mr. I to kill it for a Blue Coin [thirty-Four] before hopping back on the arrow platform to move towards the next Mr. I on his small ledge. Here is the last task in the air, so run around the Mr. I carefully (take your time as you slowly move around it) to kill it for a Blue Coin [thirty-nine] before dropping to the floor below. Here you will slaughter a couple Spiders [forty-five] before heading through the door to find five Coins [fifty] before hopping through the hole to pass down into the Hazy Maze itself.

| | |
|-------------------------------|--|
| Key | |
| B - Blue Coin Block | |
| b - Blue Coins (From Block) | |
| D - Bottomless Pit Door | |
| E - Entrance | |
| G - Green Box (Metal Cap) | |
| M - Monty Mole 1-Up Challenge | |
| P - Power Star Door | |
| S - Snifit | |
| W - Swoops (Bats) | |
| X - Regular Exit | |





This is the entire Hazy Maze, and you will be visiting every nook and cranny of it, so make good use of the Metal Caps strewn through out it ok? Head forward as fast as you can to leave the toxic gas behind as you kill a Snifit [fifty-two], then go break out the Metal Cap, and then back track to pass through the Monty Moles (stop and kill eight of them for a 1-Up Mushroom if you wish), and then turn left at the first opportunity to torch another Snifit [fifty-four]. Continue along to kill yet another Snifit [fifty-six] turn right to get a Metal Cap from a Green Block, and then move past the Blue Coin Block to kill off the four Swoops [sixty]. Now smash the Green Block for a Metal Cap, return to Ground Pound the Blue Coin Switch, and then sprint down to the lower path to get the close Blue Coin before turning right immediately to run up that corridor grabbing the remaining six Blue Coins in the limited time [ninety-five] (this is tough, so be fast and efficient as you run to get them all).

You will then continue along the same direction in this corridor to kill a Snifit [ninety-seven], pass the "D" ledge on the map, and continuing on to jump to the "P" ledge to pass through the door. Here you will collect five Coins [one hundred] to make the Power Star appear! Collect it and you are done the challenge. Continue on though if you wish to go for the maximum Coin Score!

Kill the two Swoops [one hundred two] as you dodge the Fireballer attacks, the exit back into the Hazy Maze. Head right to go up to the "D" ledge to pass through the door to find two Swoops to kill [one hundred four] guarding the passage to an elevator pad which Mario should take upwards to find a metal door to pass through. Here you will need to go hand-over-hand on the wire caging above (hold A Button to retain your grip on the wire caging) to get five Coins [one hundred nine] before moving forward to bait the Swoop into attacking [one hundred ten]. Jump down to the lower ledge to kill another two Swoops [one hundred twelve] and then a Spider [one hundred fifteen]. Now head up the slope with Boulders to get five Coins [one hundred twenty], pass through the door, and then get the ring of Coins [one hundred twenty-eight] before using the elevator pad to head down to the next level.

Bust the Green Block here for the Metal Cap, run down the brown path to follow it through the water to find a switch to trip, opening the wire caging to the left to reveal the door. Pass on through the door to kill the Spider [one hundred thirty-one] before returning to the main cavern. Now use the sea creature to get onto the main island here to collect the ring of Coins [one hundred thirty-nine] there before grabbing the Power Star there to record your high score!

```
‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡
   III.m ----- LETHAL LAVA LAND [stars]
‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡
```

=====
BOIL THE BIG BULLY
=====

There are two different options for defeating this mission/boss, and I will list them here. Option 1 is the fast way, and Option 2 is the originally intended way. Relax, and enjoy.

Option 1

As we begin the stage, walk to the right a slight bit, and then begin running towards the left side of the screen. Perform a long jump by holding down the Z Trigger quickly, and pressing the jump button. You will reach a grey island with a red exclamation point box overhead, meaning that there is a Wing Cap here. If you get transported to the cage with the Mr. I above you, just move around and then stand still to get transported back.

Break open the red exclamation point box, and equip the Wing Cap. With the Wing Cap on, perform a triple jump (in place, just like a double jump, only once more; not the actual triple jump with running), and you will speed off into the sunset. Or something. Land near the platform above the big jigsaw puzzle straight ahead, and triple jump back into the air to fly. Glide over to the high up platform on the right that has the Big Bully boss on it.

As you could probably tell just by checking him out, he is extremely large, and in charge. God, I love words that rhyme. I also love the sound effects that the Big Bully boss makes. They "UH-UGH!" in a very muffled way. Really funny stuff. Anyways, you will have to defeat the Big Bully by knocking him into the lava on the side of the platform, but this is easier said than done.

Start the battle off by taking note that the Big Bully will charge VERY fast towards poor old Mario's ass, and if he hits you, you will be sent flying into the lava below, which will deduct three health points from your health meter. You can only avoid his fast attacks by bumping him, as well, as he is too fast to outrun.

Simply bumping the Big Bully boss is not enough to destroy him. He will quickly recover from the bump, and begin charging and bumping, himself. This is definitely not good, and a complete waste of your precious time, on your part. As soon as you bump him in defense, begin charging towards

him, and jump into the air to bump him backwards more as an offensive maneuver. If you knock the Big Bully off to the left, and he lands on the lava covered platform, lure him to one of the sides, and the lava will melt him.

Once you have felled the Big Bully into the lava, he will slowly burn away to a crisp in the lava ocean below... And a Power Star will appear out of nowhere! How interesting! It will appear in the background, atop of a fairly large platform that is straight ahead in the back (towards the top of the screen). To reach it, you will have to very quickly cross a series of steps that will fall after you have touched them. Once atop of the large platform, collect the Power Star to end the mission.

Option 2

Wow, we are already at Lethal Lava Land, and boy, are my eyes tired! Probably due to lack of sleep from trying to get this friggin' walkthrough done... *grumble, grumble* Anyways, as we start out, we will notice a LOT of lava surrounding the small floating platform that we are floating on. I guess that is why they call it Lethal Lava Land, eh? Remember to avoid falling into the lava, as it will take away around three points off of your health.

Start this mission off by walking towards the right of the platform that you are currently on, and jump over to the longer platform to the right. On this platform, you will want to go straight up at the fork in the path. Watch out over the gold platform, as fireballs like to come out of nowhere and cross the platform in an attempt to hit you, which is never good.

Soon, you will discover that there is a Bully on the next platform straight ahead, beyond the tiny step. This thing is a very Super Mario-esque looking enemy that looks like a bomb with devil horns that are green and yellow. You can destroy him by simply jumping and bumping him until he falls off of the ledge, and into the lava below to cook to a crisp. You will get a grand total of one coin for killing it. Big wow, eh?

Decide to travel to the left on this platform, and you will soon encounter a blue steel bridge that is sliced in two pieces, and they will connect every so often to create a bridge that you can cross for around one full second, and then they will quickly break apart once again. Simply stand near the bridge, and once it creates a full bridge, walk, and jump, across it.

You will now find yourself on a black, wired platform with a Mr. I enemy at the center of it. Run circles around it until it falls and dies, and then collect the blue coin for health, if you need. There is a teleport that we do not have to take in this mission in the cage where the Mr. I villain was sitting at, but I thought that I should at least note it. Don't go in it, though.

Take the platform further left, and onto a gold platform with arrows leading the way. You will soon find your first lava covered platform in the game. This platform will become soaked with lava every second or so, all the way up to where the coins are resting at. In other words, you will want to be up where those coins are once that lava begins to rise up.

Cross over the platform leading towards the top of the screen, all the while avoiding the lava that rises up to the center of the platform while you walk across it, as well as the corners every now and then, so watch out for that. You will soon find a jigsaw puzzle of Bowser in the center of the upcoming platform. This is, formally known, as the jigsaw platform. There are several Red Coins on this platform, so take note of that.

The jigsaw platform is quite tricky when trying to put it into words, but I will certainly try my best to sum it all up. As you walk across the jigsaw platform, you will notice that there are several pieces of the puzzle shifting to a different area of the core. This is completely random. Like all jigsaw puzzles, this one is missing a piece, and a God of sorts, is playing around with the puzzle, trying to figure it out. Even if the puzzle is completed, it will not stop shifting. You can tell if a piece is going to move by the trembling pieces, so be very careful when crossing this platform.

You will want to dart past the jigsaw platform that you are currently on, and jump over to the golden arrow platform that is straight ahead. Straight ahead, you will notice two Bully enemies. These things are a very Super Mario-esque looking enemy that looks like a bomb with devil horns that are green and yellow. You can destroy them by simply jumping and bumping them until they fall off of the ledge, and into the lava below to cook to a crisp. You will have to grab a grand total of one coin per enemy for killing them. Big wow, eh?

From here, you can walk over towards the top of the screen, and jump over to the spinning pyro platform. Boy, this stage is like a big circus with all of these different kinds of platforms alone. This platform will provide the constant flamethrowers with a rotation that will catch your buns on fire if you get hit by the flames.

Jump off to the right, and onto the three wooden square pegs that are floating in the lava. Contrary to popular belief, these will NOT sink into the lava. However, there are fireballs that will cross the wooden pegs every now and then, so still be on your toes. Your health may be low by now, so jump off to the right again, and land on one of the lava covered platform, collecting the coins along the way.

Jump up onto the tall platform to reach the boss, Big Bully. As you could probably tell just by checking him out, he is extremely large, and in charge. God, I love words that rhyme. I also love the sound effects that the Big Bully boss makes. They "UH-UGH!" in a very muffled way. Really funny stuff. Anyways, you will have to defeat the Big Bully by knocking him into the lava on the side of the platform, but this is easier said than done.

Start the battle off by taking note that the Big Bully will charge VERY fast towards poor old Mario's ass, and if he hits you, you will be sent flying into the lava below, which will deduct three health points from your health meter. You can only avoid his fast attacks by bumping him, as well, as he is too fast to outrun.

Simply bumping the Big Bully boss is not enough to destroy him. He will quickly recover from the bump, and begin charging and bumping, himself. This is definitely not good, and a complete waste of your precious time, on your part. As soon as you bump him in defense, begin charging towards him, and jump into the air to bump him backwards more as an offensive

maneuver. If you knock the Big Bully off to the left, and he lands on the lava covered platform, lure him to one of the sides, and the lava will melt him.

Once you have felled the Big Bully into the lava, he will slowly burn away to a crisp in the lava ocean below... And a Power Star will appear out of nowhere! How interesting! It will appear in the background, atop of a fairly large platform that is straight ahead in the back (towards the top of the screen). To reach it, you will have to very quickly cross a series of steps that will fall after you have touched them. Once atop of the large platform, collect the Power Star to end the mission.

=====
BULLY THE BULLIES
=====

There are two options; fast, and slow. Fast will be listed as Option 1, and slow will be listed at Option 2. Enjoy.

Option 1

As we begin the stage, walk to the right a slight bit, and then begin running towards the left side of the screen. Perform a long jump by holding down the Z Trigger quickly, and pressing the jump button. You will reach a grey island with a red exclamation point box overhead, meaning that there is a Wing Cap here. If you get transported to the cage with the Mr. I above you, just move around and then stand still to get transported back.

Break open the red exclamation point box, and equip the Wing Cap. With the Wing Cap on, perform a triple jump (in place, just like a double jump, only once more; not the actual triple jump with running), and you will speed off into the sunset. Or something. Land near the "C" shaped platform near the rotating flat-wheel platform (near volcano), and then triple jump to gain more speed. Go further northeast a slight bit, and land on the big brown platform with the circle of coins and three Bully enemies.

It is here where you will encounter THREE of the Bully bosses like we discovered in the first mission on the stage. Super Mario 64 had a lot of recurring fights, didn't it? Anyways, obviously the strategy is a little different when dealing with three of these things at a time compared to the likeness of one, but the general idea is the same, regardless.

Start the battle off by attacking the Bully boss on the left side; it obviously has followed you towards the edge of the platform, considering the fact that you jumped onto its side of the platform, so this should be an instant kill. Now, all you have to is worry about the other two Big Bully bosses instead.

While it may seem like a good idea to march over to the last Bully boss on the right and bump it off of the ledge like you did the one to the left, this is a very stupid idea, as it will provoke both of the Bully bosses to come after you swiftly, and with two of these things bumping you at the same time, there is no hope for recovery in any circumstance. Not that you can also Ground Pound all three Bullies off of the ledge

once you lure them over to a side.

With the two left, my best advice is to simply out-butt them one at a time. If you charge at the one at center, and push him towards the back, he will have very little time to recover, at best. So try to knock him off out the back door, k? As for the last one left... Oh, come on. He cannot be TOO much trouble compared to the others. They're all the same, for crying out loud! Just simply bump him off of the platform by bumping him over and over again until he finally falls off.

This will trigger another baddie, though, and that baddie is the Big Bully from the last mission. Oh yes, he is back and meaner than all of hell put together. Actually, he is identical to the last boss battle that we had with him in the first mission of the game, but oh well. No bother, right?

Start the battle off by taking note that the Big Bully will charge VERY fast towards poor old Mario's ass, and if he hits you, you will be sent flying into the lava below, which will deduct three health points from your health meter. You can only avoid his fast attacks by bumping him, as well, as he is too fast to outrun.

Simply bumping the Big Bully boss is not enough to destroy him. He will quickly recover from the bump, and begin charging and bumping, himself. This is definitely not good, and a complete waste of your precious time, on your part. As soon as you bump him in defense, begin charging towards him, and jump into the air to bump him backwards more as an offensive maneuver. After the boss fight is over with, take the Power Star from the center of the platform to exit the stage.

Option 2

Start this mission off by walking towards the right of the platform that you are currently on, and jump over to the longer platform to the right. On this platform, you will want to go straight up at the fork in the path. Watch out over the gold platform, as fireballs like to come out of nowhere and cross the platform in an attempt to hit you, which is never good.

Soon, you will discover that there is a Bully on the next platform straight ahead, beyond the tiny step. This thing is a very Super Mario-esque looking enemy that looks like a bomb with devil horns that are green and yellow. You can destroy him by simply jumping and bumping him until he falls off of the ledge, and into the lava below to cook to a crisp. You will have to grab a grand total of one coin for killing it.

After you have destroyed the Bully up here and collected the coin, go to the right on this platform. You will have to cross a wired burner, where a flame will come up ever now and then. Time the way you walk, and walk right over it when you see fit. Turn, and begin walking towards the top of the screen. It is here where you will encounter the wobbly platforms.

Jump onto the wobbly platform straight ahead. You will notice that, whichever direction that you turn in, the wobbly platform will dip down into the lava. In other words, be EXTREMELY careful on this platform, as you can, and will, get burnt. Jump over to the next wobbly platform located above the first one, and jump over to the rotating flat-wheel platform near the volcano to northwest of the screen.

From here, you will soon notice that this platform likes to spin in circles to the point that you expect Mario to blow chunks everywhere. If this were Conker's Bad Fur Day, Mario probably would have blown chunks everywhere. Anyways, as this platform spins in circles, the volcano in the center will spit out nasty fireballs at random, so be careful not to get hit by them.

After you have the basic pattern of this down, go to the top of the rotating flat-wheel platform, and jump onto the flamethrower platform to collect a 1-Up Mushroom. Be very careful when doing this, however, as the platform itself is quite narrow. Jump back over to the rotating flat-wheel platform.

Once you are back on the rotating flat-wheel platform, you can go to the lava covered platform, and begin walking across it, collecting the coins along the way. Watch out for the lava as it rises near your poor feet. Once you make it across this platform, jump over to the trailing platform that sort of looks like a big maze. As you make your way across this one, watch out at the "elbows" of the platform, as random fireballs like to cross over it.

After you have made your way completely around the trailing platform, you can ignore the bouncing box, and jump off over on the lava rising mini-platforms. Every bit except for the tips of the center will cover up with lava, so you can wait it out in the center of them all. There are four of them, and they are all connected together to make traveling a little easier on us all.

You will want to trail on over towards the left side of the lava covered mini-platforms, march upwards, and wait for the floating cage to come by. This cage will not sink when you jump onto it; it merely sways back and forth so that you can reach the big dark brown platform up ahead. Once you reach your destination, jump off onto it.

It is here where you will encounter THREE of the Bully bosses like we discovered in the first mission on the stage. Super Mario 64 had a lot of recurring fights, didn't it? Anyways, obviously the strategy is a little different when dealing with three of these things at a time compared to the likeness of one, but the general idea is the same, regardless.

Start the battle off by attacking the Bully boss on the left side; it obviously has followed you towards the edge of the platform, considering the fact that you jumped onto its side of the platform, so this should be an instant kill. Now, all you have to is worry about the other two Big Bully bosses instead.

While it may seem like a good idea to march over to the last Bully boss on the right and bump it off of the ledge like you did the one to the left, this is a very stupid idea, as it will provoke both of the Bully bosses to come after you swiftly, and with two of these things bumping you at the same time, there is no hope for recovery in any circumstance. Not that you can also Ground Pound all three Bullies off of the ledge once you lure them over to a side.

With the two left, my best advice is to simply out-buttt them one at a time. If you charge at the one at center, and push him towards the back, he will have very little time to recover, at best. So try to knock him off out the back door, k? As for the last one left... Oh, come on. He

cannot be TOO much trouble compared to the others. They're all the same, for crying out loud! Just simply bump him off of the platform by bumping him over and over again until he finally falls off.

This will trigger another baddie, though, and that baddie is the Big Bully from the last mission. Oh yes, he is back and meaner than all of hell put together. Actually, he is identical to the last boss battle that we had with him in the first mission of the game, but oh well. No bother, right?

Start the battle off by taking note that the Big Bully will charge VERY fast towards poor old Mario's ass, and if he hits you, you will be sent flying into the lava below, which will deduct three health points from your health meter. You can only avoid his fast attacks by bumping him, as well, as he is too fast to outrun.

Simply bumping the Big Bully boss is not enough to destroy him. He will quickly recover from the bump, and begin charging and bumping, himself. This is definitely not good, and a complete waste of your precious time, on your part. As soon as you bump him in defense, begin charging towards him, and jump into the air to bump him backwards more as an offensive maneuver. After the boss fight is over with, take the Power Star from the center of the platform to exit the stage.

=====
8 COIN PUZZLE WITH 15 PIECES
=====

=====
[] ----- Floating above jigsaw puzzle
=====
[] ----- Floating above jigsaw puzzle
=====
[] ----- Floating above jigsaw puzzle
=====
[] ----- Floating above jigsaw puzzle
=====
[] ----- Floating above jigsaw puzzle
=====
[] ----- Floating above jigsaw puzzle
=====
[] ----- Floating above jigsaw puzzle
=====
[] ----- Floating above jigsaw puzzle
=====

One of the MANY, MANY reasons that I am smarter than Brian is that I chose to write for this stage, which contains (literally) the easiest Power Star to get in the entire game, and that Power Star is the eight Red Coins in Lethal Lava Land. It's okay, Brian, I have to do Wet-Dry World, which is the most annoying thing on the face of the planet.

Start this mission off by walking towards the right of the platform that you are currently on, and jump over to the longer platform to the right. On this platform, you will want to go straight up at the fork in the path. Watch out over the gold platform, as fireballs like to come out of nowhere and cross the platform in an attempt to hit you, which is never good. Soon, you will discover that there is a Bully on the next platform

straight ahead, beyond the tiny step. You will get a grand total of one coin for killing it, so I hope that you do not need any health.

Decide to travel to the left on this platform, and you will soon encounter a blue steel bridge that is sliced in two pieces, and they will connect every so often to create a bridge that you can cross for around one full second, and then they will quickly break apart once again. Simply stand near the bridge, and once it creates a full bridge, walk, and jump, across it.

You will now find yourself on a black, wired platform with a Mr. I enemy at the center of it. Run circles around it until it falls and dies, and then collect the blue coin for health, if you need. There is a teleport that we do not have to take in this mission in the cage where the Mr. I villain was sitting at, but I thought that I should at least note it. Don't go in it, though.

Take the platform further left, and onto a gold platform with arrows leading the way. You will soon find a lava covered platform that is quite tricky. Actually, you did it in the first mission. This platform will become soaked with lava every second or so, all the way up to where the coins are resting at. In other words, you will want to be up where those coins are once that lava begins to rise up.

Cross over the platform leading towards the top of the screen, all the while avoiding the lava that rises up to the center of the platform while you walk across it, as well as the corners every now and then, so watch out for that. You will soon find a jigsaw puzzle of Bowser in the center of the upcoming platform. This is, formally known, as the jigsaw platform.

The jigsaw platform is quite tricky when trying to put it into words, but I will certainly try my best to sum it all up. As you walk across the jigsaw platform, you will notice that there are several pieces of the puzzle shifting to a different area of the core. This is completely random. Like all jigsaw puzzles, this one is missing a piece, and a God of sorts, is playing around with the puzzle, trying to figure it out. Even if the puzzle is completed, it will not stop shifting. You can tell if a piece is going to move by the trembling pieces, so be very careful when maneuvering on this platform.

Here is an ASCII map of the jigsaw puzzle, and the Red Coin locations on it. Keep in mind that ALL eight Red Coins are on this jigsaw puzzle, and the Power Star appears in the upper right-hand corner once you have collected all eight Red Coins on the jigsaw puzzle itself. Enjoy.

```
#####@#@#@#@#@
#   ##   ##   ##   #@   @
#  1  ##  B  ##  2  ##  B  #@  X  @
#   ##   ##   ##   #@   @
#####@#@#@#@#@
#####
#   ##   ##   ##   ##   #
#  B  ##  B  ##  B  ##  B  ##  B  #
#   ##   ##   ##   ##   #
#####
#####
#   ##   ##   ##   ##   #
#  3  ##  B  ##  4  ##  B  ##  5  #
```

```

#      ##      ##      ##      ##      #
#####
#####
#      ##      ##      ##      ##      #
# B ## B ## B ## B ## B #
#      ##      ##      ##      ##      #
#####
#####
#      ##      ##      ##      ##      #
# 6 ## B ## 7 ## B ## 8 #
#      ##      ##      ##      ##      #
#####

```

Key:

- B = Blank
- 1 = Red Coin
- 2 = Red Coin
- 3 = Red Coin
- 4 = Red Coin
- 5 = Red Coin
- 6 = Red Coin
- 7 = Red Coin
- 8 = Red Coin
- X = Power Star Location

As stated before, this is the easiest Power Star to get in the entire game, in my opinion. The map indicates where all of the eight Red Coins are, so get them in any fashion you like. With the way the jigsaw puzzle moves, there are no tips that I can give you besides to move whenever the jigsaw piece that you are standing on moves. I think this is easy enough that you can do it on your own. Once you collect the eight Red Coins, collect the Power Star on the lone platform northeast on the puzzle to exit the stage.

```

=====
RED HOT LOG ROLLING
=====

```

Starting this stage off, let me state that there are two options that you can use. The first option is a short-cut, and the second option is the intended path to take from the developers perspective. Obviously, the short-cut is a lot easier to pull off than the actual path, but it is entirely up to you. I will list them both in full walkthrough format, for your reading pleasure. In fact, I will include a bonus third option that is an alteration of the first option.

```

-----
Option 1
-----

```

As we begin the stage, walk to the right a slight bit, and then begin running towards the left side of the screen. Perform a long jump by holding down the Z Trigger quickly, and pressing the jump button. You will reach a grey island with a red exclamation point box overhead, meaning that there is a Wing Cap here. If you get transported to the cage with the Mr. I above you, just move around and then stand still to get transported back.

Break open the red exclamation point box, and equip the Wing Cap. With the Wing Cap on, perform a triple jump (in place, just like a double jump, only once more; not the actual triple jump with running), and you will speed off into the sunset. Or something. Glide over to the black platform in a straight line, that is right near the golden arrow entrance to the actual stage.

Once you have landed, quickly hop up, and face northeast. Perform another standing still triple jump, and glide into the air. You will want to go around the black cage to your right. So slightly begin pulling right, and make it around the cage. Completely ignore the log that rests here, and glide straight in to reach the Power Star. Wasn't that easy?

Option 2

You can start out by running over to the right of the platform, and performing a double jump over the lava pit. On the other side of the lava pit is where you will (hopefully) land. Continue walking over to the right, and you will soon find the arch entrance to enter. Go through the golden arrow platform, dodging the fireballs that come out and stroll over the platform to the other side.

Climb the stairs (or one step, however you put it), and knock the Bully off and into the lava above the platform. Collect the coin that the body will spit out, and travel over to the right. Pass over the flamethrower that is inside of the platform, and walk up the golden arrow platform. Jump over to the first wobbly platform.

From here, jump on over to the next wobbly platform directly above this one. Now you can simply jump over to the lava covered platform straight ahead (once the lava is not rising, of course), and walk along to the right, following the path. Change the camera angle so that it is in back of Mario, and jump over to the next lava covered platform to the right, once the lava is down.

Walk along the lava covered platform until you reach the golden arrow platform, and take that one to the taller, larger, grey platform straight ahead. Jump up onto it, and you will face a gang of Bullies yet again, much like in the second mission. There are a total of two (big wow) Bullies on this platform, so lure them to an edge, and knock them off. If they knock you into the lava, grab a few of the coins on this platform.

Now, jump on over to the black caged platform to the right (south), and it will take you further south to a new area. Ignore the three flame jets that will pierce through the lava in an attempt to hit you by maneuvering yourself on the black caged platform to avoid them. Finally, jump off onto the grey stone platform steps.

Climb up the few platforms that are here by simply walking forward, and jump onto the log that is awaiting your arrival. You will want to hug the left side a little bit while running towards the right, to make the log roll over towards the west. Stop running every second or so, and wait a half of a second to catch up with falling back, and then continue running. Run over towards the top of the log, and jump off to the platform. Walk down the golden arrow hill to reach the Power Star.

Option 3

Start this mission off by walking towards the right of the platform that you are currently on, and jump over to the longer platform to the right. On this platform, you will want to go straight up at the fork in the path. Watch out over the gold platform, as fireballs like to come out of nowhere and cross the platform in an attempt to hit you, which is never good. Destroy the Big Bully on the next platform.

Decide to travel to the left on this platform, and you will soon encounter a blue steel bridge that is sliced in two pieces, and they will connect every so often to create a bridge that you can cross for around one full second, and then they will quickly break apart once again. Simply stand near the bridge, and once it creates a full bridge, walk, and jump, across it.

You will now find yourself on a black, wired platform with a Mr. I enemy at the center of it. Run circles around it until it falls and dies, and then collect the blue coin for health, if you need. There is a teleport that we do will have to take in this mission in the cage where the Mr. I villain was sitting at. Simply drop down to teleport to the island.

You will be teleported to a grey island that is to the southwest of the full screen, with a red exclamation point box overhead, meaning that there is a Wing Cap here. If you get transported to the cage with the Mr. I above you, just move around and then stand still to get transported back.

Break open the red exclamation point box, and equip the Wing Cap. With the Wing Cap on, perform a triple jump (in place, just like a double jump, only once more; not the actual triple jump with running), and you will speed off into the sunset. Or something. Glide over to the black platform in a straight line, that is right near the golden arrow entrance to the actual stage.

Once you have landed, quickly hop up, and face northeast. Perform another standing still triple jump, and glide into the air. You will want to go around the black cage to your right. So slightly begin pulling right, and make it around the cage. Completely ignore the log that rests here, and glide straight in to reach the Power Star. Wasn't that easy?

=====
HOT FOOT IT IN THE VOLCANO
=====

As a child, I could never figure out what in the bloody hell the last two missions were, because I cannot read Kanji, and considering my version is Japanese, it presented a problem. But eventually, I found out exactly what to do, and I shall now tell you exactly how to do what to do that it is that you must do. Whoopideedoo!

You can start out by running over to the right of the platform, and performing a double jump over the lava pit. On the other side of the lava pit is where you will (hopefully) land. Continue walking over to

the right, and you will soon find the arch entrance to enter. Go through the golden arrow platform, dodging the fireballs that come out and stroll over the platform to the other side.

Climb the lone step that waits for you, and knock the Bully off and into the lava above the platform. Collect the coin that the body will spit out, and travel over to the right. Pass over the flamethrower that is inside of the platform, and walk up the golden arrow platform. Jump over to the first wobbly platform.

From here, jump on over to the next wobbly platform directly above this one. Now you can simply jump over to the rotating flat-wheel platform on the left of the platform that you are currently wobbling back and forth on top of. Once you have made it over here, get prepared to be spun around in circles, and avoid the fireballs that come out of the volcano.

Heeeey... Speaking of that volcano, I wonder what it looks like on the inside--don't you?? Try a swift triple jump from the rotating flat-wheel platform, straight into the volcano ONCE it stops spitting out those fireballs left and right. You will land very safely inside of this deep volcano... It certainly did not look this big from the outside, that's for sure.

There will be two missions that you must complete inside of this volcano for Power Stars five and six (and the seventh, actually), but we will complete the fifth right now. From the dark rock you are currently standing on, jump on over to the next dark rock to the right. There will be a small line of coins on this rock, and watch out for those pesky, darn fireballs that will cross the dark rock.

At the end of the platform, you will have to make a high jump over to the next platform, which is a long, winding series around the walls of the volcano that leads to the fifth Power Star, but after a small bit of struggle, at best. Collect the coins as you walk up the winding platform, and ignore the wall unit that spits out flames every now and then.

Once you reach the end of the line for this platform, simply jump up onto the next that will wind around the volcano, or at least part of it. Up here, you will notice a Bully that is quite angry at you, for some god-awful reason. The easy way to get rid of its pesky attitude is by simply ignoring it. You can knock it off of the right side, though, and you will still collect your coin, even from this high up.

Jump up onto the next platform above the one that you are currently on, and walk slowly towards the next area. All of the sudden, you will notice that the wall is mechanical, and it will soon come crashing down in front of you. Taking this to heart, you can triple jump up to the next platform easily whilst dodging the crashing wall, or you can simply backflip up to the platform by pressing your back against the wall and holding the Z trigger, then jumping. Your choice, really.

Once you have made it up onto this platform, walk on over straight ahead. You can now jump over to the first floating platform, as well as jump on over to the right to hit the heart container refill icon thingymajigger. From here, jump back over to the next floating platform, and cross over the series of floating platforms throughout, until you reach a solid platform up ahead.

Patiently wait until the first wall unit stops blowing flames out, and

jump over to the platform where it is located at. Quickly run through here, collecting the coins as you go, and avoiding the flamethrower wall units even faster. Jump over the small ledge directly after the two wall units.

Once you have reached this platform, you will notice a Bully that is directly in front of you. Just bump into him a few times until he falls off dead ahead, near where the lavafall (hehe, like a waterfall, only with lava) is. Collect his coin if you need it, and walk over the bridge-like platform, and to the bamboo that you can climb.

Begin climbing the first piece of bamboo all the way to the top, and position yourself to where you will cling onto the piece of bamboo to the left. From here, jump off again without moving Mario a single inch. He will cling onto the piece of bamboo to the right with ease. Now, sway on over to where you will fly off of this piece of bamboo, and to the one in the background (last piece).

Once you have clung yourself to the very last piece of bamboo, simply turn yourself to an angle which you will fall onto the last platform, where the rubble and Power Star rests. Jump off, and you will likely land near the collapsed podiums. Regardless, hop up, and walk over to the Power Star and collect it to end the mission.

=====
ELEVATOR TOUR IN THE VOLCANO
=====

Ahhhh, another one of the two volcano missions that I discussed in the last mission's description! This one is a little bit like the last, only without all of the hard parts added to it. Start out by jumping over the decent sized gap to the right to reach the other side. Follow this path a slight bit until you reach the golden arrow platform.

From here, head straight, and watch out for the fireballs that will cross over the bridge here. Jump over the small step, and land directly bumping chests with the Bully that lays on this platform. This should send the poor devil over the edge and into the pit of lava on the other side of this place. Poor little thing. Take the coin that it will spit out upon death.

Here, go to the right, and jump straight over to the golden arrows platform, completely ignoring the flamethrower black cage that was in the way of the other path. With this done, jump straight onto the first wobbly platform, and jump up and onto the second one towards the top of the screen compared to the rest. From here, double jump over to the rotating flat-wheel platform on the left of the platform that you are currently on.

Once you arrive on the rotating flat-wheel platform, you will likely be spun into a dizzy daze, all the while avoiding the rainfall of fireballs that the volcano will violently spit out. If you wish, you can collect a few of the 1-Ups in this area, including the one of top of the flamethrower, and the one to the northwest of the volcano (long jump to reach the "C" shaped platform). Once the fireballs stop coming out, triple jump into the volcano.

Now that you have safely landed inside of the big, bad volcano, quickly turn your camera angle around to adjust where you are located at.

Instead of going to the right like before, we are going to go to the left, hence why I had you turn the camera angle around. Jump over to the next dark platform, and the one after that, as well.

On this dark platform, you will notice that the next platform in line for you to jump to has a lone coin on it, as well as a elevator platform that will take you around the volcano on a little "mission," if you will. To reach the platform, simply jump over, and if your jump was not high enough, simply jump kick to gain an added boost.

Hop onto the elevator platform, and get prepared to boogie-oogie-oogie 'till you just can't boogie no more. Okay, so some disco songs are okay. The elevator platform will move around in a full circle before take off. Once it begins spiraling upwards, you will soon notice a second elevator platform in the distance.

You will also notice that the black balls have run out, meaning the elevator platform that you are currently on is about to crash into the lava below. In other words, just jump over to the next damn elevator platform before you get yourself killed! Once you have landed on this elevator platform, it will waste no time to get rolling towards the top of the volcano.

Now, you will soon have to take note of a long bamboo stick that is on a very tiny floating platform that is so little, that Mario could not even fit one foot on it. You will also notice that the black balls wrap around the bamboo pole, and then cut off, so you must jump from the elevator platform to the bamboo stick, and hang on tightly.

Begin climbing up to the very top of the bamboo stick, but be VERY careful not to get burnt by the dual rotating constant flamethrowers on the platform. Jump over to the platform, and remember that if you get burnt, to run around in CIRCLES on this platform to cool off, that way you do not plummet to your fiery grave down below.

From this dual rotating constant flamethrower platform, you must jump over to the next long bamboo stick, and begin climbing up. There is no danger at the top, so feel free to climb as fast as you wish to. Jump off very lightly to the small floating platform above, and now you must cross a total of two very tiny platforms to reach the Power Star. Collect it to exit the stage.

```
‡---+---+---+---+---+---+---+---+---+---+
  III.n ----- LETHAL LAVA LAND [coins]
‡---+---+---+---+---+---+---+---+---+---‡
```

Starting off with our 100 coin walkthrough for Lethal Lava Land, let me warn you that getting all of the coins in this stage is very tough. There are 133 of them in this stage, so please follow my directions carefully if you wish to obtain them all. Start out by selecting the mission five. Now, start out by turning left, and long jumping over to the platform.

From here, break open that red exclamation point box, and equip the Wing Cap. From here, fly over to the complete northeast side of the screen. Stop of the rotating flat-wheel platform to get another boost, and land on the tall sliding platform. Quickly collect the five coins here

[five], as well as the extra life that stands with them. With the Wing Cap still equipped, quickly fly down to the platform with the three Bullies.

Once you are on this platform, quickly begin to eliminate each of the Bullies in a swift manner, and remember to knock them off at an easy part of the platform; if we are collecting all of the coins in this stage, we will definitely want to make sure that we collect the coins of the Bully enemies, as they do, indeed, add up.

Collect the three coins from the Bully enemies, as well as all of the coins in the circle on this platform [sixteen], and quickly jump off of the platform, and to the four lava covered platforms in a row below before the Big Bully gets to you. Collect the four coins down here [twenty] while the lava is down. Remember, patience is perfect!

After this, follow the trail down below, and pick up the bouncing box while aiming towards the four lava covered platforms that you just crossed while the lava is up. Hold down, and you will land on the platforms, and the coins will not be eaten by the lava, dammit! Oh yay oh yay oh yay! This brings our total to twenty-five.

From the lava covered platforms yet again, jump onto the winding dark platform with the "elbow bends" in it, and perform a long jump from the first elbow bend to the tiny grey island with the Mr. I enemy attached. Run around in a circle to collect the coins [thirty-three], and then run around further to defeat the Mr. I enemy and steal his blue coin [thirty-eight].

Now that this is completed, long jump back over to the four lava covered platforms once the lava lowers from the course. Now, hop back onto the dark grey winding platform, and you will soon come up on the golden arrows platform to the left of the path you are on (south). Jump over to it, and to over to the taller, grey platform.

There will be two Bullies up here, so knock both of them off and collect their coins that they spit out upon their death. This will raise your coin total to forty-eight, including the line of coins in a circle on this platform, as well. Now, backtrack over the golden arrows platform, and jump over to the first lava covered platform, and then to the second. Collect the line of coins on the second [fifty-three].

From this platform, jump on over to the rotating flat-wheel platform, and run in circles to collect the row of coins here [fifty-six]. You will notice that there are some coins, as well as an extra life, on a "C" shaped platform to the northwest of this rotating flat-wheel platform, so make a long jump to reach them once the platform you are currently on stops moving. Collect the coins [sixty], as well as the extra life, to boot.

To reach solid ground, perform a long jump that may send you into the lava. Regardless, land safely on the rotating flat-wheel platform. From here, run over towards the southeast, and jump onto the wobbly platform. Cross over the wobbly platform to another wobbly platform, and from here, to the golden arrows platform.

Cross over the black caged flamethrower platform gently, and quickly knock the Bully into the lava, and collect the coin it spits out upon death [sixty-one]. Decide to go down, and follow the golden arrow path where the fireballs cross over. Take a right, and to the charcoal

circular platform. Jump up, and bust open the turtle shell.

Quickly hop onto the turtle shell, and ride it over to the left and up. Jump over the golden arrow platform, as if you bump into anything, you will automatically lose your turtle shell. Our destination is underneath the light blue mechanical bridge. We will want to travel underneath it, and collect the coins that are lined up there. Pass under it whenever the bridge lifts, and collect the coins [sixty-six]. Remember that randomly jumping can save your ass, as well as your turtle shell.

Still riding the turtle shell, ride up onto the big sloping brown platform and collect the 1-Up Mushroom, then turn back around and go underneath the bridge again. Jump onto the golden arrow platform, and crash safely on the lone step that sits there. From there, climb up the step, and decide to go to the right.

Pass over the light blue mechanical bridge once it forms into a full bridge to cross over, and you will soon find the Mr. I enemy sitting in the center of the black caged platform. Run around in circles in front of the Mr. I enemy, and he will spin out of control until he dies. Collect his blue coin [seventy-one] afterwards.

Jump onto the lava covered platform to the left after you pass over the golden arrow platform, and be careful of the sides of the lava covered platform to get... well, covered in lava. Off to the southwest of the platform (lower left-hand side), you will notice a "C" shaped platform. Double jump over there to reach it, and collect the coins that lay there [seventy-four].

Double jump back over to the lava covered platform once it is no longer covered in lava on that side, and safely land. Hop back up, and collect the line of coins on this lava covered platform [seventy-nine]. Jump over to the jigsaw puzzle platform, and collect the first Red Coin automatically by jumping over there [eighty-one]. Here is the ASCII map on the Red Coins...

```
#####@#@#@#@#@
#   ##   ##   ##   #@   @
#  1  ##  B  ##  2  ##  B  #@  X  @
#   ##   ##   ##   #@   @
#####@#@#@#@#@
#####
#   ##   ##   ##   ##   #
#  B  ##  B  ##  B  ##  B  ##  B  #
#   ##   ##   ##   ##   #
#####
#####
#   ##   ##   ##   ##   #
#  3  ##  B  ##  4  ##  B  ##  5  #
#   ##   ##   ##   ##   #
#####
#####
#   ##   ##   ##   ##   #
#  B  ##  B  ##  B  ##  B  ##  B  #
#   ##   ##   ##   ##   #
#####
#####
#   ##   ##   ##   ##   #
#  6  ##  B  ##  7  ##  B  ##  8  #
```


#####

Key:

- B = Blank
- 1 = Red Coin
- 2 = Red Coin
- 3 = Red Coin
- 4 = Red Coin
- 5 = Red Coin
- 6 = Red Coin
- 7 = Red Coin
- 8 = Red Coin
- X = Power Star Location

From here, you can carefully run across the platforms, and jump into the air to collect the Red Coins. As you collect the red coins, five regular coins will come out from the center. DROP EVERYTHING AND COLLECT THESE FIVE COINS BEFORE THEY FALL INTO THE LAVA. Do not collect the Power Star after you have all of the red coins [one hundred even]. Collect the Power Star fresh from the 100 coins, and continue the round.

Cross over the rest of the jigsaw puzzle very carefully, and run over to the golden arrow platform. From here, continue walking forward, and you will encounter two Bullies. Beat them up, and knock them into the lake of lava, and collect your two coins [one hundred and two]. Now you can walk over the wire cage, and to the next platform.

This next platform is a rotating dual flamethrower, so be on the lookout for what is going on. Run over to the right whilst jumping over the flames that go by, and jump onto to the brown platform, and dodge the fireballs that cross over this platform, as well. Jump straight over to the lava covered platform, and collect the line of coins [one hundred and seven].

Backtrack across to the brown platform from where the fireballs zoom across, and jump back over to the dual mechanical flamethrower platform, and back over past the long platform where the two Bullies were. Cross over the jigsaw puzzle, and hop over the lava covered platform to the golden arrow platform to the right.

Continue backtracking past the black caged platform where the Mr. I was, and jump into the hole where the Mr. I enemy was sitting. This will teleport you to the small island with the red Wing Cap box in mid-air. Bust it open, and triple jump to begin flying towards the volcano. From here, simply glide into the volcano, or to the rotating flat-wheel platform, and climb into the volcano from here.

From the start of the inside of the volcano, begin traveling towards the right of the screen, and collect the line of coins on the next platform [one hundred and ten]. Avoid those darn fireballs that cross over the dark colored platform, and jump onto the next platform as soon as you have the chance.

Begin running up this platform, collecting the coins as you go along. Watch out for the flamethrowing wall unit that is built in halfway through the platform. Collect the last two coins on this platform [one hundred and fifteen]. Jump onto the next platform, and collect the two coins, as well as the one that you receive from knocking the Bully into

the lava (which can be tricky) for a new total of one hundred and eighteen.

Jump onto the next platform, and await the crashing down of the fake mechanical wall that slams down into the platform in front of you. Taking this to heart, you can triple jump up to the next platform easily whilst dodging the crashing wall, or you can simply backflip up to the platform by pressing your back against the wall and holding the Z trigger, then jumping. Your choice, really.

After you have reached the top of this next platform, you will have to cross over a series of four small floating platforms, all of which have coins on them [one hundred and twenty-two]. Time your next jump to reach the next platform without getting burnt by the two flamethrowing wall units that are built in.

Once you have made your jump over to them, collect the lone coin that is lined up along the path [one hundred and twenty-three]. Quickly jump up to the next platform, and quickly knock the Bully off of the platform to the left (where you came from) very carefully, and push him down towards the ground until you can collect his lone coin from a drop off spot [one hundred and twenty-four], then backtrack up to the top and collect the coins that are lined up near the bamboo [one hundred and twenty-nine].

Now you can safely backtrack to the beginning of the volcano area of the stage, but we sure to make your jumps when crossing the small floating platforms, and be sure to wait until the mechanical fake wall goes back inside, as the top is a slide that will send you tumbling into the lava below. Once you are back at the start, go to the left this time.

Collect the lone coin on the platform next to the elevator platform [one hundred and thirty]. Jump onto the elevator platform, and begin riding it upwards. The elevator platform will move around in a full circle before take off. Once it begins spiraling upwards, you will soon notice a second elevator platform in the distance.

You will also notice that the black balls have run out, meaning the elevator platform that you are currently on is about to crash into the lava below. In other words, just jump over to the next damn elevator platform before you get yourself killed! Once you have landed on this elevator platform, it will waste no time to get rolling towards the top of the volcano.

Now, you will soon have to take note of a long bamboo stick that is on a very tiny floating platform that is so little, that Mario could not even fit one foot on it. You will also notice that the black balls wrap around the bamboo pole, and then cut off, so you must jump from the elevator platform to the bamboo stick, and hang on tightly.

Begin climbing up to the very top of the bamboo stick, but be VERY careful not to get burnt by the dual rotating constant flamethrowers on the platform. Jump over to the platform, and remember that if you get burnt, to run around in CIRCLES on this platform to cool off, that way you do not plummet to your fiery grave down below.

From this dual rotating constant flamethrower platform, you must jump over to the next long bamboo stick, and begin climbing up. There is no danger at the top, so feel free to climb as fast as you wish to. Jump off very lightly to the small floating platform above, and now you must cross a total of two very tiny platforms that have three coins on them

[one hundred and thirty-three] to reach the Power Star. Collect it to exit the stage. Woohaa!

```

#----#----#----#----#----#----#----#----#----#
  III.o ----- SHIFTING SAND LAND [stars]
#----#----#----#----#----#----#----#----#----#

```

```

=====
IN THE TALONS OF THE BIG BIRD
=====

```

Welcome to Shifting Sand Land and be sure to watch your step (literally). This course is covered in areas where the fast flowing sand will suck Mario underneath it to suffocate him in record time (must be the super sinky sand Bowser ordered or something). Anyway, be sure to watch your step around quicksand pools, quicksand expanses, and anywhere around the Pyramid in general. Your goal here is to hunt down Klepto, a BIG BIRD (no, NOT the one from Sesame Street!) that carries a Power Star within its talon grip.

Anyway, you will appear near the edge of the course where quicksand leads down a slope to a quick death so take care NOT to step onto it as you move forward to find a couple Bob-Ombs wandering the desert. Following them are a couple new enemies, one being a Shy Guy (red dude flying in the sky) and a Pokey (a cactus with a segmented body). After passing that area, you will arrive at a grey stone structure where a few options become available to Mario on how to proceed through the level.

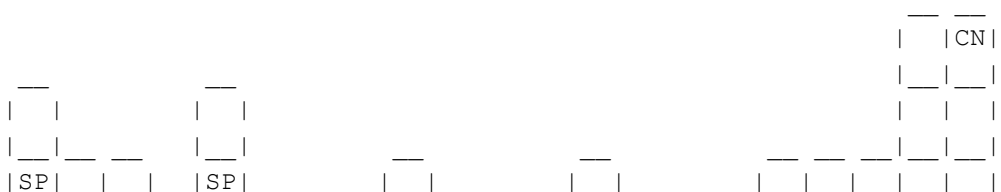
```

-----
Option One
-----

```

This is the tried and true method of navigating the level, which is to go through the level the way it was designed to torture you thanks to the programmers. Head on by the grey stone structure to find another Pokey wandering around the entrance to a set of stone blocks that form a path over the instant death of a massive quicksand area that looks like this:

| Key | |
|-----|------------------------|
| ST | - Start |
| SP | - Safe Spot |
| RB | - Red Block (Wing Cap) |
| RC | - Red Coin |
| CN | - Cannon |
| EX | - Exit |
| TP | - Teleport Point |



 Option Three

Instead of moving by the grey stone structure, you will instead back up and perform a Triple Jump to get onto the roof of the grey stone structure. Here you will find a Yellow Block waiting to be broken open so do so and grab the Green Koopa Shell. Now Mario will begin to surf around on the Green Koopa Shell, so aim Mario to go towards whichever pillar Klepto is circling. Remember to avoid any walls as they will cause the Koopa Shell to disintegrate (usually leading to instant death) as well as avoiding the Tox Boxes due to their ability to do the same thing to the Koopa Troopa Shell.

Once you track him down, you will see flying around the pillar, so have Mario jump up to touch Klepto as he passes by to cause the Power Star to float to the ground below. Now send Mario down to the sandy area by the five Coins to grab the Power Star (if he is caught by any pillar other than the one listed in Option One, you will need to "surf" across the course to grab the Power Star)!

```

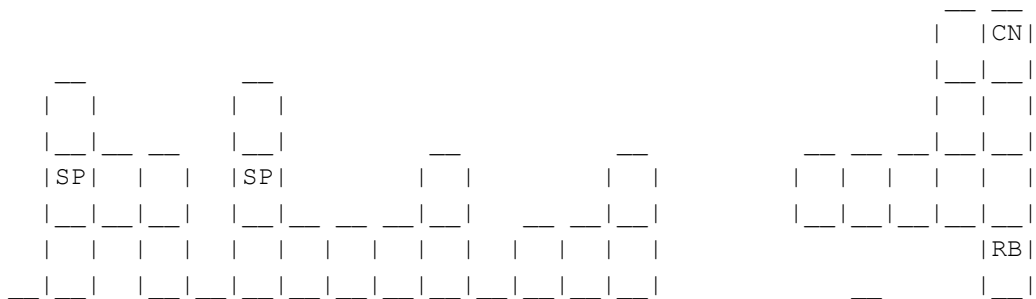
=====
SHINING ATOP THE PYRAMID
=====
  
```

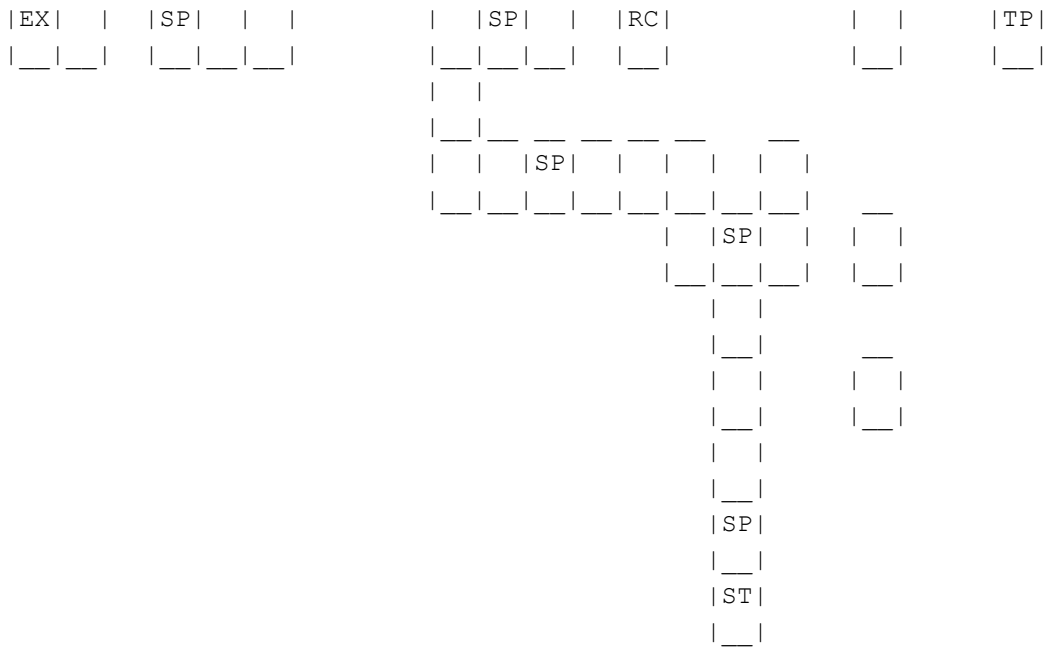
A challenge that has a few ways for Mario to go about mastering the path to the Power Star. The first option will be the conventional method, the next two being more of the shortcut method that comes with some dangers involved.

 Option One

Mario will start out by moving past the Bob-Ombs, Shy Guy, and Pokey to turn left to skirt the grey stone structure. Mario should then continue along the same trajectory to pass another Pokey to find this:

| | |
|---------------------------|--|
| Key | |
| ST - Start | |
| SP - Safe Spot | |
| RB - Red Block (Wing Cap) | |
| RC - Red Coin | |
| CN - Cannon | |
| EX - Exit | |
| TP - Teleport Point | |





So there is the entire lay-out of the stone path where the Toxic Boxes patrol. The "SP" are Safe Spots, which are areas where Mario can stand and the one side of the Toxic Box that has a hole will fall down to allow Mario to stand on that square without being squished as he would be on other squares. Work your way across the stones, making sure that you are using the proper safe spots and not falling off of the stones as you go to exit the area.

Once he has exited the stone path area, Klepto will be circling nearby to attack Mario in an attempt to steal his hat (throw a Jump Kick or a Punch at Klepto to stop his attack momentarily), and then move on around the Pyramid (passing a Pokey). Now continue along to pass another Pokey as you start to move around the quicksand pit quickly to dodge the Sand Devil that whips up (if t grabs you, just wait for it to let Mario go before guiding Mario to safe ground as he floats downwards).

Once Mario has moved onto the Pyramid, send him to the right of the entrance (provided he is facing it) to jump to a higher ledge leading around the Pyramid, go past the Fireballer on the corner as you jump to the next ledge, and then outrun the following fireball. Now continue along to find a Shyguy who will likely open up the hostilities with a few fireballs so dodge them nimbly until the Shy Guy finally charges, allowing Mario to finish the masked meanie off. Now jump up to the next ledge to walk across the narrow path to then jump up to the next narrow path to collect the Power Star from the small cubby hole it resides in!

Option Two

This method calls for the use of the Wing Cap to grab the Power Star. Start off by moving past the Bob-Ombs, the Shy Guy, and the Pokey to find the grey stone structure. Here is where Mario needs to perform a Triple Jump to reach the roof of the grey stone structure and then break open the Red Block to get the Wing Cap inside.

After performing the needed Triple Jump to get airborne, land on the nearest pillar and then perform another Triple Jump to get airborne at a higher altitude. Now Mario should aim for the left side of the Pyramid (the same side where the entrance to the Pyramid is located. A small cubbyhole should then be visible near the peak of the Pyramid, so fl

towards it to land inside the cubbyhole where the Power Star awaits!
Please note that if you miss, Mario will slide down the side of the
slanted Pyramid, so be warned that you may die from this attempt if you
miss.

Option Three

This method requires the need of the Green Koopa Shell, and it has the
extra danger of the Green Koopa Shell getting smashed. Start off by
moving past the Bob-Ombs, the Shy Guy, and the Pokey to find the grey
stone structure. Here is where Mario needs to perform a Triple Jump to
reach the roof of the grey stone structure and then break open the
Yellow Block to get the Green Koopa Shell inside.

Send Mario off of the roof towards the Pyramid, surfing over the
quicksand to pass the closest pillar on the left side. Next you will
move towards the slope of the Pyramid that leads up to the lowest ledge
on the Pyramid (the same one the entrance is located at), followed by
cutting right to head up the slope. Start across the slope to the left
to find the small cubbyhole where the Power Star twinkles as it waits!
Please note that crashing the Green Koopa Shell can often lead to death
due to Mario sliding down the Pyramid slope towards the quicksand below.

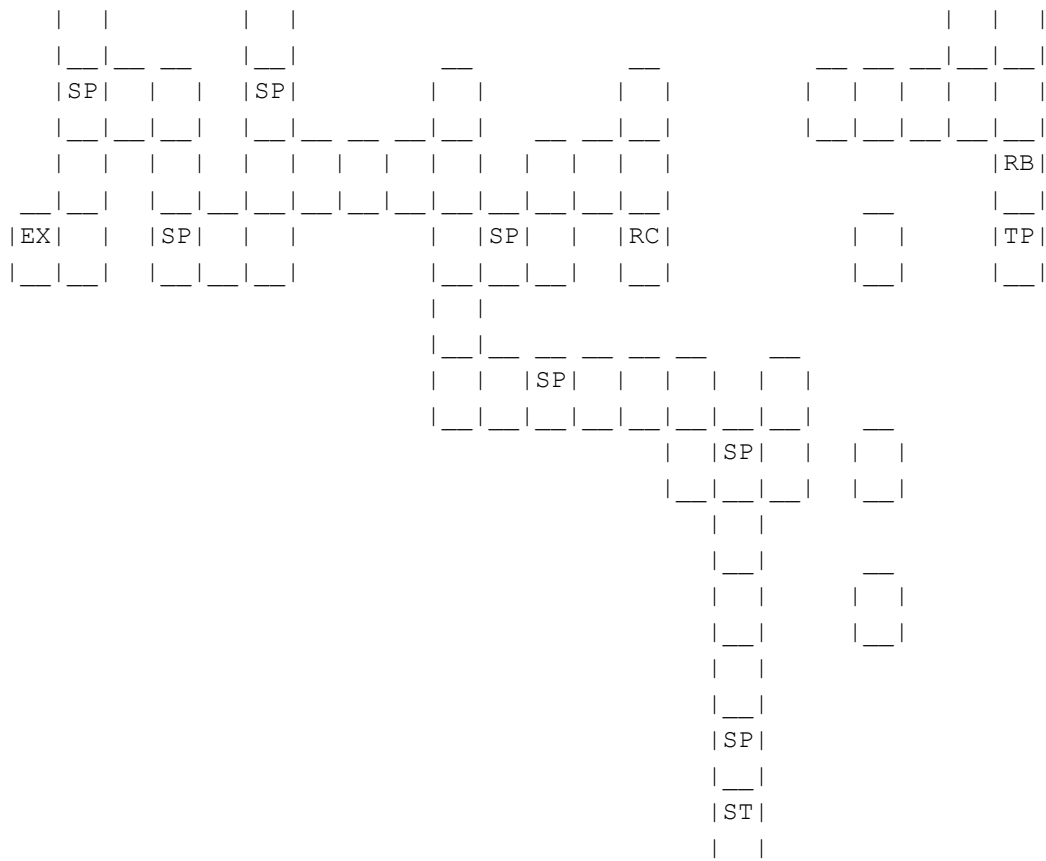
=====
INSIDE THE ANCIENT PYRAMID
=====

You will finally get to journey inside the Pyramid, so your first duty
is to make it into the structure. Please note that an alternate method
of getting this Star will be covered in the last paragraph of this
section (it is a rather different but neat way to do this Power Star).
Your first job is to find the entrance to the Pyramid, so you have a few
options.

Option One

Mario will start out by moving past the Bob-Ombs, Shy Guy, and Pokey to
turn left to skirt the grey stone structure. Mario should then continue
along the same trajectory to pass another Pokey to find this:

| | |
|---------------------------|--|
| Key | |
| ST - Start | |
| SP - Safe Spot | |
| RB - Red Block (Wing Cap) | |
| RC - Red Coin | |
| CN - Cannon | |
| EX - Exit | |
| TP - Teleport Point | |



So there is the entire lay-out of the stone path where the Toxic Boxes patrol. The "SP" are Safe Spots, which are areas where Mario can stand and the one side of the Toxic Box that has a hole will fall down to allow Mario to stand on that square without being squished as he would be on other squares. Work your way across the stones, making sure that you are using the proper safe spots and not falling off of the stones as you go to exit the area.

Once he has exited the stone path area, Klepto will be circling nearby to attack Mario in an attempt to steal his hat (throw a Jump Kick or a Punch at Klepto to stop his attack momentarily), and then move on around the Pyramid (passing a Pokey). Now continue along to pass another Pokey as you start to move around the quicksand pit quickly to dodge the Sand Devil that whips up (if t grabs you, just wait for it to let Mario go before guiding Mario to safe ground as he floats downwards).

Once Mario has moved onto the Pyramid, send him down the hole straight ahead to enter the Pyramid.

```

-----
Option Two
-----

```

This method calls for the use of the Wing Cap to grab the Power Star. Start off by moving past the Bob-Ombs, the Shy Guy, and the Pokey to find the grey stone structure. Here is where Mario needs to perform a Triple Jump to reach the roof of the grey stone structure and then break open the Red Block to get the Wing Cap inside.

After performing the needed Triple Jump to get airborne, land on the nearest pillar and then perform another Triple Jump to get airborne at a higher altitude. Now Mario should aim for the left side of the Pyramid to land on the wide ledge below for setting foot down into the hole to find the entrance to the Pyramid.

Option Three

This method requires the need of the Green Koopa Shell, and it has the extra danger of the Green Koopa Shell getting smashed. Start off by moving past the Bob-Ombs, the Shy Guy, and the Pokey to find the grey stone structure. Here is where Mario needs to perform a Triple Jump to reach the roof of the grey stone structure and then break open the Yellow Block to get the Green Koopa Shell inside.

Send Mario off of the roof towards the Pyramid, surfing over the quicksand to pass the closest pillar on the left side. Next you will move towards the slope of the Pyramid that leads up to the lowest ledge on the Pyramid (the same one the entrance is located at), followed by going down the hole to enter the Pyramid.

Inside The Pyramid

To accomplish this Power Star, the path required is to head right from the entrance to find three Goombas scurrying around the corner, which are then followed by a massive Mummy Thwomp. You can either perform a Backflip to get onto the Mummy Thwomp and then step up to the second level of the Pyramid (join the walkthrough at the start of the next paragraph) or you can continue on underneath it to find a solo Goomba. Continue along the path to jump across a couple gaps of sand (if you fall in, find the short stones in the sand to get back onto the solid rock along the perimeter of the Pyramid) and then climb the inclines to arrive at the second floor.

Head past the Amp and the wire caging (you can grab onto it to get the Coins if you wish) and then mess up the Goomba before crossing the gap where the Mummy Thwomp moves up and down. After you destroy the two Goombas here, climb the pole to the next floor to go right to find a wire caging that Mario can either cross over on (hold the A Button to retain his hold) or perform a Wall Kick to get onto the top of the wire caging to cross on top.

Jump on up the small steps, followed by looking forward to see where the Crusher will be located. Wait for it to start towards the far end, run forward, and then decide if you will play it safe and hide in the small cubbyhole in the wall or will you run forward to jump over the rolling Crusher. Continue along the path to climb up the moving brick steps to get to the next level of the Pyramid.

Here you will start down the new path to find that a couple Amps will start to appear as you progress forward. These Amps will then try to hit Mario, so work across the narrow path carefully but at a moderately fast pace so the Amps will not be able to effectively zero in on Mario. Once you have managed to cross the ledge successfully, climb the pole to find a bridge across the top of the Pyramid where a Mummy Thwomp patrols. Your job is to cross under it when it is coming back across the bridge OR jump on top of the Mummy Thwomp to get across to the far side where Mario should follow the line of Coins to do a Backflip to the next ledge to find the Power Star!

Unique Shortcut

You will have to be fast and accurate to pull this off, and it begins with the same techniques used in the next Power Star challenge. When you appear back at the starting point, head on past the Bob-Ombs, the Shy Guy, and the Pokey towards the grey stone structure. Here is the easiest spot for Mario to go grab the Wing Cap (located on top of the grey stone structure in a Red Block), but you can also move past the grey stone structure, past a pokey onto the stone blocks, and then keep moving to the right (jumping the gaps when necessary) to get the Wing Cap from the Red Block located there before using the Cannon to launch high into the air.

Once you have finally attained a Wing Cap from a Red Block, it will be time to start your mission off here. Wing to the Sky and fly for the closest pillar at hand, using a Ground Stomp once Mario draw directly overhead so he will grab the Coin above the pillar. Just remember that if Klepto is guarding a pillar, move on by and come back afterwards or he may take your hat on Mario! Perform this feat on all four pillars (grabbing all four Coins) to cause the tip of the Pyramid to shatter to reveal... something.

Fly to the top of the Pyramid to go down through the hole to appear on an elevator that Mario would normally ride till it finished moving. However, you will be ready to perform a Double Jump upon appearing, bounding forward to grab the ledge ahead to pull Mario up. Now he just needs to Backflip up to the next ledge to get the Power Star!

=====
STAND TALL ON THE FOUR PILLARS
=====

For this Power Star, Mario will need to be able to Wing to the Sky for the easiest time of resolving this challenge. However, from this point on Klepto will not be actively hunting Mario. It is not to find the stolen Power Star though. Rather, he is now in the market for a nice red hat with a big old "M" on it. If he steals it, you will take more damage from enemies until you reclaim it from the thieving bird.

Anyway, when you appear back at the starting point, head on past the Bob-Ombs, the Shy Guy, and the Pokey towards the grey stone structure. Here is the easiest spot for Mario to go grab the Wing Cap (located on top of the grey stone structure in a Red Block), but you can also move past the grey stone structure, past a pokey onto the stone blocks, and then keep moving to the right (jumping the gaps when necessary) to get the Wing Cap from the Red Block located there before using the Cannon to launch high into the air.

Once you have finally attained a Wing Cap from a Red Block, it will be time to start your mission off here. Wing to the Sky and fly for the closest pillar at hand, using a Ground Stomp once Mario draw directly overhead so he will grab the Coin above the pillar. Just remember that if Klepto is guarding a pillar, move on by and come back afterwards or he may take your hat on Mario! Perform this feat on all four pillars (grabbing all four Coins) to cause the tip of the Pyramid to shatter to reveal... something.

Now Mario will have to find his way up to the top and he has two options for how to do so.

Option One

Simply wing to the sky here to fly and drop into the hole that has been uncovered. When you appear, you will see that you are on an elevator carrying Mario downwards, so just wait for the ride to end. When Mario finally stops his descent, an opening in the multi-coloured structure will be available for passing through, so Mario naturally goes crashing in headfirst without performing any recon first. When Mario lands, walk forward towards the altar to cause the evil enemy Eyerok to awaken and a battle will ensue!

Eyerok has a few powerful attacks to call upon so make sure to watch him for a tip-off as to which one he is about to use. If he sends one hand out to get Mario it will attempt one squish of Mario before withdrawing his fist (he will attempt to drag Mario with him to then try and squish him at his home base). Another attack is when both hands move forward through the air, they will then start smashing their way across the platform in one solid direction (if they ctach you, it is likely they will crush you into a messy little Italian smudge on the ancient bricks). He will also attempt to just shove Mario off of the cliff, so be sure to quickly attack the exposed eye to stop this attack.

You will need to attack the exposed eyes in the palm of the rock hands to defeat him. However, each hand requires three hits each before they will lay down for Mario to relinquish a Power Star. The best times to attack are when the hand pushes Mario towards a cliff edge (the eye will be exposed for easy attacking) and after he retracts a hand form a crushing attack he will often hold the palm open to expose the eye for a few seconds. Just be VERY wary of the line crushing he will perform as this attack can kill a fully healthy Mario!

Option Two

Make your way through the air to land near the bottom entrance to the Pyramid, go past it to jump to a higher ledge leading around the Pyramid, go past the Fireballer on the corner as you jump to the next ledge, and then outrun the following fireball. Now continue along to find a Shyguy who will likely open up the hostilities with a few fireballs so dodge them nimbly until the Shy Guy finally changes, allowing Mario to finish the masked meanie off. Now jump up to the next ledge to walk across the narrow path to then jump up to the new peak on the Pyramid to drop through the hole.

When you appear, you will see that you are on an elevator carrying Mario downwards, so just wait for the ride to end. When Mario finally stops his descent, an opening in the multi-coloured structure will be available for passing through, so Mario naturally goes crashing in headfirst without performing any recon first. When Mario lands, walk forward towards the altar to cause the evil enemy Eyerok to awaken and a battle will ensue!

Eyerok has a few powerful attacks to call upon so make sure to watch him for a tip-off as to which one he is about to use. If he sends one hand out to get Mario it will attempt one squish of Mario before withdrawing his fist (he will attempt to drag Mario with him to then try and squish

him at his home base). Another attack is when both hands move forward through the air, they will then start smashing their way across the platform in one solid direction (if they catch you, it is likely they will crush you into a messy little Italian smudge on the ancient bricks). He will also attempt to just shove Mario off of the cliff, so be sure to quickly attack the exposed eye to stop this attack.

You will need to attack the exposed eyes in the palm of the rock hands to defeat him. However, each hand requires three hits each before they will lay down for Mario to relinquish a Power Star. The best times to attack are when the hand pushes Mario towards a cliff edge (the eye will be exposed for easy attacking) and after he retracts a hand from a crushing attack he will often hold the palm open to expose the eye for a few seconds. Just be VERY wary of the line crushing he will perform as this attack can kill a fully healthy Mario!

=====
FREE FLYING FOR 8 RED COINS
=====

- =====
[] ----- Turn around at the start
=====
[] ----- Punch the Wooden Block in the grey stone structure
=====
[] ----- Go across the stone path while dodging the Toxic Boxes
=====
[] ----- Check the water by the small tree past the stone path
=====
[] ----- Floating in the air between two pillars
=====
[] ----- Floating in the air between two pillars
=====
[] ----- Floating in the air between two pillars
=====
[] ----- Floating in the air between two pillars
=====

As the name suggests, you will need to wing to the sky for some Red Coins. However, not all are to be found in the great blue expanse, as you will soon read.

Our first goal is to grab the four Red Coins that are scattered out among the ground surrounding the Pyramid before going to the sky to grab the remaining Red Coins. Immediately upon starting the course, turn around and head backwards along the base of the hill to carefully approach the Red Coin [one]. Now return back to the starting point, go past the Bob-Ombs, the Shy guy, and the Pokey to enter the grey stone structure to go destroy the Wooden Block closer to the stone path to find a Red Coin [two]. Now Mario should head out into the stone path.

| | |
|---------------------------|--|
| Key | |
| ST - Start | |
| SP - Safe Spot | |
| RB - Red Block (Wing Cap) | |
| RC - Red Coin | |

For this Power Star, you must return to the Pyramid. However, there are two paths to take to get to the main challenge of this Power Star, so both will be covered for you here (go to Puzzle Challenge after completing the option you chose).

Option One

You will need to get to the Pyramid, so I will leave it to you to decide on how to do this. The walkthrough for this option begins in the Pyramid.

To accomplish this Power Star, the path required is to head right from the entrance to find three Goombas scurrying around the corner, which are then followed by a massive Mummy Thwomp. You can either perform a Backflip to get onto the Mummy Thwomp and then step up to the second level of the Pyramid (join the walkthrough at the start of the next paragraph) or you can continue on underneath it to find a solo Goomba. Continue along the path to jump across a couple gaps of sand (if you fall in, find the short stones in the sand to get back onto the solid rock along the perimeter of the Pyramid) and then climb the inclines to arrive at the second floor.

Head past the Amp and the wire caging (you can grab onto it to get the Coins if you wish) and then mess up the Goomba before crossing the gap where the Mummy Thwomp moves up and down. After you destroy the two Goombas here, climb the pole to the next floor to go right to find a wire caging that Mario can either cross over on (hold the A Button to retain his hold) or perform a Wall Kick to get onto the top of the wire caging to cross on top.

Jump on up the small steps, followed by looking forward to see where the Crusher will be located. Wait for it to start towards the far end, run forward, and then decide if you will play it safe and hide in the small cubbyhole in the wall or will you run forward to jump over the rolling Crusher. Continue along the path to climb up the moving brick steps to get to the next level of the Pyramid.

Here you will start down the new path to find that a couple Amps will start to appear as you progress forward. These Amps will then try to hit Mario, so work across the narrow path carefully but at a moderately fast pace so the Amps will not be able to effectively zero in on Mario. Once you have managed to cross the ledge successfully, climb the pole to find a bridge across the top of the Pyramid where a Mummy Thwomp patrols. Your job is to cross under it when it is coming back across the bridge OR jump on top of the Mummy Thwomp to get across to the far side where Mario should follow the line of Coins to the highest level he can walk to. Here Mario should walk slowly off of the ledge where the wall dips to fall down to the ledge below to see a "1" appear.

Option Two

You will have to be fast and accurate to pull this off, and it begins with the same techniques used in the next Power Star challenge. When you appear back at the starting point, head on past the Bob-Ombs, the Shy Guy, and the Pokey towards the grey stone structure. Here is the easiest spot for Mario to go grab the Wing Cap (located on top of the

grey stone structure in a Red Block), but you can also move past the grey stone structure, past a pokey onto the stone blocks, and then keep moving to the right (jumping the gaps when necessary) to get the Wing Cap from the Red Block located there before using the Cannon to launch high into the air.

Once you have finally attained a Wing Cap from a Red Block, it will be time to start your mission off here. Wing to the Sky and fly for the closest pillar at hand, using a Ground Stomp once Mario draw directly overhead so he will grab the Coin above the pillar. Just remember that if Klepto is guarding a pillar, move on by and come back afterwards or he may take your hat on Mario! Perform this feat on all four pillars (grabbing all four Coins) to cause the tip of the Pyramid to shatter to reveal... something.

Fly to the top of the Pyramid to go down through the hole to appear on an elevator that Mario would normally ride till it finished moving. However, you will be ready to perform a Double Jump upon appearing, bounding forward to grab the ledge ahead to pull Mario up. Now he just needs to fall down to the ledge below by walking off of the ledge where the wall lowers to land on a platform where a "1" appears. Note that you may jump straight to this ledge from the elevator, but it is a much smaller target.

Puzzle Challenge

Now you know that the challenge is to find and collect the five Coins that are "numbered", and you already have "1"! Jump off of the left side to land on a platform on the far side of the sand falls (JUST on the other side so a small jump) to collect a Coin for "2", then jump off of your current platform to the right side to land on a small ledge where a coin rests that happens to be "3". Now jump down into the sand "river" and walk forward, occasionally jumping to stay above the sand and this will lead to Coins "4" and "5", which will release the Power Star! Now Mario needs to continue down the sand "river", but be sure to keep him on top of the flow by hopping continually, and then take it slow as you hop to grab the Power Star to finish this challenge!

```
‡---‡---‡---‡---‡---‡---‡---‡---‡---‡---‡
  III.p ----- SHIFTING SAND LAND [coins]
‡---‡---‡---‡---‡---‡---‡---‡---‡---‡
```

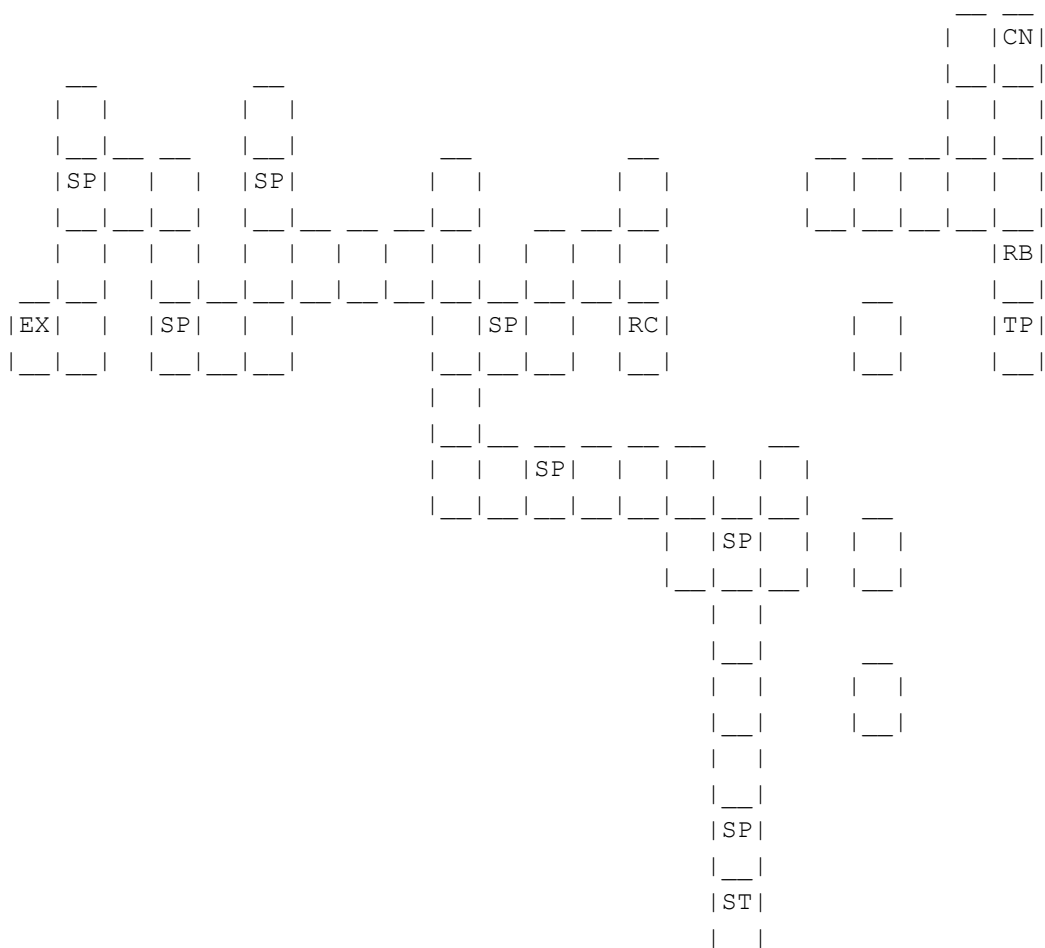
Here it is, another 100 Coin Power Star walkthrough! You will not have to worry on your Power Star selection as each one allows for the full collection of every Coin.

Immediately upon starting, turn around to go back as far as you can to carefully pluck the Red Coin [two] from the narrow land ledge without falling victim to the quicksand. Now head back to the starting area, kill the two Bob-Ombs [four] and the Shy Guy [six] before grabbing the Crazy Box to cause it to bounce around three times before exploding to reveal Coins [eleven] (just remember to aim to an area where solid land is and then control your bouncing so the Coins will not fall into quicksand). Now head to the left of the quicksand pool to find a Pokey, so Punch it until you can crack the head for the Blue Coin [sixteen] it

possesses, and then kill the three Goombas in the grey stone structure for a Coin each [nineteen].

Next up is a Wooden Block smash to reveal a Red Coin [twenty-one], then pick up the small Wooden Block to throw against a support in the grey stone structure to get the three Coins [twenty-four] that reside inside. Now continue on to destroy the Pokey [twenty-nine] before setting foot onto the stone path.

| | |
|---------------------------|--|
| Key | |
| ST - Start | |
| SP - Safe Spot | |
| RB - Red Block (Wing Cap) | |
| RC - Red Coin | |
| CN - Cannon | |
| EX - Exit | |
| TP - Teleport Point | |



You will grab the Red Coin [thirty-one] as you move through this area to exit near Klepto (kick it if it annoys you) as you head into the water by the tree for the Red Coin [thirty-three] that rests in there. Now go take out the Pokey [thirty-eight] while dodging both Klepto and the Fireballer shots before running through the line of five Coins [forty-three] to continue on to find yet another Pokey [forty-eight]. Now you will need to pick up the Crazy box, taking the time to properly line Mario up so he will be able to control the Box's flight while keeping it possible to grab all the Coins [fifty-three] inside.

Your next step is to go around the quicksand pool (watch out for the Sand Devil and be sure to just float to safety if it catches you) to grab the Wing Cap from the Red Block. Now have Mario Triple Jump to fly to the nearest pillar, climb up it to the top to get a Coin [fifty-four], turn to face the direction of the grey stone structure, and then take off to get the two Red Coins [fifty-eight] before landing on the next pillar [fifty-nine]. Now wait for the Shy Guy to draw right over the ledge to kill it [sixty-one], perform a Triple Jump, and fly to the next ledge to get a Coin [sixty-two] as you land. Now take off towards the nearest pillar to get two Red Coins [sixty-six] and then a single Coin [sixty-seven] as you land, causing the roof to blow off of the Pyramid.

Now you should aim Mario to go along the left slope of the Pyramid (if you were looking towards the far side of the level) to land on the ledge there to get five Coins [seventy-two], turn around to start climbing higher up the Pyramid to kill the Shy Guy [seventy-four]. Now you just need it go wrap around to the front of the Pyramid to enter through the lower opening.

Upon entering the Pyramid, go left to kill the two Goombas along this branch [seventy-six] before returning to the starting area to hit the Blue Coin Switch and then jump to get the three Blue Coins [ninety-one] that are over the large sandy area. After moving right to use a stone platform to get back onto the outside path, kill the three Goombas [ninety-four], run under the Mummy Thwomp to fight another Goomba [ninety-five], and then jump a couple sand gaps to get two Coins [ninety-seven] as you climb the slope to the second level of the Pyramid.

Use the wire caging you will find nearby to get the eight Coins [one hundred five] to make the Power Star appear! Grab it to finish off your need to be here, but you can continue onwards for a High Score! Kill the Goomba [one hundred six] before crossing the gap over the Mummy Thwomp and then kill two more Goombas [one hundred eight] as you move to climb the pole to third floor of the Pyramid.

Use the wire caging to cross the gap as you grab five Coins [one hundred thirteen], followed by climbing the steps [one hundred seventeen], and then head through the next area (get around the Crusher). Now you should grab the four Coins [one hundred twenty-one] as you climb the moving steps to the fourth level of the Pyramid where Mario should run to the right to pass by a couple appearing Amps to then move across a narrow ledge as quick as safety allows so the Amps can not hit him before he climbs to the next level of the Pyramid on a pole.

Move past the Mummy Thwomp on the narrow bridge by either going over the top of it or move under it to find a slope leading up to a line of Coins [one hundred thirty-one] before dropping to the lower ledge where the wall is lowered [one hundred thirty-two]. Jump off of the left side to land on a platform on the far side of the sand falls (JUST on the other side so a small jump) to collect a Coin [one hundred thirty-three], then jump off of your current platform to the right side to land on a small ledge where a Coin rests [one hundred thirty-four]. Now jump down into the sand "river" and walk forward, occasionally jumping to stay above the sand and this will lead to Coins [one hundred thirty-six], which will release the Power Star!

```
‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡
   III.q ----- DIRE DIRE DOCKS [stars]
‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡
```

```
=====
BOARD BOWSER's SUB
=====
```

As you start the stage out, you will soon realize that this is a water stage again! You see, me (Zoop) and Brian divided certain stages. He got the first water stage, and I got the first snow stage. See? That way it isn't like we are completing the same environment over and over again! We're so smart, I say!

This mission is very simple. As you are launched into the pool of water, begin swimming downwards, but not in the center, as there is a nasty whirlpool in the center, and if you get sucked in by it, you will automatically die. If you begin to get sucked in by the whirlpool, keep pressing the A button every second to swim out of it (hopefully).

Swim towards the left a slight bit, and you will soon notice a hole in the wall that you can swim into. Keep on battling for speed, and once you make it to the hole, collect a couple of coins to replenish your health that is currently missing from being underwater.

You must now navigate your way through this tunnel by going forward, and then up. You will eventually reach an air pocket, which you likely do not currently need. Swim above the surface, going forwards a little bit, and then dive back down, and swim in this direction for quite some time. Slowly ease up off of the Control Stick to level Mario out to going straight this time. You will now reach the big pool.

Quickly surface to get some fresh air, which you will likely not need, but we do not need to be underwater any longer, anyway, and you will notice a gigantic submarine in the center of the room. The Power Star that we are looking for resides on the top of this submarine--but how can we retrieve it?

Don't even begin to think that you can climb up the submarine by simply jumping onto the fins and climbing up, because this will not work. I should know, I tried it enough as a child. Instead, go over towards the right of the first fin, and around to the other side. You will soon notice that there is a ground switch to the right, on a dry platform.

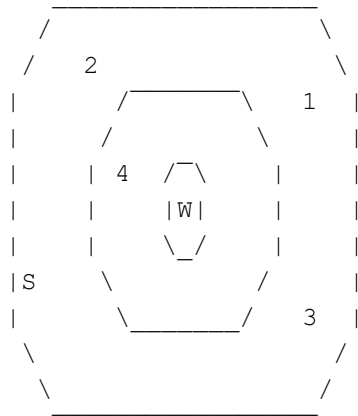
Swim over towards the ground switch, and jump out of the water and onto the platform that it is on. Dry ground! At last, matte! Simply walk over to the ground switch, and walk atop of it to activate the ground switch itself. If you are curious as to what it does, just look over to the left of poor Mario's slow ass to find out.

There will be several brown blocks that appear to the left, that will lead to the top of the submarine, but you will have to cross over them very quickly to reach it in time. The blocks are in simple format, as they will just continue upon themselves, sort of like stairs. Just walk in a straight line, and jump when needed. Perform another jump to climb more stairs, and once you reach the top, jump over to the submarine. Simply walk over to the right, past the Bowser logo, and collect the Power Star in back of it.

=====
CHESTS IN THE CURRENT
=====

Yep, you read that title correctly. We will have to revolve this mission around the beginning of the stage without getting sucked into that damn whirlpool. May God have mercy on our souls, and I'm not even a praying man! Begin swimming towards the bottom of the ocean, and you will soon notice that there are four treasure chests at the bottom of this ocean.

Of course, the puzzle can be solved and the Power Star can be revealed by simply opening the treasure chests at the bottom of this ocean floor... in order. The order isn't that obscure in comparison to how it could have been. As you go down to the ocean floor, you will notice treasure chests that are in this order...



- Key:
- 1 = Chest 1
 - 2 = Chest 2
 - 3 = Chest 3
 - 4 = Chest 4
 - W = Whirlpool (Avoid)
 - S = Power Star

Start off by swimming towards the first chest, and swim around to the front of it after you dodge the Shark enemy. Unlock it, and collect the air bubble inside. Swim over to the right (when facing front of chest) to find the second chest. Swim around to the front of it, and unlock it. Collect the air bubble inside of it for some health.

Swim around further to reach the last treasure chest on the ocean floor's lowest point. Open it from the front, and collect the air bubble inside. Now swim towards the fourth treasure chest. I suggest backing up towards the hole in the wall, and swimming forwards, right at the face plate of the lock. Once it is unlocked, quickly turn around and swim hard to get away from the current. Swim over to the Power Star while avoiding the Shark enemy, and collect it near the wall (see "S" on map).

=====
POLE JUMPING FOR RED COINS
=====

=====

- [] ----- On suspended platform
=====
- [] ----- To left of first Red Coin, on pole path
=====
- [] ----- To left of first Red Coin, on pole path
=====
- [] ----- To left of first Red Coin, on pole path
=====
- [] ----- Inside of caged suspended platform across blue coin platform
=====
- [] ----- Near the big red caged wall, on the default side
=====
- [] ----- Near the big red caged wall, on alternate side
=====
- [] ----- Near the big red caged wall, on alternate side
=====

NOTE: You MUST complete the second Bowser stage before you complete this mission. There are no excuses around it. I'm sorry, so sorry," as Howie Day once said.

As you are launched into the pool of water, begin swimming downwards, but not in the center, as there is a nasty whirlpool in the center, and if you get sucked in by it, you will automatically die. If you begin to get sucked in by the whirlpool, keep pressing the A button every second to swim out of it (hopefully).

Swim towards the left a slight bit, and you will soon notice a hole in the wall that you can swim into. Keep on battling for speed, and once you make it to the hole, collect a couple of coins to replenish your health that is currently missing from being underwater.

You must now navigate your way through this tunnel by going forward, and then up. You will eventually reach an air pocket, which you likely do not currently need. Swim above the surface, going forwards a little bit, and then dive back down, and swim in this direction for quite some time. Slowly ease up off of the Control Stick to level Mario out to going straight this time. You will now reach the big pool.

Once in here, you will notice a gigantic submarine in the dead center of the room. Swim towards the right, and make your way around the submarine completely. You will soon notice the ground switch from the first mission in this stage to the right, so swim near the platform that it is on, and jump onto the platform.

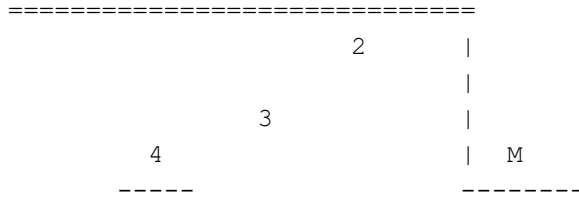
It is now that you should turn your camera angle around, to where you were once facing before, and walk over onto the ground switch to activate it. Besides the last set of brown blocks that you climbed to reach the top of the submarine, there is a second set of blocks further up, and to the right. Run over to them.

Begin quickly climbing up the second set of brown blocks, and you will soon reach a suspended-in-air platform up above. It is here that you will notice that there are several rotating poles that are dangling from the ceiling area (these will not be here if you did not complete the Bowser In The Fire Sea stage), and the possibility that waits by crossing them.

On this platform that you are currently on, grab the Red Coin [one] that

is directly in front of you. That is an easy Red Coin, indeed. Continue on your Red Coin collecting spree by going over to the left path, where you will patiently await the arrival of the mechanical pole that dangles from the ceiling, so jump onto it.

With a side view, you will now have to collect three Red Coins along the way. Here is an ASCII chart of where the placement of the Red Coins are, and the like, in side-view format...



Key:

- M = Mario
- 2 = Second Red Coin
- 3 = Third Red Coin
- 4 = Fourth Red Coin
- | = Pole
- = Platform
- === = Rafters

As you can obviously see from the chart, you should go towards the top of the pole as soon as you jump onto the darn sucker. As you move along with the sideways view, collect the second Red Coin [two], and slide down around two notches to collect the third Red Coin [three]. Slide down towards the very bottom to collect the fourth Red Coin [four], and stay attached to the mechanical pole until it rolls back around to the platform that you started out on.

From the original platform, take the mechanical pole on the right this time instead of the left. There's nothing of importance on this pole's path, so jump off once you have reached your destination. From here, jump over onto the mechanical pole to the left of where you land, and await your arrival in the center.

From this mechanical pole, you will be taken to another mechanical pole to the right, where you must jump off from this mechanical pole to that one. Now, you will be dragged a bit further on. Slide down a slight bit, and situate yourself to jump off to the left onto yet another mechanical pole once you reach it. Now you can safely jump off of the mechanical poles, and to the suspended platform with the blue coin ground switch.

You can ground pound the blue coin ground switch, and you will have to collect all six blue coins on this platform. They appear lined up in orderly fashion, so it should not be too much trouble. After you have collected all six of the blue coins, jump over to the next mechanical pole that appears straight ahead.

This mechanical pole will begin taking you to the next platform across from where you were. Once you reach your destination, you will find yourself in a small caged, suspended platform. Jump off, and collect the Red Coin [five] inside of here. Very quickly, rush back over to the mechanical pole, and hop onto it. Cling your way to the other side, and

jump off.

Oh yes, we must backtrack across the alternating mechanical poles that we encountered last time! Jump onto the first mechanical pole from the suspended platform, and jump over to the next mechanical pole once you reach it. On this mechanical pole, patiently await your arrival to the next one, and jump off to the right after sliding down a bit to reach it safely. Ride this mechanical pole to the suspended platform, and safely jump off.

Once here, there is only one area left to inspect, and that area is to the left. Walk over to that portion of the platform, and jump onto the mechanical pole once you have it spotted in its tracks. Ride the mechanical pole over to the next mechanical pole. They will come together, so jump over to the next on the left.

Once attached to this mechanical pole, it will begin moving against one another with the other mechanical pole that is on the other side of the big red see-through wall that is in between the two mechanical poles. Instead of jumping off to cling to the other mechanical pole once they cross paths, stay on the path with this mechanical pole, and you will reach a Red Coin [six].

On the way back, you will want to position yourself to where you can jump over to the next mechanical platform once they cross paths by sliding down a little bit, and move Mario towards the right. Once they cross paths, jump over to the mechanical pole, and slide down a slight bit. Stay attached to it until you have collect both of the Red Coins; one on the left [seven], and one on the right [eight].

The Power Star will appear on the "main access" suspended platform in the area. Position yourself, and jump over to the mechanical pole to the left, and ride it over until you reach the next mechanical pole to the right. Jump off, and cling onto this mechanical pole. This one will carry you all the way back over to the "main access" suspended platform, so jump off, and collect that Power Star!

=====
THROUGH THE JET STREAM
=====

As you are launched into the pool of water, begin swimming downwards, but not in the center, as there is a nasty whirlpool in the center, and if you get sucked in by it, you will automatically die. If you begin to get sucked in by the whirlpool, keep pressing the A button every second to swim out of it (hopefully).

Swim towards the left a slight bit, and you will soon notice a hole in the wall that you can swim into. Keep on battling for speed, and once you make it to the hole, collect a couple of coins to replenish your health that is currently missing from being underwater.

You must now navigate your way through this tunnel by going forward, and then up. You will eventually reach an air pocket, which you likely do not currently need. Swim above the surface, going forwards a little bit, and then dive back down, and swim in this direction for quite some time. Slowly ease up off of the Control Stick to level Mario out to going straight this time. You will now reach the big pool.

From here, you may want to surface to catch your breath. Mama-mia! Or something. Anyways, swim back underneath the water, and you will notice a fairly large jet stream down at the bottom that is spitting out rings in the water. These rings are transparent, but you can notice them easily (sort of like a wet invisible man, yanno?).

You will need to swim through five of these transparent water rings in a row. That means none of that "getting three rings and resurfacing, only to dive back down and get the last two" stuff. You must get all five of them in a row. Swim to a region where you are almost directly above the jet stream that spits out the transparent water rings, and float towards the top.

Once you are set in place, you can dive underneath the water, and swim down directly to the core. You shouldn't budge off to the sides much, and it should be a surefire hit for all five coins in only about two seconds or so. An awesome technique that I found by goofing off. I'm just so special, I say.

Once you have unlocked the Power Star via going through all five of the transparent water rings in a row, it will settle down right where the jet stream is, meaning you cannot reach it by simply swimming. Rise from the water, and swim over towards the platform with the green exclamation point box, and break it open. Collect the Metal Cap, and jump into the water. Once you sink to the bottom, walk straight, and over the hill to collect the Power Star!

=====
THE MANTA RAY's REWARD
=====

This particular quest is both a pain in the ass to write for, as well as a pain in the ass to play through. As we start off by getting launched into the big pool, we will have to focus all of our concentration on diving down underneath the water, and looking for the illusive Manta Ray that circles around this premise, looking for love in all of the wrong places. He is near the top, and towards the right, moving to the left.

All of this mission will take place inside of this particular pool of water, somewhat like the second mission of Dire Dire Docks. Another mission that this one takes from the mission four, the last one that we completed, in the fact that you must go through a total of five transparent water rings in order to unlock the Power Star.

But, where exactly are the five transparent water rings, considering the only real thing that could possibly produce them is on the other side of the pool? That Manta Ray that we are following! It will spit out an ongoing series of transparent water rings, and you must follow behind it and go through the transparent water rings as it spits them out!

Along the way, be sure to watch out for your health meter every now and then, in case you mess up, and remember to hit all five transparent water rings in a row, as if you do not, you will have to start from scratch all over again. Do not swim too fast, either, as you could seriously screw yourself over. Collect the Power Star, which is above the whirlpool in the center of the pool, to exit the stage.

=====

COLLECT THE CAPS

=====

As you are launched into the pool of water, begin swimming downwards, but not in the center, as there is a nasty whirlpool in the center, and if you get sucked in by it, you will automatically die. If you begin to get sucked in by the whirlpool, keep pressing the A button every second to swim out of it (hopefully).

Swim towards the left a slight bit, and you will soon notice a hole in the wall that you can swim into. Keep on battling for speed, and once you make it to the hole, collect a couple of coins to replenish your health that is currently missing from being underwater.

You must now navigate your way through this tunnel by going forward, and then up. You will eventually reach an air pocket, which you likely do not currently need. Swim above the surface, going forwards a little bit, and then dive back down, and swim in this direction for quite some time. Slowly ease up off of the Control Stick to level Mario out to going straight this time. You will now reach the big pool.

Once in here, you will notice a gigantic submarine in the dead center of the room. Swim towards the right, and make your way around the submarine from the straight-away side (straight ahead, basically), and jump up on top of the platform that has the blue exclamation point box above it. Jump into the air to break open the blue exclamation point box.

From here, collect the Vanish Cap, and walk straight through the red wall to the left, and jump into the air to break open the green exclamation point box. Collect the Metal Cap, as well. You can also complete this mission without collecting the Metal Cap, if you wish. Quickly jump into the water. Sink all the way to the bottom, and quickly begin running to the right (and forwards, to boot) to see a Power Star in a cage. Go right through the cage to reach the Power Star! Woohoo!

```
#+---+----+-----+-----+-----+-----+-----+-----+-----+
  III.r ----- DIRE DIRE DOCKS [coins]
#+---+----+----+-----+-----+-----+-----+-----+-----+-----+
```

Starting out with this tough 100 coin stage, you will want to take note of something right away: There are only 106 coins in this stage. So you cannot afford to miss any along the way. Also, you can choose on any of the six missions that you wish, as it will not make a difference no matter what you choose to do.

Begin swimming towards the right to find the first five coins on a slope near the hollow top [five]. Dive underneath the water, rushing through to the bottom whilst avoiding the Shark that circles around the first pool. You will notice a long string of coins leading downwards to the ocean floor. Collect them all [ten], and you will notice a second set near the whirlpool. Stay still, and let the whirlpool pull you slightly, setting up for an easy way to swim and collect all of the coins in a straight line [fifteen].

From here, swim back down to the ocean floor, and swim in a circle completely around it to collect a total of three coins down here

[eighteen]. The rest of the coins in this first pool can be found over near the exit tunnel, in two loops. Collect the first loop fairly easily due to the whirlpool [twenty-six], and then collect the second loop of coins by moving backwards and forth [thirty-four].

Begin swimming through the exit tunnel, and you will soon find a third loop of coins that patiently awaits your return. Collect all of them by moving backwards and forth [forty-two]. Swim straight, and make a sharp turn to swim upwards once you see the arrow as clear as day. Once up here, you can rise from the water to catch your breath. Dive back down into the water, and swim downwards, and let up off of the Control Stick once you feel you can level out.

Once again, we have found ourselves in the second (and bigger) pool of water, with the gigantic submarine. Dive underneath the water, and turn to the left. You will see a huge hole in the wall that is busted open, so swim towards it, but on the ocean floor. This is somewhat like the second pool's whirlpool, basically. There is a line of coins here, so carefully collect them [forty-seven], and surface from the water.

Begin swimming forwards to reach the small platforms that are divided between each other with the red caged walls, and jump onto the first one with the green exclamation point lurking overhead. Jump into the air to break the box open, and equip that lovely Metal Cap. Jump into the water, and wait until you sink to the very bottom of the ocean floor.

Once this has happened, begin walking over to the far left. You do not NEED the Metal Cap, but it will simply give you more air supply for grabbing the coins and such. Walk over to the first clam that you see, and grab the turtle shell from its mouth. Zoom back over to where you came from and collect the coins in a circle [fifty-five].

Surface from the water, and swim back over towards the ground switch platform. Jump onto the platform, as well. Walk to the left to find five coins [sixty], and backtrack. It is now that you should turn your camera angle around, to where you were once facing before, and walk over onto the ground switch to activate it. Besides the last set of brown blocks that you climbed to reach the top of the submarine, there is a second set of blocks further up, and to the right. Run over to them.

Begin quickly climbing up the second set of brown blocks, and you will soon reach a suspended-in-air platform up above. It is here that you will notice that there are several rotating poles that are dangling from the ceiling area (these will not be here if you did not complete the Bowser In The Fire Sea stage), and the possibility that waits by crossing them.

On this platform that you are currently on, grab the Red Coin [sixty-two] that is directly in front of you. That is an easy Red Coin, indeed. Continue on your Red Coin collecting spree by going over to the left path, where you will patiently await the arrival of the mechanical pole that dangles from the ceiling, so jump onto it.

With a side view, you will now have to collect three Red Coins along the way. Here is an ASCII chart of where the placement of the Red Coins are, and the like, in side-view format...

=====



Key:

- M = Mario
- 2 = Second Red Coin
- 3 = Third Red Coin
- 4 = Fourth Red Coin
- | = Pole
- = Platform
- === = Rafters

As you can obviously see from the chart, you should go towards the top of the pole as soon as you jump onto the darn sucker. As you move along with the sideways view, collect the second Red Coin [sixty-four], and slide down around two notches to collect the third Red Coin [sixty-six]. Slide down towards the very bottom to collect the fourth Red Coin [sixty-eight], and stay attached to the mechanical pole until it rolls back around to the platform that you started out on.

From the original platform, take the mechanical pole on the right this time instead of the left. There's nothing of importance on this pole's path, so jump off once you have reached your destination. From here, jump over onto the mechanical pole to the left of where you land, and await your arrival in the center.

From this mechanical pole, you will be taken to another mechanical pole to the right, where you must jump off from this mechanical pole to that one. Now, you will be dragged a bit further on. Slide down a slight bit, and situate yourself to jump off to the left onto yet another mechanical pole once you reach it. Now you can safely jump off of the mechanical poles, and to the suspended platform with the blue coin ground switch.

You can ground pound the blue coin ground switch, and you will have to collect all six blue coins [ninety-eight] on this platform. They appear lined up in orderly fashion, so it should not be too much trouble. After you have collected all six of the blue coins, jump over to the next mechanical pole that appears straight ahead.

This mechanical pole will begin taking you to the next platform across from where you were. Once you reach your destination, you will find yourself in a small caged, suspended platform. Jump off, and collect the Red Coin [one hundred even] inside of here. Collect the Power Star, and continue. Very quickly, rush back over to the mechanical pole, and hop onto it. Cling your way to the other side, and jump off.

Oh yes, we must backtrack across the alternating mechanical poles that we encountered last time! Jump onto the first mechanical pole from the suspended platform, and jump over to the next mechanical pole once you reach it. On this mechanical pole, patiently await your arrival to the next one, and jump off to the right after sliding down a bit to reach it safely. Ride this mechanical pole to the suspended platform, and safely jump off.

Once here, there is only one area left to inspect, and that area is to the left. Walk over to that portion of the platform, and jump onto the

mechanical pole once you have it spotted in its tracks. Ride the mechanical pole over to the next mechanical pole. They will come together, so jump over to the next on the left.

Once attached to this mechanical pole, it will begin moving against one another with the other mechanical pole that is on the other side of the big red see-through wall that is in between the two mechanical poles. Instead of jumping off to cling to the other mechanical pole once they cross paths, stay on the path with this mechanical pole, and you will reach a Red Coin [one hundred and two].

On the way back, you will want to position yourself to where you can jump over to the next mechanical platform once they cross paths by sliding down a little bit, and move Mario towards the right. Once they cross paths, jump over to the mechanical pole, and slide down a slight bit. Stay attached to it until you have collect both of the Red Coins; one on the left [one hundred and four], and one on the right [one hundred and six].

The Power Star will appear on the "main access" suspended platform in the area. Position yourself, and jump over to the mechanical pole to the left, and ride it over until you reach the next mechanical pole to the right. Jump off, and cling onto this mechanical pole. This one will carry you all the way back over to the "main access" suspended platform, so jump off, and collect that Power Star to exit with the highest coin score.

```
‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡
      BOW.2 ----- BOWSER IN THE FIRE SEA
‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡
```

You have likely came here from the Dire Dire Docks walkthrough, after mission two, right? Well, it is your lucky day, as I, Zoop, will now provide you with a wonderful walkthrough that goes straight through, as well as a second objective that will allow you to obtain all eight of the Red Coins. Let's start off with the main objective, shall we?

```
=====
QUICK PASSAGE
=====
```

Start the stage off by walking towards the right. Go down the sloping hill, and jump onto the black caged platform. Ride it a little ways, and then jump onto the platform in front of you. Jump over to the 1-Up Mushroom, and then jump back over to the black caged platform once it resurfaces to the right.

Once again, you will have to jump over to someplace else in comparison to boiling in the lava as the black caged platform sinks below, so jump over to the yellow wobbly platform on the left, and collect the lone coin if you need health. Jump over to the next yellow wobbly platform to the right, collect the coin, and jump back over to the black caged platform once it resurfaces on the right side this time.

At this time, you will have to jump off of the black caged platform, and to the right, where you will find a row of three lava covered platforms.

Cross them, and a Bully enemy will greet you on the next platform. Simply jump into the air slightly, and bump him with your body on the way down until he falls off and into the lava.

Afterwards, walk towards the right a bit further, and you will discover three Goombas that walk amongst the dust. Punch them in the face once they get a bit closer, and laugh at them. Take their coins, and continue to the right. You will soon find a caged pole platform that will rise up, and then lower back into the lava; worst of all, an Amp enemy buzzes around the pole as it is lowered.

Jump onto the pole as it begins going up, and quickly kick off to the right. Bust open the crate here and collect the three coins that come out for some health, if needed (there was a heart container spinner down below, though). Jump over to the left side, and keep walking across the teeter-totter platforms (walk in the middle to avoid falling off) until you find another pole.

Leap onto the pole that rests here, and start climbing up the pole. At the top, you will collect a 1-Up Mushroom if you perform a hand-stand on the top of the pole (press Up once you have reached the top). Kick off, and begin walking towards the left. You will soon discover an elevator platform that will take you to the top of the next area.

Once you have reached the top of this area, begin walking slowly towards the right. You will find that there is a platform that will slide in and out of the platform that you are currently standing on, so you must walk across it once it goes to the other side. Jump over to the other side, if you do not make it in time. And watch out for that pesky flamethrower unit, as well.

Run up the slanted platform, and run down it on the other side. Jump into the air underneath the ceiling cage, and hold the Jump Button to cling onto the ceiling of the cage. Climb to the left slowly, and release the button to drop down. This stage is like one of those military workout camps, I say.

On the other side of the ceiling cage reverse-platform, continue running to the left, and you will soon cross a pair of two shifting platforms. Take it slowly as you cross them, and play it smart by crossing them, from the middle, and once the platform are crossing each others' paths in the center, as well.

Once on the other side of the crossing paths shifting platforms, continue trailing along to the left, and you will encounter a couple (2) of Bully enemies that will want to brawl with you, so knock them off of the ledges by throwing a few punches their way. After this, walk up the platform to the left.

These platforms will rise, and lower, depending on how long you sit there. You will notice the shadow of a box in the sky overhead, so wait patiently near the shadow, and perform a backflip to hit the box early, and collect the 1-Up Mushroom inside of it. Afterwards, walk upwards towards the right, and fall through the hole to collect a row of coins that trail down here.

Backtrack up the raising/lowering platform after you have collected the line of coins on the way down, and climb up the next raising/lowering platform, and take it to the next raising/lowering platform. You will eventually reach a long grey platform, so wait until it moves all the

way to the top, where you can jump off to the left.

Once you have reached the next set of platforms, walk left, and then carry along towards the top of the platform. Watch out for the Fireballer enemy, and run up the steep slope to the right once you make it over there. You will eventually come to a platform with the Bob-Omb enemy, as well as a yellow exclamation point box overhead. Pick up the Bob-Omb and throw him into the lava, and then burst open the exclamation point box to reveal some coins.

You will now have to cross over a series of lava covered platforms that have obstacles over them, or connected with them. The first lava covered platform is clear, however, the second contains a flamethrower unit. After you pass that, the third will have an Amp enemy buzzing over the ground. The fourth lava covered platform has yet another flamethrower unit with a Red Coin near the unit itself. The last lava covered platform is fine.

From the last lava covered platform, jump over to the solid platform to the right. This platform has a well placed heart container spinner (or Heart Spinner, for you folks that get all uppity on "real names" and such) to heal your wounds, so do so, if need be. Jump over onto the top of the pole to the right, that way you can avoid the lava once it dips down.

Jump off, and to the right once the pole is raised up to your standards of platforming, and walk over towards the right side a bit further. You can, and should, wall jump up by climbing this pole to the top, and jumping off to the right. Wall kick your way to the top, and you will notice a yellow exclamation point box containing a 1-Up Mushroom inside of it on the right platform, not the left.

Once you have safely collected the 1-Up Mushroom from the yellow exclamation point box, you can jump off to the right, and collect a Red Coin to boost up your health on the way down (to find it, press Start and look on the pause screen). Jog to the right, and go over the falling bridge as fast as you possibly can. Jump into the funny pipe once you have made it to the other side.

When you land, you will feel the world shaking from underneath you... Out of nowhere, it seems as if Bowser has come after you, and it was his fat ass that was shaking the world as we know it! Speaking of which, that final form of Bowser was scary in Super Smash Bros. Melee on the GameCube. Anyways, it is up to us to stop Bowser once again, and it will not be a pretty sight, especially with his large ass in the way 80% of the time. Urgh...

Starting this epic battle off, Bowser will leap high into the sky, and let out a thunderous roar as he comes crashing down onto the platform, spiking the entire platform up on one side (the side he is on) in an attempt to send you tumbling to your doom. This attack can easily be avoided from making you lose your balance by simply running in the opposite way of where the platform is lopsided.

After this vicious opening encounter with the whole splash attack, Bowser will now walk about, in a curious stumper, and will be pretty easy to defeat in comparison with how you envisioned the fight, more than likely. Get close to Bowser, and begin running around in circles in an attempt to get behind him to reach his tail.

More than likely, Bowser will take offense to your constant running around in circles like someone that just escaped from the funny farm, and transport himself to a distant area of the battlefield to "flee" the battle. Little does he know that he cannot run from Mario! Run over to him, and jog in circles around him yet again, and whenever you feel as if you can grab his tail, dive through the air and grab it. Spin him in about ten circles, and then release him with the B Button. This should kill him, as long as he gets near the bomb ledge. Congratulations! You can now continue Dire Dire Docks, or wherever you were planning on going!

=====
RED COIN PASSAGE
=====

- =====
[] ----- On wire floored platform suspended in air near first Bully
=====
[] ----- On first teeter-totter platform, right side in air
=====
[] ----- In caged box, upper right-hand corner, in air
=====
[] ----- Underneath caged box elevator
=====
[] ----- On middle tier slanted platform area, with Bully
=====
[] ----- On second to last raising/lowering platform, high in air
=====
[] ----- Near the last flamethrower unit on lava covered platform
=====
[] ----- Jump off of 1-Up Mushroom platform
=====

Start the stage off by walking towards the right. Go down the sloping hill, and jump onto the black caged platform. Ride it a little ways, and then jump onto the platform in front of you. Jump over to the 1-Up Mushroom, and then jump back over to the black caged platform once it resurfaces to the right.

Once again, you will have to jump over to someplace else in comparison to boiling in the lava as the black caged platform sinks below, so jump over to the yellow wobbly platform on the left, and collect the lone coin if you need health. Jump over to the next yellow wobbly platform to the right, collect the coin, and jump back over to the black caged platform once it resurfaces on the right side this time.

At this time, you will have to jump off of the black caged platform, and to the right, where you will find a row of three lava covered platforms. Cross them, and a Bully enemy will greet you on the next platform. Simply jump into the air slightly, and bump him with your body on the way down until he falls off and into the lava.

Once you have destroyed the Bully on this platform, you will notice a wire flooring that expands in the background. Begin walking up the wire flooring, and walking around the holes in the wire flooring to the left as you carry on, and you will soon notice that there is a Red Coin in the center on the platform that is missing. Jump and collect it [one] over the platform without falling in. Collect the coins around this, and

backtrack towards the right.

Afterwards, walk towards the right a bit further, and you will discover three Goombas that walk amongst the dust. Punch them in the face once they get a bit closer, and laugh at them. Take their coins, and continue to the right. You will soon find a caged pole platform that will rise up, and then lower back into the lava; worst of all, an Amp enemy buzzes around the pole as it is lowered.

Jump onto the pole as it begins going up, and quickly kick off to the right. Bust open the crate here and collect the three coins that come out for some health, if needed (there was a heart container spinner down below, though). Jump over to the left side, and keep walking across the teeter-totter platforms until you notice a Red Coin. Collect it [two], and carry on without falling (walk in the middle to avoid falling off) until you find another pole.

Leap onto the pole that rests here, and start climbing up the pole. At the top, you will collect a 1-Up Mushroom if you perform a hand-stand on the top of the pole (press Up once you have reached the top). Kick off, and you will notice a Red Coin in the upper right-hand corner that you can reach via a double jump [three]. Begin walking towards the left. You will soon discover an elevator platform that will take you to the top of the next area. Do not enter it just yet, and instead, let it go up, but stay on the ground. You will see a Red Coin [four] where the elevator platform was. Jump off and collect it, and then backtrack to the elevator.

This time, take the elevator platform to the top. Once you have reached the top of this area, begin walking slowly towards the right. You will find that there is a platform that will slide in and out of the platform that you are currently standing on, so you must walk across it once it goes to the other side. Jump over to the other side, if you do not make it in time. And watch out for that pesky flamethrower unit, as well.

Run up the slanted platform, and you will notice that there is a board that leads to the background. Take the board to the back, and up the platform to the left. Up here, you will find a Bully guarding a Red Coin. Knock the Bully off, and collect the Red Coin [five]. Backtrack, and run down the slanted platform on the other side this time. Jump into the air underneath the ceiling cage, and hold the Jump Button to cling onto the ceiling of the cage. Climb to the left slowly, and release the button to drop down. This stage is like one of those military workout camps, I say.

On the other side of the ceiling cage reverse-platform, continue running to the left, and you will soon cross a pair of two shifting platforms. Take it slowly as you cross them, and play it smart by crossing them, from the middle, and once the platform are crossing each others' paths in the center, as well.

Once on the other side of the crossing paths shifting platforms, continue trailing along to the left, and you will encounter a couple (2) of Bully enemies that will want to brawl with you, so knock them off of the ledges by throwing a few punches their way. After this, walk up the platform to the left.

These platforms will rise, and lower, depending on how long you sit there. You will notice the shadow of a box in the sky overhead, so wait patiently near the shadow, and perform a backflip to hit the box early,

and collect the 1-Up Mushroom inside of it. Afterwards, walk upwards towards the right, and fall through the hole to collect a row of coins that trail down here.

Backtrack up the raising/lowering platform after you have collected the line of coins on the way down, and climb up the next raising/lowering platform, and you will see the shadow of a Red Coin on this platform. Collect it when it comes around [six], and take it to the next raising/lowering platform. You will eventually reach a long grey platform, so wait until it moves all the way to the top, where you can jump off to the left.

Once you have reached the next set of platforms, walk left, and then carry along towards the top of the platform. Watch out for the Fireballer enemy, and run up the steep slope to the right once you make it over there. You will eventually come to a platform with the Bob-Omb enemy, as well as a yellow exclamation point box overhead. Pick up the Bob-Omb and throw him into the lava, and then burst open the exclamation point box to reveal some coins.

You will now have to cross over a series of lava covered platforms that have obstacles over them, or connected with them. The first lava covered platform is clear, however, the second contains a flamethrower unit. After you pass that, the third will have an Amp enemy buzzing over the ground. The fourth lava covered platform has yet another flamethrower unit with a Red Coin [seven] near the unit itself. The last lava covered platform is fine.

From the last lava covered platform, jump over to the solid platform to the right. This platform has a well placed heart container spinner (or Heart Spinner, for you folks that get all uppity on "real names" and such) to heal your wounds, so do so, if need be. Jump over onto the top of the pole to the right, that way you can avoid the lava once it dips down.

Jump off, and to the right once the pole is raised up to your standards of platforming, and walk over towards the right side a bit further. You can, and should, wall jump up by climbing this pole to the top, and jumping off to the right. Wall kick your way to the top, and you will notice a yellow exclamation point box containing a 1-Up Mushroom inside of it on the right platform, not the left.

Once you have safely collected the 1-Up Mushroom from the yellow exclamation point box, you can jump off to the right, and collect a Red Coin [eight] to boost up your health on the way down (to find it, press Start and look on the pause screen). Go back around, and perform the wall kicks yet again to reach the tall platform to the left, where the Power Star is located at. Collect the Star, and exit!

```
‡---+---+---+---+---+---+---+---+---+---+
  III.s ----- SNOWMAN's LAND [stars]
‡---+---+---+---+---+---+---+---+---+---‡
```

```
=====
SNOWMAN's BIG HEAD
=====
```

Welcome to the second of the two Snow Worlds! Although this one is small in comparison to Cool Cool Mountain, it is actually exceptionally harder to find and win the Power Stars. Shall we get to this sub zero trekking shall we?

When Mario flips into the Course, turn to the right to pass the Red Coin Shadow Star to fight a Snowman before crossing the expanse of of a windy area (use a Long Jump to avoid being held up). As you round the corner of the slope on the left to find a Red Coin and a Flower Spinner ac you continue on past the SUPER ICY pond on the left (treat it like a lava pool) to find a plateau where a couple Flower Spinners, a Snowman, and a Coin Purse protect a Yellow Block with a 1-Up inside (the single Coin is the Coin Purse hiding).

After Mario crosses a small hump in the landscape, he will find a Flower Spinner just short of the ICY pond (it can be swum in, but it will drain Mario of his Power Meter steadily as well as not refilling the Power Meter when he surfaces on the water) that Mario must jump to the land platform in the pond. You will need to take out the Flower Spinner on this platform before moving towards the turn to the left that the humps of ice are sliding down. Your job now is to perform accurate jumping to clear the sliding ice humps as you progress towards the spot where the humps originate from, but you will then need to time a Double or Triple Jump to get onto the ledge above.

Now that you are on the winding path, follow it upwards to take a narrow wooden ledge to a higher ledge where another narrow wooden ledge leads to an ice bridge where a penguin paces back and forth. As soon as Mario sets foot onto the bridge, the Big Snowman will blab about some things, summing it up by blowing a nasty wind that will not only send Mario back to the starting area of the level BUT it will also remove Mario's Hat (if this happens, just go grab the Hat upon getting off of your back)! The trick to crossing this bridge is to either: 1) hitch a ride on the head of the Penguin or 2) walk directly behind the Penguin as it moves across the bridge. I recommend the first option as it is far easier to accomplish than the second option. Once you have made it across, use the small outcropping of rocks to Backflip to the top of the Snowman's head and then go grab the Power Star to complete your trek!

=====
CHIIL WITH THE BULLY
=====

You will remember from Lethal Lava Land the bullies that frequented the level? Well, another Bully is in this level, this one with a slight change in colour but the same mean demeanor, so you should go deal with him as it is warranted.

Turn right to pass the Red Coin Shadow Star to find a Snowman as you jump across the windy passage ahead. Now have Mario continue around the base of the slope on his left to find a Red Coin and a Flower Spinner, followed by a narrow slope leading upwards to an ice plateau where the Bully awaits!

As you know, your job is to push the Bully off of the platform, but this time your goal is to land him in the SUPER ICY pond below where he will be destroyed. However, while you are attempting to attack the big blue baddy, he too will be attempting to send Mario down into the very same

SUPER ICY pond! To complicate matters, the icy plateau upon which you fight can be a real pain to navigate as you jockey for position with the Bully. Your best bet for taking him down is to just charge right onto the platform and then use a Jump Kick (A Button + B Button) to knock him backwards, and then keep charging and Jump Kicking until he takes his SUPER ICY bath to release the Power Star he hoards! Then Mario should carefully walk across the icy surface (to avoid the SUPER ICY water below if he slips on by) to grab the Power Star to complete this challenge!

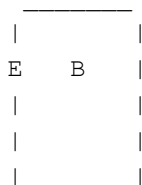
=====
IN THE DEEP FREEZE
=====

This is a Power Star that frustrates many to no end, even though it requires very LITTLE work to actually get it. I will lay out the simplest way to get it as who wants to go through hell and unnecessary steps that seem to be the norm for most in this place anyway?

Upon flipping into the course, look to Mario's left to see an icehouse that resembles the outside of a greenhouse (although no greenhouse would ever be made of ice), and set Mario out to walk towards it. As you draw near, start walking around it on the left side, and then jump into the ice house from this side. Once Mario is standing in the entrance, walk forward so Mario will have moved one whole block space before stopping, and then perform a Backflip. If you are positioned correctly, Mario will land on a higher ledge of ice, which is where he will jump to the roof of the icehouse (choose the flat spot, NOT the slope or you will have to come back in through the bottom area again), and then it is just a simple matter of diving down the nearby hole to grab the Power Star!

The following diagram will help to illustrate the above directions (keep in mind that the bottom of the icehouse diagram is closest to the position Mario sees the icehouse from as he approaches from the starting point):

```
Key |
    |
E - Entrance |
B - Backflip Spot |
    |
```



=====
WHIRL FROM THE FREEZING POND
=====

Start off by heading right past the Red Coin Shadow Star and a Snowman to then pass through a vicious wind. Continue along to pass a Red Coin and Flower Spinner to find a SUPER ICY pond on your left you should run around. As you are performing this, you will enter a small field where

a couple Flower Spinners, a Snowman, and a Coin Purse guard a 1-Up Mushroom in Yellow Block, so pass them to find a Flower Spinner guarding the ICY pond.

After killing/dodging the Flower Spinner, jump to the next ledge (in the middle of the ICY pond) to kill another Flower Spinner before moving down the landform so Mario is positioned past the spot where the ice humps can reach. Here is where a Flower Spinner will start to move out of the water, so use a jump to bounce off of it's head, and use the momentum of your slow descent to go forward over the high wall! Once you are steady on your legs again, bust the left Yellow Block (from the perspective of the area you just came from) to find the Power Star! A neat trick is to jump and hit the box, but immediately press the Z Button to make Mario start a Ground Pound that will allow Mario to also grab the Star on the same jump (not useful, but a neat thing none the less!).

=====
SHELL SHREDDIN' FOR RED COINS
=====

- =====
[] ----- Near the SUPER ICY pond
=====
- [] ----- By a Yellow Block with Flower Spinners nearby
=====
- [] ----- To the left of the Green Koopa Shell on the ledge
=====
- [] ----- To the left of the Green Koopa Shell on the ledge
=====
- [] ----- To the left of the Green Koopa Shell on the ledge
=====
- [] ----- To the left of the Green Koopa Shell on the ledge
=====
- [] ----- On the SUPER ICY pond
=====
- [] ----- On the SUPER ICY pond
=====

Start off by heading right past the Red Coin Shadow Star and a Snowman to then pass through a vicious wind. Continue along to get a Red Coin [one] and Flower Spinner to find a SUPER ICY pond on your left you should run around. As you are performing this, you will enter a small field where a couple Flower Spinners, a Snowman, and a Coin Purse guard a 1-Up Mushroom in Yellow Block as well as a Red Coin [two], so pass them to find a Flower Spinner guarding the ICY pond.

After killing/dodging the Flower Spinner, jump to the next ledge (in the middle of the ICY pond) to kill another Flower Spinner before moving down the landform so Mario is positioned past the spot where the ice humps can reach. Here is where a Flower Spinner will start to move out of the water, so use a jump to bounce off of it's head, and use the momentum of your slow descent to go forward over the high wall! Once you are steady on your legs again, bust the right Yellow Block (from the perspective of the area you just came from) to find a Green Koopa Shell!

Once you set foot onto the little and lovely Green Koopa Shell, head up the small path and then cut up the slope to the left to go get four Red

Coins [three] [four] [five] [six] while dodging the snowy projectiles of a Snowman. Now move on down to the lowr area to head towards the SUPER ICY pond (the one with the Bully wandering around overhead on the icy plateau) to surf across the top of the killer water scot free to grab the Red Coins [seven] [eight] to cause the Power Star to appear (note that you can get the Red Coins here WITHOUT the Green Koopa Shell, but you will need to be super accurate jumping to them as you fall into the deadly water before bouncing out in yowling pain to repeat the process again. Just note that it is NEARLY IMPOSSIBLE TO DO THIS!). Now head on towards the start (take the wind tunnel area) to grab the Power Star from the Shadow Star place to complete the challenge!

=====
INTO THE IGLOO
=====

This star requires Mario to first gain access to the Igloo, and he has two method of doing. Both will be listed here for your convenience.

Option One

This option seeks to gain use of the Green Koopa Shell for transporting Mario to the Igloo. Start off by heading right past the Red Coin Shadow Star and a Snowman to then pass through a vicious wind. Continue along to pass a Red Coin and Flower Spinner to find a SUPER ICY pond on your left you should run around. As you are performing this, you will enter a small field where a couple Flower Spinners, a Snowman, and a Coin Purse guard a 1-Up Mushroom in Yellow Block, so pass them to find a Flower Spinner guarding the ICY pond.

After killing/dodging the Flower Spinner, jump to the next ledge (in the middle of the ICY pond) to kill another Flower Spinner before moving down the landform so Mario is positioned past the spot where the ice humps can reach. Here is where a Flower Spinner will start to move out of the water, so use a jump to bounce off of it's head, and use the momentum of your slow descent to go forward over the high wall! Once you are steady on your legs again, bust the rightYellow Block (from the perspective of the area you just came from) to find the Green Koopa Shell!

Get on it to start your surfing as you aim Mario back towards the ICY pond to surf around the center platform (do NOT go near the ice humps) to get to the far side of the ICY pond. Here you will find a trail of Coins leading up a steep slope, so follow that upwards to jump the fence to get inside it before crashing the Green Koopa Troopa Shell into the fence. Now go in front of the opening, Hold the Z Button to crouch, and then move forward to Crawl into the Igloo.

Option Two

When Mario flips into the Course, turn to the right to pass the Red Coin Shadow Star to fight a Snowman before crossing the expanse of of a windy area (use a Long Jump to avoid being held up). As you round the corner of the slope on the left to find a Red Coin and a Flower Spinner ac you continue on past the SUPER ICY pond on the left (treat it like a lava

pool) to find a plateau where a couple Flower Spinners, a Snowman, and a Coin Purse protect a Yellow Block with a 1-Up inside (the single Coin is the Coin Purse hiding).

After Mario crosses a small hump in the landscape, he will find a Flower Spinner just short of the ICY pond (it can be swum in, but it will drain Mario of his Power Meter steadily as well as not refilling the Power Meter when he surfaces on the water) that Mario must jump to the land platform in the pond. You will need to take out the Flower Spinner on this platform before moving towards the turn to the left that the humps of ice are sliding down. Your job now is to perform accurate jumping to clear the sliding ice humps as you progress towards the spot where the humps originate from, but you will then need to time a Double or Triple Jump to get onto the ledge above.

Now that you are on the winding path, follow it upwards to take a narrow wooden ledge to a higher ledge where another narrow wooden ledge leads to an ice bridge where a penguin paces back and forth. As soon as Mario sets foot onto the bridge, the Big Snowman will blab about some things, summing it up by blowing a nasty wind that will not only send Mario back to the starting area of the level BUT it will also remove Mario's Hat (if this happens, just go grab the Hat upon getting off of your back)! The trick to crossing this bridge is to either: 1) hitch a ride on the head of the Penguin or 2) walk directly behind the Penguin as it moves across the bridge. I recommend the first option as it is far easier to accomplish than the second option. Once you have made it across, look below (back towards the ice bridge) and then jump down to the fenced in igloo area to Crouch (hold the Z Button) before moving forward to crawl into said igloo.

Inside The Igloo

Upon entering, you will see a Power Star locked in the ice, so how can you possibly get it!? Well, you would need to be able to pass through matter, so it is once again time to enlist the services of a Vanish Cap! Your first job is to find the Vanish Cap, so head straight to fight a Goomba underneath the Power Star before continuing straight until you hit a wall. Take the path just to the right to the white back wall (it is NOT ice) to fight a Goomba, then turn right around the corner to enter a small room where a Flower Spinner and a Goomba waits for Mario (kill it quickly). Now Mario can see a Blue Box through the ice wall (the Vanish Cap!), so use a Backflip/Reverse Backflip to get over the wall, break the Blue Box for your Vanish Cap, and then get ready to go claim your Power Star! Go straight back towards the entrance of the igloo, passing through a wall with a 1-Up Mushroom and then a wall of twenty Coins, followed by turning around at the wall to go jump to the wooden platform to grab the Power Star!

‡----+----+----+----+----+----+----+----+----+----+----‡
III.t ----- SNOWMAN's LAND [coins]
‡----+----+----+----+----+----+----+----+----+----+----‡

You know the drill here by now. I guide you through how to find all the Coins you need for a 100 Coin Power Star, and then I continue on to

cover the remaining Coins in the level for the high score! Choose any Power Star for this as it does not change the level in any conceivable way.

Start off by heading left from the starting point, keeping the icehouse on your left as you grab the first two Coins [two] before going after the three Flower Spinners for their Coins [eleven]. Now go after the lone remaining Coin, causing it to turn into a Coin Purse that you need to kill for it's Coins [sixteen], but try to kill it near a wall so it's Coins will not go flying too far from your reach. Now head back towards the Red Coin Shadow Star and then go on past it to find a Snowman to run around to make dizzy for it's Coins [nineteen], then head towards the Cannon to find another Snowman [twenty-two] followed up by climbing the hill to the left to kill a Flower Spinner [twenty-five].

Now Long Jump towards the far hill to find a Shy Guy [twenty-seven], a Flower Spinner [thirty], and then a Red Coin [thirty-two] before heading on past the SUPER ICY pond to find an open area where two Flower Spinners [thirty-eight], a Snowman [forty-one], a Red Coin [forty-three], and a Coin Purse [forty-eight] all protect a Yellow Block with a 1-Up Mushroom inside. Now head left towards the ICY pond to kill a Flower Spinner [fifty-one], jump to the next ledge to kill another Flower Spinner [fifty-four], and then move past the ice humps to bait both of the Flower Spinners from the ICY pond to kill them [sixty] on your island in the ICY pond (you will likely need to draw the second one closer through swimming, s be quick or you will rapidly lose your Power Meter!).

Now Mario needs to head past the ice humps to Double/Triple Jump to the higher ledge, climb the path to get two Coins [sixty-two] from the first wooden ledge as you climb up to get another Coin [sixty-three] from the next wooden ledge before using the Penguin to cross the ice bridge in front of the Snowman. Once you are across, you will find two Coins [sixty-five], and then Mario will need to get off of the Snowman (Long Jump into the ICY pond for convenience).

Now you may be wondering how you will be able to get over the wall ahead as you used the Flower Spinners to do so in the past. Well, there is another way to get there, it is just a little bit harder and you needed those Coins for the High Score run anyway. Head back the to the sign near ICY pond. Here you will jump into the tree closest to the high ledge (you will remember that some Red Coins are up there), climb to the top of the tree, go into a Handstand, and then turn Mario's back to the target before jumping as you push the ANALOG stick towards the wall. When you land, you will still be on the slope, so immediately jump a couple times and then use a Dive (B Button) while in the air to make it up to the ledge. Now go forward to spin a Snowman into submission [sixty-eight] before grabbing the four Red Coins [seventy-six] as you head for the small area where the right Yellow Block contains your Green Koopa Shell that you need to get the rest of the Coins outside the igloo.

Start off by surfing over the ICY pond to head back towards the SUPER ICY pond to collect the two Red Coins [eighty] before returning to the ICY pond. Now jump up the steep slope here to grab the eight Coins [eighty-eight] before crawling into the igloo.

Upon entering the short-ceiling structure, whack two Flower Spinners [ninety-four] before passing through the opening to kill a Goomba [ninety-five]. Take the first right to kill a Goomba [ninety-six], then

backtrack a little go around the Coin wall to find three Coins [ninety-nine] on the ground. Now send Mario to kill a Goomba down the corridor [one hundred] for the Power Star!

To continue towards the High Score you need to get going forward to then take the left passage to the wall. Now send Mario right to fit through the opening to find the Pink Bob-Omb (talk to him to open the Cannon), and then go bust the Yellow Block nearby for three Coins [one hundred three] . Another Yellow Block is nearby with a 1-Up Mushroom inside, so grab it before you backtrack to the main hallway again, this time going to the back wall of the igloo before turning right around the wall to enter a room where a Flower Spinner [one hundred six] awaits Mario. Now perform a Backflip/Reverse Backflip to jump the ice wall to go bust the Blue Block for the Vanish Cap, and then go collect the 20 Coins [one hundred twenty-six] before grabbing the Power Star from the wooden ledge that is encased in ice (using your Vanish Cap to do so) to save your High Score!

Hidden Coin

This is a neat trick that I attained from Brightguy's website dedicated to this game! Get into the Cannon near the start, aim towards the tree by itself (right of the Snowman's Head), line your left and right arrows so the ground below the tree cuts them in half, and then move the aimer right until the dark ridge on the Snowman's Head cuts the top arrow in half before firing. If you have done this correctly, you will receive a Coin that is hidden in the wall!

```
‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡
  III.u ----- WET-DRY WORLD [stars]
‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡
```

```
=====
SHOCKING ARROW LIFTS!
=====
```

Welcome to Wet-Dry World, where the water level depends completely on you! It can not only be adjusted within the level itself, but also by adjusting it as you enter the level (low entry = low water, medium entry = middle water, high entry = high water). For this Power Star, set the water to medium for the normal run through on the level or high for a somewhat unexpected method of getting the Power Star.

Option One

When you enter at the medium setting, you will flip down to land on the floating block. Jump up to the dock behind Mario to cruise on by a Fireballer to trip the switch, causing the platforms to appear. Follow the platforms (jump the first couple of gaps as you head out) to get on top of the grey structure to find Coins and a water adjuster (raises/lowers water). Now send Mario to swim towards the wooden blocks that float up near an Amp protecting a set of platforms, using the wooden blocks to get up to the higher stone ones beside the arrow platforms.

Now you have a choice of the easy method of succeeding here, which is to Long Jump across the ledge that the Yellow Block hangs over (allowing Mario to just pop the Yellow Block for the Power Star), or you can be stubborn and use the arrow platforms. Anyway, if you go the harder (and entirely unnecessary route), start off by stepping onto the platform beside your stone platform to ride it to the next one, which is where you board it to do the same, and so on and so forth until you make it across to the far ledge (not hard but annoying to ride the five platforms like that).

Now that you are there, walk towards the Yellow Block and dodge the incoming Fireballer attack as you break out the Power Star for collection! A neat trick is to jump and hit the box, but immediately press the Z Button to make Mario start a Ground Pound that will allow Mario to also grab the Star on the same jump (not useful, but a neat thing none the less!).

Option Two

Enter the painting at the higher area to cause the water to be at the highest level it can possibly be (this includes the in-level water adjusters). Swim towards the cage off in the distance, but veer left to follow an underwater ramp to it's finish before swimming right to find a water adjuster. Now the water will drop slightly, and Mario should then head for the opposite corner of the Course.

When you see a grey formation jutting out of the water, swim towards it. Now you have the choice of either swimming under the Yellow Block to jump out of the water (DOWN + A Button) to break the Power Star from it's hiding place (somewhat annoying to do) OR you can go on top of the grey structure and use a Ground Pound from above to break the Yellow Block open fro the Power Star. Either method is far easier to pull off than the conventional ways listed above, but I try to follow the name of the Power Star guidelines first!

=====
TOP O' THE TOWN
=====

For this Power Star, choosing the highest setting of the water is easily the best way to go about getting the Power Star. Once you enter, swim towards the far wall and then climb onto the dry land there. Now send Mario across the gap to fight a Purple Bob-Omb (grab and throw it from behind), and then get Mario positioned onto the plank nearby.

Now your duty is to wander across this plank carefully (the best camera angle is to have Mario run TOWARDS the screen for easiest time), dodging the circling Amps to find a small circular ledge where a Fireballer protects it's territory. Quickly turn left (Mario's left) as you get off the plank to jump to a spinning platform and make your way to the outside region of it. Now you will need to time your jump off so the spinning platform is just starting to align with the small platform that is nearby, followed up by breaking the Yellow Block to get the Power Star hiding within. A neat trick is to jump and hit the box, but immediately press the Z Button to make Mario start a Ground Pound that will allow Mario to also grab the Star on the same jump (not useful, but

a neat thing none the less!).

=====
SECRETS IN THE SHALLOWS & SKY
=====

For this Power Star, the easiest thing to do is to start with the water at it's middle level. However, starting at a low level is acceptable as well, but it requires Mario to raise the level and climb the structures as opposed to just dropping the water level instead. Therefore, the easier method will be covered as it does not have to deal with using the Chuckyas. Also note that the [number] indicate which of the five special spots you are touching as you go through the Power Star challenge.

Start off by swimming straight for the winding ramp that leads upward (watch out for the Water Bug), and then head up the slope to reach a flat area (watch out for the Fireballer when you arrive). First you should head left to find a switch that Mario must trip, and then follow the Wooden Block staircase to hit the Yellow Block [one]. After collecting the Coins (optional), head down to the ground below to move towards a Chuckya and an Amp guarding a cylinder-shaped platform. Here is where you should use a Double Jump or a quick Backflip to get on top of this platform, where Mario should hit the Yellow Block [two].

Now Mario will need to find his way back towards the winding ramp (hit the water ASAP though for a less enemy-filled trip), and then dive down to the bottom of the Course to hit the lowest water adjuster. With the water now at it's minimal level, head towards the opposite corner of the Course. Here is where Mario will find a big metal box that he should push towards the corner of the Course [three] to stop pushing when it is positioned under a Yellow Block, allowing Mario to break it [four]. Now Mario is ready to go to the next highest ledge (it has a couple Fireballers and a Chuckya to contend with) to find a metal box within the wall that he will push in [five].

This will cause the Power Star to appear on the dock near the starting point, but Mario will first need to adjust the water level. Head towards the grey stone structure with the circling Amp (it is nearby) to hit e water adjuster, and then start swimming for the wooden platform that Mario always flips down to start each trip into the level. Now jump onto the dock and go grab the Power Star while dodging the Fireballer attacks to finish this challenge!

=====
EXPRESS ELEVATOR--HURRY UP!
=====

For this Power Star, Mario should have the lowest possible water setting, so jump in at the very bottom of the painting. Send Mario to the left towards a Wooden Block near some wire caging, and when he arrives, break it open. Now send Mario left along the wall to find a ledge with a Blue Coin Block on it, along with a nearby Fireballer. Go along the ledge to find a Chuckya (it has a metal plate in it's appendages) before baiting it to throw Mario to the next ledge (draw it close to the wall and then get Mario onto the shovel WHEN the Chuckya is facing away from the wall at 90 degrees).

Now Mario is on the next highest ledge, which is where another Chuckya patrols nearby. Mario will need to once again use the Chuckya (same procedure as before) to get lobbed up to a higher ledge. When Mario regains his footing, send him across the ledge past some wooden blocks to find a switch, which will make a Wooden Block stairway leading to the top of the wire caging structure. Here Mario can see the Power Star below on the elevator, so you will need to be able to get in there.

Have Mario drop down onto the wooden elevator section outside the wire caging that is not on the same section as the Power Star to start the elevator moving downwards. Now Mario should jump off of the elevator, use a Ground Pound just before hitting the ground, and then enter the elevator shaft through the small opening (the first Wooden Block you smashed allows access) to use a Backflip (hard), Reverse Backflip (intermediate), or a Wall Kick (easiest) to get onto the elevator. Now Mario just needs to ride a leisurely ride upwards to grab the Power Star when he arrives at the top floor! Please note that a Wall Kick regiment can be used by the impatient to get the Power Star earlier, but it runs the risk of screwing up your chances by falling down the wrong side of the shaft upon a mistake.

=====
GO TO TOWN FOR RED COINS
=====

- =====
[] ----- On the roof of a building in Wooden Block
=====
- [] ----- On the roof of a building in Wooden Block
=====
- [] ----- On the roof of a building in Wooden Block
=====
- [] ----- On the roof of a building in Wooden Block
=====
- [] ----- On the thin wall in a Wooden Block
=====
- [] ----- On the thin wall in a Wooden Block
=====
- [] ----- Above the main square in a Wooden Block
=====
- [] ----- On the roof of the main building
=====

For this Power Star, Mario will need to find his way into the town portion of the Course (it is an area he has yet to go to). For the easiest time in this Power Star challenge, enter the painting in the highest portion possible.

You have two choices for getting into the entrance area to the town. The first option is to head directly towards the wire caging ahead, jump out of the water to grab the side of the wire caging, and then pull Mario on top of it before going down into the water on the far side of the wire caging. The second option is to turn left after landing in the course to swim until you find a wooden platform near a floating stone platform. Here is where Mario should jump up to the higher ledge to talk to the Pink Bob-Omb to get it to open the Cannon. Now continue along your original trajectory to swim to the slope that leads to the high up Cannon. Aim your Cannon at the background city, then raise it

so it is slightly above this background city before firing to land inside the cage.

Start off this portion of the challenge by swimming straight down the shaft to turn with the tunnel to swim through the straightaway before turning again to go under the hanging cage wall, followed by swimming above the next cage wall to enter the town area. Immediately swim downwards and then swim to the nearest corner to hit the water adjuster to make the water drop down to make the whole area above water.

Now you can finally begin your exploration to grab the Red Coins. Start off by heading for the Blue Block off in the distance, turning right when you arrive there to enter a small alley before performing Wall Jumps to get onto the roof of the building nearby. Carefully walk down the slope to jump into the Wooden Block to shatter it, revealing a Red Coin [one]. Now Mario needs to long jump across to the next roof (you need to hit the thin strip where it is flat and not the slope) to find a Wooden Block to punch to reveal a Red Coin [two]. Your next job is to use the slope to slide off of the roof to the ground below, and then head across the town (ignoring the main square) to turn right to find another wire cage and a building wall to Wall Kick up to get onto the roof.

When you first arrive on the roof, immediately move away from the edge of the roof as a Fireballer will be attacking Mario. Work your way towards the Wooden Block to break it open to find a Red Coin [three], followed by Long Jumping towards the lower roof nearby. Here is another Wooden Block waiting to be smashed open to find yet another Red Coin [four]. Now look towards the main square of the town to find two Wooden Blocks sitting on top of thin walls, so make a running leap to get on top of one of them, followed by centering Mario on it before using a Ground Pound to break it to get the Red Coin [five] inside. Your next job is to jump across the gap to grab the Wooden block to pull Mario up before ground pounding the Wooden Block for the Red Coin [six] contained within. If you fall of the wall, a well timed Wall Jump or Reverse Backflip from below will allow Mario to grab the wall and pull himself up to go and walk to the Wooden Block to get the prize.

Now send Mario down into the town square to pass by a Water Bug to jump up to the higher ledge to find a Wooden Block just begging to be cracked open (well it would be if it could talk anyway) to reveal a Red Coin [seven]. Now Mario will need to continue up to the next ledge, position him with his back to the building, and then perform a Backflip to reach the roof where a Red Coin [eight] waits for him. This causes the Power Star to appear in a near impossible-to-collect position of just below Mario. Yes, he just needs to walk of the roof and turn around to collect the Power Star to finish up the challenge!

=====
QUICK RACE THROUGH DOWNTOWN!
=====

For the easiest time in this Power Star challenge, enter the painting in the highest portion possible.

You have two choices for getting into the entrance area to the town. The first option is to head directly towards the wire caging ahead, ump out of the water to grab the side of the wire caging, and then pull Mario on top of it before going down into the water on the far side of

the wire caging. The second option is to turn left after landing in the course to swim until you find a wooden platform near a floating stone platform. Here is where Mario should jump up to the higher ledge to talk to the Pink Bob-Omb to get it to open the Cannon. Now continue along your original trajectory to swim to the slope that leads to the high up Cannon. Aim your Cannon at the background city, then raise it so it is slightly above this background city before firing to land inside the cage.

Start off this portion of the challenge by swimming straight down the shaft to turn with the tunnel to swim through the straightaway before turning again to go under the hanging cage wall, followed by swimming above the next cage wall to enter the town area. Immediately swim downwards and then swim to the nearest corner to hit the water adjuster to make the water drop down to make the whole area above water.

Start off by heading for the Blue Block off in the distance, busting it open when you get there to and grab the Vanish Cap. Now have Mario run back the way he came, changing his aim to run through the thin walls in the main square, and then turn right to run towards (and through) the wire caging. Now Mario needs to wait for the Vanish Cap effect to wear, use a Wall Kick or two to get onto the platform above, and then carefully pick your way up the remaining few steps on this structure to grab the waiting Power Star on the very highest ledge!

```
‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡
    III.v ----- WET-DRY WORLD [coins]
‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡
```

Choose the lowest water level to start your journey for the 100 Coin Power Star as well as a high score. Choose any Power Star you wish for this Power Star.

Kill the Water Bug [three] nearby before going to break the four Wooden Blocks by the wall [fifteen] for three Coins from each. Now send Mario to find the other Water Bug [eighteen] before going to crush the Blue Coin Block near the Fireballers and then collect the arc of Blue Coins along the edge of the platform [forty-eight]. Now Mario will want to return to the bottom floor of the Course to head for the corner where a metal box sits waiting for Mario to push it underneath the Yellow Block so he can bust it open for the Coins inside [fifty-eight].

Now Mario can raise the water level, so set off to do just that by running past a wooden platform to find a set of stair platforms set into a stone structure that is guarded by an Amp as Mario jumps up to hit the water adjuster. Now have Mario return to the same wooden platform that Mario always begin this Course on, and have Mario jump onto the dock to break the Yellow Block [sixty-one] before hoofing it past the Fireballer to trip the switch. Make your way carefully over the platforms to get onto the stone structure to grab the five Coins [sixty-six] before hitting the water adjuster to further raise the water level.

Mario should now swim towards the ledge that is not covered in water (use the wooden blocks to the left for easy access) to go trip the switch on the corner of the ledge before climbing the nearby Wooden Block staircase to hit the Yellow Block for the Coins inside [seventy-

six]. Now Mario should return to the ledge below, head towards the Amp circling the platform which you will jump onto to break the Yellow Block to get the Coins inside [eighty-six] before going down to circle the platform for eight Coins [ninety-four] (take care to avoid the Amp and the Chuckya). Now Mario will move on to the wall to stand on the very edge of the metal box and Backflip to break the Yellow Block for Coins [ninety-seven].

Mario should push the Metal Box away from the closer wall, doing so until he is close enough to jump to the higher ledge here, and then use a Backflip to make it to the next ledge up. Send Mario to grab the Yellow Coins [one hundred two] on the side that leads towards the water to get the Power Star to appear! If you wish to continue on for the High Score, then continue on with his entry. Hit the water adjuster that is visible as the slope leads toward the water, and then back track to jump to the other high ledge up here to fight a Purple Bob-Omb (grab from behind and throw to kill) [one hundred seven]. Mario should then head down into the water below to swim to the Cannon (located in opposite corner from the wire caging).

Mario will need to aim at the wire caging first, followed by moving the aim upwards until it is aiming just above the background city scenery before firing the Cannon so Mario can get into the wire caging area. Start off this portion of the challenge by swimming straight down the shaft to turn with the tunnel to swim through the straightaway before turning again to go under the hanging cage wall, followed by swimming above the next cage wall to enter the town area. Immediately swim downwards and then swim to the nearest corner to hit the water adjuster to make the water drop down to make the whole area above water.

Start off by heading for the Blue Block off in the distance, turning right when you arrive there to enter a small alley before performing Wall Jumps to get onto the roof of the building nearby. Carefully walk down the slope to jump into the Wooden Block to shatter it, revealing a Red Coin [one hundred nine]. Now Mario needs to long jump across to the next roof (you need to hit the thin strip where it is flat and not the slope) to find a Wooden Block to punch to reveal a Red Coin [one hundred eleven]. Your next job is to use the slope to slide off of the roof to the ground below, and then head across the town (ignoring the main square) to turn right to find another wire cage and a building wall to Wall Kick up to get onto the roof.

When you first arrive on the roof, immediately move away from the edge of the roof as a Fireballer will be attacking Mario. Work your way towards the Wooden Block to break it open to find a Red Coin [one hundred thirteen], followed by grabbing the five Yellow Coins [one hundred eighteen] along the protective lip on the roof. Now have Mario Long Jump to the lower roof nearby to break the Wooden Block there for a Red Coin [one hundred twenty] as well as the five Yellow Coins [one hundred twenty-five] before jumping across the gap to grab and then break the Wooden Block for a Red Coin [one hundred twenty-seven]. If you fall off the wall, a well timed Wall Jump or Reverse Backflip from below will allow Mario to grab the wall and pull himself up to go and walk to the Wooden Block to get the prize.

Grab the Yellow Coins [one hundred thirty-seven] around the monolith in the main square and then kill the two Water Bugs [one hundred forty-three] (please note that their location is random due to the lowering water level) before hopping up to a higher ledge to break a Wooden Block for a Red Coin [one hundred forty-five]. Now get onto the roof of the

small building here to get a Red Coin [one hundred forty-seven] to make the Power Star you will grab soon appear. However, Mario needs to climb up the pole on the roof of the building first to get to a higher ledge where a small bridge leads across the gap. Giving up five Coins as it does so [one hundred fifty-two]. Now send Mario to collect that Red Coin Power Star to achieve the highest Coin Score!

```

†====+====+====+====+====+====+====+====+====+====+
III.w ----- TALL TALL MOUNTAIN [stars]
†====+====+====+====+====+====+====+====+====+====+

```

```

=====
SCALE THE MOUNTAIN
=====

```

There are two options to this stage, the slow, intended way, and the faster way. The slow way is option 1, and the fast way is option 2. Enjoy both options.

```

-----
Option 1
-----

```

This stage is the small picture on the third floor. Upon entering, you will soon realize that you are on a tall, tall mountain. HEY! A PUN! Anyways, starting the stage off, there is an easy-to-grab 1-Up Mushroom to the left, but you will have to walk across a catwalk to reach it. Afterwards, go back to the right and begin running.

You will notice a pack of three Goombas that are to the right of the black-ish platform that is up from the ground. You can easily take them out with a few punches, or you could use the classic "Super Mario Brothers" attack of simply jumping on their heads. One thing that I suggest is to stand still, and once the Goombas come to you, jump straight in the air to land on their heads.

After you collect the three coins from the dead Goombas, you can continue marching forward (the camera angle automatically shifts to see proper fit), and perform a double jump over the big gap that rests here. If you do not make it across the large gap, you can perform wall kicks to reach the ledge that you were aiming for (but remember to start the wall kicks off on the right side).

You will encounter yet another one of those long gaps in the ground, however, this one is not that long compared to the previous one. Simply long jump across this one, as there is plenty of ground to cover your ass in case you over-jump, unlike the previous long gap. Continue to carry along with your mission of getting to the top of the tall mountain.

As you continue carrying out your objective, you will notice some funky mushrooms to the left. Okay, we know what Miyamoto was doing when he made up the concept for the Mario Brothers series. There is one fairly large mushroom with a yellow exclamation point box overhead. Jump onto it, and break open the yellow exclamation point box to reveal a 1-Up Mushroom. Take it, jump back over to the right, and continue marching

forward.

Once you have rounded the corner, you will encounter a few of those damn pesky Monty Mole enemies that simply will not die no matter what you do to them. I wish this game had a flamethrower, like in Ratchet & Clank, then I would toast those bastards. Anyways, you can completely ignore them this time, but we will come back here for another mission in the near future. Round the next corner, and you will be happily greeted by three Bob-Ombs that can easily be avoided, or killed, if you need the health via the coins.

After you cross this area, you will encounter a Purple Bob-Omb! No, this is not the cute little friendly Pink Bob-Ombs that open up the cannons for you in every stage. These things are big and nasty, and resemble a King Bob-Omb from an attacking standpoint. You can dodge the Purple Bob-Omb's automatic attacks (he moves like an awkward vehicle) by just moving out of the way from him. Now, get behind him, and walk up to him. Hit the punch button to pick him up, and once again to throw him. That'll teach them!

Collect the five coins from the blown up Purple Bob-Omb enemy, and carry on straight ahead. You will be forced to walk along a thin wooden bridge with several coins resting on it, and double jump onto the next platform located on the cliff straight ahead. Watch out for the flying Shy Guy that is buzzing around overhead, because if you get burnt with his fireballs, Mario will go out of control.

Once up on the main platform, jump into the air and pound on the flying Shy Guy's head to kill him, and balance yourself out for once you land safely. There is a monkey on this platform, as well, and he is VERY, VERY annoying. If you pick him up, he will steal your cap. Little bastard. Anyways, your destination is not going up on this platform, but going down.

Carefully walk along to the bottom of the platform, and you will notice a big log just like in Lethal Lava Land. You will want to hug the left side a little bit while running towards the right, to make the log roll over towards the west. Stop running every second or so, and wait a half of a second to catch up with falling back, and then continue running. Run over towards the top of the log, and jump off to the platform.

Begin running up the platform, and watch out for those pesky rolling black balls that will come down from the top of this section. You can easily do this by zig-zagging your way up to the top, and avoiding those last few black balls that fall from the sky and crash down right near the exit ramp.

Go right past the last point where the black balls come crashing down at, and slide down a little bit. You will now find a set of three Goombas that are blood thirsty! If Goombas can become blood thirsty, anyway... Now, destroy all three of them for some well-needed health from their coins, and begin walking up the hill. Collect the 1-Up Mushroom on the left side of the ledge near the waterfall.

Backtrack a slight bit, and run off of the ledge with a HUGE long jump. Once you land, begin running away from the screen as fast as possible, as you do not want to get knocked off by the gust of wind provided by the Mr. Cloud enemy that drifts off to the right of the platform here. Do not bother trying to kill it, it won't work.

Simply follow the path instead of wanting revenge on the Mr. Cloud that tried to blow you off of the platform, and you will soon encounter several Goombas that are in a "pit" of vines. The vines play a lot like the quick sand in Shifting Sand Land, so your jumps will be hampered. So attack them with your hands instead of your feet, silly!

Try to jump out of the pit, and you will instead cling onto the side of the platform above the one that you are currently on. Climb up, and you can step onto the ground switch and jump on top of the yellow brick. Double jump to collect all of the coins up here, and continue forward. You will now be at the front of the waterfall. Cross over the very thin platform that is way out ahead of the waterfall VERY slowly.

Once you have made it to the other side of the waterfall, you can now continue running along your merry way. Run up the grey stone colored platform, and to the brownish tan colored platform. Run up this area, and you will finally be atop the tall mountain! Jump into the air to collect the Power Star, and exit the stage.

Option 2

This stage is the small picture on the third floor. Upon entering, you will soon realize that you are on a tall, tall mountain. HEY! A PUN! Anyways, starting the stage off, there is an easy-to-grab 1-Up Mushroom to the left, but you will have to walk across a catwalk to reach it. Afterwards, go back to the right and begin running.

You will notice a pack of three Goombas that are to the right of the blackish platform that is up from the ground. You can easily take them out with a few punches, or you could use the classic "Super Mario Brothers" attack of simply jumping on their heads. One thing that I suggest is to stand still, and once the Goombas come to you, jump straight in the air to land on their heads.

After you collect the three coins from the dead Goombas, you can continue marching forward (the camera angle automatically shifts to see proper fit), and perform a double jump over the big gap that rests here. If you do not make it across the large gap, you can perform wall kicks to reach the ledge that you were aiming for (but remember to start the wall kicks off on the right side).

You will encounter yet another one of those long gaps in the ground, however, this one is not that long compared to the previous one. Simply long jump across this one, as there is plenty of ground to cover your ass in case you over-jump, unlike the previous long gap. Continue to carry along with your mission of getting to the top of the tall mountain.

As you continue carrying out your objective, you will notice some funky mushrooms to the left. Okay, we know what Miyamoto was doing when he made up the concept for the Mario Brothers series. There is one fairly large mushroom with a yellow exclamation point box overhead. Jump onto it, and break open the yellow exclamation point box to reveal a 1-Up Mushroom. Take it, jump back over to the right, and continue marching forward.

Once you have rounded the corner, you will encounter a few of those damn pesky Monty Mole enemies that simply will not die no matter what you do

to them. I wish this game had a flamethrower, like in Ratchet & Clank, then I would toast those bastards. For the faster option of reaching the top, it starts here! Set up your camera angle to where it is facing the left side of the wall.

There will be two sides that you can climb up from here: the left, and the right. Choose the right, and jump over to the fairly high cliff with the safe space on the side. From here, dart up to the right, and wall kick off of the wall to land on the left, collecting a Red Coin along the way. After this, jump onto the high platform with the Red Coin on it.

Afterwards, face towards the left, and perform a Backflip up to the next tier of platforms. This is known as the second/top tier. From here, jump over to the right, and avoid the onslaught on Monty Moles. Double jump up to the top of the vined-ceiling area, and jump over to the platform in the background to the right. Follow this path.

You will now find a set of three Goombas that are blood thirsty! If Goombas can become blood thirsty, anyway... Now, destroy all three of them for some well-needed health from their coins, and begin walking up the hill. Collect the 1-Up Mushroom on the left side of the ledge near the waterfall.

Backtrack a slight bit, and run off of the ledge with a HUGE long jump. Once you land, begin running away from the screen as fast as possible, as you do not want to get knocked off by the gust of wind provided by the Mr. Cloud enemy that drifts off to the right of the platform here. Do not bother trying to kill it, it won't work.

Simply follow the path instead of wanting revenge on the Mr. Cloud that tried to blow you off of the platform, and you will soon encounter several Goombas that are in a "pit" of vines. The vines play a lot like the quick sand in Shifting Sand Land, so your jumps will be hampered. So attack them with your hands instead of your feet, silly!

Try to jump out of the pit, and you will instead cling onto the side of the platform above the one that you are currently on. Climb up, and you can step onto the ground switch and jump on top of the yellow brick. Double jump to collect all of the coins up here, and continue forward. You will now be at the front of the waterfall. Cross over the very thin platform that is way out ahead of the waterfall VERY slowly.

Once you have made it to the other side of the waterfall, you can now continue running along your merry way. Run up the grey stone colored platform, and to the brown-ish tan colored platform. Run up this area, and you will finally be atop the tall mountain! Jump into the air to collect the Power Star, and exit the stage.

=====
MYSTERY OF THE MONKEY CAGE
=====

There are two options to this stage, the slow, intended way, and the faster way. The slow way is option 1, and the fast way is option 2. Enjoy both options.

Option 1

As we begin with starting the stage off, there is an easy-to-grab 1-Up Mushroom to the left, but you will have to walk across a catwalk to reach it. Afterwards, go back to the right and begin running. You will notice a pack of three Goombas that are to the right of the black-ish platform that is up from the ground. You can easily take them out with a few punches, or you could use the classic "Super Mario Brothers" attack of simply jumping on their heads. One thing that I suggest is to stand still, and once the Goombas come to you, jump straight in the air to land on their heads.

After you collect the three coins from the dead Goombas, you can continue marching forward (the camera angle automatically shifts to see proper fit), and perform a double jump over the big gap that rests here. If you do not make it across the large gap, you can perform wall kicks to reach the ledge that you were aiming for (but remember to start the wall kicks off on the right side).

You will encounter yet another one of those long gaps in the ground, however, this one is not that long compared to the previous one. Simply long jump across this one, as there is plenty of ground to cover your ass in case you over-jump, unlike the previous long gap. Continue to carry along with your mission of getting to the top of the tall mountain.

As you continue carrying out your objective, you will notice some funky mushrooms to the left. Okay, we know what Miyamoto was doing when he made up the concept for the Mario Brothers series. There is one fairly large mushroom with a yellow exclamation point box overhead. Jump onto it, and break open the yellow exclamation point box to reveal a 1-Up Mushroom. Take it, jump back over to the right, and continue marching forward.

Once you have rounded the corner, you will encounter a few of those damn pesky Monty Mole enemies that simply will not die no matter what you do to them. I wish this game had a flamethrower, like in Ratchet & Clank, then I would toast those bastards. Anyways, you can completely ignore them this time, but we will come back here for another mission in the near future. Round the next corner, and you will be happily greeted by three Bob-Ombs that can easily be avoided, or killed, if you need the health via the coins.

After you cross this area, you will encounter a Purple Bob-Omb! No, this is not the cute little friendly Pink Bob-Ombs that open up the cannons for you in every stage. These things are big and nasty, and resemble a King Bob-Omb from an attacking standpoint. You can dodge the Purple Bob-Omb's automatic attacks (he moves like an awkward vehicle) by just moving out of the way from him. Now, get behind him, and walk up to him. Hit the punch button to pick him up, and once again to throw him. That'll teach them!

Collect the five coins from the blown up Purple Bob-Omb enemy, and carry on straight ahead. You will be forced to walk along a thin wooden bridge with several coins resting on it, and double jump onto the next platform located on the cliff straight ahead. Watch out for the flying Shy Guy that is buzzing around overhead, because if you get burnt with his fireballs, Mario will go out of control.

Once up on the main platform, jump into the air and pound on the flying

Shy Guy's head to kill him, and balance yourself out for once you land safely. There is a monkey on this platform, as well, and he is VERY, VERY annoying. If you pick him up, he will steal your cap. Little bastard. Anyways, your destination is not going up on this platform, but going down.

Carefully walk along to the bottom of the platform, and you will notice a big log just like in Lethal Lava Land. You will want to hug the left side a little bit while running towards the right, to make the log roll over towards the west. Stop running every second or so, and wait a half of a second to catch up with falling back, and then continue running. Run over towards the top of the log, and jump off to the platform.

Begin running up the platform, and watch out for those pesky rolling black balls that will come down from the top of this section. You can easily do this by zig-zagging your way up to the top, and avoiding those last few black balls that fall from the sky and crash down right near the exit ramp.

Go right past the last point where the black balls come crashing down at, and slide down a little bit. You will now find a set of three Goombas that are blood thirsty! If Goombas can become blood thirsty, anyway... Now, destroy all three of them for some well-needed health from their coins, and begin walking up the hill. Collect the 1-Up Mushroom on the left side of the ledge near the waterfall.

Backtrack a slight bit, and run off of the ledge with a HUGE long jump. Once you land, begin running away from the screen as fast as possible, as you do not want to get knocked off by the gust of wind provided by the Mr. Cloud enemy that drifts off to the right of the platform here. Do not bother trying to kill it, it won't work.

Simply follow the path instead of wanting revenge on the Mr. Cloud that tried to blow you off of the platform, and you will soon encounter several Goombas that are in a "pit" of vines. The vines play a lot like the quick sand in Shifting Sand Land, so your jumps will be hampered. So attack them with your hands instead of your feet, silly!

Try to jump out of the pit, and you will instead cling onto the side of the platform above the one that you are currently on. Climb up, and you can step onto the ground switch and jump on top of the yellow brick. Double jump to collect all of the coins up here, and continue forward. You will now be at the front of the waterfall. Cross over the very thin platform that is way out ahead of the waterfall VERY slowly. You will notice a caged Power Star to the left.

Once across, follow the path as it turns towards the left. Once you reach the top, you will spot a monkey! You must chase this monkey, who reminds me a lot of the one from A Link To The Past. There really is no "good" way to capture him. It is sort of like that damn rabbit in the basement of the castle.

One of the very few tips that I can provide you with is to chase him into a side, and he will slowly jump over your body. Get prepared to grab him as he lands, and proceed to do so. Afterwards, you will agree to let him go in favor of him unlocking that Power Star in the cage near the waterfall. Follow him down the hill, and he will knock the caged Power Star down. Jump down, and collect the Power Star to exit.

Option 2

As we begin with starting the stage off, there is an easy-to-grab 1-Up Mushroom to the left, but you will have to walk across a catwalk to reach it. Afterwards, go back to the right and begin running. You will notice a pack of three Goombas that are to the right of the black-ish platform that is up from the ground. You can easily take them out with a few punches, or you could use the classic "Super Mario Brothers" attack of simply jumping on their heads. One thing that I suggest is to stand still, and once the Goombas come to you, jump straight in the air to land on their heads.

After you collect the three coins from the dead Goombas, you can continue marching forward (the camera angle automatically shifts to see proper fit), and perform a double jump over the big gap that rests here. If you do not make it across the large gap, you can perform wall kicks to reach the ledge that you were aiming for (but remember to start the wall kicks off on the right side).

You will encounter yet another one of those long gaps in the ground, however, this one is not that long compared to the previous one. Simply long jump across this one, as there is plenty of ground to cover your ass in case you over-jump, unlike the previous long gap. Continue to carry along with your mission of getting to the top of the tall mountain.

As you continue carrying out your objective, you will notice some funky mushrooms to the left. Okay, we know what Miyamoto was doing when he made up the concept for the Mario Brothers series. There is one fairly large mushroom with a yellow exclamation point box overhead. Jump onto it, and break open the yellow exclamation point box to reveal a 1-Up Mushroom. Take it, jump back over to the right, and continue marching forward.

Once you have rounded the corner, you will encounter a few of those damn pesky Monty Mole enemies that simply will not die no matter what you do to them. I wish this game had a flamethrower, like in Ratchet & Clank, then I would toast those bastards. For the faster option of reaching the top, it starts here! Set up your camera angle to where it is facing the left side of the wall.

There will be two sides that you can climb up from here: the left, and the right. Choose the right, and jump over to the fairly high cliff with the safe space on the side. From here, dart up to the right, and wall kick off of the wall to land on the left, collecting a Red Coin along the way. After this, jump onto the high platform with the Red Coin on it.

Afterwards, face towards the left, and perform a backflip up to the next tier of platforms. This is known as the second/top tier. From here, jump over to the right, and avoid the onslaught on Monty Moles. Double jump up to the top of the vined-ceiling area, and jump over to the platform in the background to the right. Follow this path.

You will now find a set of three Goombas that are blood thirsty! If Goombas can become blood thirsty, anyway... Now, destroy all three of them for some well-needed health from their coins, and begin walking up the hill. Collect the 1-Up Mushroom on the left side of the ledge near the waterfall.

Backtrack a slight bit, and run off of the ledge with a HUGE long jump. Once you land, begin running away from the screen as fast as possible, as you do not want to get knocked off by the gust of wind provided by the Mr. Cloud enemy that drifts off to the right of the platform here. Do not bother trying to kill it, it won't work.

Simply follow the path instead of wanting revenge on the Mr. Cloud that tried to blow you off of the platform, and you will soon encounter several Goombas that are in a "pit" of vines. The vines play a lot like the quick sand in Shifting Sand Land, so your jumps will be hampered. So attack them with your hands instead of your feet, silly!

Try to jump out of the pit, and you will instead cling onto the side of the platform above the one that you are currently on. Climb up, and you can step onto the ground switch and jump on top of the yellow brick. Double jump to collect all of the coins up here, and continue forward. You will now be at the front of the waterfall. Cross over the very thin platform that is way out ahead of the waterfall VERY slowly. You will notice a caged Power Star to the left.

Once across, follow the path as it turns towards the left. Once you reach the top, you will spot a monkey! You must chase this monkey, who reminds me a lot of the one from A Link To The Past. There really is no "good" way to capture him. It is sort of like that damn rabbit in the basement of the castle.

One of the very few tips that I can provide you with is to chase him into a side, and he will slowly jump over your body. Get prepared to grab him as he lands, and proceed to do so. Afterwards, you will agree to let him go in favor of him unlocking that Power Star in the cage near the waterfall. Follow him down the hill, and he will knock the caged Power Star down. Jump down, and collect the Power Star to exit.

=====
SCARY SHROOM, RED COINS
=====

- =====
[] ----- On one of the mushrooms
=====
- [] ----- On one of the mushrooms
=====
- [] ----- On one of the mushrooms
=====
- [] ----- On one of the mushrooms
=====
- [] -- Near Monty Moles, against wall on left. Climb platforms to reach
=====
- [] ----- To the left on a higher platform from Red Coin #5
=====
- [] ----- On small ledge of second tier
=====
- [] ----- High above seventh Red Coin, jump platforms to reach it
=====

Ahhh, yes, the lovely Red Coin missions! Ignore the title of this mission, as there will be no Alice In Wonderland-esque pipe smoking, sad

| | |
|---------------------------------------|--|
| Key | |
| 1 = First Red Coin | |
| 2 = Second Red Coin | |
| 3 = Third Red Coin | |
| 4 = Fourth Red Coin | |
| U = 1-Up Yellow Exclamation Point Box | |
| W = Warp | |

Terrible ASCII chart, I know, but hey, it is better than nothing. You try writing a map for this thing without it looking crappy (Brian's note: I probably could do it Zoop)! =P Try jumping onto the big mushroom at the beginning of the trail, and jump into the air to collect the Red Coin [one]. From here, you can jump over onto the right, and jump over to the one across (to the left).

From here, jump onto the medium-sized mushroom straight ahead to collect the Red Coin here [two]. Adjust your camera angle, and VERY CAREFULLY jump over to the tiny mushroom straight ahead yet again, and collect the Red Coin atop of it. Make sure that if you go another path to reach this Red Coin mushroom that you do not take the one with the warp on it, as the warp is for the sixth Power Star mission.

Once you have safely landed on this tiny mushroom and collected the Red Coin [three], you will have to jump over to the very large mushroom (especially in comparison) to the dead-ahead right, and collect the Red Coin [four] that floats above it. After you have collected the last Red Coin on the mushrooms, jump over to the solid mountain, and begin running up.

Once you have rounded the corner, you will encounter a few of those damn pesky Monty Mole enemies that simply will not die no matter what you do to them. I wish this game had a flamethrower, like in Ratchet & Clank, then I would toast those bastards. For the faster option of reaching the top, it starts here! Set up your camera angle to where it is facing the left side of the wall.

There will be two sides that you can climb up from here: the left, and the right. Choose the right, and jump over to the fairly high cliff with the safe space on the side. From here, dart up to the right, and wall kick off of the wall to land on the left, collecting a Red Coin [five] along the way.

Once you have complete this task, fall down to the left, and face towards the right. Perform a Backflip to reach a high platform with a Red Coin. Grab it [six]. Afterwards, face towards the left, and perform a Backflip up to the next tier of platforms. This is known as the second/top tier.

Run over to the right, and jump up the platform that is here. Turn around, and jump over to the platform in the wall to retrieve the seventh Red Coin [seven]. From here, jump over to the higher platform to the right by wall kicking on the left. Jump up the slightly sloping platform to the left, and jump up to the next platform on the high

right. Collect the Red Coin [eight] up here to complete the fold.

The Power Star will appear down below on a mushroom that is out in the middle of the ocean a tad bit. Jump down slightly to the beginning of the second/top tier, and walk over towards the far right. Go into first person view, and look off facing the television screen, and look down. Jump off of the "plank" to reach the mushroom, and the Power Star. Note that this will take away three health points, and you can also reach it with a long jump on the ground. This is simply faster.

=====
MYSTERIOUS MOUNTAINSIDE
=====

There are two options to this stage, the slow, intended way, and the faster way. The slow way is option 1, and the fast way is option 2. Enjoy both options.

Option 1

As we begin with starting the stage off, there is an easy-to-grab 1-Up Mushroom to the left, but you will have to walk across a catwalk to reach it. Afterwards, go back to the right and begin running. You will notice a pack of three Goombas that are to the right of the black-ish platform that is up from the ground. You can easily take them out with a few punches, or you could use the classic "Super Mario Brothers" attack of simply jumping on their heads. One thing that I suggest is to stand still, and once the Goombas come to you, jump straight in the air to land on their heads.

After you collect the three coins from the dead Goombas, you can continue marching forward (the camera angle automatically shifts to see proper fit), and perform a double jump over the big gap that rests here. If you do not make it across the large gap, you can perform wall kicks to reach the ledge that you were aiming for (but remember to start the wall kicks off on the right side).

You will encounter yet another one of those long gaps in the ground, however, this one is not that long compared to the previous one. Simply long jump across this one, as there is plenty of ground to cover your ass in case you over-jump, unlike the previous long gap. Continue to carry along with your mission of getting to the top of the tall mountain.

As you continue carrying out your objective, you will notice some funky mushrooms to the left. Okay, we know what Miyamoto was doing when he made up the concept for the Mario Brothers series. There is one fairly large mushroom with a yellow exclamation point box overhead. Jump onto it, and break open the yellow exclamation point box to reveal a 1-Up Mushroom. Take it, jump back over to the right, and continue marching forward.

Once you have rounded the corner, you will encounter a few of those damn pesky Monty Mole enemies that simply will not die no matter what you do to them. I wish this game had a flamethrower, like in Ratchet & Clank, then I would toast those bastards. Anyways, you can completely ignore them this time, but we will come back here for another mission in the

near future. Round the next corner, and you will be happily greeted by three Bob-Omb's that can easily be avoided, or killed, if you need the health via the coins.

After you cross this area, you will encounter a Purple Bob-Omb! No, this is not the cute little friendly Pink Bob-Omb's that open up the cannons for you in every stage. These things are big and nasty, and resemble a King Bob-Omb from an attacking standpoint. You can dodge the Purple Bob-Omb's automatic attacks (he moves like an awkward vehicle) by just moving out of the way from him. Now, get behind him, and walk up to him. Hit the punch button to pick him up, and once again to throw him. That'll teach them!

Collect the five coins from the blown up Purple Bob-Omb enemy, and carry on straight ahead. You will be forced to walk along a thin wooden bridge with several coins resting on it, and double jump onto the next platform located on the cliff straight ahead. Watch out for the flying Shy Guy that is buzzing around overhead, because if you get burnt with his fireballs, Mario will go out of control.

Once up on the main platform, jump into the air and pound on the flying Shy Guy's head to kill him, and balance yourself out for once you land safely. There is a monkey on this platform, as well, and he is VERY, VERY annoying. If you pick him up, he will steal your cap. Little bastard. Anyway, your destination is not going up on this platform, but going down.

Carefully walk along to the bottom of the platform, and you will notice a big log just like in Lethal Lava Land. You will want to hug the left side a little bit while running towards the right, to make the log roll over towards the west. Stop running every second or so, and wait a half of a second to catch up with falling back, and then continue running. Run over towards the top of the log, and jump off to the platform.

Begin running up the platform, and watch out for those pesky rolling black balls that will come down from the top of this section. You can easily do this by zig-zagging your way up to the top, and avoiding those last few black balls that fall from the sky and crash down right near the exit ramp.

Go right past the last point where the black balls come crashing down at, and slide down a little bit. You will now find a set of three Goombas that are blood thirsty! If Goombas can become blood thirsty, anyway... Now, destroy all three of them for some well-needed health from their coins, and begin walking up the hill. Collect the 1-Up Mushroom on the left side of the ledge near the waterfall.

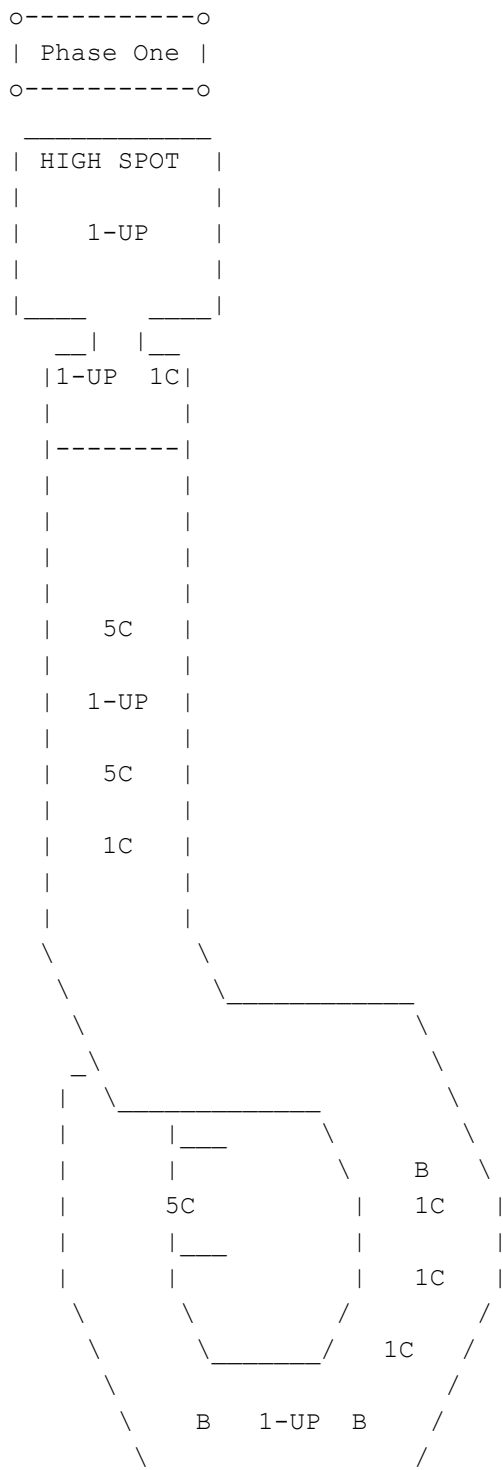
Backtrack a slight bit, and run off of the ledge with a HUGE long jump. Once you land, begin running away from the screen as fast as possible, as you do not want to get knocked off by the gust of wind provided by the Mr. Cloud enemy that drifts off to the right of the platform here. Do not bother trying to kill it, it won't work.

You will soon discover that there is a hidden portrait to the left. Yes, much like the hidden portraits like Shifting Sand Land's entrance! Look along the left past the Mr. Cloud enemy, and you will soon discover a flat part of the mountainside. Walk over to it, and it will jiggle, which means it is an entrance for you to jump into! So do so already!

You will land in an area where the interior is based off of the elevator

that you spotted in Shifting Sand Land. Walk forward a little bit, and you will soon discover that this area is another slide, much like the Princess' Secret Slide (check Castle Secret Stars for more details) and the slide area in Cool Cool Mountain. Must be a thing with the mountains that have the same name twice. Here is some ASCII art of the slide by Brian. Thank him, I'm clueless to this stuff.

| | | |
|------|----------------------|--|
| Key | | |
| xxxx | - Finish Line | |
| 1-UP | - 1-Up Mushroom | |
| B | - Blue Coin | |
| #C | - Coin Group Numbers | |
| ---- | - Drop In The Track | |
| S | - Secret Passage | |



instantly by falling to your doom. So quickly make a sharp right, and follow along the wooden path instead. I hope Mario doesn't have any splinters in his butt after this one!

There will be several bumps to send you flying, as well as a few coins scattered, as well as lined up. Hug the right a little bit, and we are back on the tan-colored slide! Whee! Follow this path a little bit, collecting the scattered coins as we go along, and the platform will soon turn into wooden, as well as staying tan. Stay on the tan side, and hug right as the wooden side on the left ends.

You will be thrust into a few more turns to the left, going around in a circle, and then pushed off onto a slide down below. Take this one all the way to the wooden room, and slide straight into the red/brown-colored slide that leads to the hole in the floor. Once you fall through, you will be dropped off at a hole in the side of the mountain where a Power Star rests. Collect it to complete the mission.

Option 2

As we begin with starting the stage off, there is an easy-to-grab 1-Up Mushroom to the left, but you will have to walk across a catwalk to reach it. Afterwards, go back to the right and begin running. You will notice a pack of three Goombas that are to the right of the blackish platform that is up from the ground. You can easily take them out with a few punches, or you could use the classic "Super Mario Brothers" attack of simply jumping on their heads. One thing that I suggest is to stand still, and once the Goombas come to you, jump straight in the air to land on their heads.

After you collect the three coins from the dead Goombas, you can continue marching forward (the camera angle automatically shifts to see proper fit), and perform a double jump over the big gap that rests here. If you do not make it across the large gap, you can perform wall kicks to reach the ledge that you were aiming for (but remember to start the wall kicks off on the right side).

You will encounter yet another one of those long gaps in the ground, however, this one is not that long compared to the previous one. Simply long jump across this one, as there is plenty of ground to cover your ass in case you over-jump, unlike the previous long gap. Continue to carry along with your mission of getting to the top of the tall mountain.

As you continue carrying out your objective, you will notice some funky mushrooms to the left. Okay, we know what Miyamoto was doing when he made up the concept for the Mario Brothers series. There is one fairly large mushroom with a yellow exclamation point box overhead. Jump onto it, and break open the yellow exclamation point box to reveal a 1-Up Mushroom. Take it, jump back over to the right, and continue marching forward.

Once you have rounded the corner, you will encounter a few of those damn pesky Monty Mole enemies that simply will not die no matter what you do to them. I wish this game had a flamethrower, like in Ratchet & Clank, then I would toast those bastards. For the faster option of reaching the top, it starts here! Set up your camera angle to where it is facing the left side of the wall.

There will be two sides that you can climb up from here: the left, and the right. Choose the right, and jump over to the fairly high cliff with the safe space on the side. From here, dart up to the right, and wall kick off of the wall to land on the left, collecting a Red Coin along the way. After this, jump onto the high platform with the Red Coin on it.

Afterwards, face towards the left, and perform a Backflip up to the next tier of platforms. This is known as the second/top tier. From here, jump over to the right, and avoid the onslaught on Monty Moles. Double jump up to the top of the vined-ceiling area, and jump over to the platform in the background to the right. Follow this path.

You will now find a set of three Goombas that are blood thirsty! If Goombas can become blood thirsty, anyway... Now, destroy all three of them for some well-needed health from their coins, and begin walking up the hill. Collect the 1-Up Mushroom on the left side of the ledge near the waterfall.

Backtrack a slight bit, and run off of the ledge with a HUGE long jump. Once you land, begin running away from the screen as fast as possible, as you do not want to get knocked off by the gust of wind provided by the Mr. Cloud enemy that drifts off to the right of the platform here. Do not bother trying to kill it, it won't work.

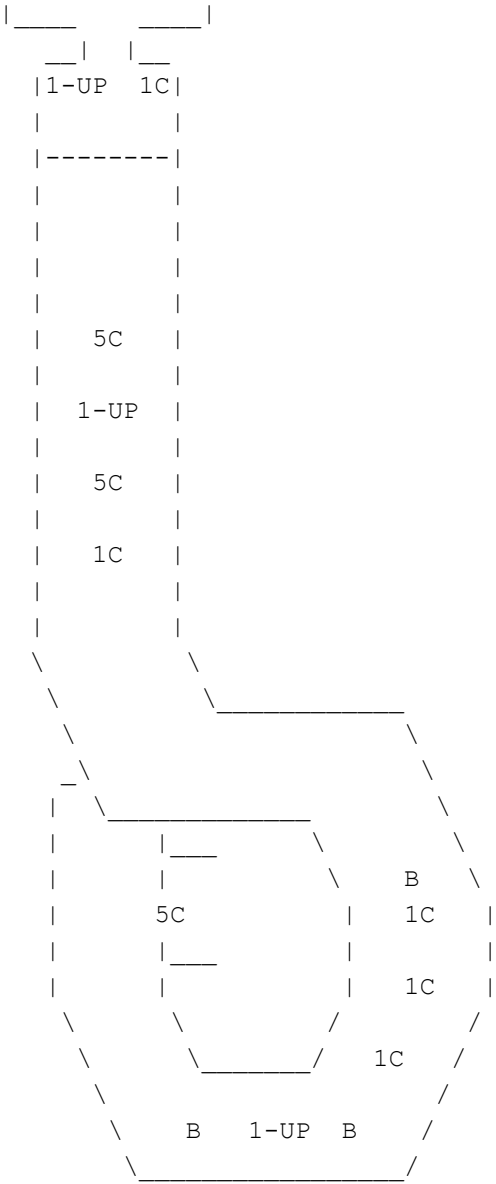
You will soon discover that there is a hidden portrait to the left. Yes, much like the hidden portraits like Shifting Sand Land's entrance! Look along the left past the Mr. Cloud enemy, and you will soon discover a flat part of the mountainside. Walk over to it, and it will jiggle, which means it is an entrance for you to jump into! So do so already!

You will land in an area where the interior is based off of the elevator that you spotted in Shifting Sand Land. Walk forward a little bit, and you will soon discover that this area is another slide, much like the Princess' Secret Slide (check Castle Secret Stars for more details) and the slide area in Cool Cool Mountain. Must be a thing with the mountains that have the same name twice. Thank Brian for the upcoming ASCII art of the slide. He is God.

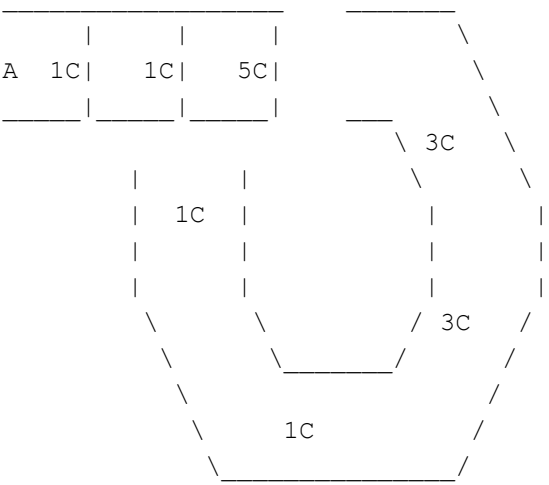
| | |
|--------------------------|--|
| Key | |
| xxxx - Finish Line | |
| 1-UP - 1-Up Mushroom | |
| B - Blue Coin | |
| #C - Coin Group Numbers | |
| ---- - Drop In The Track | |
| S - Secret Passage | |

o-----o
| Phase One |
o-----o

| |
|-----------|
| HIGH SPOT |
| |
| 1-UP |
| |

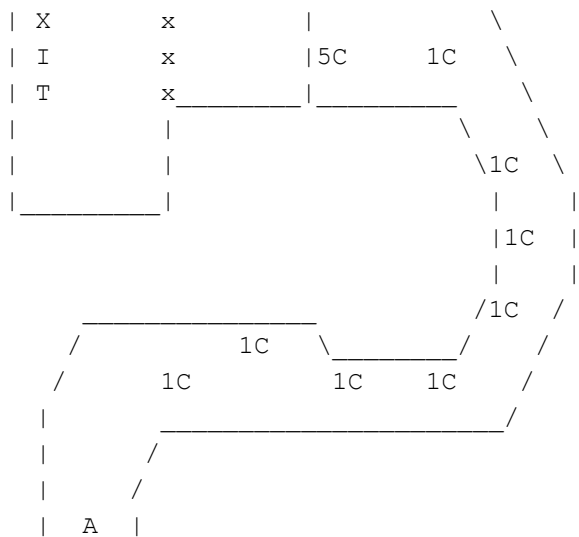


○-----○
 | Phase Two |
 ○-----○



○-----○
 | Phase Three |
 ○-----○





As you begin sliding down the mountain, you should collect the first row of coins in the center, as well as the 1-Up Mushroom that appears right after, as the slide swirls up and down. This could make Mario vomit. You will soon encounter a huge rump bump near the turn, and if you hit it too hard, you could be sent flying backwards, off of the slide itself, so be careful around here.

After the rump bump turn course, you will be sent to the left, and you will soon have to make a few more turns. A Blue Coin will appear, so make sure to collect it as it bounces away. Turn to the right, and collect the 1-Up Mushroom that appears at center, drifting towards the left to soon fall off of the slide. Catch it!

Soon after this, you will have little time to take in the scenic backgrounds, as must collect a couple more blue coins. If you continue following the tan-colored platform, you will lead to a dead end, and die instantly by falling to your doom. So quickly make a sharp right, and follow along the wooden path instead. I hope Mario doesn't have any splinters in his butt after this one!

There will be several bumps to send you flying, as well as a few coins scattered, as well as lined up. Hug the right a little bit, and we are back on the tan-colored slide! Whee! Follow this path a little bit, collecting the scattered coins as we go along, and the platform will soon turn into wooden, as well as staying tan. Stay on the tan side, and hug right as the wooden side on the left ends.

You will be thrust into a few more turns to the left, going around in a circle, and then pushed off onto a slide down below. Take this one all the way to the wooden room, and slide straight into the red/brown-colored slide that leads to the hole in the floor. Once you fall through, you will be dropped off at a hole in the side of the mountain where a Power Star rests. Collect it to complete the mission.

```

=====
BREATH TAKING VIEW FROM THE BRIDGE
=====

```

There are two options to this stage, the slow, intended way, and the faster way. The slow way is option 1, and the fast way is option 2. Enjoy both options.

Option 1

As we begin with starting the stage off, there is an easy-to-grab 1-Up Mushroom to the left, but you will have to walk across a catwalk to reach it. Afterwards, go back to the right and begin running. You will notice a pack of three Goombas that are to the right of the black-ish platform that is up from the ground. You can easily take them out with a few punches, or you could use the classic "Super Mario Brothers" attack of simply jumping on their heads. One thing that I suggest is to stand still, and once the Goombas come to you, jump straight in the air to land on their heads.

After you collect the three coins from the dead Goombas, you can continue marching forward (the camera angle automatically shifts to see proper fit), and perform a double jump over the big gap that rests here. If you do not make it across the large gap, you can perform wall kicks to reach the ledge that you were aiming for (but remember to start the wall kicks off on the right side).

You will encounter yet another one of those long gaps in the ground, however, this one is not that long compared to the previous one. Simply long jump across this one, as there is plenty of ground to cover your ass in case you over-jump, unlike the previous long gap. Continue to carry along with your mission of getting to the top of the tall mountain.

As you continue carrying out your objective, you will notice some funky mushrooms to the left. Okay, we know what Miyamoto was doing when he made up the concept for the Mario Brothers series. There is one fairly large mushroom with a yellow exclamation point box overhead. Jump onto it, and break open the yellow exclamation point box to reveal a 1-Up Mushroom. Take it, jump back over to the right, and continue marching forward.

Once you have rounded the corner, you will encounter a few of those damn pesky Monty Mole enemies that simply will not die no matter what you do to them. I wish this game had a flamethrower, like in Ratchet & Clank, then I would toast those bastards. Anyways, you can completely ignore them this time, but we will come back here for another mission in the near future. Round the next corner, and you will be happily greeted by three Bob-Omb's that can easily be avoided, or killed, if you need the health via the coins.

After you cross this area, you will encounter a Purple Bob-Omb! No, this is not the cute little friendly Pink Bob-Omb's that open up the cannons for you in every stage. These things are big and nasty, and resemble a King Bob-Omb from an attacking standpoint. You can dodge the Purple Bob-Omb's automatic attacks (he moves like an awkward vehicle) by just moving out of the way from him. Now, get behind him, and walk up to him. Hit the punch button to pick him up, and once again to throw him. That'll teach them!

Collect the five coins from the blown up Purple Bob-Omb enemy, and carry on straight ahead. You will be forced to walk along a thin wooden bridge with several coins resting on it, and double jump onto the next platform located on the cliff straight ahead. Watch out for the flying Shy Guy that is buzzing around overhead, because if you get burnt with his fireballs, Mario will go out of control.

Once up on the main platform, jump into the air and pound on the flying Shy Guy's head to kill him, and balance yourself out for once you land safely. There is a monkey on this platform, as well, and he is VERY, VERY annoying. If you pick him up, he will steal your cap. Little bastard. Anyways, your destination is not going up on this platform, but going down.

Carefully walk along to the bottom of the platform, and you will notice a big log just like in Lethal Lava Land. You will want to hug the left side a little bit while running towards the right, to make the log roll over towards the west. Stop running every second or so, and wait a half of a second to catch up with falling back, and then continue running. Run over towards the top of the log, and jump off to the platform.

Begin running up the platform, and watch out for those pesky rolling black balls that will come down from the top of this section. You can easily do this by zig-zagging your way up to the top, and avoiding those last few black balls that fall from the sky and crash down right near the exit ramp.

Go right past the last point where the black balls come crashing down at, and slide down a little bit. You will now find a set of three Goombas that are blood thirsty! If Goombas can become blood thirsty, anyway... Now, destroy all three of them for some well-needed health from their coins, and begin walking up the hill. Collect the 1-Up Mushroom on the left side of the ledge near the waterfall.

Backtrack a slight bit, and run off of the ledge with a HUGE long jump. Once you land, begin running away from the screen as fast as possible, as you do not want to get knocked off by the gust of wind provided by the Mr. Cloud enemy that drifts off to the right of the platform here. Do not bother trying to kill it, it won't work.

Simply follow the path instead of wanting revenge on the Mr. Cloud that tried to blow you off of the platform, and you will soon encounter several Goombas that are in a "pit" of vines. The vines play a lot like the quick sand in Shifting Sand Land, so your jumps will be hampered. So attack them with your hands instead of your feet, silly!

Try to jump out of the pit, and you will instead cling onto the side of the platform above the one that you are currently on. Climb up, and you will have to step onto the ground switch, and ignore the yellow brick straight in front of you. Quickly run over to the small catwalk, and run to the middle. Face the left with the camera angle, and you will notice a yellow step brick in front of the waterfall, leading to a Power Star Jump across to big gap to the yellow brick very quickly, and collect the Power Star inside of the crease in the waterfall to exit. Easy pickens!

Option 2

As we begin with starting the stage off, there is an easy-to-grab 1-Up Mushroom to the left, but you will have to walk across a catwalk to reach it. Afterwards, go back to the right and begin running. You will notice a pack of three Goombas that are to the right of the black-ish platform that is up from the ground. You can easily take them out with a few punches, or you could use the classic "Super Mario Brothers" attack of simply jumping on their heads. One thing that I suggest is to stand

still, and once the Goombas come to you, jump straight in the air to land on their heads.

After you collect the three coins from the dead Goombas, you can continue marching forward (the camera angle automatically shifts to see proper fit), and perform a double jump over the big gap that rests here. If you do not make it across the large gap, you can perform wall kicks to reach the ledge that you were aiming for (but remember to start the wall kicks off on the right side).

You will encounter yet another one of those long gaps in the ground, however, this one is not that long compared to the previous one. Simply long jump across this one, as there is plenty of ground to cover your ass in case you over-jump, unlike the previous long gap. Continue to carry along with your mission of getting to the top of the tall mountain.

As you continue carrying out your objective, you will notice some funky mushrooms to the left. Okay, we know what Miyamoto was doing when he made up the concept for the Mario Brothers series. There is one fairly large mushroom with a yellow exclamation point box overhead. Jump onto it, and break open the yellow exclamation point box to reveal a 1-Up Mushroom. Take it, jump back over to the right, and continue marching forward.

Once you have rounded the corner, you will encounter a few of those damn pesky Monty Mole enemies that simply will not die no matter what you do to them. I wish this game had a flamethrower, like in Ratchet & Clank, then I would toast those bastards. For the faster option of reaching the top, it starts here! Set up your camera angle to where it is facing the left side of the wall.

There will be two sides that you can climb up from here: the left, and the right. Choose the right, and jump over to the fairly high cliff with the safe space on the side. From here, dart up to the right, and wall kick off of the wall to land on the left, collecting a Red Coin along the way. After this, jump onto the high platform with the Red Coin on it.

Afterwards, face towards the left, and perform a Backflip up to the next tier of platforms. This is known as the second/top tier. From here, jump over to the right, and avoid the onslaught on Monty Moles. Double jump up to the top of the vined-ceiling area, and jump over to the platform in the background to the right. Follow this path.

You will now find a set of three Goombas that are blood thirsty! If Goombas can become blood thirsty, anyway... Now, destroy all three of them for some well-needed health from their coins, and begin walking up the hill. Collect the 1-Up Mushroom on the left side of the ledge near the waterfall.

Backtrack a slight bit, and run off of the ledge with a HUGE long jump. Once you land, begin running away from the screen as fast as possible, as you do not want to get knocked off by the gust of wind provided by the Mr. Cloud enemy that drifts off to the right of the platform here. Do not bother trying to kill it, it won't work.

Simply follow the path instead of wanting revenge on the Mr. Cloud that tried to blow you off of the platform, and you will soon encounter several Goombas that are in a "pit" of vines. The vines play a lot like

the quick sand in Shifting Sand Land, so your jumps will be hampered. So attack them with your hands instead of your feet, silly!

Try to jump out of the pit, and you will instead cling onto the side of the platform above the one that you are currently on. Climb up, and you will have to step onto the ground switch, and ignore the yellow brick straight in front of you. Quickly run over to the small catwalk, and run to the middle. Face the left with the camera angle, and you will notice a yellow step brick in front of the waterfall, leading to a Power Star Jump across to big gap to the yellow brick very quickly, and collect the Power Star inside of the crease in the waterfall to exit. Easy pickins!

=====
BLAST TO THE LONELY MUSHROOM
=====

Awww... What a sad name for this already sad mission. There are two options to go about completing this mission (boy, it always seems like there are two options for every mission in Tall Tall Mountain). The first option is the slow option, as usual, and the second option will be the fast way to go about doing things. Enjoy!

Option 1

As we begin with starting the stage off, there is an easy-to-grab 1-Up Mushroom to the left, but you will have to walk across a catwalk to reach it. Afterwards, go back to the right and begin running. You will notice a pack of three Goombas that are to the right of the black-ish platform that is up from the ground. You can easily take them out with a few punches, or you could use the classic "Super Mario Brothers" attack of simply jumping on their heads. One thing that I suggest is to stand still, and once the Goombas come to you, jump straight in the air to land on their heads.

After you collect the three coins from the dead Goombas, you can continue marching forward (the camera angle automatically shifts to see proper fit), and perform a double jump over the big gap that rests here. If you do not make it across the large gap, you can perform wall kicks to reach the ledge that you were aiming for (but remember to start the wall kicks off on the right side).

You will encounter yet another one of those long gaps in the ground, however, this one is not that long compared to the previous one. Simply long jump across this one, as there is plenty of ground to cover your ass in case you over-jump, unlike the previous long gap. Continue to carry along with your mission of getting to the top of the tall mountain.

As you continue carrying out your objective, you will notice some funky mushrooms to the left. Okay, we know what Miyamoto was doing when he made up the concept for the Mario Brothers series. There is one fairly large mushroom with a yellow exclamation point box overhead. Jump onto it, and break open the yellow exclamation point box to reveal a 1-Up Mushroom. Take it, jump back over to the right, and continue marching forward.

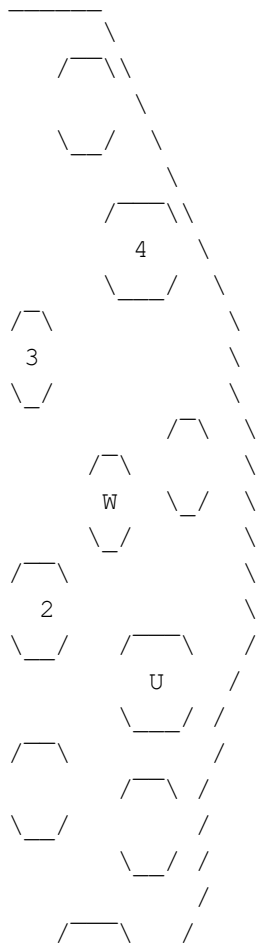
Once you have rounded the corner, you will encounter a few of those damn

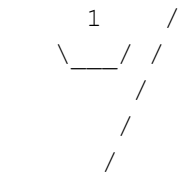
pesky Monty Mole enemies that simply will not die no matter what you do to them. I wish this game had a flamethrower, like in Ratchet & Clank, then I would toast those bastards. Anyways, you can completely ignore them this time, but we will come back here for another mission in the near future. Round the next corner, and you will be happily greeted by three Bob-Omb's that can easily be avoided, or killed, if you need the health via the coins.

After you cross this area, you will encounter a Purple Bob-Omb! No, this is not the cute little friendly Pink Bob-Omb's that open up the cannons for you in every stage. These things are big and nasty, and resemble a King Bob-Omb from an attacking standpoint. You can dodge the Purple Bob-Omb's automatic attacks (he moves like an awkward vehicle) by just moving out of the way from him. Now, get behind him, and walk up to him. Hit the punch button to pick him up, and once again to throw him. That'll teach them!

Collect the five coins from the blown up Purple Bob-Omb enemy, and carry on straight ahead. You will be forced to walk along a thin wooden bridge with several coins resting on it. After the bridge, rest at the platform here, and destroy the flying Shy Guy once it swoops down to get you. Afterwards, on this same platform, look down to the left, and you will notice a small platform.

Carefully jump down to this platform below the one that you are on, and you will notice a Pink Bob-Omb to the right. Talk to him, and he will activate the cannons throughout the stage. How thoughtful! To get back up to where you were, you will have to start out from the beginning by jumping off on the side where the Pink Bob-Omb is, and climb out of the water. Climb up the area where the Goombas were, and long jump across both of the platforms, and back to the area with the mushroom. Stop here.



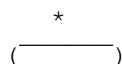
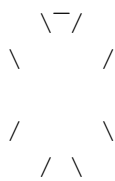


| | |
|---------------------------------------|--|
| Key | |
| 1 = First Red Coin | |
| 2 = Second Red Coin | |
| 3 = Third Red Coin | |
| 4 = Fourth Red Coin | |
| U = 1-Up Yellow Exclamation Point Box | |
| W = Warp | |

There is the ASCII chart of where you will want to go; ignore all of the Red Coins, and head straight for the tiny mushroom with the teleport (warp) located on it. You can reach it by jumping onto the mushroom at the bottom (1 on the map), and jumping over to the medium mushroom to the right (2), and hop across to the one on the left (3). Afterwards, jump straight up to the next mushroom (4), and adjust the camera angle to face the left. Now VERY CAREFULLY jump over to the next mushroom (W) and stand there until you are teleported.

You will now be transported to a cliffy-catwalk underneath the area that you were at before this. Begin jogging over to the left, and you will reach a small ledge in the cliff where you can take a small break before returning to walking along the catwalks. You can walk a slight bit up, but soon enough, press Mario up against the wall to perform the catwalk stepping. Once you reach the cannon, let go, and drop into it.

Now, this is EXTREMELY tricky compared to everything else that we have done in the game thus far, as well we have to aim VERY PRECISE in order to hit that Power Star that is on top of that lone mushroom out at sea. If we mess up, we will zoom completely over the platform, and to our deaths. Aim the cannon like this...



Around three lengths higher than the Power Star itself, and you will land directly on it to collect it. If this fails, it is time for Option #2 instead...

Option 2

As we begin with starting the stage off, there is an easy-to-grab 1-Up Mushroom to the left, but you will have to walk across a catwalk to reach it. Afterwards, go back to the right and begin running. You will notice a pack of three Goombas that are to the right of the black-ish platform that is up from the ground. You can easily take them out with a few punches, or you could use the classic "Super Mario Brothers" attack of simply jumping on their heads. One thing that I suggest is to stand still, and once the Goombas come to you, jump straight in the air to land on their heads.

After you collect the three coins from the dead Goombas, you can continue marching forward (the camera angle automatically shifts to see proper fit), and perform a double jump over the big gap that rests here. If you do not make it across the large gap, you can perform wall kicks to reach the ledge that you were aiming for (but remember to start the wall kicks off on the right side).

You will encounter yet another one of those long gaps in the ground, however, this one is not that long compared to the previous one. Simply long jump across this one, as there is plenty of ground to cover your ass in case you over-jump, unlike the previous long gap. Continue to carry along with your mission of getting to the top of the tall mountain.

As you continue carrying out your objective, you will notice some funky mushrooms to the left. Okay, we know what Miyamoto was doing when he made up the concept for the Mario Brothers series. There is one fairly large mushroom with a yellow exclamation point box overhead. Jump onto it, and break open the yellow exclamation point box to reveal a 1-Up Mushroom. Take it, jump back over to the right, and continue marching forward.

Once you have rounded the corner, you will encounter a few of those damn pesky Monty Mole enemies that simply will not die no matter what you do to them. I wish this game had a flamethrower, like in Ratchet & Clank, then I would toast those bastards. Anyways, you can completely ignore them this time, but we will come back here for another mission in the near future. Round the next corner, and you will be happily greeted by three Bob-Ombs that can easily be avoided, or killed, if you need the health via the coins.

After you cross this area, you will encounter a Purple Bob-Omb! No, this is not the cute little friendly Pink Bob-Ombs that open up the cannons for you in every stage. These things are big and nasty, and resemble a King Bob-Omb from an attacking standpoint. You can dodge the Purple Bob-Omb's automatic attacks (he moves like an awkward vehicle) by just moving out of the way from him. Now, get behind him, and walk up to him. Hit the punch button to pick him up, and once again to throw him. That'll teach them!

Collect the five coins from the blown up Purple Bob-Omb enemy, and carry on straight ahead. You will be forced to walk along a thin wooden bridge with several coins resting on it, and double jump onto the next platform located on the cliff straight ahead. Watch out for the flying Shy Guy that is buzzing around overhead, because if you get burnt with his fireballs, Mario will go out of control.

Go towards the bottom of this platform, where the big log is, without killing the flying Shy Guy. Now, look in the background, to the right.

You can see the lonely mushroom with the Power Star above it! Dodge the fireballs, and once the flying Shy Guy swoops down to hit you, jump on his head. You will begin spinning whilst gliding down, so take off and aim for the lonely mushroom in air! You will make it without a problem, so collect the Power Star to complete the mission!

```
‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡
  III.x ----- TALL TALL MOUNTAIN [coins]
‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡-----‡
```

NOTE: Enemies can fall off throughout the course of the stage. If they fall, you cannot collect their coin. If you are looking for a perfect score, keep this in mind. Thank you.

Select the first mission. Tall Tall Mountain is one of the worst stages for collecting all of the times in due to the fact that there are a lot of "mess up, and you start over again" coins to collect (with the secret slide and all). Start the stage off by jumping on top of the three Goomba heads in the area after you lure them away from the sides of the stage. Collect the three coins [three].

Begin walking up the slope, and perform two long jumps in a row to get over the two large gaps that rest here. Ignore the Red Coins on the mushrooms for a minute, and continue walking along the path here. You will soon round the corner, so jump over the Monty Mole enemies that rest here, and continue walking until you reach the next area.

In this area, you will encounter a total of three Bob-Ombs. Lure them all three away from the edge of the stage, as we definitely do not want to lose our precious coins from them. Pick each one up individually, and throw them away from the ledge. Collect the three coins [six], and continue walking along the area.

Once you reach the next large platform, you will have to do battle with that darn Purple Bob-Omb, as it will chase you down quite a bit. Jump over the top of its head, and pick it up from behind, and throw it towards the middle. Collect the five coins from inside of it [eleven], and cross the wooden bridge straight ahead, collecting the coins as you go [sixteen].

Double jump over to the next platform cliff, and jump up to the top. A flying Shy Guy will appear out of nowhere. Lure him over towards the middle of the platform, and jump onto his head. Land where you were standing as you float back down, and quick collect his two coins [eighteen]. Go downwards, and jump onto the rolling log.

Once you have successfully jumped onto the log, you will want to hug the left side a little bit while running towards the right, to make the log roll over towards the west. Stop running every second or so, and wait a half of a second to catch up with falling back, and then continue running. Run over towards the top of the log, and jump off to the platform.

Now that we are on the other side of things, follow the path leading to the right. You will have to dodge a series of black balls that sweep down through to the bottom of the mountain, and the only way to do so is

by watching their pattern, and zig-zagging around them as they fall down. They are pretty wide, so watch your step to make sure that you do not get hit by them.

Once you have reached the top of where the black balls fall from, you will have to slide down the hill, and lure all three of the Goombas that are down here over towards the left wall. Once this has been done, stomp on their heads to give them a nice ringy-dingy. Collect all of their coins [twenty-one], and begin charging up the hill ahead.

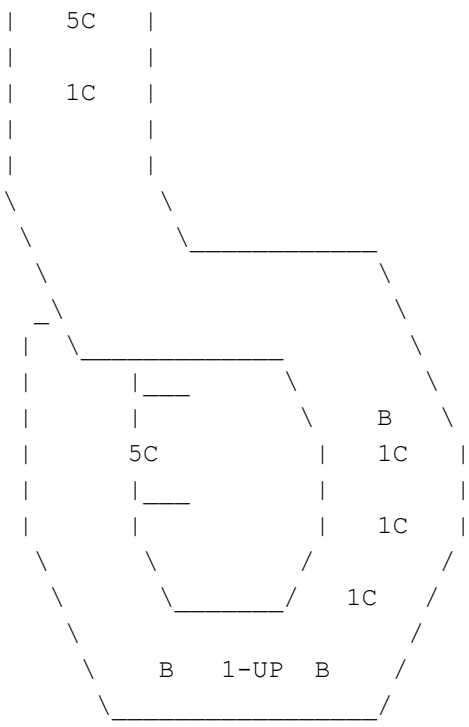
You will soon reach a nasty gap between the two sides of the mountain that you must get across. If you need an extra life, there is one to the left of the ledge... Whilst charging up the hill, perform a long jump once you reach the ledge. This will get you to the other side. A Mr. Cloud enemy is waiting for you, but he contains no coins, as he is invincible. So instead, we will want to walk up the mountain a little bit more, and look to the left. Collect the row of coins here [twenty-six], and go through the hidden portrait to reach the Mountain's Secret Slide.

Since we are in here, you probably know the drill, and you probably want to kill me for taking you this way. You must now slide down the Secret Slide, collecting all of the coins that the slide contains. Let me try to help you out here, although the wording may seem a bit flaky. Just try and stay with on this one, mmmk? Here is some ASCII art of the slide by Brian, my favorite little duder.

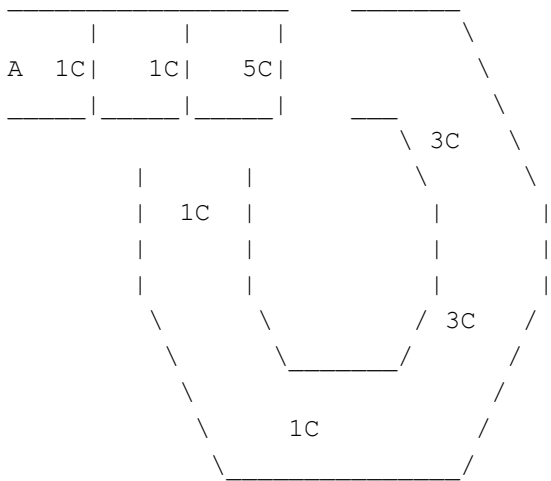
```
-----|
Key      |
         |
xxxx - Finish Line |
1-UP - 1-Up Mushroom |
B - Blue Coin |
#C - Coin Group Numbers |
---- - Drop In The Track |
S - Secret Passage |
-----|
```

```
o-----o
| Phase One |
o-----o

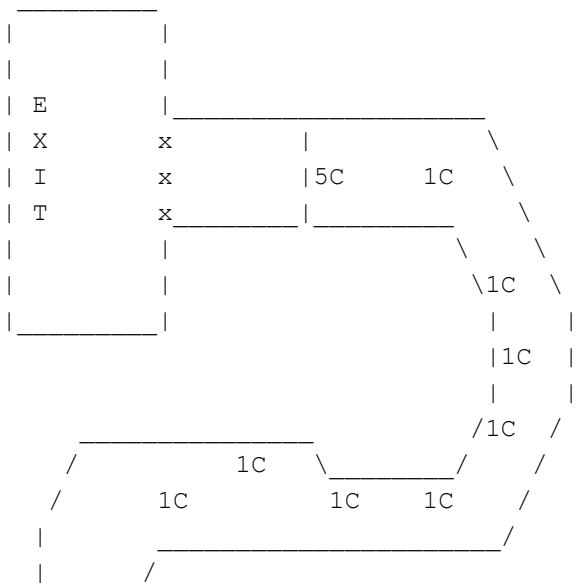
| HIGH SPOT |
|           |
|  1-UP    |
|           |
|_____|_____|
|  |  |
|1-UP 1C|
|     |
|-----|
|     |
|     |
|     |
|     |
|  5C   |
|     |
| 1-UP  |
|     |
```



○-----○
 | Phase Two |
 ○-----○



○-----○
 | Phase Three |
 ○-----○



Turn around, and collect the lone coin [twenty-seven] and 1-Up Mushroom. Begin sliding down the Secret Slide, and collect the row of coins in the center of it. After you have collected this row of coins, a 1-Up Mushroom will appear in the middle, so stay put. You will now collect another row of coins [thirty-seven] and begin sliding on a more visible pace compared to the bumps and bruises of the last part that we encountered.

There will be a lone coin sitting on the slide, so collect it [thirty-eight]. We will now turn, and encounter a few scattered coins mixed in with three Blue Coins as we slide down. Collect all of them [fifty-six], which is easier said than done, right? Keep on trucking down the slide, and you will soon notice that there is a line of coins leading to the right. Go there, and collect them along the way [sixty-one].

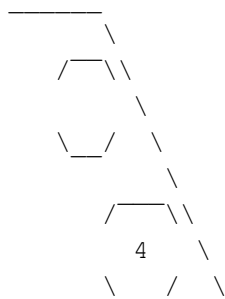
There will now be several lone coins that are sitting throughout this bumpy part of the slide. Collect them all [sixty-eight]. Keep on sliding, and you will soon collect a set of three coins that are scattered in a row [seventy-one], and the coins will break off, leading to another set of three coins lined up in a row [seventy-four].

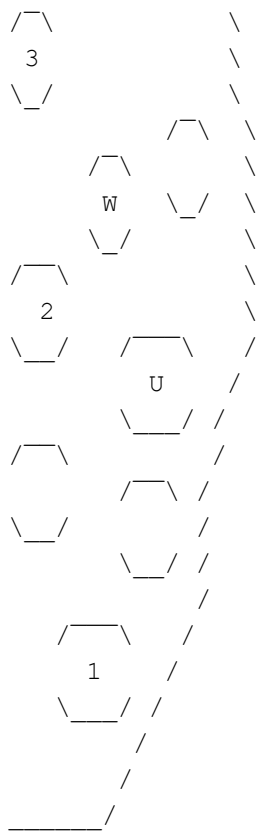
After this, you will discover another lone coin that is sitting on the slide [seventy-five], which leads to a tunnel, where you will have to grab one coin on the right [seventy-six], one coin on the left [seventy-seven], and one coin on the right again [seventy-eight]. Stay put on this side, and you will collect another two coins [eighty], which leads to another three coins at the bend [eighty-three].

As you lean towards the exit, you will collect another five coins [eighty-eight] on one of the slides. Now, head straight into the hole that is up ahead! Once you have entered, ignore the Power Star here, and look with first person mode. You can safely jump down to the left (or right, if you're viewing Mario and not AS Mario). Once down here, collect the extra life.

Ignore the Goombas. Instead of walking forward, you will want to go down the slope that is off to the right a little bit. Contrary to what you think, do not grab the bouncing block just yet. Collect the ring of coins in between the walls [ninety-six], and backtrack to the bouncing block. Pick it up facing the area with the two walls closed in, and collect all of the coins once the bouncing block breaks open [one hundred and one]. Collect your Power Star, and continue.

Walk back up the slope, and turn around, going the other way. Long jump across the two gapping platforms, and you will have to collect those Red Coins across the mushrooms once again. Here we go...





| | |
|---------------------------------------|--|
| Key | |
| 1 = First Red Coin | |
| 2 = Second Red Coin | |
| 3 = Third Red Coin | |
| 4 = Fourth Red Coin | |
| U = 1-Up Yellow Exclamation Point Box | |
| W = Warp | |

Terrible ASCII chart, I know, but hey, it is better than nothing. You try writing a map for this thing without it looking crappy (Brian's note: I probably could do it Zoop)! =P Try jumping onto the big mushroom at the beginning of the trail, and jump into the air to collect the Red Coin [one hundred and three]. From here, you can jump over onto the right, and jump over to the one across (to the left).

From here, jump onto the medium-sized mushroom straight ahead to collect the Red Coin here [one hundred and five]. Adjust your camera angle, and VERY CAREFULLY jump over to the tiny mushroom straight ahead yet again, and collect the Red Coin atop of it [one hundred and seven]. Make sure that if you go another path to reach this Red Coin mushroom that you do not take the one with the warp on it, as the warp is for the sixth Power Star mission.

Once you have safely landed on this tiny mushroom and collected the Red Coin, you will have to jump over to the very large mushroom (especially in comparison) to the dead-ahead right, and collect the Red Coin [one hundred and nine] that floats above it. After you have collected the last Red Coin on the mushrooms, jump over to the solid mountain, and begin running up.

Once you have rounded the corner, you will encounter a few of those damn pesky Monty Mole enemies that simply will not die no matter what you do to them. I wish this game had a flamethrower, like in Ratchet & Clank,

then I would toast those bastards. For the faster option of reaching the top, it starts here! Set up your camera angle to where it is facing the left side of the wall.

There will be two sides that you can climb up from here: the left, and the right. Choose the right, and jump over to the fairly high cliff with the safe space on the side. From here, dart up to the right, and wall kick off of the wall to land on the left, collecting a Red Coin [one hundred and eleven] along the way.

Once you have complete this task, fall down to the left, and face towards the right. Perform a backflip to reach a high platform with a Red Coin. Grab it [one hundred and thirteen]. Afterwards, face towards the left, and perform a backflip up to the next tier of platforms. This is known as the second/top tier.

Run over to the right, and jump up the platform that is here. Turn around, and jump over to the platform in the wall to retrieve the seventh Red Coin [one hundred and fifteen]. From here, jump over to the higher platform to the right by wall kicking on the left. Jump up the slightly sloping platform to the left, and jump up to the next platform on the high right. Collect the Red Coin [one hundred and seventeen] up here.

To the far left, on the sloping road, there will be two faster fast Bob-Omb waiting for you. Walk over to attract them, and keep jumping out of its way to make them blow up. Take the coins [one hundred and nineteen], and walk back over to the right. Walk in front of the screen, and double jump to cling onto the vine-ceiling of the "tent." Walk along it to collect five coins [one hundred and twenty-four].

Climb back up to the top of the area (as if we were performing the second option of a mission in this stage), and go to the right. You will encounter those three Goombas that you killed before (after the black ball dodging), so you can ignore them. Perform a long jump across the huge gap, and ignore the Mr. Cloud enemy by keep on trucking up above.

You will soon discover that there are three Goombas inside of the vine pit located towards the very top of the mountain. You can defeat the three Goombas by punching them in the face, and collect their coins [one hundred and twenty-seven]. Just be sure not to punch them off of their platform. Now you can climb out of the vine pit by jumping short, and clinging onto the ledge to the right.

Once you have climbed out of the vine pit, walk onto the ground switch to activate the yellow block in front of you. Quickly jump onto it, and double jump in the air to collect all of the five coins [one hundred and thirty-two]. Now you can walk across the bridge to collect the last five coins [one hundred and thirty-seven], and walk up the other side of the mountain to collect mission one's Power Star. Congratulations, as this is a hell of a task.

Before starting Tiny-Huge Island, I will state one thing: The portrait that is straight ahead is NOT real. The portrait to the left is Tiny Island, and the portrait to the right is Huge Island. They are both the same stage, just altered, and you can switch stages mid-way through by going through one of the warp pipes in the stage. This will bring you to the opposite size of what you entered.

=====
PLUCK THE PIRANHA PLANTS
=====

There are two options for this stage. The first is the easy way, and the second is the hard way. Enjoy.

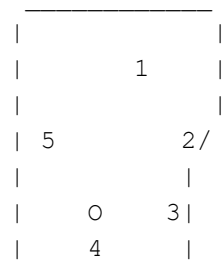
Option 1

Start this stage out by going through the Tiny portrait to the left. Once you enter, you will notice a tiny Goomba on the small island that you are standing on. Hold me closer, tiny Goooooombaaaaa. Okay, no more singing, sorry... Anyways, if it runs into you, you will lose no health, but it will die without giving you a coin. Keep this in mind for the 100 coin walkthrough later on.

Jump over to the next island to the left. You will likely fall into the water. There is a Fireballer enemy on this tiny island, so be very careful when you jump onto it. There is a 1-Up Mushroom inside of the yellow exclamation point box overhead, so pound it with your skull, and collect the 1-Up Mushroom whilst jumping over the Fireballers fireball.

Jump into the water on the left, and jump onto the next platform that you see to the left. Up here, there are several Piranha Plants that are underground, and according to where you step, they will pop up. You can avoid them in the Tiny section of the stage, and simply jump into the warp pipe to transport yourself to where you need to actually be.

Once you pop out of the warp pipe, you will be on Huge Island, and remember those Piranha Plants from the Tiny Island? Well, they just got a tad bit bigger than usual. Once again, according to where you are standing at, or walking for that matter, a Piranha Plant will pop up from the ground, and will want to duel. This mission's objective is to find all five of the Piranha Plants on this island, and destroy them all. Here is an ASCII chart of where they are located at...



- Key:
1 = Piranha Plant
2 = Piranha Plant
3 = Piranha Plant

4 = Piranha Plant
5 = Piranha Plant
0 = Warp Pipe

You will want to start off with taking out the Piranha Plant near where you start out (1), as he will likely throw a fireball at you when you try to take out your next target, which is number 2, near the ledge where the platform begins to cut off. Destroy him without falling off, and walk along the cut off platform to reach number 3. Bop him in the head, despite your limited range, and carry it over to behind the pipe (4). You can destroy him easily. Now backtrack around the other side of the pipe, and walk along. You will eventually find the final Piranha Plant (5), so bop him in the head, and collect the Power Star once it appears. Simple mission.

Option 2

Start off by hopping through the Huge Island portrait on the right. Once inside of the stage, you will encounter three VERY big Goombas. You can jump into the air, and ground pound onto their heads to receive a Blue Coin instead of the casual couple of coins that you would normally receive. This is VERY worthy of note when considered in the 100 coin walkthrough for this stage, so keep it in mind, in case you do not read the walkthrough for it (what a maroon!).

Walk through the tiny doorway that is straight ahead, and you will soon encounter water... and lots of it. Keep on walking straight ahead until you are complete dipped into the water, and begin swimming. Swim over to the beach to the left, and you will soon encounter Lakitu. Gah, I hate Lakitu. He's so cool, yet so cruel. This is a bad Lakitu, I guess, considering a good one is controlling the camera (and doing a piss-poor job of it, might I add).

You can destroy Lakitu by jumping and bumping underneath his cloud. This will earn you five yellow coins, but it is extremely tough to do. I suggest jumping as soon as you exit the water. Afterwards, you will have to deal with a flying Shy Guy. Pop him in the head, and land on the Koopa's head as you come down. Quickly jump onto the turtle shell, and ride across the water.

Since you are riding across the water, the big fish (Bubba). If you happen to get caught swimming near the Bubba, it will swallow you whole, defeating any purpose of you completing any task you may want to complete. Don't even BEGIN to think about defeating this guy. Just look how big the sucker is! Just swim away from him, and you should be okay.

Once you reach the other side of the water-filled area, you will notice a locked cannon. Use the turtle shell to run into the big Goomba there, and crash into a fence. From here, collect the coins from the Goomba, and jump over to the next platform by Long Jumping. Once over here, perform a simple jump over to the next platform, and a gust of wind will help you reach it.

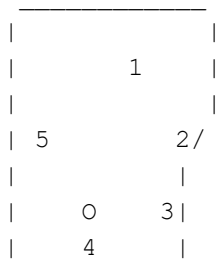
After you have reached this platform, bust open the yellow exclamation point box overhead to collect the 1-Up Mushroom from it. Now you must walk along the small wooden catwalk, collecting the five yellow coins along the way. Once you reach the other side, you can destroy the two

Goombas that are up here.

You will want to avoid the gust of wind, and go to the other side of this platform, and to the left, where you will notice a large wooden plank leading downwards. Begin running down it, and a strong gust of wind will come from the right, so be aware. Once you have made it to the other side, you must now avoid black balls, much like we did in both Bob-Omb Battlefield, and Tall Tall Mountain.

Double jump up the first platform, and run along, collecting the coins as you go. Watch out for the flying Shy Guy in this region, as well. Once you make it up to the main land, walk over to the right, and look down. You will notice a platform with a warp pipe on it down below. Jump down, and perform a jump kick halfway down to break your fall.

Once again, according to where you are standing at, or walking for that matter, a Piranha Plant will pop up from the ground, and will want to duel. This mission's objective is to find all five of the Piranha Plants on this island, and destroy them all. Here is an ASCII chart of where they are located at...



Key:

- 1 = Piranha Plant
- 2 = Piranha Plant
- 3 = Piranha Plant
- 4 = Piranha Plant
- 5 = Piranha Plant
- 0 = Warp Pipe

You will want to start off with taking out the Piranha Plant near where you start out (1), as he will likely throw a fireball at you when you try to take out your next target, which is number 2, near the ledge where the platform begins to cut off. Destroy him without falling off, and walk along the cut off platform to reach number 3. Bop him in the head, despite your limited range, and carry it over to behind the pipe (4). You can destroy him easily. Now backtrack around the other side of the pipe, and walk along. You will eventually find the final Piranha Plant (5), so bop him in the head, and collect the Power Star once it appears. Simple mission.

```
=====  
THE TIP TOP OF THE HUGE ISLAND  
=====
```

Several options for this Power Star, so choose the one you seem most fit to beat without much trouble. The first option is the intended option, and is also the hardest. Enjoy.

Option 1

Start off by hopping through the Huge Island portrait on the right instead of the Tiny Island portrait like we did last time. Once inside of the stage, you will encounter three VERY big Goombas. You can jump into the air, and ground pound onto their heads to receive a Blue Coin instead of the casual couple of coins that you would normally receive. This is VERY worthy of note when considered in the 100 coin walkthrough for this stage, so keep it in mind, in case you do not read the walkthrough for it (what a maroon!).

Walk through the tiny doorway that is straight ahead, and you will soon encounter water... and lots of it. Keep on walking straight ahead until you are complete dipped into the water, and begin swimming. Swim over to the beach to the left, and you will soon encounter Lakitu. Gah, I hate Lakitu. He's so cool, yet so cruel. This is a bad Lakitu, I guess, considering a good one is controlling the camera (and doing a piss-poor job of it, might I add).

You can destroy Lakitu by jumping and bumping underneath his cloud. This will earn you five yellow coins, but it is extremely tough to do. I suggest jumping as soon as you exit the water. Afterwards, you will have to deal with a flying Shy Guy. Pop him in the head, and land on the Koopa's head as you come down. Quickly jump onto the turtle shell, and ride across the water.

Since you are riding across the water, the big fish (Bubba). If you happen to get caught swimming near the Bubba, it will swallow you whole, defeating any purpose of you completing any task you may want to complete. Don't even BEGIN to think about defeating this guy. Just look how big the sucker is! Just swim away from him, and you should be okay.

Once you reach the other side of the water-filled area, you will notice a locked cannon. Use the turtle shell to run into the big Goomba there, and crash into a fence. From here, collect the coins from the Goomba, and jump over to the next platform by Long Jumping. Once over here, perform a simple jump over to the next platform, and a gust of wind will help you reach it.

After you have reached this platform, bust open the yellow exclamation point box overhead to collect the 1-Up Mushroom from it. Now you must walk along the small wooden catwalk, collecting the five yellow coins along the way. Once you reach the other side, you can destroy the two Goombas that are up here.

You will want to avoid the gust of wind, and go to the other side of this platform, and to the left, where you will notice a large wooden plank leading downwards. Begin running down it, and a strong gust of wind will come from the right, so be aware. Once you have made it to the other side, you must now avoid black balls, much like we did in both Bob-Omb Battlefield, and Tall Tall Mountain.

Double jump up the first platform, and run along, collecting the coins as you go. Watch out for the flying Shy Guy in this region, as well. Once you make it up to the main land, go up the steep hill to the left, and you will soon find a warp pipe. Do NOT go into the warp pipe. Instead, walk over towards the right, and jump up the platform.

From here, you will want to ground pound the Goomba that rests here to collect a Blue Coin. Afterwards, climb up the platform to the left via a double jump, and perform yet another double jump to reach the platform with the Purple Bob-Omb enemy. Get behind the Purple Bob-Omb, and pick him up after he charges. Throw him over to an area where you can collect the five coins that spouts out of him after his death.

After the death of the Purple Bob-Omb, you can now walk over to the wooden platform, and begin to cross it. Once you have made it to the other side of the mountain, begin running up the grassy mountainside. Once up, you will notice a yellow exclamation point box that is looming over the mountain. Break it open to collect the Power Star above you!

Option 2

As we begin, jump through the Tiny portrait instead of the Huge portrait (the Tiny portrait is to the left, not the right). You will notice a tiny Goomba on the small island that you are standing on. Hold me closer, tiny Gooooombaaaaa. Okay, no more singing, sorry... Anyways, if it runs into you, you will lose no health, but it will die without giving you a coin. Keep this in mind for the 100 coin walkthrough later on.

Jump over to the next island to the left. You will likely fall into the water. There is a Fireballer enemy on this tiny island, so be very careful when you jump onto it. There is a 1-Up Mushroom inside of the yellow exclamation point box overhead, so pound it with your skull, and collect the 1-Up Mushroom whilst jumping over the Fireballers fireball.

Jump into the water on the left, and jump onto the next platform that you see to the left. Up here, there are several Piranha Plants that are underground, and according to where you step, they will pop up. You can avoid them by simply falling off of the platform to the right. You will likely land on a ground switch that will activate a bridge of yellow bricks.

Standing on the yellow brick road (damn, more Elton John references in this stage alone), you will want to double jump over to the right, and cling onto the sloping platform. Pull yourself up, and dodge the tiny black balls as they begin rolling downhill by jumping over them as you see them. Go towards the right, up the hill, and go through the big warp pipe to reach the Huge Island.

Jump up the platform. From here, you will want to ground pound the Goomba that rests here to collect a Blue Coin. Afterwards, climb up the platform to the left via a double jump, and perform yet another double jump to reach the platform with the Purple Bob-Omb enemy. Get behind the Purple Bob-Omb, and pick him up after he charges. Throw him over to an area where you can collect the five coins that spouts out of him after his death.

After the death of the Purple Bob-Omb, you can now walk over to the wooden platform, and begin to cross it. Once you have made it to the other side of the mountain, begin running up the grassy mountainside. Once up, you will notice a yellow exclamation point box that is looming over the mountain. Break it open to collect the Power Star above you!

=====
REMATCH WITH KOOPA THE QUICK
=====

There are three options to getting around to Koopa The Quick, and I will provide them. The hard way is Option 1, and the faster, easier way is Option 2. The EXTREMELY COMPLICATED, CREATED BY BRIAN SULPHUR way is Option 3. If you are Jesus, attempt Option 3. Thanks, and have fun with it.

Option 1

Start off by hopping through the Huge Island portrait on the right. Once inside of the stage, you will encounter three VERY big Goombas. You can jump into the air, and ground pound onto their heads to receive a Blue Coin instead of the casual couple of coins that you would normally receive. This is VERY worthy of note when considered in the 100 coin walkthrough for this stage, so keep it in mind, in case you do not read the walkthrough for it (what a maroon!).

Walk through the tiny doorway that is straight ahead, and you will soon encounter water... and lots of it. Keep on walking straight ahead until you are complete dipped into the water, and begin swimming. Swim over to the beach to the left, and you will soon encounter Lakitu. Gah, I hate Lakitu. He's so cool, yet so cruel. This is a bad Lakitu, I guess, considering a good one is controlling the camera (and doing a piss-poor job of it, might I add).

You can destroy Lakitu by jumping and bumping underneath his cloud. This will earn you five yellow coins, but it is extremely tough to do. I suggest jumping as soon as you exit the water. Afterwards, you will have to deal with a flying Shy Guy. Pop him in the head, and land on the Koopa's head as you come down. Quickly jump onto the turtle shell, and ride across the water.

Since you are riding across the water, the big fish (Bubba). If you happen to get caught swimming near the Bubba, it will swallow you whole, defeating any purpose of you completing any task you may want to complete. Don't even BEGIN to think about defeating this guy. Just look how big the sucker is! Just swim away from him, and you should be okay.

Once you reach the other side of the water-filled area, you will notice a locked cannon. Use the turtle shell to run into the big Goomba there, and crash into a fence. From here, collect the coins from the Goomba, and jump over to the next platform by Long Jumping. Once over here, perform a simple jump over to the next platform, and a gust of wind will help you reach it.

After you have reached this platform, bust open the yellow exclamation point box overhead to collect the 1-Up Mushroom from it. Now you must walk along the small wooden catwalk, collecting the five yellow coins along the way. Once you reach the other side, you can destroy the two Goombas that are up here.

You will want to avoid the gust of wind, and go to the other side of this platform, and to the left, where you will notice a large wooden plank leading downwards. Begin running down it, and a strong gust of wind will come from the right, so be aware. Once you have made it to the

other side, you must now avoid black balls, much like we did in both Bob-Omb Battlefield, and Tall Tall Mountain.

Double jump up the first platform, and run along, collecting the coins as you go. Watch out for the flying Shy Guy in this region, as well. Once you make it up to the main land, keep walking straight, and eventually, the black balls will cease fire against you. Keep on walking from here, and you will soon encounter a couple of Goombas, and the dastardly Koopa The Quick!

Accept his challenge, and begin darting through the little fenced in area by jumping over the fence, long jumping, and jumping over the other part of the fence. This may slow you down, depending on if you do it correctly. Otherwise, it is a huge advantage. As soon as you do this, begin performing long jumps down the slope, and watch out for the black balls that come out of the white structure.

Begin long jumping down each of the ledges that you encounter along the way at the VERY ledge of them, otherwise you will likely take damage for the extra few seconds of hang-time before you fall on each one. Once you reach the windy wooden bridge, do NOT long jump anymore. Instead, simply run forward.

The wind gusts will NOT affect Koopa The Quick's speed, sadly. He will come charging through this area once the wind gusts have begun to slow you down, and he will pick up speed where you left off. Stay in the middle of the bridge, and he will actually push you along with him. Once you get back on solid ground with no wind, you obviously have the speed advantage, and since he has been pushing you, you are likely in front. Walk over to the flagpole to claim your prize, given you win, the Power Star!

Option 2

As we begin, jump through the Tiny portrait instead of the Huge portrait (the Tiny portrait is to the left, not the right). You will notice a tiny Goomba on the small island that you are standing on. Hold me closer, tiny Gooooombaaaaa. Okay, no more singing, sorry... Anyways, if it runs into you, you will lose no health, but it will die without giving you a coin. Keep this in mind for the 100 coin walkthrough later on.

Jump over to the next island to the left. You will likely fall into the water. There is a Fireballer enemy on this tiny island, so be very careful when you jump onto it. There is a 1-Up Mushroom inside of the yellow exclamation point box overhead, so pound it with your skull, and collect the 1-Up Mushroom whilst jumping over the Fireballers fireball.

Jump into the water on the left, and jump onto the next platform that you see to the left. Up here, there are several Piranha Plants that are underground, and according to where you step, they will pop up. You can avoid them by simply falling off of the platform to the right. You will likely land on a ground switch that will activate a bridge of yellow bricks.

Standing on the yellow brick road (damn, more Elton John references in this stage alone), you will want to double jump over to the right, and cling onto the sloping platform. Pull yourself up, and dodge the tiny

black balls as they begin rolling downhill by jumping over them as you see them. Go towards the right, up the hill, and go through the big warp pipe to reach the Huge Island. Return along the path, and eventually, the black balls will cease fire against you. Keep on walking from here, and you will soon encounter a couple of Goombas, and the dastardly Koopa The Quick!

Accept his challenge, and begin darting through the little fenced in area by jumping over the fence, long jumping, and jumping over the other part of the fence. This may slow you down, depending on if you do it correctly. Otherwise, it is a huge advantage. As soon as you do this, begin performing long jumps down the slope, and watch out for the black balls that come out of the white structure.

Begin long jumping down each of the ledges that you encounter along the way at the VERY ledge of them, otherwise you will likely take damage for the extra few seconds of hang-time before you fall on each one. Once you reach the windy wooden bridge, do NOT long jump anymore. Instead, simply run forward.

The wind gusts will NOT affect Koopa The Quick's speed, sadly. He will come charging through this area once the wind gusts have begun to slow you down, and he will pick up speed where you left off. Stay in the middle of the bridge, and he will actually push you along with him. Once you get back on solid ground with no wind, you obviously have the speed advantage, and since he has been pushing you, you are likely in front. Walk over to the flagpole to claim your prize, given you win, the Power Star!

Option 3

Start off by hopping through the Huge Island portrait on the right. Once inside of the stage, you will encounter three VERY big Goombas. You can jump into the air, and ground pound onto their heads to receive a Blue Coin instead of the casual couple of coins that you would normally receive. This is VERY worthy of note when considered in the 100 coin walkthrough for this stage, so keep it in mind, in case you do not read the walkthrough for it (what a maroon!).

Walk through the tiny doorway that is straight ahead, and you will soon encounter water... and lots of it. Keep on walking straight ahead until you are completely dipped into the water, and begin swimming. Swim over to the beach to the left, and you will soon encounter Lakitu. Gah, I hate Lakitu. He's so cool, yet so cruel. This is a bad Lakitu, I guess, considering a good one is controlling the camera (and doing a piss-poor job of it, might I add).

You can destroy Lakitu by jumping and bumping underneath his cloud. This will earn you five yellow coins, but it is extremely tough to do. I suggest jumping as soon as you exit the water. Afterwards, you will have to deal with a flying Shy Guy. Pop him in the head, and land on the Koopa's head as you come down. Quickly jump onto the turtle shell, and ride across the water.

Since you are riding across the water, the big fish (Bubba). If you happen to get caught swimming near the Bubba, it will swallow you whole, defeating any purpose of you completing any task you may want to complete. Don't even BEGIN to think about defeating this guy. Just look

how big the sucker is! Just swim away from him, and you should be okay.

Once you reach the other side of the water-filled area, you will notice a locked cannon. Use the turtle shell to run into the big Goomba there, and crash into a fence. From here, collect the coins from the Goomba, and jump over to the next platform by Long Jumping. Once over here, perform a simple jump over to the next platform, and a gust of wind will help you reach it.

After you have reached this platform, bust open the yellow exclamation point box overhead to collect the 1-Up Mushroom from it. Now you must walk along the small wooden catwalk, collecting the five yellow coins along the way. Once you reach the other side, you can destroy the two Goombas that are up here.






You will want to avoid the gust of wind, and go to the other side of this platform, and to the left, where you will notice a large wooden plank leading downwards. Begin running down it, and a strong gust of wind will come from the right, so be aware. Once you have made it to the other side, you must now avoid black balls, much like we did in both Bob-Omb Battlefield, and Tall Tall Mountain.

Double jump up the first platform, and run along, collecting the coins as you go. Watch out for the flying Shy Guy in this region, as well. Once you make it up to the main land, keep walking straight, and eventually, the black balls will cease fire against you. Keep on walking from here, and you will soon encounter a couple of Goombas, and the dastardly Koopa The Quick!

Remember that this is a fast way to do the race, but it requires you to be very good at your actions (do not waste time). Get to Koopa The Quick to start his pre-race blather and accept (he is not as full of it as he was in the first Course at least) to start the race. Now have Mario leap to the slope on the right (use the Ground Pound to avoid damage and save time) and then hijack the Koopa Shell from the Green Koopa Troopa immediately. Start to head around the mountain by jumping repeatedly to climb the slope on the right. Mario will then need to cut left to start towards the rock slope, which he must jump onto at a lower part. Now Mario needs to jump his way across the slope, taking care to head down towards the Pipe below where the Koopa the Quick Finish Line Flag (patent pending) waits. Press the Z Button to kill the Green Koopa Shell and then wait for Koopa The Quick to show.

=====
FIVE ITTY BITTY SECRETS
=====

In this mission, you must find all five of the secret locations that will "click," so to speak, in the Tiny Island. Here is a basic list of all five of the secrets. I will detail how to reach them in the paragraphs ...

-
- |-----|
 - |  ----- Very top of the mountain, in pool |
 - |  ----- The brick structure that spits out black balls |
 - |  ----- Red Coin entrance, above beach area |
 - |  ----- Doorway to the right of start point, other side |
 - |  ----- Cannon slot |

Starting the stage off, you will notice the tiny Goomba yet again. You can stomp onto his head, and collect his coin. Afterwards, jump into the water. Swim over, and jump over to the next island to the left. You will likely fall into the water. There is a Fireballer enemy on this tiny island, so be very careful when you jump onto it. There is a 1-Up Mushroom inside of the yellow exclamation point box overhead, so pound it with your skull, and collect the 1-Up Mushroom whilst jumping over the Fireballers fireball.

Jump into the water on the left, and jump onto the next platform that you see to the left. Up here, there are several Piranha Plants that are underground, and according to where you step, they will pop up. You can avoid them by simply falling off of the platform to the right. You will likely land on a ground switch that will activate a bridge of yellow bricks.

From here, jump onto the side of the wall and cling to it. Climb up and dodge the abundance of black balls that will begin rolling down the sloping hill. Go up the slope, and jump over to the left and climb up after you cling over there. You will wind up near the warp pipe, but do not enter it. Instead, begin walking forward, and either ignore or take out the tiny Goomba that will attempt to attack you.

There are two platforms that you can climb up to. After the first one, you will notice another tiny Goomba that is on the platform where the Purple Bob-Omb would usually be located in the Huge Island. Now, walk across the very thin wooden catwalk that would normally be fairly large in the Huge Island half of the stage.

Once you have made it over this, climb up the rest of the platform, and enter the tiny pool of water. Once you reach the center, the number "1" will appear above it, indicating that you have activated it. From where you entered the pool, slide off straight ahead to land where the mountain path begins.

From here, you will notice that the brick building structure that spits out the black ball objects is your second destination. Actually, you will not notice it, but you will if you're reading this guide, by golly! Walk over to the front plate of the brick building structure, and a number "2" should appear overhead, indicating that you have activated it.

After you have the first two secret locations activated, you will have to jump off of the right side of where Koopa The Quick rests. Speaking of him, you can stomp on his head to collect a Blue Coin, if you are truly sadistic. THAT'S WHAT YOU GET FOR WANTING TO RACE! MWA HA HA! Anyways... Once you reach the beach area, you will notice a small hole in the wall overhead, where a bridge leads. Simply jump in the air near it to activate it with the number "3" buzzing over it.

Now that you have three of the five secret area locations found, we must work on those last two... But where, oh where could they be? Chances are, they are right under our noses... YEP! They are! Simply walk over towards the left, and jump into the water. Swim over to the doorway entrance to the other side, and you will lock in with a nice fat "4" overhead!

Once you have completed the fourth secret area finding task, you can travel over to the right of the beach. Swim through to where the cannon slot is in the Huge Island, and simply walk over it to activate it with a nice, big number "5" popping up over it. Once you have collect all five of the big secret areas, a Power Star will appear out of nowhere. Now, I will give you directions on where to find it.

Go straight, and talk to the Pink Bob-Omb to activate the cannons for future missions that you will have to accomplish. Afterwards, you will have to jump over to the next grassy platform, all while dodging the fireballs being spit out by the Fireballer on the platform that you are currently standing on.

Destroy the tiny Goomba that is resting on the platform that you are currently on by letting him run into you. Afterwards, jump onto the platform to the high left, and break open the yellow exclamation point box to reveal a set of yellow coins. After this, you will have to walk across the catwalk that is straight ahead. Or not, as it is impossible, to my knowledge.

So instead of doing THAT, we will have to long jump from this platform to the one with the two tiny Goombas on it over to the far away right. And yes, this one IS possible, so no worries. After this is done, pop the two tiny Goombas by pounding their heads with your huge body, or you can just wait for them to run into you, your choice.

Afterwards, walk down the wooden plank (carefully, might I add), and dodge the black balls as the wooden plank folds into the grassy platform ahead. With this out of the way, you will want to climb to the top of the mountain ahead, and jump off to the right (or straight ahead) to land on the platform with the tiny Piranha Plants.

Last part of this mission revolves around avoiding the mini Piranha Plants, and falling off of the side as usual. Hit the Ground Switch to activate the yellow brick road, and follow it completely to a small island out in the middle of nowhere to the left of the Ground Switch. The Power Star is located there. Nice job!

=====
WIGGLER's RED COINS
=====

- =====
[] ----- Inside of cave that the oddly shaped wooden bridge leads to
=====
- [] ----- Ahead of first one on another platform
=====
- [] ----- To the left of the second one, on another platform
=====
- [] ----- To the left of the third one, on another platform
=====
- [] ----- To the far left of the fourth one, on another platform
=====
- [] ----- Jump cattycornered to the next platform from Red Coin #5
=====
- [] ----- On high platform with Blue Coin Switch
=====
- [] ----- Wall kick where Power Star appears in between pillars
=====

Start the stage off over in the Tiny Island, which you should know by now is the portrait to the left, not the portrait to the right. Starting the stage off, you will notice the tiny Goomba yet again. You can stomp onto his head, and collect his coin. Afterwards, jump into the water. Swim over, and jump over to the next island to the left. You will likely fall into the water. There is a Fireballer enemy on this tiny island, so be very careful when you jump onto it. There is a 1-Up Mushroom inside of the yellow exclamation point box overhead, so pound it with your skull, and collect the 1-Up Mushroom whilst jumping over the Fireballers fireball.

Jump into the water on the left, and jump onto the next platform that you see to the left. Up here, there are several Piranha Plants that are underground, and according to where you step, they will pop up. You can avoid them by simply falling off of the platform to the right. You will likely land on a ground switch that will activate a bridge of yellow bricks.

From here, jump onto the side of the wall and cling to it. Climb up and dodge the abundance of black balls that will begin rolling down the sloping hill. Go up the slope, and jump over to the left and climb up after you cling over there. You will wind up near the warp pipe, but do not enter it. Instead, begin walking forward, and either ignore or take out the tiny Goomba that will attempt to attack you.

You will now want to charge past the brick structure that spits out the black balls, and over to where the tiny Koopa The Quick is standing at. Jump off to the right, and from the beach, you must travel through the water to reach the small grassy area to the right. Once up here, walk over to the Pink Bob-Omb and talk to him to activate the cannon in the Huge Island portion of the stage.

Backtrack through the water that leads to the beachy sands, and walk along them towards the top. Backflip up to the platform where Koopa The Quick is/was, and from here, backtrack to where the brick structure is that spits out the black balls. From here, walk over to the warp pipe that leads to the Huge Island, and take it through.

Once you have come out on the other side of things on the Huge Island, make your way around, past the brick building structure that spits out the black balls, and past the fenced area with the Goombas and Koopa The Quick. Jump down onto the beach area, and from here, travel down and through the water to the right to reach the cannon area yet again. Hop into that cannon, li'l doggie!

Aim the cannon up high and to the far right. You will find a tree up in the air. You can successfully aim at it by aiming up above the tree to where the tree is at the bottom of the screen. Once you release the trigger, you will fly up onto the platform, and land on the tree. Slide down carefully, and walk to the left. Ground Pound the Goomba to gain a Blue Coin, and heal, if you need to.

From here, you will have to walk across this very small wooden bridge that is somewhat obscure in shape to reach a cave that leads to all of the eight Red Coins in this stage, but they are definitely not as easy to collect as the eight Red Coins in Lethal Lava Land. Once you make it over the bridge and collect the 5 yellow coins, walk into the cavern.

Once inside of the cavern area, walk forward carefully, and the platform will expand a little bit larger. You will also notice a Red Coin that is sitting near the ledge. Collect it [one] and jump straight across to the next platform, where another Red Coin [two] sits. To the left of this platform is another platform with a Red Coin on it, so jump over to it and collect the next Red Coin [three].

With three Red Coins already out of the way, it is time to collect the rest of them. Jump over straight ahead to reach the next Red Coin platform. Collect the Red Coin once you land [four]. Once this is done, it is time to collect the more complicated Red Coins. To the far left of this platform, you will see a platform in the distance below with a Red Coin on it. Jump over to it, and collect the Red Coin [five].

Now that you have made it to here, we will now have to collect the other Red Coins. While it may seem like a terribly long jump, run towards the corner of this platform and jump off regularly to reach a fairly large platform with a Red Coin perched on it to the far right. Walk over to it, and collect it [six].

With this one out of the way, we have two more to collect. The next one is the most difficult of them all, in my opinion. You will have to jump up onto the ledge behind you. You can do this with either a regular jump (what I prefer) or a double jump, which is more complicated, but it works. Once up here, Ground Pound the Blue Coin Switch and collect the Blue Coins up here, as well as the Red Coin [seven]. Dodge that Fireballer, though!

After you are finished with Red Coin #7, you will have to jump down back to the platform where you found Red Coin #6 at. From here, you will have to jump over to the platform to the right (very large platform where the Power Star shadow is). Once you are over here, you will have to Wall Kick between the pillars (where the Power Star shadow is), and collect the Red Coin on the right pillar [eight]. There's also a 1-Up Mushroom on the other side. Jump down in the center to collect the Power Star!

=====
MAKE WIGGLER SQUIRM
=====

Continue along your mission in the Tiny Island entrance on the left. Starting the stage off, you will notice the tiny Goomba yet again. You can stomp onto his head, and collect his coin. Afterwards, jump into the water. Swim over, and jump over to the next island to the left. You will likely fall into the water. There is a Fireballer enemy on this tiny island, so be very careful when you jump onto it. There is a 1-Up Mushroom inside of the yellow exclamation point box overhead, so pound it with your skull, and collect the 1-Up Mushroom whilst jumping over the Fireballers fireball.

Jump into the water on the left, and jump onto the next platform that you see to the left. Up here, there are several Piranha Plants that are underground, and according to where you step, they will pop up. You can avoid them by simply falling off of the platform to the right. You will likely land on a ground switch that will activate a bridge of yellow bricks.

From here, jump onto the side of the wall and cling to it. Climb up and dodge the abundance of black balls that will begin rolling down the

sloping hill. Go up the slope, and jump over to the left and climb up after you cling over there. You will wind up near the warp pipe, but do not enter it. Instead, begin walking forward, and either ignore or take out the tiny Goomba that will attempt to attack you.

There are two platforms that you can climb up to. After the first one, you will notice another tiny Goomba that is on the platform where the Purple Bob-Omb would usually be located in the Huge Island. Now, walk across the very thin wooden catwalk that would normally be fairly large in the Huge Island half of the stage.

Once you have made it over this, climb up the rest of the platform, and enter the tiny pool of water. Once you reach the center, you will want to perform a Ground Pound to drain all of the water out of the pool. This sort of reminds me of the hedge maze in *The Shining*, only happy, for some reason. Anyways, once this is done, slide down the mountain straight ahead.

You should be near the warp pipe once you land, so go over to the warp pipe and jump right in! From here, you will want to ground pound the Goomba that rests here to collect a Blue Coin. Afterwards, climb up the platform to the left via a double jump, and perform yet another double jump to reach the platform with the Purple Bob-Omb enemy. Get behind the Purple Bob-Omb, and pick him up after he charges. Throw him over to an area where you can collect the five coins that spouts out of him after his death.

After the death of the Purple Bob-Omb, you can now walk over to the wooden platform, and begin to cross it. Once you have made it to the other side of the mountain, begin running up the grassy mountainside. Once up, you will want to climb up the mountain completely, which is a simple task in itself. Once you have made it to the top, drop down into the hole in the center of the empty pool.

Oh me! Oh my! Oh lordy! It is Wiggler! As you enter Wiggler's part of the stage, he will be extremely angry that you have interrupted his soap operas, as he JUST LOVES *Days Of Our Lives*. Or is that me? Regardless, he doesn't like unwanted guests in his home, so he is REALLY wanting to kick your ass right now, and rightfully so.

As the battle starts off at a rough pace, you will want to hop down from the grassy platform that you are currently standing on. Keep in mind that there is no way to exit this part of the stage, so you will have to now defeat Wiggler in order to complete the sixth Power Star mission in Tiny-Huge Island.

As soon as you jump down from the grassy platform, run over to one of the empty corners with no coins, and patiently await for the Wiggler to come over by you. Once it does, you will want to jump on top of the head of the Wiggler to do some damage to it. After you do damage to the Wiggler's head, it will become mighty angry at you for roughing up the flower atop of its head!

You could have probably guessed that this would happen, but the Wiggler now becomes a lot faster since you have pounded the top of its head once, so you will have to do it again. You will want to jump a bit prematurely in comparison to last time, as the Wiggler is moving faster, and that means that hitting it successfully will be different from last time. Watch out after you hit it, as it will leap into the air and crash down.

If you happen to take any damage whatsoever, you can run over to one of the two lines of five coins in opposite corners of one another on the caged floor. Collect them as you see fit, and then attack Wiggler before it can attack you. My best advice is to slow down on your jump, but just slightly, and you will land on its head. Collect the Power Star after you defeat it to end the regular Power Star collection in Tiny-Huge Island!

```
‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡
  III.z ----- TINY-HUGE ISLAND [coins]
‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡
```

This has to be, hands down, both the easiest and the hardest 100 coin walkthrough known to man. Easiest because there are a whopping 186 coins in this stage, and hard because of the fact that we must travel through both worlds to get them, and if you are going for a full 186 coins in this stage, all I can say is "BEWARE!" While it is not as annoying as Tall Tall Mountain, it is a very unpleasant stage to play through like this.

Start off by jumping through the Tiny Island portrait on the left. We will want to complete the Tiny Island before moving on over to the Huge Island. Start off by jumping into the air, and slamming down upon the tiny Goomba's head. Collect the coin that spouts out [one]. Afterwards, jump into the pool over to the left, and swim over to the next platform that you see.

Jump up here, and carefully watch out for the Fireballers fireball that it will spit out. Jump into the air and break open the yellow exclamation point box that will reveal a 1-Up Mushroom that will land on the platform. Collect it, and then perform a long jump over to the next platform on the left side of the screen.

Once you are over on the grassy platform with the nasty tiny Piranha Plant, you will want to step on its head to destroy it, and collect the single yellow coin that pops out [two]. After this, fall off of the side of the platform, and press the Ground Switch into the ground to create the bridge. Once this has been done, run along the yellow bridge to the lone platform out in the middle of nowhere, and collect the lone coin [three]. Now quickly run back and cling onto the side of the wall to Mario's right.

Climb up the wall, and walk down the hill a slight bit to collect the coins that are sitting there [five]. Walk back up, and dodge the Black Balls as you run up the sloping hill. Once you have jumped over the several platforms, you will want to walk towards the left once you reach the leveled platform, over to where the warp pipe is (do not go in). There will be a tiny Goomba on the platform above. Jump onto his head to squish him, and take his coin [six].

With this out of the way, begin ascending the mountain. You will find another tiny Goomba where the Purple Bob-Omb usually is in the Huge Island portion of the stage. Bust him up, and collect his coin [seven]. Now walk along the small wooden catwalk to your right, and collect the row of coins here [twelve]. Climb all of the way to the very top of the

mountain, and ground pound the pool to drain it for later on in the Huge Island.

Now, slide down the mountain straight ahead from where you entered the pool at. You should land near the brick building structure that spits out the black balls that roll down the hill. Walk along this path, and you will collect a couple of coins [fourteen], including a hidden one. You will come to the range area, where you will find a lone coin [fifteen], Koopa The Quick and a tiny Goomba. Stomp the tiny Goomba and collect his coin [sixteen], and then bust up Koopa The Quick for that tough race, and take his Blue Coin [twenty-one].

Jump down from this area over to the beach straight ahead, and collect the two coins in between the Fireballer [twenty-three]. From here, double jump into the air over on the right, and collect the coin that is sitting on the tiny bridge that leads to the eight Red Coins in the Huge Island portion of the stage [twenty-four].

With this set out of the way, let us continue our journey. Try climbing up the platforms to the right of the beach starting now. If this fails, long jump from the Koopa The Quick platform. Watch out for the Fireballer that is covered up by the tree that is sitting here, too. There is a tiny Goomba on this platform, so quickly step on him and collect his coin [twenty-five].

Begin stepping down the platforms below this one, and you will find a tiny Goomba. Crush it, and collect the coin [twenty-six]. After this, jump down to the platform with the tiny Goomba, the Fireballer, and the Pink Bob-Omb. Destroy the tiny Goomba [twenty-seven], and jump across this platform to the next, and kill the tiny Goomba there for another coin [twenty-eight].

Jump over to the next platform on the left, and break open the yellow exclamation point box with your head. You will want to jump into the air as it bursts, and collect the coins inside of it [thirty-one]. After this, long jump over to the next platform to the far distanced right, and kill the two tiny Goombas up here, and steal their coins, to boot [thirty-three].

You may now enter the warp pipe to reach the Huge Island at this time. If you are aiming for all 186 coins, then you will want to save Wigglers lair for last. But most important of all, you will have to ground pound the two huge Goombas on this platform. If you ground pound a huge Goomba, you will receive a Blue Coin. If you just jump on them, you will NOT receive a Blue Coin. You will have to ground pound all of the huge Goombas in this stage.

So start off all of that ground pounding with the two huge Goombas on this platform [forty-three]. Once you have done this, let's go over to the wooden bridge with the wind gusts, and walk down. Jump up onto the next platform once you have reached it, and collect the line of coins that is here [forty-eight].

Once you have walked up towards the top, right at the very large platform that you must double jump to climb, a flying Shy Guy will appear, throwing fireballs at you. Not nice! Award him by bashing his brains in, and collecting his two coins [fifty]. Now you can safely climb up the platform.

After you have climbed to the top like Rocky, you will want to look off

of the right side of this platform, and fall down to land where the big Piranha Plants are located at. Remember to perform a kick or something like that to break your fall as you go tumbling down to where the big Piranha Plants are. Here is an ASCII chart of the Piranha Plants...

```

+-----+
|         |
|         |
|         |
| 5       | 2/
|         |
|         |
|  0     | 3|
|  4     |
+-----+

```

Key:

1 = Piranha Plant
2 = Piranha Plant
3 = Piranha Plant
4 = Piranha Plant
5 = Piranha Plant
O = Warp Pipe

You will want to start off with taking out the Piranha Plant near where you start out (1) and collect the two coins [fifty-two], as he will likely throw a fireball at you when you try to take out your next target, which is number 2. Collect the two coins [fifty-four], near the ledge where the platform begins to cut off. Destroy him without falling off, and walk along the cut off platform to reach number 3. Bop him in the head, despite your limited range, and collect the coins [fifty-six], and carry it over to behind the pipe (4). You can destroy him easily. Collect his coins, too [fifty-eight]. Now backtrack around the other side of the pipe, and walk along. You will eventually find the final Piranha Plant (5), so bop him in the head, and collect the two coins [sixty]. Now you can jump into the warp pipe to go to the Tiny Island.

It is here that you will want to fall off on the side, and hit the Ground Switch to activate the yellow brick road. Follow the yellow brick road a little bit, and then jump onto the wall to cling onto it, and pull yourself up. Avoid the crashing black balls, and run up the platform. Now, go through the warppipe to return to the Huge Island.

Once you are back here, you will want to walk along against the black ball path, and collect the row of four coins along the way [sixty-four]. Now you will want to jump over into the fenced-in area, and ground pound the nasty huge Goomba that is here, and collect the blue coin it spits out [sixty-nine]. There is another huge Goomba outside of the fenced-in area, so ground pound him and collect his blue coin [seventy-four].

With this over with, you will now want to jump down to the right, and onto the beach area. Once you land, collect the two yellow coins towards the back [seventy-six] and collect the 1-Up Mushroom that appears in between where they used to be before you got to them. After this, begin going towards the bottom of the beach, and take out the flying Shy Guy for another two yellow coins [seventy-eight].

Go into the water, and lure the Lakitu to come over near the beach. Once he does, you will want to jump into the air and hit him underneath his cloud. This will make him spit out several (5) yellow coins [eighty-

three]. Move towards the back of the beach once more, and pop the Koopa out of his shell. Ground Pound his body to collect a blue coin [eighty-eight].

Jump onto the turtle shell, and ride it over the water and to the left. That's right, the left. Press the Z button to get rid of the turtle shell, and then walk through the doorway that is here. It is here where you will find three huge Goombas that want some attention. Ground Pound each and every one of them, and collect all three of the Blue Coins that they spit out [one hundred and three]. Now you can collect the Power Star, and continue your quest. Run around the post here to collect five more coins [one hundred and eight].

Backtrack to where the pool of the water is, and swim through it. Try not to get eaten by the Bubba that swims around here, and make it to the other side. Once you are over here, you will want to bust up the flying Shy Guy that has a tendency to be annoying and collect his two coins [one hundred and ten], and then Ground Pound the huge Goomba that is on this platform, and collect his blue coin, as well [one hundred and fifteen].

Hop into the cannon that is on this platform, and aim high over the tree on the upper right portion of the screen. Aim it to where the tree is near the bottom of the screen, and release the trigger to be fired up onto the tree. Once up here, you will want to ground pound the huge Goomba, and collect his blue coin [one hundred and twenty], and then walk across the obscure wooden bridge whilst collecting the five coins on it [one hundred and twenty-five], and then enter the cavern.

Once inside of the cavern area, walk forward carefully, and the platform will expand a little bit larger. You will also notice a Red Coin that is sitting near the ledge. Collect it [one hundred and twenty-seven] and jump straight across to the next platform, where another Red Coin [one hundred and twenty-nine] sits. To the left of this platform is another platform with a Red Coin on it, so jump over to it and collect the next Red Coin [one hundred and thirty-one].

With three Red Coins already out of the way, it is time to collect the rest of them. Jump over straight ahead to reach the next Red Coin platform. Collect the Red Coin once you land [one hundred and thirty-three]. Once this is done, it is time to collect the more complicated Red Coins. To the far left of this platform, you will see a platform in the distance below with a Red Coin on it. Jump over to it, and collect the Red Coin [one hundred and thirty-five].

Now that you have made it to here, we will now have to collect the other Red Coins. While it may seem like a terribly long jump, run towards the corner of this platform and jump off regularly to reach a fairly large platform with a Red Coin perched on it to the far right. Walk over to it, and collect it [one hundred and thirty-seven].

With this one out of the way, we have two more to collect. The next one is the most difficult of them all, in my opinion. You will have to jump up onto the ledge behind you. You can do this with either a regular jump (what I prefer) or a double jump, which is more complicated, but it works. Once up here, Ground Pound the Blue Coin Switch and collect the Blue Coins up here [one hundred and forty-seven], as well as the Red Coin [one hundred and forty-nine]. Dodge that Fireballer, though!

After you are finished with Red Coin #7, you will have to jump down back

to the platform where you found Red Coin #6 at. From here, you will have to jump over to the platform to the right (very large platform where the Power Star shadow is). Once you are over here, you will have to Wall Kick between the pillars (where the Power Star shadow is), and collect the Red Coin on the right pillar [one hundred and fifty-one]. There's also a 1-Up Mushroom on the other side. Jump down, but do NOT collect the Power Star.

Once you have collected all eight of the Red Coins, you can now backtrack across these platforms, and reach the exit to the cavern from the way that you came in. Walk across the obscure wooden bridge, and fall down where the tree is, straight down below. Perform a Ground Pound on the way down, just in case the huge Goomba is underneath you. If not, then look for him, and ground pound to kill him. Collect his blue coin [one hundred and fifty-three], then fall off into the water.

Swim back over to the platform with the cannon on it, and go into the cannon. Aim for the small island with the post on it, and rocket over. Run rings around the post, and collect the five coins [one hundred and sixty-one]. Backtrack to the isle you were on, and you will want to jump across this platform, over to the next platform. After this, let the gust of wind push you up to reach the next platform with the yellow exclamation point box overhead. Sadly, this box contains a 1-Up Mushroom, and no coins.

Walk along the catwalk to reach the area that you first encountered as Small Mario in the Huge Island. There are five coins along the catwalk, so collect them [one hundred and sixty-five]. Now, you should follow the path down the wooden bridge yet again, and over the sloping platforms that the black balls roll down.

Once you have made it to the top of this area, you will want to walk over to the left, and begin climbing up the platforms. First off, you will have to deal with a fairly large Goomba that will want to play. Bash his brains in with a Ground Pound, and collect the Blue Coin that he spits out [one hundred and seventy-one].

After this, you will have to climb up another platform. After you have made it on top of this one, you will have to do it yet again. Up here, you will find a Purple Bob-Omb, so be cautious up here. Grab him from behind, and throw him off to the side to destroy him. Collect the five coins that he spits out [one hundred and seventy-six].

Now that the Purple Bob-Omb has been destroyed, you will want to walk across the wooden bridge that leads to the other side. Collect the five coins that are on it [one hundred and eighty-one], and then you will have to ignore the yellow exclamation point box, as it contains a Power Star. Instead, climb up all of the way, and jump into the Wiggler's lair!

Oh me! Oh my! Oh lordy! It is Wiggler! As you enter Wiggler's part of the stage, he will be extremely angry that you have interrupted his soap operas, as he JUST LOVES Days Of Our Lives. Or is that me? Regardless, he doesn't like unwanted guests in his home, so he is REALLY wanting to kick your ass right now, and rightfully so.

As the battle starts off at a rough pace, you will want to hop down from the grassy platform that you are currently standing on. Keep in mind that there is no way to exit this part of the stage, so you will have to now defeat Wiggler in order to complete the sixth Power Star mission in

Tiny-Huge Island.

As soon as you jump down from the grassy platform, run over to one of the empty corners with no coins, and patiently await for the Wiggler to come over by you. Once it does, you will want to jump on top of the head of the Wiggler to do some damage to it. After you do damage to the Wiggler's head, it will become mighty angry at you for roughing up the flower atop of its head!

You could have probably guessed that this would happen, but the Wiggler now becomes a lot faster since you have pounded the top of its head once, so you will have to do it again. You will want to jump a bit prematurely in comparison to last time, as the Wiggler is moving faster, and that means that hitting it successfully will be different from last time. Watch out after you hit it, as it will leap into the air and crash down.

If you happen to take any damage whatsoever, you can run over to one of the two lines of five coins in opposite corners of one another on the caged floor. Collect them all to complete the 191 total [one hundred and ninety-one], and then attack Wiggler before it can attack you. My best advice is to slow down on your jump, but just slightly, and you will land on its head. Collect the Power Star after you defeat it to end the Power Star collection in Tiny-Huge Island! YEEHAW!

```
‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡
  III.aa ----- TICK TOCK CLOCK [stars]
‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡
```

There is a secret that you can perform in Tick Tock Clock to make the missions easier, and it is much like the portrait secret in Wet-Dry World. Depending on the time on the face of the clock, the level will be different in speed. Enjoy.

```
=====
ROLL INTO THE ROLL CAGE
=====
```

Before you jump into this stage, it is best if all of the gears are turned off. The best way to do this is to make sure that, when you enter the portrait, the minute hand (big hand) on the clock is at "12," it doesn't matter what the hour hand is at.

Once you enter the stage, start off by ignoring everything over to the right, and run over towards the left. The clock here is stopped, so it will not sway backwards and forth like it normally does whenever the clock is turned on. Jump across to the next platform, and you will notice some stair-like platforms that you must walk up to reach the next part of the stage.

After you have made it up here, you will want to walk along the shut down escalator and make it over to a big square block. If this stage were moving instead of stopped, these bricks would "hop" a slight bit, and then turn over. But they will not, since you entered with the big hand on 12. Jump across, over to the thin platform that runs against the

wall.

There is a yellow exclamation point box containing three coins over to the right. Break it open, if you wish to do so. Afterwards, run back over to the left, and walk up the large, winding platform. You will soon encounter three of those hop blocks that are in mid-air here. Since they are shut down, it shouldn't be a problem. Jump over to the first one, and jump up the second one to the left, and then climb up the last one in back of you.

Once this is done, you will want to jump over to the next platform, and take note of the small block that is sticking out of the wall. Normally, this would spring out from the wall in an attempt to knock you off of the course. Thankfully, it is stopped right now, so we can simply jump over it. You gotta love being able to control this sort of stuff, don't you?

Now that you are on top of a big cage with all eight of the Red Coins underneath you, you can walk over to the center of the caged platform and break open the yellow exclamation point box to reveal several coins to collect, in case you are wounded (which I doubt, but, if you fell off before, you may need them now).

Watch out for the Fireballer that is sitting on the platform that you are currently standing on, and move towards the left, in back. You will notice another shut down escalator that is against the wall here, so hop onto it, and from here, jump onto the high platform above. With this done, you will notice several gears stacked up that you must climb. Even when they are moving, they are not much of a hassle.

After you have made it to the top of the stacked gears, you will have to jump sort of catty-cornered to successfully reach the slanted platform that soon runs up against the wall straight ahead. Follow this path until you reach a square spring box, which you should jump over. Afterwards, you will want to jump onto the gear to the left of the platform, and jump over to the shut down escalator. Inside of the cage, you will find the first Power Star. Collect it to exit.

=====
THE PIT AND THE PENDULUMS
=====

Before you jump into this stage, it is best if all of the gears are turned off. The best way to do this is to make sure that, when you enter the portrait, the minute hand (big hand) on the clock is at "12," it doesn't matter what the hour hand is at.

Once you enter the stage, start off by ignoring everything over to the right, and run over towards the left. The clock here is stopped, so it will not sway backwards and forth like it normally does whenever the clock is turned on. Jump across to the next platform, and you will notice some stair-like platforms that you must walk up to reach the next part of the stage.

After you have made it up here, you will want to walk along the shut down escalator and make it over to a big square block. If this stage were moving instead of stopped, these bricks would "hop" a slight bit, and then turn over. But they will not, since you entered with the big hand on 12. Jump across, over to the thin platform that runs against the

wall.

There is a yellow exclamation point box containing three coins over to the right. Break it open, if you wish to do so. Afterwards, run back over to the left, and walk up the large, winding platform. You will soon encounter three of those hop blocks that are in mid-air here. Since they are shut down, it shouldn't be a problem. Jump over to the first one, and jump up the second one to the left, and then climb up the last one in back of you.

Once this is done, you will want to jump over to the next platform, and take note of the small block that is sticking out of the wall. Normally, this would spring out from the wall in an attempt to knock you off of the course. Thankfully, it is stopped right now, so we can simply jump over it. You gotta love being able to control this sort of stuff, don't you?

Now that you are on top of a big cage with all eight of the Red Coins underneath you, you can walk over to the center of the caged platform and break open the yellow exclamation point box to reveal several coins to collect, in case you are wounded (which I doubt, but, if you fell off before, you may need them now).

Watch out for the Fireballer that is sitting on the platform that you are currently standing on, and move towards the left, in back. You will notice another shut down escalator that is against the wall here, so hop onto it, and from here, jump onto the high platform above. With this done, you will notice several gears stacked up that you must climb. Even when they are moving, they are not much of a hassle.

After you have made it to the top of the stacked gears, you will have to jump sort of catty-cornered to successfully reach the slanted platform that soon runs up against the wall straight ahead. Follow this path until you reach a square spring box, which you should jump over. Afterwards, you will want to jump on top of the caged area where we collected the first Power Star.

Run over towards the left of the top of this caged area, and walk down a sloping platform. Jump onto the stopped moving platform, and backflip up to the next platform. Up here, you will find five yellow coins, as well as an Amp enemy that spins around the object that you will use as a rope to climb up to the top with. Once you reach the top of this rope object, press up to collect a 1-Up Mushroom.

Jump off of the rope object, to the left. Once you have landed, begin following this over to the left. You will soon find two yellow exclamation point boxes with three yellow coins each, as well as a VERY nasty Shovel enemy. Just completely avoid it at all costs to get around it, and head farther left. Jump over to the triangle platform to get away from the villain.

Now that you are over here, we can have some fun! Jump over to the next platform, where a big clock is stopped. Reminds me of Chrono Trigger, the greatest game EVER. Anyways, if you wish, you can walk along the thin platform and Ground Pound the Blue Coin Switch to reveal a LOT of Blue Coins near the platform that you jumped onto to begin with. Not that far away, but your choice.

Next up, once all of this is done, you will have to go over and grab that Power Star that you see in the distance. Whoa, not so fast, little

buddy. It may look as if you can walk across this platform to that straight one right there, but you cannot. There is a gap there, so jump over to the platform, if ya know what's good for ya. From here, walk along this thin platform, and jump to the platform with the Power Star on it. Now, jump into the air to collect the Power Star. Nice moves, skeezicks!

=====
GET A HAND
=====

There are two options for this one; the intended version, and a slightly more "lucked out" version. They will be in that order. Thanks, and enjoy!

Option 1

Starting the mission out, you will want to jump through the portrait once the big hand is on "3." This will keep the gears and such at a moderate speed, but if you accidentally jumped in at 12, search for Option 2 underneath this option to see a way to collect the Power Star with the power on the clock "off."

Start the stage off by saying "forget what's over on the right!" and check out the left again. After all, only the Red Coin mission deserves a peek over at the right. Watch out for the swaying clock whenever you cross the platform to reach the caged stairs. Climb up these stairs, and you will have to jump over to an escalator that is moving backwards. Talk about an exercise machine.

Once you are on the escalator, you will want to walk towards the left, and from here, jump onto the hop block. With the hop blocks actually moving this time, you may face some timing difficulties here. Just sit here a moment, and wait until the hop block sort of "jumps" a tad bit, and then jump into the air after that, as the "jump" indicates that the hop block will be turning shortly after that.

After you have mastered the hop blocks technique of tricking you into falling, you can jump over to the next platform after the clock passes, and collect the three yellow coins inside of the yellow exclamation point box on this thin platform, to the right. Once this is done and over with, head over to the far left, and you will soon discover that the three hop blocks here are, indeed, moving.

Getting across the three hop blocks is not that tough, really. What I suggest doing is simply jumping onto the first one, and waiting for it to "hop" before it turns to the other side. Jump into the air here, and perform a double jump as soon as you land on the fresh side. Hug to the left/straight a bit whilst in mid-air to reach the next hop block. Wait for this one to "hop," and from here, perform a jump, and a double jump on the fresh side while hugging towards the back. Once you reach your last hop block, simply jump on over to the solid platform.

Begin walking towards the left/background, and avoid the spring box that shoots out of the wall. Wait to cross once it begins pulling itself back into position. Jump over to the caged platform with the eight Red Coins underneath you, and avoid the fireballs from the Fireballer towards the

front of the platform, on the left. You will want to wait here until the clock hand comes around.

While you are waiting, might I recommend having a Pina Colada? Or maybe a Bloody Mary? Well, how about some yellow coins inside of that yellow exclamation point box? Good! Now jump onto the clock hand as it rolls around, and allow it to carry you (while you stand near the tip) around to the opposite side of the room. You will have to avoid an Amp once you get near the Power Star. Once you are close enough, jump into the cubbyhole and collect the Power Star!

Option 2

Before you jump into this stage, it is best if all of the gears are turned off. The best way to do this is to make sure that, when you enter the portrait, the minute hand (big hand) on the clock is at "12," it doesn't matter what the hour hand is at.

Once you enter the stage, start off by ignoring everything over to the right, and run over towards the left. The clock here is stopped, so it will not sway backwards and forth like it normally does whenever the clock is turned on. Jump across to the next platform, and you will notice some stair-like platforms that you must walk up to reach the next part of the stage.

After you have made it up here, you will want to walk along the shut down escalator and make it over to a big square block. If this stage were moving instead of stopped, these bricks would "hop" a slight bit, and then turn over. But they will not, since you entered with the big hand on 12. Jump across, over to the thin platform that runs against the wall.

There is a yellow exclamation point box containing three coins over to the right. Break it open, if you wish to do so. Afterwards, run back over to the left, and walk up the large, winding platform. You will soon encounter three of those hop blocks that are in mid-air here. Since they are shut down, it shouldn't be a problem. Jump over to the first one, and jump up the second one to the left, and then climb up the last one in back of you.

Once this is done, you will want to jump over to the next platform, and take note of the small block that is sticking out of the wall. Normally, this would spring out from the wall in an attempt to knock you off of the course. Thankfully, it is stopped right now, so we can simply jump over it. You gotta love being able to control this sort of stuff, don't you?

Now that you are on top of a big cage with all eight of the Red Coins underneath you, you can walk over to the center of the caged platform and break open the yellow exclamation point box to reveal several coins to collect, in case you are wounded (which I doubt, but, if you fell off before, you may need them now).

Watch out for the Fireballer that is sitting on the platform that you are currently standing on, and move towards the left, in back. You will notice another shut down escalator that is against the wall here, so hop onto it, and from here, jump onto the high platform above. With this done, you will notice several gears stacked up that you must climb. Even

when they are moving, they are not much of a hassle.

After you have made it to the top of the stacked gears, you will have to jump sort of catty-cornered to successfully reach the slanted platform that soon runs up against the wall straight ahead. Follow this path until you reach a square spring box, which you should jump over. Afterwards, you will want to jump onto the gear to the left of the platform. Go to a long view of the camera angle, and notice the Power Star in a cove underneath the shut down escalator. Carefully jump down into the cubbyhole, and collect the Power Star.

=====
STOMP ON THE THWOMP
=====

Starting the mission out, you will want to jump through the portrait once the big hand is on "3." This will keep the gears and such at a moderate speed.

Start the stage off by saying "forget what's over on the right!" and check out the left again. After all, only the Red Coin mission deserves a peek over at the right. Watch out for the swaying clock whenever you cross the platform to reach the caged stairs. Climb up these stairs, and you will have to jump over to an escalator that is moving backwards. Talk about an exercise machine.

Once you are on the escalator, you will want to walk towards the left, and from here, jump onto the hop block. With the hop blocks actually moving this time, you may face some timing difficulties here. Just sit here a moment, and wait until the hop block sort of "jumps" a tad bit, and then jump into the air after that, as the "jump" indicates that the hop block will be turning shortly after that.

After you have mastered the hop blocks technique of tricking you into falling, you can jump over to the next platform after the clock passes, and collect the three yellow coins inside of the yellow exclamation point box on this thin platform, to the right. Once this is done and over with, head over to the far left, and you will soon discover that the three hop blocks here are, indeed, moving.

Getting across the three hop blocks is not that tough, really. What I suggest doing is simply jumping onto the first one, and waiting for it to "hop" before it turns to the other side. Jump into the air here, and perform a double jump as soon as you land on the fresh side. Hug to the left/straight a bit whilst in mid-air to reach the next hop block. Wait for this one to "hop," and from here, perform a jump, and a double jump on the fresh side while hugging towards the back. Once you reach your last hop block, simply jump on over to the solid platform.

Begin walking towards the left/background, and avoid the spring box that shoots out of the wall. Wait to cross once it begins pulling itself back into position. Jump over to the caged platform with the eight Red Coins underneath you, and avoid the fireballs from the Fireballer towards the front of the platform, on the left.

After this, you will want to go towards the background, and to the left. From here, you will have to jump over to the escalator that is slowing pushing backwards. Afterwards, jump onto the solid platform that does not move up ahead, and jump onto the first in the large set of gears.

Getting on top of them is not that hard, despite their movement, so I highly doubt that you will have a lot of trouble.

Once you have made it to the top of the four stacked grinding gears, you will have to jump somewhat catty-cornered to the thin platform straight ahead, as the platform sort of tilts in that direction a slight bit, so be very careful when you cross over to it. Once you have made it over here, begin walking along the path, but be very cautious of the spring box that will pop out of the wall once you cross this path.

From here, you will want to jump over the caged platform where the first Power Star of the stage was sitting, and make your way around to the other side of it. It is here where you will want to jump over to the moving platform after you make your way over the thin, slightly winding one. There is a line of five yellow coins here, as well as an Amp enemy that will circle around the pole object, so be careful.

Begin climbing up the pole object in front of you, and once you reach the very top of it, press up to perform a hand stand, and collect a 1-Up Mushroom that is hidden at the tip of it. Afterwards, jump off of the pole object, and jump over to the higher platform on the right, where the heart container spinner rests. It is here where you will want to begin watching for a moving platform on the left.

Jump onto the moving platform once it makes its way down to you, and ride it towards the top. You will want to jump off, over to the rotating triangle platform that is straight down in an angle of the screen. You will notice three of the spring boxes that pop out of the wall over to the left, and they lead to a 1-Up Mushroom, so I advise straying from them, and instead, jumping over to the gear on the right.

Once you have made it over to the gear on the right, you will want to jump over to the solid platform in the background. Once you have this accomplished, you will want to jump over to the platform in the background. From here, you will notice two big hop blocks in the area. Jump onto the one on the right, and then back up towards the right a bit, and turn around. Jump into the air if the hop block "hops."

From here, you will have to perform a running jump to cling onto the second hop block that is on the far left. Climb up after you cling onto it, and backflip up to the platform high above and to the left. You will now want to back up towards the right, and perform a double jump to the high platform on the far left.

You should make it up here without much trouble at all. Once you have confirmed your landing, you will notice a long row of spring boxes in a tight corridor that has a caged roof overhead that is actually a cage that can be entered through the other side (the yellow exclamation point box has coins inside of it). Zoom right past all of the spring boxes as soon as they go into the wall.

Once you have reached the other side of the spring boxes, you will have to jump onto the escalator that is moving to the left. This is a row of three escalators that end right near each other, and as you climb up, you will find it harder and harder to maintain your balance on these escalators. Once you do make it to the top of them, you will have to jump over to the platform straight ahead.

After you reach this platform, you will notice several "wing" platforms, as I like to call them, to your right. They are all moving in orderly

fashion, and they lead to a small suspended platform that has a yellow exclamation point box that contains a 1-Up Mushroom inside of it. I highly suggest avoiding it, as getting up here alone is quite tricky, much less crossing those only to fall to your death, or near the beginning of the stage.

So instead of going through all of those road hazards to the right, just follow the path, and you will soon discover that there are two wing platforms that are moving in opposite directions of one another. You will want to jump onto the first one when it is coming around, but looks stable enough to hold you. Quickly jump over to the second one, and double jump to the safe platform as soon as you hit the second wing platform.

Along this platform, you will have to climb towards the very top of the steep, thin lines, and then you will encounter triangle hops. These things are almost the same as the hop blocks, only they are not blocks, and they are harder to cling onto the ledges of them. So instead, you will want to double jump up to both of them, and be highly aware of when they "hop" into the air slightly to indicate they will be moving.

Jump onto the next platform as soon as possible, and watch out for the nasty Fireballer that shows up out of nowhere to flame your ass. There are a couple of yellow exclamation point boxes containing coins and a 1-Up Mushroom up here. You will want to stick around on this platform, as the clock hand will roll around like it did before with Power Star #3 (Option 1).

Once it rolls around, quickly jump onto the hand. The Fireballers fireballs cannot hit you while you are riding on the clock hand. Take the clock hand mid-way through the stage, to the other side of where you were, and jump off onto the escalator. You will have to time your triple jump to reach the top of the Thwomp as it lands, so begin charging. Once atop of the Thwomp, you will have to jump over to the next platform and collect the Power Star. Mission accomplished!

=====
TIMED JUMPS ON MOVING BARS
=====

Starting the mission out, you will want to jump through the portrait once the big hand is on "3." This will keep the gears and such at a moderate speed.

Start the stage off by saying "forget what's over on the right!" and check out the left again. After all, only the Red Coin mission deserves a peek over at the right. Watch out for the swaying clock whenever you cross the platform to reach the caged stairs. Climb up these stairs, and you will have to jump over to an escalator that is moving backwards. Talk about an exercise machine.

Once you are on the escalator, you will want to walk towards the left, and from here, jump onto the hop block. With the hop blocks actually moving this time, you may face some timing difficulties here. Just sit here a moment, and wait until the hop block sort of "jumps" a tad bit, and then jump into the air after that, as the "jump" indicates that the hop block will be turning shortly after that.

After you have mastered the hop blocks technique of tricking you into

falling, you can jump over to the next platform after the clock passes, and collect the three yellow coins inside of the yellow exclamation point box on this thin platform, to the right. Once this is done and over with, head over to the far left, and you will soon discover that the three hop blocks here are, indeed, moving.

Getting across the three hop blocks is not that tough, really. What I suggest doing is simply jumping onto the first one, and waiting for it to "hop" before it turns to the other side. Jump into the air here, and perform a double jump as soon as you land on the fresh side. Hug to the left/straight a bit whilst in mid-air to reach the next hop block. Wait for this one to "hop," and from here, perform a jump, and a double jump on the fresh side while hugging towards the back. Once you reach your last hop block, simply jump on over to the solid platform.

Begin walking towards the left/background, and avoid the spring box that shoots out of the wall. Wait to cross once it begins pulling itself back into position. Jump over to the caged platform with the eight Red Coins underneath you, and avoid the fireballs from the Fireballer towards the front of the platform, on the left.

After this, you will want to go towards the background, and to the left. From here, you will have to jump over to the escalator that is slowing pushing backwards. Afterwards, jump onto the solid platform that does not move up ahead, and jump onto the first in the large set of gears. Getting on top of them is not that hard, despite their movement, so I highly doubt that you will have a lot of trouble.

Once you have made it to the top of the four stacked grinding gears, you will have to jump somewhat catty-cornered to the thin platform straight ahead, as the platform sort of tilts in that direction a slight bit, so be very careful when you cross over to it. Once you have made it over here, begin walking along the path, but be very cautious of the spring box that will pop out of the wall once you cross this path.

From here, you will want to jump over the caged platform where the first Power Star of the stage was sitting, and make your way around to the other side of it. It is here where you will want to jump over to the moving platform after you make your way over the thin, slightly winding one. There is a line of five yellow coins here, as well as an Amp enemy that will circle around the pole object, so be careful.

Begin climbing up the pole object in front of you, and once you reach the very top of it, press up to perform a hand stand, and collect a 1-Up Mushroom that is hidden at the tip of it. Afterwards, jump off of the pole object, and jump over to the higher platform on the right, where the heart container spinner rests. It is here where you will want to begin watching for a moving platform on the left.

Jump onto the moving platform once it makes its way down to you, and ride it towards the top. You will want to jump off, over to the rotating triangle platform that is straight down in an angle of the screen. You will notice three of the spring boxes that pop out of the wall over to the left, and they lead to a 1-Up Mushroom, so I advise straying from them, and instead, jumping over to the gear on the right.

Once you have made it over to the gear on the right, you will want to jump over to the solid platform in the background. Once you have this accomplished, you will want to jump over to the top of the caged area on the far right. Here, you will notice that there are several (three)

spring boxes coming out of the wall. Jump up to higher ground, and jump over to the first spring box on the left, then the second on the right as soon as it comes out, then the last on the left once it comes up. Jump inside of the cage on the left, and jump into the air to collect the Power Star.

=====
STOP TIME FOR RED COINS
=====

- =====
[] ----- On turning maze
=====
- [] ----- To the right, same platform as the first
=====
- [] ----- Straight up from the first
=====
- [] ----- Straight up from the second
=====
- [] ----- To the upper left of the third
=====
- [] ----- To the left of the fifth
=====
- [] ----- To the far upper right of Red Coins five and six
=====
- [] ----- To the left of the seventh Red Coin
=====

For this mission, you will HAVE to stop the time, meaning all gears MUST be turned off, as it is nearly impossible to complete the task with the time moving. So walk into the portrait when it is on "12." Starting the mission off, you will now FINALLY want to go over to the right instead of to the left. Avoid the two Bob-Ombs in the area, and drop down once you reach the drop point.

Once you are down here, and have successfully avoided the two Bob-Ombs, it is time to get to work with collecting those eight Red Coins that are hovering up above, in between all of those turn dials. Urgh. But do not fear, it is not very hard, I just said "Urgh" because this one brings back painful memories of me trying to complete this mission when the gears were churning. Grrr...

Zoom out with the camera completely, and you will notice that you have to jump onto the first turn gear. Jump onto it with a backflip, and double jump up to the next one to the right. Along the way on the jump, you will collect a Red Coin [one], and to the right on this same platform, you can collect yet another Red Coin [two]. Because one is the loneliest number...

Jump over to the left to the next of the turning dials, and you will have to jump over to the right with a double jump. Once you do, you will collect another Red Coin [three]. There is yet another Red Coin over to the right on this platform, and you can easily reach it without much trouble at all, so walk over and collect it [four].

From here, you will want to jump over to the other pair of turning dials to the left, where you will find not one, but two of the Red Coins at. To collect the first one, simply jump over the very tiny gap to the next

platform on the left [five], and the next Red Coin is to the left of the fifth, suspended in air on the very ledge of the platform. Jump to collect it [six].

After this is over with, you will need a mere two more Red Coins to complete your collection. Woo! To reach them, you will have to backtrack over to the turning dial to the right, and double jump up to the next platform in the sky, on the right, as well. Once you have made it up here, you will want to jump into the air on the right side of the turning dial to collect the Red Coin [seven].

With only one more to go, we will want to back up, and perform a double jump over to the turning dial that is high, to the left. You will automatically collect the Red Coin as you go for the platform [eight], and you will notice that the Power Star from them is suspended in air. You will want to fall down to the left from the high platform, and jump off of the left of the dual turning dials to collect the Power Star!

```
‡====‡====‡====‡====‡====‡====‡====‡====‡====‡====‡====‡
    III.bb ----- TICK TOCK CLOCK [coins]
‡====‡====‡====‡====‡====‡====‡====‡====‡====‡====‡
```

Woo! Zoop here, and after this Power Star is done, I am outta here! So long, suckers! *realizes Brian is reading* Hmm... Nevermind. You will want to jump through the portrait once the big hand reaches "12," that way the course will be stopped completely. This will be tough to get all of the coins, however, it is our only way to do so without getting terribly frustrated. Let us begin...

Starting the stage off, you will want to begin walking over near the right, and lift up the Bob-Omb that is pacing there. Throw him over onto the other Bob-Omb to explode them both, and collect both of their coins [two]. After this, you will want to jump down further on the right, and you will soon notice a yellow exclamation point box that is hovering above the platform, to the right. Break it open, and quickly collect the ten coins [twelve].

Zoom out with the camera completely, and you will notice that you have to jump onto the first turn gear. Jump onto it with a backflip, and double jump up to the next one to the right. Along the way on the jump, you will collect a Red Coin [fourteen], and to the right on this same platform, you can collect yet another Red Coin [sixteen]. Because one is the loneliest number...

Jump over to the left to the next of the turning dials, and you will have to jump over to the right with a double jump. Once you do, you will collect another Red Coin [eighteen]. There is yet another Red Coin over to the right on this platform, and you can easily reach it without much trouble at all, so walk over and collect it [twenty].

From here, you will want to jump over to the other pair of turning dials to the left, where you will find not one, but two of the Red Coins at. To collect the first one, simply jump over the very tiny gap to the next platform on the left [twenty-two], and the next Red Coin is to the left of the fifth, suspended in air on the very ledge of the platform. Jump to collect it [twenty-four].

After this is over with, you will need a mere two more Red Coins to complete your collection. Woo! To reach them, you will have to backtrack over to the turning dial to the right, and double jump up to the next platform in the sky, on the right, as well. Once you have made it up here, you will want to jump into the air on the right side of the turning dial to collect the Red Coin [twenty-six].

With only one more to go, we will want to back up, and perform a double jump over to the turning dial that is high, to the left. You will automatically collect the Red Coin as you go for the platform [twenty-eight], and simply jump down, coming towards the screen, ignoring the Power Star that has appeared. You will likely take some damage from the fall, but you can simply run through the heart container spinner that is on this platform.

Climb back up on the left, and run over towards the left. The clock here is stopped, so it will not sway backwards and forth like it normally does whenever the clock is turned on. Jump across to the next platform, and you will notice some stair-like platforms that you must walk up to reach the next part of the stage.

After you have made it up here, you will want to walk along the shut down escalator and make it over to a big square block. If this stage were moving instead of stopped, these bricks would "hop" a slight bit, and then turn over. But they will not, since you entered with the big hand on 12. There are a few coins that are atop of the hop block, so jump up to collect them [thirty]. Now, jump across, over to the thin platform that runs against the wall.

There is a yellow exclamation point box containing three coins over to the right. Break it open to collect the coins [thirty-three]. Afterwards, run back over to the left, and walk up the large, winding platform. You will soon encounter three of those hop blocks that are in mid-air here. Since they are shut down, it shouldn't be a problem. Jump over to the first one, and jump up the second one to the left, and then climb up the last one in back of you.

Once this is done, you will want to jump over to the next platform, and take note of the small block that is sticking out of the wall. Normally, this would spring out from the wall in an attempt to knock you off of the course. Thankfully, it is stopped right now, so we can simply jump over it. You gotta love being able to control this sort of stuff, don't you?

Now that you are on top of a big cage where all eight of the Red Coins were underneath you, you can walk over to the center of the caged platform and break open the yellow exclamation point box to reveal several coins to collect, so you better get on the clock hand and do so [thirty-six].

Afterwards, watch out for the Fireballer that is sitting on the platform that you are currently standing on, and move towards the left, in back. You will notice another shut down escalator that is against the wall here, so hop onto it, and from here, jump onto the high platform above. With this done, you will notice several gears stacked up that you must climb. Even when they are moving, they are not much of a hassle.

After you have made it to the top of the stacked gears, you will have to jump sort of catty-cornered to successfully reach the slanted platform

that soon runs up against the wall straight ahead. Follow this path until you reach a square spring box, which you should jump over. You will now want to double jump to reach the top of the caged platform in front of you, once again ignoring the Power Star inside of the caged platform underneath you.

Run over towards the left of the top of this caged area, and walk down a sloping platform. Jump onto the stopped moving platform, and backflip up to the next platform. Up here, you will find five yellow coins [forty-one], as well as an Amp enemy that spins around the object that you will use as a rope to climb up to the top with. Once you reach the top of this rope object, press up to collect a 1-Up Mushroom.

Jump off of the rope object, to the left. Once you have landed, begin following this over to the left. You will soon find two yellow exclamation point boxes with three yellow coins each [forty-four and forty-seven], as well as a VERY nasty Chuckya enemy. Just completely avoid it at all costs to get around it, and head farther left. Jump over to the triangle platform to get away from the villain.

Now that you are over here, we can have some fun! Jump over to the next platform, where a big clock is stopped. Reminds me of Chrono Trigger, the greatest game EVER. Anyways, if you wish, you can walk along the thin platform and Ground Pound the Blue Coin Switch to reveal a LOT of Blue Coins near the platform that you jumped onto to begin with. Pound it in, and run towards the platform, collecting all of the Blue Coins [eighty-two]. Whew! That was a huge chunk down!

Now you will want to backtrack over the triangle platform, and back to the platform with the scary Chuckya enemy that can throw you off. Avoid it completely, and go back to where the rope object ended, and jump up to the platform to the right of it with a backflip. Once up here, you will want to double jump, and wall kick your way to the triangle platform high above. THIS IS HIGHLY RISKY, BUT OUR ONLY CHANCE TO COLLECT ALL OF THE COINS. Be very cautious.

Once you have made it onto the gear platform from up here, you will want to jump over to the solid platform near the background, and jump up to the area where the two hop blocks are located. Jump onto the first hop block, and move over towards the right of the block, then turn around. Begin performing a timely jump to the other hop block platform. Once you have made it over here, perform a backflip to reach the platform above this one, to the left.

Afterwards, you will want to walk over to the far right of the platform, and jump over to the top of the caged platform. Break open the yellow exclamation point block to collect some yellow coins [eighty-five]. Now jump back over. Perform a double jump to reach the somewhat higher platform towards the left.

Once you have made it up here, you will have to have to perform catwalk-esque maneuvers to get around four spring boxes that are sticking out. If you are careful enough, it should not be a problem. Once you have made it to the other side, enter the cage, and run to the back. Break open the yellow exclamation point box to reveal ten coins. Collect them all [ninety-five] and exit the cage.

You will have to jump over to the left, where there are three stacked escalators. Thankfully, they are not moving this time to push us off like the last time that we were up here. Whew. Climb up the three of

them, and you will want to jump over to the next platform straight ahead. There is a 1-Up Mushroom in the yellow exclamation point across the wing platforms to the right.

Walk along the platform that you are currently on, and you will soon find a yellow exclamation point box. Break it open, and collect the three coins inside [ninety-eight]. We're getting close to the end, I can feel it! Carry along this path, and you will find another pair of wing shaped platforms that lead to the next main road. Since they are leveled out now, it shouldn't be a problem crossing them.

You will notice a big open area to the right. Walk up the platform a little bit more, and turn around. You will have to perform a timely long jump over to this open area. Once you make it over there, walk around to the back of the podium, and break open the yellow exclamation point box containing ten coins [one hundred and eight], and collect that lovely Power Star! Continue the mission.

Now you will want to timely jump back over to the thin platform that you were once on. Remember, a long jump is too much, as you were lower before and needed the speed and height. Look with the upper C button at the center of the room, and you will notice a yellow exclamation point box that is on a caged platform. Looks awkward, but jump over and bust it open, and collect the ten coins [one hundred and eighteen], and then jump back over to the platform you were once on. Once back over here, follow the platform towards the top, and you will have to jump up two triangle hops. These things are like the hop blocks, only triangles. Jump up them easily, considering they are stopped.

Jump over to the next platform, and quickly avoid the fireballs coming from the Fireballer. As soon as the fireball dies out, you will want to break the first yellow exclamation point box and collect the ten coins inside [one hundred and twenty-eight]. This completes our total, so simply backtrack down to where Power Star #5 was, and backflip up the spring boxes that are sticking out, and collect the Power Star! Easy as pie!

```

‡---‡---‡---‡---‡---‡---‡---‡---‡---‡---‡---‡---‡
   III.cc ----- RAINBOW RIDE [stars]
‡---‡---‡---‡---‡---‡---‡---‡---‡---‡---‡---‡
    
```

```

=====
    CRUISER ACROSS THE RAINBOW
=====
    
```

Welcome to the what can be considered the most difficult Course in the game! However, if you are confident in your jumping abilities, you will not find this Course to be a rather fun place to show off your MAD SKILLZ YO (please note that Zoop DOES NOT take responsibility for the terrible street talk tendencies of his fellow author)! Anyway, choose the Power Star and let us start the journey...

Send Mario across the wooden bridge ahead to take his place on the flying carpet. A quick crash course into flying carpets for you, the reader. Their control is dictated for their direction and path traveled by the rainbow paths that lead out in front of them. If Mario leaves

them, he has a few seconds away from them before the flying carpet starts to flicker before finally disappearing for good (so do not leave them for long). They only travel to specific destinations, but they can pass through objects that Mario can not as they travel along. Got it? Good.

Mario will be carried over a platform below the path before being forced to jump a block in his path (face towards the opposite direction of the path of the flying carpet is traveling and then perform a Backflip to clear it for easy doing so), followed by riding the flying carpet until the Flamethrower attacks once before jumping to the platform nearby to run past the range of the flamethrower to wait for the flying carpet to draw past the danger before re-boarding (get Coins and avoid the Amp if you wish). Now Mario should ride the flying carpet to the end of the rainbow path, where the carpet will fall off to the nothingness below, so take leave of it by jumping to the platform ahead.

Now hop to the first spinning platform to enter the first fork in your path, which will also bring Lakitu after Mario (just stand still and jump into the bottom of his cloud to kill him right off). Head across the spinning platform to go right to find eight Coins as you continue to find a small platform where a new flying carpet awaits Mario. Immediately set Mario up to Backflip over the coming barrier, riding the flying carpet to get a Coin before jumping up the small stairs. Quickly touch the flying carpet in the small gap before jumping to the next ledge to move by/destroy the Wooden Block before rejoining the flying carpet. Ride it to the end where the choice of two flying carpets are presented, and you will choose the one on the left for this Power Star.

Ride this flying carpet towards the spinning structure, jumping the rotating the arms as they cross Mario's path while he spirals around this platform. Once Mario clears this area, he will enter an area where he needs to jump his way past the blocks here (Backflips are no good here as they are too slow to recover from) to land on some Donut Lifts, and then Mario needs to leap to the wooden plank (do so quickly with a Double Jump to avoid falling because of the Donut Lifts). Now make Mario maneuver across the stone path to get onto the ship to bypass Bob-Ombs and the strong wind to grab the Power Star on the stern!

=====
THE BIG HOUSE IN THE SKY
=====

Send Mario across the wooden bridge ahead to take his place on the flying carpet. A quick crash course into flying carpets for you, the reader. Their control is dictated for their direction and path traveled by the rainbow paths that lead out in front of them. If Mario leaves them, he has a few seconds away from them before the flying carpet starts to flicker before finally disappearing for good (so do not leave them for long). They only travel to specific destinations, but they can pass through objects that Mario cannot as they travel along. Got it? Good.

Mario will be carried over a platform below the path before being forced to jump a block in his path (face towards the opposite direction of the path of the flying carpet is traveling and then perform a Backflip to clear it for easy doing so), followed by riding the flying carpet until the Flamethrower attacks once before jumping to the platform nearby to run past the range of the flamethrower to wait for the flying carpet to

draw past the danger before re-boarding (get Coins and avoid the Amp if you wish). Now Mario should ride the flying carpet to the end of the rainbow path, where the carpet will fall off to the nothingness below, so take leave of it by jumping to the platform ahead.

Now hop to the first spinning platform to enter the first fork in your path, which will also bring Lakitu after Mario (just stand still and jump into the bottom of his cloud to kill him right off). Head across the spinning platform to go right to find eight Coins as you continue to find a small platform where a new flying carpet awaits Mario. Immediately set Mario up to Backflip over the coming barrier, riding the flying carpet to get a Coin before jumping up the small stairs. Quickly touch the flying carpet in the small gap before jumping to the next ledge to move by/destroy the Wooden Block before rejoining the flying carpet. Ride it to the end where the choice of two flying carpets are presented, and you will choose the one on the right for this Power Star.

Ride this flying carpet forward until it meets the platform ahead, at which point Mario should Backflip to the Donut Platform (they fall under his weight) before turning 180 degrees to quickly perform another Backflip to the platform above to then drop to the flying carpet. Now repeat this for the next set before riding the magic carpet into the house. However, you need to vacate the flying carpet until the Flamethrower in the fireplace shoots once before re-boarding the flying carpet to leave the house. Now Mario will be faced with the challenge of a couple platforms with Amps patrolling on them for him to jump onto to wait for his flying carpet to exit out from so he can re-board it before it disappears. Now when Mario rides down towards the middle of the house again, leave the flying carpet to avoid a Flamethrower attack, and then re-board once more to ride through the roof to find a Yellow Block with a 1-Up Mushroom as well as the Power Star!

=====
COINS AMASSED IN A MAZE
=====

- =====
[] ----- Just above the Shadow Star on a ledge
=====
- [] ----- Right above the first Red Coin on the next level
=====
- [] ----- Fall down the hole to land near the above Coin
=====
- [] ----- Backflip off the small step
=====
- [] ----- Jump to the left from above Red Coin
=====
- [] ----- Long Jump to the left from above Coin
=====
- [] ----- Head right from #4 down slope to jump to it
=====
- [] ----- Fall off ledge to the right from landing on above Coin
=====

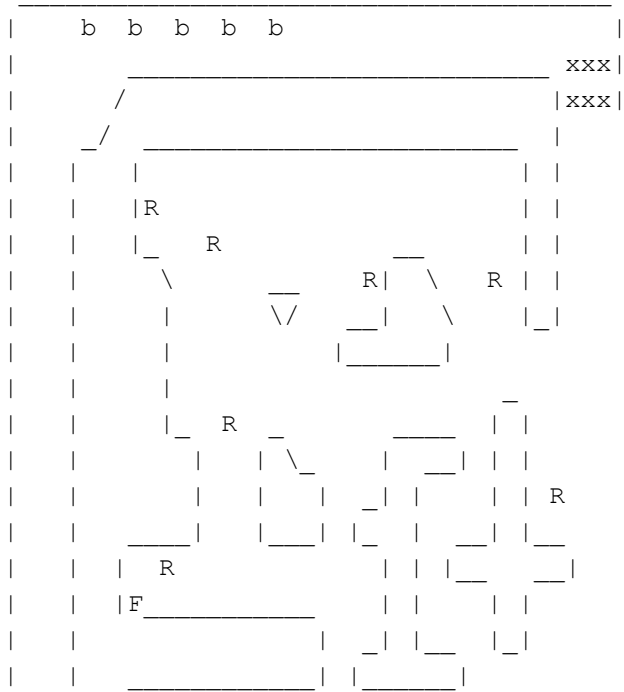
Send Mario across the wooden bridge ahead to take his place on the flying carpet. A quick crash course into flying carpets for you, the reader. Their control is dictated for their direction and path traveled by the rainbow paths that lead out in front of them. If Mario leaves

them, he has a few seconds away from them before the flying carpet starts to flicker before finally disappearing for good (so do not leave them for long). They only travel to specific destinations, but they can pass through objects that Mario can not as they travel along. Got it? Good.

Mario will be carried over a platform below the path before being forced to jump a block in his path (face towards the opposite direction of the path of the flying carpet is traveling and then perform a Backflip to clear it for easy doing so), followed by riding the flying carpet until the Flamethrower attacks once before jumping to the platform nearby to run past the range of the flamethrower to wait for the flying carpet to draw past the danger before re-boarding (get Coins and avoid the Amp if you wish). Now Mario should ride the flying carpet to the end of the rainbow path, where the carpet will fall off to the nothingness below, so take leave of it by jumping to the platform ahead.

Now hop to the first spinning platform to enter the first fork in your path, which will also bring Lakitu after Mario (just stand still and jump into the bottom of his cloud to kill him right off). Head across the spinning platform to go to the one with the Spinner Heart before using the yellow platform to cross into the dark grey stone area. This is the maze, and contained within are the 8 Red Coins that you must acquire to get the Power Star. However, a really sneaky tip for getting all of the Red Coins is to pause the game repeatedly, which shows the locations of the Red Coins within the maze (not really a thing that is thought of, but useful none the less). This map is a fairly accurate representation of the same thing.

| | |
|-------------------------|--|
| Key | |
| | |
| B - Blue Coin Block | |
| b - Blue Coin | |
| F - Fireballer | |
| P - Power Star Location | |
| R - Red Coin | |
| x - blue platform | |



Switch the camera angle around until a blue and black pole is visible off in the distance while remaining fairly close, which is what Mario will Long Jump towards to grab a hold of. If you do miss the pole, Mario will often land on the ledge below it, but taking some damage doing so.

Rejoined

You will face a Shy Guy as you move down towards the wobbly platform to sit on the end near the open space for a second before running up the slope to jump to the higher ledge (if you fall down at any point to the lower area here, use the pole by the wobbly platform to get back to this level). The next challenge for Mario is the large grey swing here, so jump onto it as it nears your ledge and ride it across to jump to the next ledge. Now Mario should jump across the gap, quickly running across the Donut Lifts to jump to the wobbly platform, and then balance it so Mario can jump to the next Donut Lift. Here Mario should immediately crouch and then perform a Backflip, followed by turning around to Long Jump past the Flamethrower. Now Mario should use a Long Jump to skip the Donut Lifts to reach the yellow platform (time it so it is moving TOWARDS Mario's position) before jumping off of the platform to kill a Goomba.

Mario should then hop up the wooden steps to his left to find a few Coins before he jumps onto a swing. He should then jump up to the high platform after the Flamethrower finishes it's round of attack, and then grab the Power Star!

=====
TRICKY TRIANGLES!
=====

You will have two options of how to go about the passage here to get the Power Star at the beginning, so both ways will be covered. The REJOINED path will be marked accordingly.

Option One

Also known as the "real" way, it takes more time to perform. Send Mario across the wooden bridge ahead to take his place on the flying carpet. Mario will be carried over a platform below the path before being forced to jump a block in his path (face towards the opposite direction of the path of the flying carpet is traveling and then perform a Backflip to clear it for easy doing so), followed by riding the flying carpet until the Flamethrower attacks once before jumping to the platform nearby to run past the range of the flamethrower to wait for the flying carpet to draw past the danger before re-boarding (get Coins and avoid the Amp if you wish). Now Mario should ride the flying carpet to the end of the rainbow path, where the carpet will fall off to the nothingness below, so take leave of it by jumping to the platform ahead.

Now hop to the first spinning platform to enter the first fork in your path, which will also bring Lakitu after Mario (just stand still and

jump into the bottom of his cloud to kill him right off). Now go across to the platform on the left before jumping towards the stable platform on the left where it leads to a pole that goes downward.

Option Two

Switch the camera angle around until a blue and black pole is visible off in the distance while remaining fairly close, which is what Mario will Long Jump towards to grab a hold of. If you do miss the pole, Mario will often land on the ledge below it, but taking some damage doing so.

Rejoined

You will face a Shy Guy as you move down towards the wobbly platform to sit on the end near the open space for a second before running up the slope to jump to the higher ledge (if you fall down at any point to the lower area here, use the pole by the wobbly platform to get back to this level). The next challenge for Mario is the large grey swing here, so jump onto it as it nears your ledge and ride it across to jump to the next ledge. Now Mario should jump across the gap, quickly running across the Donut Lifts to jump to the wobbly platform, and then balance it so Mario can jump to the next Donut Lift. Here Mario should immediately crouch and then perform a Backflip, followed by turning around to Long Jump past the Flamethrower. Now Mario should use a Long Jump to skip the Donut Lifts to reach the yellow platform (time it so it is moving TOWARDS Mario's position) before jumping off of the platform to kill a Goomba.

Now Mario should continue forward to jump the gap to run across the Donut Lifts, run up the hill, and then hop down off of the slope to the Donut Lifts below before performing a couple Long Jumps over a couple of gaps (watch out for the Flamethrower) to clear the Donut Lifts quickly. Mario will find a switch just begging to be tripped, which will turn the "tricky triangles" into flat platforms for him to jump across, although he has limited time to do so. Hit the switch, run forward to jump up the first two platforms, run down to the lower one, and then jump to the next one before quickly Backflipping to the higher one Mario is not facing. Now quickly turn around to jump to the next platform and then perform another jump immediately to Double Jump to reach the ledge where the Power Star sits!

=====
SOMEWHERE OVER THE RAINBOW
=====

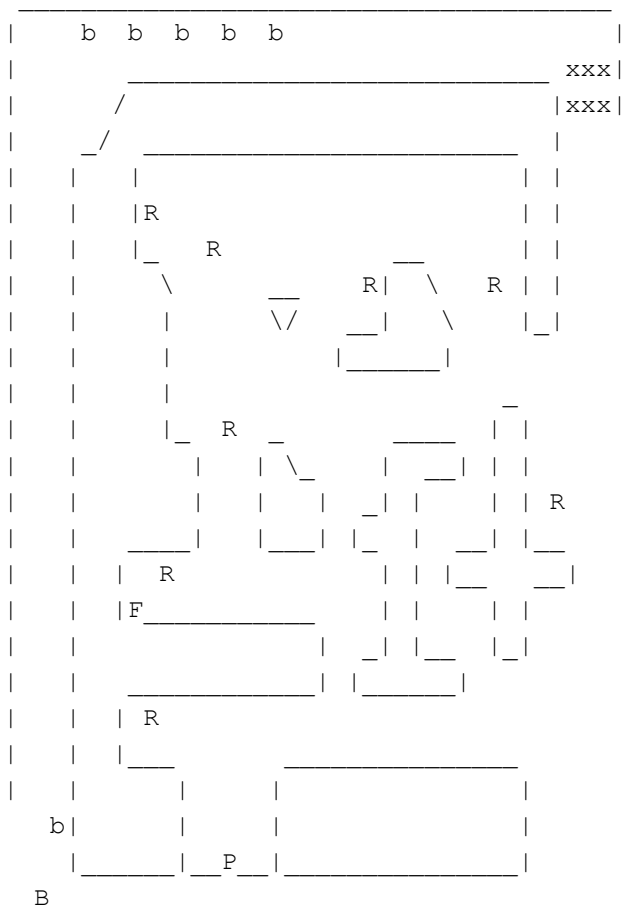
WAY UP HIGH! Oh, I am not to sing in the FAQ, right! Actually, for this challenge to be completed, Mario will need to find the Pink Bob-Omb, so he will first need to head towards the Red Coin Maze!

Send Mario across the wooden bridge ahead to take his place on the flying carpet. Mario will be carried over a platform below the path before being forced to jump a block in his path (face towards the opposite direction of the path of the flying carpet is traveling and then perform a Backflip to clear it for easy doing so), followed by

riding the flying carpet until the Flamethrower attacks once before jumping to the platform nearby to run past the range of the flamethrower to wait for the flying carpet to draw past the danger before re-boarding (get Coins and avoid the Amp if you wish). Now Mario should ride the flying carpet to the end of the rainbow path, where the carpet will fall off to the nothingness below, so take leave of it by jumping to the platform ahead.

Now hop to the first spinning platform to enter the first fork in your path, which will also bring Lakitu after Mario (just stand still and jump into the bottom of his cloud to kill him right off). Now go across to the platform with the Heart Spinner, jump down to the ledge below to blow by the Bob-Ombs, and then turn right to pass the Blue Coin Block to Wall Kick up the two walls to end up on the top ledge.

| | |
|-------------------------|--|
| Key | |
| | |
| B - Blue Coin Block | |
| b - Blue Coin | |
| F - Fireballer | |
| P - Power Star Location | |
| R - Red Coin | |
| x - blue platform | |



Hear Mario will need to talk to the Pink Bob-Omb to get it to open the Cannon, which means the final Power Star is accessible. Mario needs to then continue along the path to ride the blue platform down to the bottom, and then Mario needs to head onto the spinning platforms, this time going left to find a flying carpet waiting for him. Immediately set Mario up to Backflip over the coming barrier, riding the flying carpet to get a Coin before jumping up the small stairs. Quickly touch

the flying carpet in the small gap before jumping to the next ledge to move by/destroy the Wooden Block before rejoining the flying carpet. Ride it to the end where the choice of two flying carpets are presented, and you will choose the one on the left for this Power Star.

Ride this flying carpet towards the spinning structure, jumping the rotating the arms as they cross Mario's path while he spirals around this platform. Once Mario clears this area, he will enter an area where he needs to jump his way past the blocks here (Backflips are no good here as they are too slow to recover from) to land on some Donut Lifts, and then Mario needs to leap to the wooden plank (do so quickly with a Double Jump to avoid falling because of the Donut Lifts). Now make Mario maneuver across the stone path to get onto the ship to bypass Bob-Ombs and a Lakitu as you go with the wind to find the Cannon on the stern of the ship.

The aimer will be positioned in a rainbow circle, so adjust it so the aimer is going right through the middle of the rainbow and then fire to grab the pole on the small island. Either take out the Purple Bob-Omb or kill the Purple Bob-Omb before busting the Yellow Block to get the Power Star contained within! A neat trick is to jump and hit the box, but immediately press the Z Button to make Mario start a Ground Pound that will allow Mario to also grab the Star on the same jump (not useful, but a neat thing none the less!).

```
+----+----+----+----+----+----+----+----+----+
  III.dd ----- RAINBOW RIDE [coins]
+----+----+----+----+----+----+----+----+----+
```

Here you are on the final course, going for the 100 Coin Power Star! You will have noticed by now that Coins may be grouped in fairly large areas, but many areas are tough to leave once you enter them, meaning a specific order of collection is needed for the High Score (although the 100 Coins are surprisingly easy to collect with a little bit of work). Come hither and we shall go on a jolly old treasure hunt by choosing any of the Power Stars (does not matter which one)!

Send Mario across the wooden bridge ahead to take his place on the flying carpet. Mario will be carried over a platform below the path before being forced to jump a block in his path (face towards the opposite direction of the path of the flying carpet is traveling and then perform a Backflip to clear it for easy doing so), followed by riding the flying carpet until the Flamethrower attacks once before jumping to the platform nearby to run past the range of the flamethrower to wait for the flying carpet to draw past the danger before re-boarding (get the Coins [eight] as you avoid the Amp). Now Mario should ride the flying carpet to the end of the rainbow path, where the carpet will fall off to the nothingness below, so take leave of it by jumping to the platform ahead.

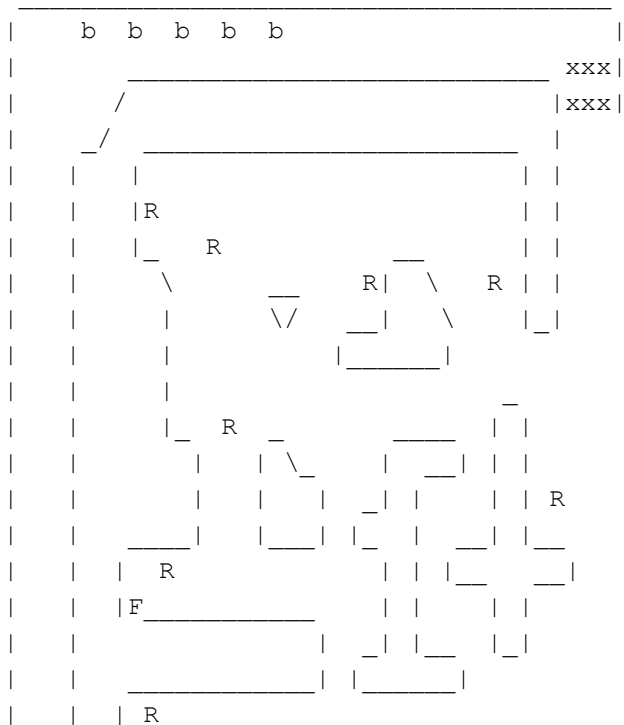
Now hop to the first spinning platform to enter the first fork in your path, which will also bring Lakitu after so jump to kill it [thirteen] as it approaches before collecting the ring of Coins [twenty-one] when Mario jumps to the spinning platform on his left. Mario should then continue left to jump to the stable platform ahead before sliding down the long pole to the platform far below. Here Mario will find a Shy Guy

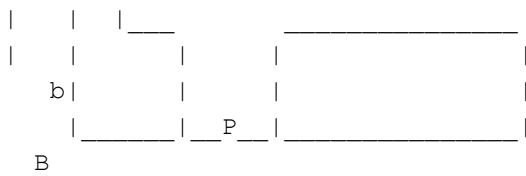
to kill [twenty-three] (careful to get Coins before they fall off the cliff), grab the Coins nearby [twenty-eight], and then use the wobbly platform to get up to the higher ledge. Now Mario will need to get onto the swing, collect the five Coins [thirty-three] as the swing crosses the gap, and then Mario should jump to the next ledge.

Mario will need to cross the gaps here by using the Donut Lifts to reach the wobbly platform (using his weight to get to the higher ledge), which has two Coins [thirty-five] to collect before Mario jump to the next set of Donut Lifts for two more Coin [thirty-seven] and then on to the stable platform nearby (be wary of the Flamethrower). Now Mario should use a Long Jump to skip the Donut Lifts to reach the yellow platform (time it so it is moving TOWARDS Mario's position) before jumping off of the platform to kill a Goomba [thirty-eight]. Now Mario will need to climb the wooden stairs to find five Coins [forty-three] before returning to the bottom of the stairs to go jump the gap, run up the slope through the Coins, slide down through the Coins [forty-eight], and then jump across the gaps past a Flamethrower.

Mario will now need to return to the spinning platform area, so cross back over the Donut Lifts to go and then down the slope, stop on a Donut Lift, and then ride it down to the wobbly platform below. Now Mario needs to go up the steps in the sloping platform to climb the pole back up to go left across the spinning platforms to find the maze. Here Mario will first need to take out the Bob-Ombs [fifty] (be wary of them walking off the cliffs like morons) before continuing down to the end to find a Blue Coin Block.

| | |
|-------------------------|--|
| Key | |
| | |
| B - Blue Coin Block | |
| b - Blue Coin | |
| F - Fireballer | |
| P - Power Star Location | |
| R - Red Coin | |
| x - blue platform | |





Mario will now need to stomp the Blue Coins Block, go forward to get lined up, and then Wall Kick up to the highest passage (above the maze area) while grabbing a Blue Coin [fifty-five] along the way. If you have done this as fast as possible, Mario can then go after the other five Blue Coins [eight] spread out over this area as you go past the Pink Bob-Omb to take the blue platform down.

Now Mario should head for the Shadow Star (where the Red Coin Power Star will appear) to get the Red Coin [eighty-two] on the ledge above. Cross the gap to jump up two ledges to go left towards a Fireballer (dodge the attacks) to get a Red Coin [eighty-four] before retreating to the edge of platform as you hop up to a higher ledge. Go left to drop down a gap as you grab the Red Coin [eighty-six] located there, re-trace your steps, and then go left again to use the small step to Backflip off of to get to the next platform up to grab the Red Coin [eighty-eight] there. Now jump to the left for a Red Coin [ninety], perform a Long Jump to the left for another Red Coin [ninety-two], and then head back to the right to slide down the slope to jump forward for the Red Coin [ninety-four] to land on a ledge below, which is just above one more Red Coin [ninety-six]. Now Mario will be ready to return to the spinning platform area again.

After jumping across the small platforms to reach the spinning platforms, go left to find eight Coins [one hundred four] to make the 100 Coin Power Star appear! If you wish to tempt the fates and go for the high score, continue on to the next paragraph.

Mario will jump to find a small platform where a new flying carpet awaits Mario. Immediately set Mario up to Backflip over the coming barrier, jump on top of the next platform for a Coin [one hundred five] riding the flying carpet to get a Coin [one hundred six] before jumping up the small stairs. Quickly touch the flying carpet in the small gap before jumping to the next ledge to move by/destroy the Wooden Block before rejoining the flying carpet. Ride it to the end where the choice of two flying carpets are presented, and you will choose the one on the right for this Power Star. However, as soon as you land from the jump onto the flying carpet, perform another jump (Double Jump) to land on the Donut Lifts above, followed by a Backflip to grab the five Coins [one hundred eleven] while falling back to the flying carpet below (it will not have moved yet).

Ride this flying carpet forward until it meets the platform ahead, at which point Mario should Backflip to the Donut Platform (they fall under his weight) before turning 180 degrees to quickly perform another Backflip to the platform above to then drop to the flying carpet. Now repeat this for the next set before riding the magic carpet into the house. However, you need to vacate the flying carpet to grab the five Coins [one hundred sixteen] and until the Flamethrower in the fireplace shoots once before re-boarding the flying carpet to leave the house. Now Mario will be faced with the challenge of a couple platforms with Amps patrolling on them for him to jump onto to wait for his flying carpet to exit out from so he can re-board it before it disappears (grab the five Coins [one hundred twenty-one]). Now when Mario rides through five Coins [one hundred twenty-six] before going down towards the middle

of the house again, leave the flying carpet to avoid a Flamethrower attack, and then re-board once more to ride through the roof to find a Yellow Block with a 1-Up Mushroom inside of it.

Now Mario needs to return to the inside of the house, walk out onto the balcony, and then go to the edge of it before Mario stops moving so he can use the warp. Mario will appear on a windy ledge where a Yellow Block contains a 1-Up Mushroom, so head down the ledge to find a Donut Lift for Mario to ride downwards to land on the small platforms near the spinning platforms (a 1-Up Mushroom will fall down to Mario from the Donut Lift maneuver). Have Mario head across the spinning platforms to the left to ride the flying carpet there past the obstacles in his path to reach the fork in the rainbow road, this time moving onto the flying carpet on the left.

Mario will now need to ride this flying carpet up past the spinning structure (be wary of the flames when you first start spiraling around it) by jumping the swinging arms of it as you climb past it. Now Mario will need to jump over a few small platforms as they present themselves, followed by Mario using a Double Jump off of the Donut Lifts to grab the solid ledge above. Now maneuver Mario onto the ship to kill the two Bob-Ombs [one hundred twenty-eight], the eight Coins in the ring [one hundred thirty-six], and kill the Lakitu [one hundred forty-one] before entering the Cannon on the stern of the ship. Aim Mario for the absolute center of the rainbow circles before firing to land on the pole on the ledge, followed by moving down to kill the Purple Bob-Omb [one hundred forty-six], and then go bust the Yellow Block to make the sixth Power Star appear to save your High Score!

```
‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡
      BOW.3 ----- BOWSER IN THE SKY
‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡=---‡
```

```
=====
QUICK PASSAGE
=====
```

Start off by jumping the gaps between the platforms to go get on top of the moving block ledge before bypassing the metal box to go across the tipsy platform (use the effects of Mario's weight to keep the ledge relatively level) to the far side. Run on up the hill to find a grey stone path that is patrolled by a couple Goombas (OOOOOO! REALLY SCARY!), and the path will end when it reaches a spinning platform that has an Amp guarding the way and a Yellow Block with a 1-Up Mushroom inside.

Mario will then find a Piranha Plant guarding the stone path up ahead (near a Red Coin), which then leads to a wobbly board that is manipulated so Mario can jump to an elevator set rotating around for Mario to jump onto and ride. Mario can take a shortcut by facing towards the far ledge and then watch for the ledge above to run out so Mario can perform a Backflip to reach that ledge above (join the walkthrough in the next paragraph if you take this route). Otherwise, Mario will jump to the far ledge to go fake out a Whomp (just jump right to his base and run underneath him as he attacks) to then find a ledge where a Fireballer attacks. Mario will need to go to that ledge, turn around, and then run to perform a jump to the small ledge, followed by a

Double Jump to the high ledge to battle a Purple Bob-Omb.

Mario will need to cross this windy path to hit the switch before jumping the gap to climb the recently created stairs. Mario will run up the slope, stop short of the Flamethrower, reach the top, and then jump past the next two Flamethrowers on the downslope or just wait for them to die out before running down the slope. A Piranha Plant attacks as he starts across the chess board platform to find an arrow platform that Mario must ride across the gap while jumping the blocks that obstruct his path to find a couple Bob-Omb's waiting to greet him upon his arrival. Mario can get onto the pole on top of the blue slopes above the Bob-Omb's, he can skip to the next paragraph of the walkthrough for a neat shortcut. Mario will then have to work past a spinning platform with a Fireballer to find a couple Amps on another spinning platform guarding the pole to the next floor of this area.

Mario will see his old friends the Goombas waiting (no, not the Italian Goombas!), followed by a pair of extending and retracting platforms on opposite sides of the pole sticking up. Mario will have the easiest time of just jumping to the pole, followed by putting Mario's back toward the far platform before performing a full jump to get there. Mario will need to deal with a couple Bob-Omb's as he goes onto the stone path to run by a Fireballer to find an elevator to board. Here Mario will need to be ready to jump to the next elevator on the left before jumping left again to get back onto solid ground. Mario will go to a platform where Goombas and the vicious winds will assault Mario as he crosses to the far side to climb the stairs to find the Pipe to the final battle with the King Of The Koopas!

Bowser will stomp into view with the creepy organ music blaring, so you KNOW this fight is going to be far tougher than the previous ones with the Koopa King! Bowser will still have his fire breath attack (it has the added blue flame attack that split up to snake out into various directions), He can send out two waves of sonic energy when he mini-stomps the ground, and he can charge at Mario. Mario will need to be able to get behind Bowser to grab his tail, which is only possible while Bowser is spewing flames or when Bowser does his charge. Mario is then required to spin the ANALOG Stick to make Bowser spin, and then throw Bowser into one of the waiting Bombs lining the platform (use LEFT C Button and RIGHT C Button to see the Bombs easier). However, Bowser does not quit after one Bomb hit, nor does he quite after two Bomb hits. After the second Bomb hit, run to the middle of the platform to wait for Bowser to return and consequently stomp the platform to turn it into the shape of a Power Star! Now Mario will need to work in the much tighter quarters to get Bowser by the tail and then throw him with super strong accuracy because NO Bombs touch your platform anymore. After landing this final blow, Mario will have succeeded in his quest to save Princess "Peach" Toadstool because Mario recovered the symbolic Power Star that binds the other Power Stars together! ENJOY THE ENDING! YOU DESERVE IT!

=====
RED COIN PASSAGE
=====

=====
[] ----- Push the metal box backwards to be able to reach it
=====
[] ----- On main path near a Piranha Plant

=====
[] ----- On platform below first wobbly
platform on small ledge to the side
=====

[] - Carefully jump to the Red Coin at the top of the large slope area
=====

[] ----- While riding the arrow platform, jump to the high platform
=====

[] ----- On a spinning platform by a Fireballer
=====

[] ----- On top of the pole on the main path after two Goombas
=====

[] ----- Check on the ledge below the bridge to the pipe to Bowser
=====

Start off by jumping the gaps between the platforms to go get on top of the moving block ledge before pushing the metal box back the way you came to then use it to get the Red Coin [one] floating above. Now send Mario across the tipsy platform (use the effects of Mario's weight to keep the ledge relatively level) to the far side to then run on up the hill to find a grey stone path that is patrolled by a couple Goombas (OOOOO! REALLY SCARY!), and the path will end when it reaches a spinning platform that has an Amp guarding the way and a Yellow Block with a 1-Up Mushroom inside.

Mario will then find a Piranha Plant guarding the stone path up ahead where it guards a Red Coin [two], which then leads to the wobble platform. However, Take the small grey ledges to the platform far below to look for a small ledge off of the main platform that contains a Red Coin [three]. Climb back up from the lower platform to set foot onto the wobble board to then run up it to jump to the elevator ahead. Mario can take a shortcut by facing towards the far ledge and then watch for the ledge above to run out so Mario can perform a Backflip to reach that ledge above (join the walkthrough in the next paragraph if you take this route). Otherwise, Mario will jump to the far ledge to go fake out a Whomp (just jump right to his base and run underneath him as he attacks) to then find a ledge where a Fireballer attacks. Mario will need to go to that ledge, turn around, and then run to perform a jump to the small ledge, followed by a Double Jump to the high ledge to battle a Purple Bob-Omb.

Mario will need to cross this windy path to hit the switch before jumping the gap to climb the recently created stairs. Mario will run up the slope, stop short of the Flamethrower, reach the top to carefully grab the Red Coin [four], and then jump past the next two Flamethrowers on the downslope or just wait for them to die out before running down the slope. A Piranha Plant attacks as he starts across the chess board platform to find an arrow platform that Mario must ride across the gap while jumping the blocks (taking the time to get the Red Coin [five] from the higher block partway across) that obstruct his path to find a couple Bob-Omb's waiting to greet him upon his arrival. Mario will then have to work past a spinning platform with a Fireballer and a Red Coin [six] to find a couple Amps on another spinning platform guarding the pole to the next floor of this area.

Go past or kill the Goombas that greet Mario, Long Jump to the pole, climb to the top and put Mario facing away from far platform (grabbing the Red Coin [seven] in the process), and then hop tot the far ledge. Mario will need to deal with a couple Bob-Omb's as he goes onto the stone

path to run by a Fireballer to find an elevator to board. Here Mario will need to be ready to jump to the next elevator on the left before jumping left again to get back onto solid ground. Mario will go to a platform where Goombas and the vicious winds will assault Mario as he crosses to the far side to find the stairs past the Spinner heart. Jump to the ledge below the stair bridge to go underneath to find the Red Coin [eight] to make the Power Star appear near the Pipe! Go grab it and save your progress before go down the Pipe to the final battle with the King Of The Koopas!

Bowser will stomp into view with the creepy organ music blaring, so you KNOW this fight is going to be far tougher than the previous ones with the Koopa King! Bowser will still have his fire breath attack (it has the added blue flame attack that split up to snake out into various directions), He can send out two waves of sonic energy when he mini-stomps the ground, and he can charge at Mario. Mario will need to be able to get behind Bowser to grab his tail, which is only possible while Bowser is spewing flames or when Bowser does his charge. Mario is then required to spin the ANALOG Stick to make Bowser spin, and then throw Bolwser into one of the waiting Bombs lining the platform (use LEFT C Button and RIGHT C Button to see the Bombs easier). However, Bowser does not quit after one Bomb hit, nor does he quite after two Bomb hits. After the second Bomb hit, run to the middle of the platform to wait for Bowser to return and consequently stomp the platform to turn it into the shape of a Power Star! Now Mario will need to work in the much tighter quarters to get Bowser by the tail and then throw him with super strong accuracy because NO Bombs touch your platform anymore. After landing this final blow, Mario will have succeeded in his quest to save Princess "Peach" Toadstool because Mario recovered the symbolic Power Star that binds the other Power Stars together! ENJOY THE ENDING! YOU DESERVE IT!

```
‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡
III.ee ----- CASTLE SECRET STARS
‡----‡----‡----‡----‡----‡----‡----‡----‡----‡----‡
```

Along with the Caps and Bowsers stages that are covered in the actual walkthrough for the regular stages and such, there are several Secret Stars throughout the castle itself, and I, Zoop, am here to help you recover those stars in order to find Yoshi up on the rooftop for that ultra lame prize!

```
=====
CASTLE 1
=====
```

In the basement, walk through the corridors, and you will eventually reach the door that leads to the metallic pit that is Hazy Maze Cave. Do not go it, but instead, look around for Toad. Once you have found him, talk to him, and he will simply GIVE you a Star. Simple as that, eh?

```
=====
CASTLE 2
=====
```


On the second floor of the castle (not the one that you enter from the outside), there is another Toad that will simply give you a Star by just talking to him. He is in the portrait room corridor. Talk to him, and you get a Star. That simple, eh?

=====
CASTLE 3
=====

On the third floor, right next to the Tick Tock Clock entrance, you will discover that yet another Toad has shown up, and he has a present! No, no, it's not a swift kick in the crotch, but it is another Star! Just simply start a conversation with him, and he will fork it over, because he is awfully nice like that and stuff.

=====
CASTLE 4
=====

More notably called the "Bunny Quest," it is still located inside of the castle, and thus, that is why I say it is a Castle Star. Start out in the basement area, and go through the wooden door at the end of the winding hall. You will be greeted by a fork in the path, so take it right, and begin running. You will now see a bunny (named M.I.P.S.) that is dead ahead. You must capture this bunny by picking him up, or the easier method is diving into him.

You will proceed to chase him. He will run in a circle, and go to the left (where you came from). Continue to follow him, as he rounds the corner that Toad is in down here. You can attempt to dive right now to grab him, but it is unlikely. When you follow him this time, he will be in the same place, but he will run over to the right instead of straight, and make his way around. He will run towards Shifting Sand Land's entrance, so make an effort to capture him before he reaches there, as it is easy to jump into that level's entrance instead of grab him. After you capture him, he will give you the Star. Congratulations!

=====
CASTLE 5
=====

After 50 Power Stars, you will have to perform the old rabbit thing again. Start out in the basement area, and go through the wooden door at the end of the winding hall. You will be greeted by a fork in the path, so take it right, and begin running. You will now see a bunny (named M.I.P.S.) that is dead ahead. You must capture this bunny by picking him up, or the easier method is diving into him.

You will proceed to chase him. He will run in a circle, and is extremely fast compared to the last version that you had to face. Go to the left (where you came from). Continue to follow him, as he rounds the corner that Toad is in down here. You can attempt to dive right now to grab him, but it is unlikely. When you follow him this time, he will be in the same place, but he will run over to the right instead of straight, and make his way around. He will run towards Shifting Sand Land's entrance, so make an effort to capture him before he reaches there, as

it is easy to jump into that level's entrance instead of grab him. After you capture him, he will give you the Star. Congratulations!

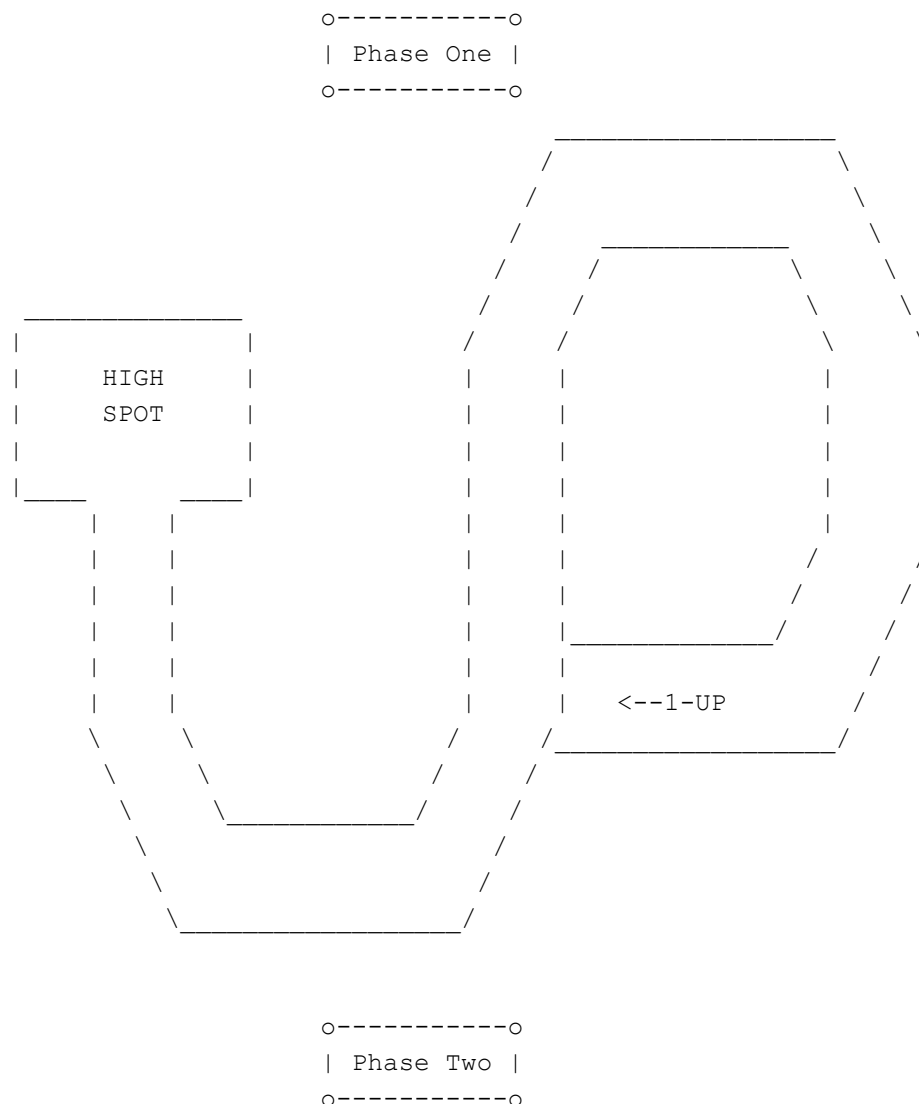
=====
PRINCESS' SECRET SLIDE
=====

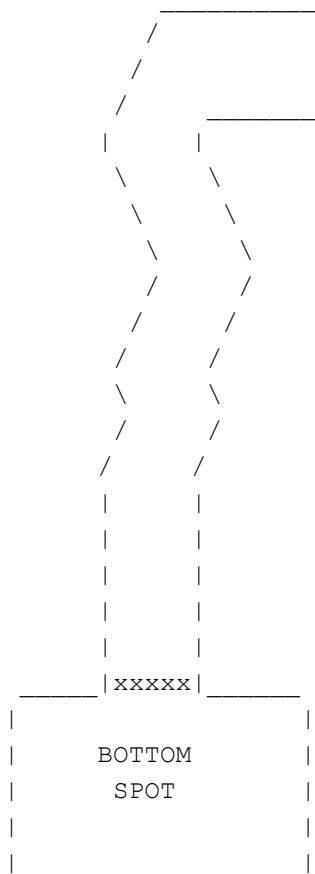
From the main hall, go up the staircase directly at the center of the room, and go to the door on the right. If you have at least 1 Star, you will be prompted to unlock the door. Afterwards, you will enter a small room that has three stained-glass windows of the Princess (or "Peach," whatever her new name was in this game). Jump into the stained-glass window to the right to reach this Secret Star area.

As we start off, Mario will be dropped from the sky. Long way down, eh? Head over to the right slightly to find a Blue Coin Button. Butt-Slam onto it to activate the Blue Coins... But where are they at? Move straight-forward to reach the Princess' Secret Slide. Oh boy! Collect the yellow coins in orderly fashion as you slide down. I suggest diving onto the slide to increase your speed.

Here comes Brian with some crafty ASCII art to spice up the FAQ. You give me an object and he could map it. Take it away, Bri-Guy...

NOTE: No Coins will be marked on this slide, just because it is not for an official Course count. The 1-Up Mushroom will be marked.





You will notice a small trail of Blue Coins that are worth five regular coins each as you slide down, and if you followed the regular, yellow coins, you should collect them all before the time expires. As you probably have noticed by now, you are racing down this slide to reach the exit in under/on the time listed on the upper right-hand corner of the screen. The time limit is EXACTLY 21 Seconds. Get under that.

This may take a few tries, but just follow my tips, and you should be okay on it. After you have collected the Blue Coins that popped up since you pounded in the Blue Coin Button, you will be presented with a steady turn to the left. Try not to get ahead of this turn, as if you do, you will likely run straight into the wall, ruining your chances of breaking the time limit of 21 seconds on the dot.

After you round this corner swiftly, yet successfully, you will be greeted by a huge lift up, and an even bigger let down. Whee! Like a rollercoaster! Now, soon after this, you will have to slide along a turn that moderately turns to the right. Do NOT make this as a sharp turn; if you do, you will, without a doubt, fall off.

Soon after this, a 1-Up Mushroom will appear to the left (after you have made the long and winding turn). If you do not take it, it will fall off to the left of the slide. It is up to you; you may risk a half of a second grabbing it, considering you will lose a bit of speed doing so. I know a half of a second doesn't sound like much, but trust me, it definitely is.

You should have around 13 seconds on your timer by now. After the whole 1-Up gag, you will encounter another steep hill, and a less-than-average drop, which I sorta guess that makes it an average drop. Heh. Quick! Turn to the left and position yourself in the middle, and slightly turn back to the right when the time comes, but still lean

towards the middle. Again, turn to the left, but stay towards the middle. Whew. Sharp turns suck, but staying near the center of the slide will DEFINITELY help on your time.

The exit is straight ahead, so pull forward (hold up) and hold onto your britches. After you have crossed the line and defeated the time limited, bust open the exclamation point crate to reveal a Star! Yeehaw! Oh yeah, take that other Star on the platform before the crate Star, as it is the most important one. You will receive the Star in the box no matter what, but the Star simply floating is rewarded by breaking the time limit. To get the Crate Power Star, simply go back through without worrying over the time limit. Two Stars in one stage. Gotta love it.

=====
SECRET AQUARIUM
=====

To reach the Secret Aquarium, you must go to the right of the start, and into the door that leads to the portrait of Jolly Roger Bay. Once you have reached inside of this room, you will have to align yourself towards the left, and begin performing a double jump towards the right. You will notice a black hole in the wall. You will have to jump inside of that to reach the Secret Aquarium. You can find a 1-Up Mushroom inside of the hole on the opposite end.

Once inside, you will soon realize a small objective that you must perform. You will have to collect the eight Red Coins in this secret level, and collect the Star towards the bottom of the stage. Begin swimming straight ahead to collect the first Red Coin [one]. From here, turn to the left, and begin swimming yet again. Go through the first ring of coins to collect the Red Coin [two].

Turn slightly towards the left yet again, and you will soon encounter another ring of coins with a Red Coin in the center. Go through to collect the third Red Coin [three]. Once again, ever-so-slightly turn towards the left, and you will encounter yet another ring of coins with a Red Coin in the center. Once again, take the Red Coin [four]. If you need some air, simply collect a coin or two to refill Mario's poor lungs.

From here, turn to go towards the bottom. Swim forwards as you go down, and you will notice a Red Coin in the upper right-hand corner on the flooring. Collect it [five], and begin trailing over towards the upper left-hand corner. Yet again, take the Red Coin here [six]. Begin swimming to the next two corners, and collect the Red Coins that rest there [seven and eight]. This will reveal the Star in the center of the flooring. Take it to complete the task! Oh yeah, and this music kicks ass.

=====
WING CAP HEAVEN
=====

=====
[] ----- On starting platform
=====
[] ----- Cloud to the left of dark cloud with 1-Up Mushroom
=====

- [] ----- On pink floating platform with Pink Bob-Omb
=====
- [] ----- Aim far right with the first cannon, on cloud
=====
- [] ----- Inside of a dark cloud high in the air
=====
- [] ----- Hanging on one of the green poles that
dangle from bottom of a platform
=====
- [] ----- On top cloud of stage, above Red Coin #6
=====
- [] ----- On top cloud of stage, above Red Coin #6
=====

Ugh, I forgot how much I hated this goddamn stage. Brian stuck me with this one ON PURPOSE!!! Anyways, you can reach it by going to the attic, where Tick Tock Clock and Rainbow Ride are located at, and going through the other window opposite of Rainbow Ride's window. Try to avoid death in this stage, as you will be dropped off on the OUTSIDE of the castle, in the water. Son of a...

Starting out, walk over behind you and collect an easy Red Coin [one], then bust open the red exclamation point box and equip the Wing Cap that comes out of it. Perform a triple jump, and begin gliding towards the pink solid platform that is floating down below the one that you start out on.

Once you safely land on this platform, triple jump yet again and glide your way through the dark cloud to the right for the extra life, and land on the next cloud with a red exclamation point box and a Red Coin [two]. Collect the Red Coin, and triple jump to glide down to the next pink floating platform.

Once you have safely landed on this pink floating platform, collect the Red Coin [three] and walk over to the Pink Bob-Omb. Talk to him, and he will release the locks on all of the cannons in the stage. Sweet! There is a 1-Up Mushroom at the top of the green pole on this platform, if you desire it. Walk over and bust open the red exclamation point box, and collect the Wing Cap inside. Now you can safely load yourself into the cannon.

Aim yourself inside of the cannon over towards the far right (as far as it will go), and launch yourself. Once you straight out, turn around and you will notice a Red Coin [four] on a cloud with a red exclamation point box overhead. Land and collect the Red Coin that rests here, then break open the red exclamation point box and equip the fresh Wing Cap.

Triple jump and begin gliding towards the pink floating platform with the first cannon again. Be extremely careful as you glide your way over there. Once you land, crack open the red exclamation point box and equip another fresh Wing Cap, then jump into the cannon at center. Aim the cannon towards the right yet again, but land on the center platform to the left this time.

Bust open the red exclamation point box, and collect the fresh Wing Cap inside of it. Now triple jump yet again, and glide over to the pink floating platform now that the cannon is open. Quickly rush inside of the cannon, and aim for the dark cloud straight ahead (aim high), and launch yourself out of it. You will likely pass it, but once you are

leveled out, go back around and go through the dark cloud to collect the Red Coin [five] inside of it.

Make your way around to the center platform once again, and break open the red exclamation point for a new Wing Cap to put on, since the other one may be close to wearing out by now. From here, glide down once again to the cannon, and aim to the high left, where you spot several green poles dangling down from the cloud. Direct Mario to the short, center pole to reach the Red Coin [six].

Glide back over to that cannon yet again, and dive inside of it. Aim towards the left, back where you got the sixth Red Coin, but aim VERY high into the air. Launch yourself into the air, and glide upwards. Above the green poles, and on top of the cloud there are two Red Coins. Land on the cloud and collect both of the Red Coins [seven and eight].

Now run over and break open the yellow exclamation point box, and take the 1-Up Mushroom inside. With this done, break open the red exclamation point box and equip the fresh Wing Cap. Triple jump, and begin gliding down to the "main" platform. Collect the Power Star that has appeared due to the eight Red Coins being collected, and exit the stage!

=====
WING CAP SWITCH COURSE
=====

- =====
[] ----- Straight ahead, in spiral leading left
=====
- [] ----- Straight ahead, in spiral leading left
=====
- [] ----- Below Red Coins 1 and 2, to the left
=====
- [] ----- Below Red Coins 1 and 2, to the left
=====
- [] ----- Below Red Coins 3 and 4, to the left
=====
- [] ----- Below Red Coins 3 and 4, to the left
=====
- [] ----- Below Red Coins 5 and 6, to the left
=====
- [] ----- Below Red Coins 5 and 6, to the left
=====

Once you have ten (10) Stars, go to the center of the main hall, where the sun is beating down from the painting on the ceiling. Go into first person view, and look up to discover a hidden stage. This is where you can unlock the Wing Cap for use whenever you see a red exclamation point box anywhere! As the stage starts off, you will notice a few coins over to the right. These coins will spiral downwards, following a trail of eight Red Coins. You will have to pull down (up on the Control Stick) to manage to reach most of the coins.

This is all about skill; not what a strategy guide can help you with. Stay calm, and do not hug up too much (down on the Control Stick), as it will ruin your flight. To catch an extra boost of speed, you can pull up on the Control Stick, and then level yourself back out to gain a wind boost to glide through the air. If you miss a Red Coin, make a 360

degree turn to reach the area again, and level yourself out.

Keep in mind that the Wing Cap will wear out quickly, so if you miss a Red Coin around three times, the Wing Cap will wear off, and you will fall to your exit. Once you have come to a safe landing, head over to the big red button and pound it into the ground to activate the Wing Cap. Afterwards, grab that lovely little Star from the center of the platform, and jump off to exit the area.

=====
VANISH CAP SWITCH COURSE
=====

- =====
[] ----- See ASCII Chart
=====
[] ----- See ASCII Chart
=====
[] ----- See ASCII Chart
=====
[] ----- See ASCII Chart
=====
[] ----- First moving platform set, very top
=====
[] ----- On the teeter-totter in the middle of the stage
=====
[] ----- On third set of moving platforms, high in the air
=====
[] ----- Near blue switch
=====

Ahhhh, another good old cap in the trinity. Okay, to reach the Vanish Cap Switch Course, you will need to have defeated the first Bowser, and have at least eight Power Stars to your good name. Now that we have the basics out of the way, let us get to the good stuff, shall we?

Start out by running into the main hall of the castle from the outside starting point. From here, on the first floor, you will notice that there are two different wooden doors on each side of the main staircase, but they will both lead to the same exact area. Enter one of the two, and then drop down to the stairway off to the side.

Begin descending the stairway, and once you have reached the bottom of the stairs, go through the door with the big keyhole on the front of it. After this, you will notice that there is a dark hall to the right. Go through the winding hall until you eventually reach a door. Go through the door to reach the next dimly lit corridor.

Once inside of this area, you can go to the right at the starting fork in the path, and take it to the right yet again once this path ends. You will notice a regular old wooden door that is to the right yet again. Starting to sound redundant, eh? Go through this door, and you will notice some water that is filled inside of a pool.

Jump right in, and swim through to the other side. Once you have reached this side, jump out on the left side, and jump over to the first pillar in the water. Perform a ground pound (Jump button + Z trigger) to lower it. Now, jump over to the second pillar in the water, and perform

another ground pound onto it. This will lower the water in the moat.

Fall down, and take a step outside via the steel door straight ahead. Trail over towards the right, and you will soon find an empty hole in the ground that is far from where you exited the "moat deflating" room from. Fall into this hole to begin the Vanish Cap Switch Course.

As you begin the switch course, you will be greeted with an introduction screen that I dunno what the hell it says because I (Zoop) am playing the Japanese version of the game. Oh well. Instead of explaining this in a very complicated manner, I have created an ASCII map of the whole thing that I feel would be better used instead of very complicated instructions; and remember, obtaining the Red Coins are MUCH MORE IMPORTANT THAN THE 1-UP MUSHROOMS. Thank you.

```
-----  
-----  
-----  
--\_1_/-----  
-----  
-----  
-----\_2_/-----  
-----  
-----\_!_/-----  
-----  
-----  
-----\_3_/-----  
-----  
-----  
-----  
-----\_4_/-----  
-----\_5_/-----\_6_/-----  
-----  
-----  
-----  
-----  
-----
```

- 1 = Red Coin
- 2 = Red Coin
- 3 = 1-Up
- 4 = Red Coin
- 5 = 1-Up
- 6 = Red Coin
- ! = Exclamation Point Block containing 1-Up

Whew. That took a lot of time. Anyways, start off by jumping off to the left, and land where the first Red Coin is. Collect it [one], and jump off to the right a slight bit to land where number 2 is on the ASCII chart. Any health that you lose from falling will soon be regained once you collect the Red Coin on this platform [two].

Jump over to the far right, and you will reach a platform that is slightly smaller in width, but longer in length, that contains an exclamation point block with a 1-Up Mushroom inside of it. After you have collected the extra life, jump back over to the left to land where number 3 is located on the ASCII chart. You can collect another extra life here.

Fall down to the right just slightly, and hug the left back a tad bit to land on the platform with the Red Coin [three]. Remember, to come to a swift stop, jump as you slide on your stomach on a flat surface. Afterwards, there is an extra life to the left that we can avoid, so jump over to the right to collect the fourth Red Coin [four, duh] instead, as we are in more of a dire need for it instead of another extra life, yanno?

Once you have reached the lower platform where the slide ends, watch out for the two Fireballers down below here, if the Vanish Cap has worn off already, which it likely has. Go over to the right of this platform, and you will soon discover a line of coins in between four Fireballers, so quickly follow the string of coins. Jump onto the wooden teeter-totter.

Stand towards the bottom side for a second or two (enough for the teeter totter to lift up so that you can reach the next platform), and quickly double jump up to the platform. There will be a Fireballer surrounded by an Amp enemy that will spin in circles; get close, and get electrocuted. Carry onward, and jump to the next platform.

Bust open the exclamation point block to reveal some coins stashed away here. To the right, you will notice several rotating platforms that look to be a very nasty way for us to die whilst having collected four of the eight Red Coins already. In other words, you are simply going to despise the living hell out of this area, if you are slow with the controller.

Start out by jumping onto one of the two rotating platforms heavily, to the point where you will not get caught by clinging to the ledge. After this, wait until the rotating platform takes you to the highest available point on the right before it tips over, and grab the Red Coin [five] from mid-air as you land on the second wooden teeter totter in this stage.

Walk over by jumping continually, over and over again, to the right side of the teeter totter, ever-so gently, at that. Double jump to collect the next Red Coin, which is high in the air on the right side of the teeter totter [six]. After that, jump over to the higher rotating platforms to the right, but only after you have elevated the teeter totter to fit your situation.

From here, very carefully adjust yourself to leap over to the next rotating platform (not the next set, just the next one) before the one that you are on decides to flip over to the other side, which would be very bad, and send you tumbling to your death. Not good. From here, quickly jump over to the next set of rotating platforms before you have to repeat what you just completed.

Simply wait on this rotating platform until it begins to come back around. You will soon spot the shadow of the next Red Coin on the rotating platform that you are on. Double jump to collect it [seven], and then quickly cling onto the next rotating platform to the right of where you currently are.

Quickly jump over to the solid grounds to the right. You will now see that wonderful big, blue switch. Jump on top of it to activate the Vanish Caps all across the stages and beyond. Oh so lovely! Afterwards, hit the Vanish Cap block to the left, and run towards the right, and then down to collect the last Red Coin [eight]. Adjust your camera angle, and run through the wire fences that block the Power Star with the Vanish Cap still equipped. Collect the Power Star to finish this

awfully frustrating sub-stage!

=====
METAL CAP SWITCH COURSE
=====

Please note that the first section of this is the directions to pass through Hazy Maze Cave to find the Metal Cap Switch Course. If you know the way, just skip past those directions

Now Mario will see large Boulders tumbling down a small slope ahead, but in between is a large hole that swallows these Boulders. Mario will have a choice of going along the left route (Long Jump to the Spinning Heart, followed by a Long Jump to the ground near the slope with the Boulders) or the right path (fight a Spider as you move around the outside ledge, past a door, and then a simple jump to the ground by the slope with the Boulders). Now that you are here, start up the left side of the slope, picking your way up the hill past the Boulders, using the halfway point cubby hole as a good spot to rest (Coin to recover lost Power Meter), and then you will finally reach the top. Now you will be able to go through a door too find a ring of Coins, a Yellow Block containing a 1-Up Mushroom, a Power Star that is caged off from Mario, and an elevator pad for Mario to ride down to the sub-caverns.

Mario can either ride the elevator down to the rocky floor below, or Mario can be daring and jump off the elevator, only to use the Ground Stomp to avoid taking any damage (it is really funny to jump from so high and take NO damage!). Now Mario will see a smooth path leading down to the water, which is a large underground lake! Mario will need to once again seek out the services of the Sea Monster, so send him to get onto the back of the beast, ride it around the underground lake (do this through the facing towards the door that you need to go to, which is located high on a ledge with a wire dock) , and then Ground Stomp the Sea Monster before moving up to the head to wait for it to rise. Now Mario should hop onto the wire dock, hop to the ledge, and then pass through the metal door to take a winding path to find a liquid metal-like portal that will take Mario to find the...

Metal Cap Switch Course

- =====
[] ----- Small cubbyhole room past the bridge
=====
- [] ----- Small cubbyhole room past the bridge
=====
- [] ----- On the same ledge as the Green Switch
=====
- [] ----- On the same ledge as the Green Switch
=====
- [] ----- In the water around the Green Switch ledge
=====
- [] ----- In the water around the Green Switch ledge
=====
- [] ----- In the water around the Green Switch ledge
=====
- [] ----- In the water around the Green Switch ledge
=====

Mario will start off as Metal Mario, so a quick word on that. Mario will be invulnerable with this Cap on, he will sink rather quickly in water (impossible to swim), and it will last for a limited time. Also remember that at any time Mario falls into the swift flowing water (sans Metal Cap of course), he will need to either swim to the left side of the cave (based on his facing along with the current as he is swept away) to get onto the lower ledge there to start his charge anew, or just run to this area if he is Metal Mario. Remember, if you are washed away, you will need to re-enter to complete the tasks you have to do here.

With this in mind, charge up the hall, jumping into the Snifits to kill them, hop across the water to kill another Snifit, and then continue hopping the stream to find a narrow bridge for Mario to traverse (carefully) to the far side. Now you will see a small cubby of a room where a 1-Up Mushroom and two red Coins [one] [two], turning to go across the two ledges to find two more Red Coins [three] [four] along with the Green Switch (knock it down to fill in the Green blocks around the castle). Now Mario should go back one ledge, collect another Metal Cap, and then hit the water to collect the four Red Coins [five] [six] [seven] [eight] around the Green Switch ledge area to make the Power Star appear in the ring of Coins near the waterfall! Now send Mario to grab it, but if you fear your Metal Cap will run out, head above water to collect another for the collection process!

=====
BOWSER IN THE DARK WORLD's RED COINS
=====

- =====
[] ----- Trip the switch and go out on wooden block near the first flamethrower
=====
[] ----- Trip the switch and head back to start to use wooden blocks
=====
[] ----- Hiding behind a crystal on a slope with an Amp guarding
=====
[] ----- The second side of the moving yellow platform
=====
[] -- Floating by the moving platforms past the moving yellow platform
=====
[] --- After the dual set of moving platforms, go across narrow bridge
=====
[] ----- Look above the wobble boards
=====
[] ----- Look to the side of the wobble boards
=====

Head down the slope here to cross the gap, courtesy of the plank (or just Long Jump instead) to find a flamethrower burning the air above the path. Wait for the flames to subside before tripping the switch here and turning right to quickly grab the Red Coin [one] courtesy of the wooden block that appeared before jumping back to the solid platform (away from the flames). Now run back to the start quickly to go out on the wooden blocks to get the Red Coin [two] and then return to solid ground quickly. Just note that the time for collecting these two red

Coins may prove to be too tough to do on onetimer, so you may wish to collect one, wait for the timer to run out, and then re-start it to get the second one.

Head down the slope here to cross the gap, courtesy of the plank (or just Long Jump instead) to find a flamethrower burning the air above the path. Wait for the flames to subside before heading down the slope to get onto the moving platforms, and ride across the gap. Now run up the slope ahead, stopping just short of the flat portion ahead to allow the flamethrower to stop before going to the next slope to beat Mario's feet up to the top of the structure.

You will need to get onto the ferris wheel set of platforms here, riding the structure to the far side to find three Goombas guarding a Yellow Block, which contains a 1-Up Mushroom. Now Mario will need to venture across a small bridge that leads to a twisty path where Amps will circle small crystal formations. You will run up this slope, either jumping/running around the crystals, trying to steer clear of the hovering Amps electrical charge, and be sure to grab the Red Coin.

Now Mario needs to wait for the yellow platform to ahead to extend out so he can set foot onto it, followed by going across it as it retracts to get onto the solid grey platform with the Yellow Block (Coins). Now Mario should edge forward till he hangs on the edge of the platform and then drop down to get the Red Coin [four] while the yellow platform is extended before hopping back to the grey platform to be safe. Now use a small jump to go to the platform below (if you jump too short or just walk off, Mario will grab the grey platform, wasting valuable time for crossing the gap ahead with the moving platform fully extended), and he should quickly hop across to the next platform to wait for a moving platform to present itself so he can ride it to get the Red Coin [five] hovering in the one corner before hopping to a moving platform in the next set of moving platforms to gain a ride to the far side.

Once Mario arrives at the solid platform, take care of the Goomba before turning to the right to go across the narrow bridge here to deal with a circling Amp as some Coins, a red Coin [six], and a yellow block containing a 1-Up Mushroom present themselves. Now retrace your steps back to the platform you came from, continuing in the same direction to find the wobble boards. Mario will need to jump to these things, using his weight to tip them so that the needed height will be met so he can get to the next wobble board. However, if he does tip it too far, he will be unable to get up to the next wobble board because his slope is too much for him to run up. Mario's goal here is to get onto the second wobble board, move to the far side, and then tip the wobble board so Mario can run up it to jump to the ledge above (between the two wobble boards).

Once Mario is on this ledge, grab the 1-Up Mushroom before using a Long Jump to the next ledge to find a Red Coin [seven]. Now Mario should Long Jump across the two high ledges here, followed by dropping down to the ledge below (line up using the support column for your ledge) to get a Red Coin [eight], making the Power Star appear near the pipe to Bowser! Now Mario needs to fight the two Goombas before climbing the platforms leading to the higher area. Trip the switch here, causing the slope to become stairs, and then quickly head up the steps before the switch timer runs out to grab the Power Star!

=====

BOWSER IN THE FIRE SEA's RED COINS

=====

- =====
- [] ----- On wire floored platform suspended in air near first Bully
- =====
- [] ----- On first teeter-totter platform, right side in air
- =====
- [] ----- In caged box, upper right-hand corner, in air
- =====
- [] ----- Underneath caged box elevator
- =====
- [] ----- On middle tier slanted platform area, with Bully
- =====
- [] ----- On second to last raising/lowering platform, high in air
- =====
- [] ----- Near the last flamethrower unit on lava covered platform
- =====
- [] ----- Jump off of 1-Up Mushroom platform
- =====

Start the stage off by walking towards the right. Go down the sloping hill, and jump onto the black caged platform. Ride it a little ways, and then jump onto the platform in front of you. Jump over to the 1-Up Mushroom, and then jump back over to the black caged platform once it resurfaces to the right.

Once again, you will have to jump over to someplace else in comparison to boiling in the lava as the black caged platform sinks below, so jump over to the yellow wobbly platform on the left, and collect the lone coin if you need health. Jump over to the next yellow wobbly platform to the right, collect the coin, and jump back over to the black caged platform once it resurfaces on the right side this time.

At this time, you will have to jump off of the black caged platform, and to the right, where you will find a row of three lava covered platforms. Cross them, and a Bully enemy will greet you on the next platform. Simply jump into the air slightly, and bump him with your body on the way down until he falls off and into the lava.

Once you have destroyed the Bully on this platform, you will notice a wire flooring that expands in the background. Begin walking up the wire flooring, and walking around the holes in the wire flooring to the left as you carry on, and you will soon notice that there is a Red Coin in the center on the platform that is missing. Jump and collect it [one] over the platform without falling in. Collect the coins around this, and backtrack towards the right.

Afterwards, walk towards the right a bit further, and you will discover three Goombas that walk amongst the dust. Punch them in the face once they get a bit closer, and laugh at them. Take their coins, and continue to the right. You will soon find a caged pole platform that will rise up, and then lower back into the lava; worst of all, an Amp enemy buzzes around the pole as it is lowered.

Jump onto the pole as it begins going up, and quickly kick off to the right. Bust open the crate here and collect the three coins that come out for some health, if needed (there was a heart container spinner down below, though). Jump over to the left side, and keep walking across the

teeter-totter platforms until you notice a Red Coin. Collect it [two], and carry on without falling (walk in the middle to avoid falling off) until you find another pole.

Leap onto the pole that rests here, and start climbing up the pole. At the top, you will collect a 1-Up Mushroom if you perform a hand-stand on the top of the pole (press Up once you have reached the top). Kick off, and you will notice a Red Coin in the upper right-hand corner that you can reach via a double jump [three]. Begin walking towards the left. You will soon discover an elevator platform that will take you to the top of the next area. Do not enter it just yet, and instead, let it go up, but stay on the ground. You will see a Red Coin [four] where the elevator platform was. Jump off and collect it, and then backtrack to the elevator.

This time, take the elevator platform to the top. Once you have reached the top of this area, begin walking slowly towards the right. You will find that there is a platform that will slide in and out of the platform that you are currently standing on, so you must walk across it once it goes to the other side. Jump over to the other side, if you do not make it in time. And watch out for that pesky flamethrower unit, as well.

Run up the slanted platform, and you will notice that there is a board that leads to the background. Take the board to the back, and up the platform to the left. Up here, you will find a Bully guarding a Red Coin. Knock the Bully off, and collect the Red Coin [five]. Backtrack, and run down the slanted platform on the other side this time. Jump into the air underneath the ceiling cage, and hold the Jump Button to cling onto the ceiling of the cage. Climb to the left slowly, and release the button to drop down. This stage is like one of those military workout camps, I say.

On the other side of the ceiling cage reverse-platform, continue running to the left, and you will soon cross a pair of two shifting platforms. Take it slowly as you cross them, and play it smart by crossing them, from the middle, and once the platform are crossing each others' paths in the center, as well.

Once on the other side of the crossing paths shifting platforms, continue trailing along to the left, and you will encounter a couple (2) of Bully enemies that will want to brawl with you, so knock them off of the ledges by throwing a few punches their way. After this, walk up the platform to the left.

These platforms will rise, and lower, depending on how long you sit there. You will notice the shadow of a box in the sky overhead, so wait patiently near the shadow, and perform a backflip to hit the box early, and collect the 1-Up Mushroom inside of it. Afterwards, walk upwards towards the right, and fall through the hole to collect a row of coins that trail down here.

Backtrack up the raising/lowering platform after you have collected the line of coins on the way down, and climb up the next raising/lowering platform, and you will see the shadow of a Red Coin on this platform. Collect it when it comes around [six], and take it to the next raising/lowering platform. You will eventually reach a long grey platform, so wait until it moves all the way to the top, where you can jump off to the left.

Once you have reached the next set of platforms, walk left, and then

carry along towards the top of the platform. Watch out for the Fireballer enemy, and run up the steep slope to the right once you make it over there. You will eventually come to a platform with the Bob-Omb enemy, as well as a yellow exclamation point box overhead. Pick up the Bob-Omb and throw him into the lava, and then burst open the exclamation point box to reveal some coins.

You will now have to cross over a series of lava covered platforms that have obstacles over them, or connected with them. The first lava covered platform is clear, however, the second contains a flamethrower unit. After you pass that, the third will have an Amp enemy buzzing over the ground. The fourth lava covered platform has yet another flamethrower unit with a Red Coin [seven] near the unit itself. The last lava covered platform is fine.

From the last lava covered platform, jump over to the solid platform to the right. This platform has a well placed heart container spinner (or Heart Spinner, for you folks that get all uppity on "real names" and such) to heal your wounds, so do so, if need be. Jump over onto the top of the pole to the right, that way you can avoid the lava once it dips down.

Jump off, and to the right once the pole is raised up to your standards of platforming, and walk over towards the right side a bit further. You can, and should, wall jump up by climbing this pole to the top, and jumping off to the right. Wall kick your way to the top, and you will notice a yellow exclamation point box containing a 1-Up Mushroom inside of it on the right platform, not the left.

Once you have safely collected the 1-Up Mushroom from the yellow exclamation point box, you can jump off to the right, and collect a Red Coin [eight] to boost up your health on the way down (to find it, press Start and look on the pause screen). Go back around, and perform the wall kicks yet again to reach the tall platform to the left, where the Power Star is located at. Collect the Star, and exit!

=====
BOWSER IN THE SKY's RED COINS
=====

- =====
[] ----- Push the metal box backwards to be able to reach it
=====
[] ----- On main path near a Piranha Plant
=====
[] ----- On platform below first wobbly platform on small ledge to the side
=====
[] - Carefully jump to the Red Coin at the top of the large slope area
=====
[] ----- While riding the arrow platform, jump to the high platform
=====
[] ----- On a spinning platform by a Fireballer
=====
[] ----- On top of the pole on the main path after two Goombas
=====
[] ----- Check on the ledge below the bridge to the pipe to Bowser
=====

Start off by jumping the gaps between the platforms to go get on top of the moving block ledge before pushing the metal box back the way you came to then use it to get the Red Coin [one] floating above. Now send Mario across the tipsy platform (use the effects of Mario's weight to keep the ledge relatively level) to the far side to then run on up the hill to find a grey stone path that is patrolled by a couple Goombas (OOOOOO! REALLY SCARY!), and the path will end when it reaches a spinning platform that has an Amp guarding the way and a Yellow Block with a 1-Up Mushroom inside.

Mario will then find a Piranha Plant guarding the stone path up ahead where it guards a Red Coin [two], which then leads to the wobble platform. However, Take the small grey ledges to the platform far below to look for a small ledge off of the main platform that contains a Red Coin [three]. Climb back up from the lower platform to set foot onto the wobble board to then run up it to jump to the elevator ahead. Mario can take a shortcut by facing towards the far ledge and then watch for the ledge above to run out so Mario can perform a Backflip to reach that ledge above (join the walkthrough in the next paragraph if you take this route). Otherwise, Mario will jump to the far ledge to go fake out a Whomp (just jump right to his base and run underneath him as he attacks) to then find a ledge where a Fireballer attacks. Mario will need to go to that ledge, turn around, and then run to perform a jump to the small ledge, followed by a Double Jump to the high ledge to battle a Purple Bob-Omb.

Mario will need to cross this windy path to hit the switch before jumping the gap to climb the recently created stairs. Mario will run up the slope, stop short of the Flamethrower, reach the top to carefully grab the Red Coin [four], and then jump past the next two Flamethrowers on the downslope or just wait for them to die out before running down the slope. A Piranha Plant attacks as he starts across the chess board platform to find an arrow platform that Mario must ride across the gap while jumping the blocks (taking the time to get the Red Coin [five] from the higher block partway across) that obstruct his path to find a couple Bob-Ombs waiting to greet him upon his arrival. Mario will then have to work past a spinning platform with a Fireballer and a Red Coin [six] to find a couple Amps on another spinning platform guarding the pole to the next floor of this area.

Go past or kill the Goombas that greet Mario, Long Jump to the pole, climb to the top and put Mario facing away from far platform (grabbing the Red Coin [seven] in the process), and then hop tot the far ledge. Mario will need to deal with a couple Bob-Ombs as he goes onto the stone path to run by a Fireballer to find an elevator to board. Here Mario will need to be ready to jump to the next elevator on the left before jumping left again to get back onto solid ground. Mario will go to a platform where Goombas and the vicious winds will assault Mario as he crosses to the far side to find the stairs past the Spinner heart. Jump to the ledge below the stair bridge to go underneath to find the Red Coin [eight] to make the Power Star appear near the Pipe! Go grab it and save your progress before go down the Pipe to the final battle with the King Of The Koopas!

Bowser will stomp into view with the creepy organ music blaring, so you KNOW this fight is going to be far tougher than the previous ones with the Koopa King! Bowser will still have his fire breath attack (it has the added blue flame attack that split up to snake out into various directions), He can send out two waves of sonic energy when he mini-

stomps the ground, and he can charge at Mario. Mario will need to be able to get behind Bowser to grab his tail, which is only possible while Bowser is spewing flames or when Bowser does his charge. Mario is then required to spin the ANALOG Stick to make Bowser spin, and then throw Bowser into one of the waiting Bombs lining the platform (use LEFT C Button and RIGHT C Button to see the Bombs easier). However, Bowser does not quit after one Bomb hit, nor does he quite after two Bomb hits. After the second Bomb hit, run to the middle of the platform to wait for Bowser to return and consequently stomp the platform to turn it into the shape of a Power Star! Now Mario will need to work in the much tighter quarters to get Bowser by the tail and then throw him with super strong accuracy because NO Bombs touch your platform anymore. After landing this final blow, Mario will have succeeded in his quest to save Princess "Peach" Toadstool because Mario recovered the symbolic Power Star that binds the other Power Stars together! ENJOY THE ENDING! YOU DESERVE IT!

```
::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::
:::   :::   :::   :::   SECTION IV. - ENEMIES LIST   :::   :::   :::   :::
::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::
```

Here, you can find a full list of enemies in the game, from A-Z. Directly below, you will find a basic demonstration of what this will look like... Enjoy.

```
/{AMP}\/{MULTIPLE COURSES }\_____
-----\
These small balls of electricity will patrol in a circle |
around a central location, shocking whoever is foolish enough |
to draw too near. Avoid them as they can not be harmed by |
any of Mario's attacks. |
-----/
```

```
/{BALCONY BIGGER BOO}\/{BIG BOO's HAUNT}\_____
-----\
My suggestions for defeating this Bigger Boo are pretty |
complex compared to the ones I used before for the other two |
Bigger Boo bosses, but regardless, I am myself, so I cannot |
be too intelligent to give that complex of answers. ;- ) Try |
hiding in one of the two corners near the door of the balcony |
with your back turned to lure the Bigger Boo in towards you. |
It is now when you should take action by running towards the |
other corner of the balcony. Bigger Boo will be a little bit |
too slow to catch up with your lightning fast ass, so he will |
barely turn around in time to catch on to what you are doing. |
REMEMBER TO SLOW DOWN BEFORE YOU THROW A PUNCH. If you do not |
slow down with your speed, you will likely dive, and diving |
is a huge no-no on this balcony, considering the fact that |
you could fall all the way down, and having to start the |
battle over again. Continuing using the "hiding in the |
corners" method, you will have to punch the poor old bastard |
```

straight in the butt yet again, but remember to halt your running to reach him. By time you reach the third form, the Bigger Boo will be a LOT faster this time around. Ouch. Once again, the "hiding in corners" trick is the best for the job. Remember, once he is so far, you can turn around, walk through him, turn back around and punch him in the butt to get the victory, as well.

/{BIG BOO}\/{MANSION COURTYARD}\

BOOOOOOOOOOO! Scared ya, didn't I? The Big Boos are very big enemies that are ghosts in the long-running Mario Brothers series, and they live to haunt you! You can easily destroy them by getting behind them, and giving them a good wallop until they die. You can provoke them by having your back turned. Killing him will allow you to enter the Big Boo's Haunt stage.

/{BIG BULLY}\/{LETHAL LAVA LAND, SNOWMAN's LAND}\

As you could probably tell just by checking him out, he is extremely large, and in charge. God, I love words that rhyme. I also love the sound effects that the Big Bully boss makes. They "UH-UGH!" in a very muffled way. Really funny stuff. Anyways, you will have to defeat the Big Bully by knocking him into the lava on the side of the platform, but this is easier said than done. Start the battle off by taking note that the Big Bully will charge VERY fast towards poor old Mario's ass, and if he hits you, you will be sent flying into the lava below, which will deduct three health points from your health meter. You can only avoid his fast attacks by bumping him, as well, as he is too fast to outrun. Simply bumping the Big Bully boss is not enough to destroy him. He will quickly recover from the bump, and begin charging and bumping, himself. This is definitely not good, and a complete waste of your precious time, on your part. As soon as you bump him in defense, begin charging towards him, and jump into the air to bump him backwards more as an offensive maneuver. If you knock the Big Bully off to the left, and he lands on the lava covered platform, lure him to one of the sides, and the lava will melt him. In Snowman's land, the platform is different, he is a shade of blue, and he only has one horn.

/{BIGGER BOO}\/{BIG BOO's HAUNT}\

Oh no! It's a boss fight! It is Bigger Boo! AHHHH!!!! This boss fight is actually pretty simple. Starting out the fight, position yourself with your back facing the Bigger Boo enemy to provoke him into attack mode. After this, he will begin gliding towards you like you were a four year old and he was

Michael Jackson doing the moonwalk. Scary. What you will have to do now is run around to the back of him, and dive into his butt. No, this is not as dirty as it sounds. He will begin shrinking in size with every hit. After this hit, simply turn your back to the Bigger Boo yet again, and await for him to come at you. Once he does, make another run-around, and dive straight into his backside. On the third try, you will have to run more towards the center of the stage, and turn your back to the Bigger Boo yet again. He will begin zooming towards you at a very fast pace, so watch out. Run around the poor Bigger Boo, and dive straight into his buttocks. Boy, that's a funny word. This will destroy Bigger Boo. Go towards the center of the screen, and a staircase will raise. Climb up and grab your Star!

/{BOB-OMB}\/{MULTIPLE COURSES}\
-----\
These walking, ticking, hissing bombs will just wander around aimlessly until Mario either picks it up or it sees Mario. At this point in time the Bob-Omb's fuse will activate, and will explode in the very near future. Mario should either avoid the explosive, or pick it up and then throw it away to watch it explode harmlessly. Upon exploding, these enemies leave a single Coin for Mario to collect.

/{BOO}\/{BIG BOO's HAUNT}\
-----\
BOOOOOOOOOO! Scared ya, didn't I? The Boos are your typical enemy that is a ghost in the long-running Mario Brothers series, and they live to haunt you! You can easily destroy them by getting behind them, and giving them a good wallop until they die. You can provoke them by having your back turned. One blue coin is the prize for killing it.

/{BOOK OF CURSES}\/{BIG BOO's HAUNT}\
-----\
The Book of Curses enemy is, indeed, a book of curses. It has very sharp teeth that will show once the book opens, and it can be spotted in the Big Boo's Haunt stage in the game. You can easily destroy the Book of Curses by getting underneath it, and jumping into it with your head, sort of like the exclamation point blocks. One blue coin is what you will get for destroying it.

/{BOULDER}\/{HAZY MAZE CAVE}\
-----\
These rolling mounds of rock will tumble in a relentless set down a slope in hazy Maze Cave, attempting to hit Mario for a

Large reduction in the Power Meter department. Just avoid them as you progress up this slope, and you will have nothing to worry about.

/{BOUNCING SNOWMAN}\/{COOL COOL MOUNTAIN}\

The Bouncing Snowman is a fairly tough enemy to avoid, and even peskier when carrying that damn baby penguin over the bridge that you must cross to reach its mother. You can avoid them by simply jogging underneath them whenever they bounce over Mario's head.

/{BUBBA}\/{TINY-HUGE ISLAND}\

If you happen to get caught swimming near the Bubba, it will swallow you whole, defeating any purpose of you completing any task you may want to complete. Don't even BEGIN to think about defeating this guy. Just look how big the sucker is! Just swim away from him, and you should be okay. Bubba is also in Dire Dire Docks, but he will not attack you.

/{BULLET BILL}\/{WHOMP's FORTRESS}\

Only one of these launchers exist in the entire game, and it will only fire if Mario draws near enough to warrant it. No way to kill these living ammunition shells, so just avoid them as they fire out from their cannon on top of the Fortress.

/{BULLY}\/{LETHAL LAVA LAND}\

This thing is a very Super Mario-esque looking enemy that looks like a bomb with devil horns that are green and yellow. You can destroy him by simply jumping and bumping him until he falls off of the ledge, and into the lava below to cook to a crisp. You will get a grand total of one coin for killing it. Big wow, eh?

/{CANNONBALL}\/{MULTIPLE COURSES}\

Found rolling around in depressions in the landscape (making blockades against Mario) or rolling down a slope to try and hit Mario. Your goal is to avoid these bad boys, so either run or jump past them when they present themselves.

/{CHAIN CHOMP}\/{BOB-OMB BATTLEFIELD}\

-----\
A large black ball attached to a post by a chain, this bad |
attitude barking enemy will look to remove a large chunk of |
Mario's Power Meter. Only one exists in the game, it can not |
be harmed, and it covers a part of a well-traveled path by |
Mario. However, you will soon learn that not all enemies are |
completely bad... |
-----/

/{CHUCKYA}\/{WET-DRY WORLD, TICK TOCK CLOCK}\

-----\
These odd enemies have a metal shovel attached to their two |
appendages, which they use to throw Mario high into the air. |
However, Mario will take damage from this usually (two pieces |
of the Power Meter) unless he hits a higher ledge (a common |
use for them in Wet-Dry World) and they can not be killed so |
avoid them unless you need to harness their incredible |
launching powers. |
-----/

/{CLAM}\/{JOLLY ROGER BAY, DIRE DIRE DOCKS}\

-----\
These shelled crustaceans litter the water beds of both large |
water areas in the game, opening and closing as Mario draws |
near. Although they are invulnerable, they will often |
conceal little prizes inside (like Coins). |
-----/

/{COIN PURSE}\/{SNOWMAN's LAND}\

-----\
These deceptive enemies appear to be a simple Yellow Coin, |
but they will change into the hopping enemy they are. Any |
attack will bring them down, but just be ready to go after |
the five Yellow Coins they produce as these Coins will fly in |
multiple directions usually. |
-----/

/{CRUSHER}\/{SHIFTING SAND LAND}\

-----\
This one of a king enemy is a large stone roller that patrols |
one small section of the Pyramid in the desert. It can |
remove a fairly substantial chunk of Power Meter with one |
hit, so be sure to either jump it or hide in a nearby cubby |
hole when it charges at you. |
-----/

/{EEL}\/{JOLLY ROGER BAY}\
-----\
This gigantic underwater creature will be a bane of your |
existence in this Course, as it removes a large chunk of your |
Power Meter and it is directly involved in the collection of |
The first two Power Stars. It can not be harmed so avoid |
Whenever possible, and carefully deal with it when the time |
To do so arises. |
-----/

/{FIREBALLERS}\/{MULTIPLE COURSES}\
-----\
These small black balls will expel fireballs at Mario that |
will not only deal a fairly damaging blow, but cause Mario to |
run around the area like a moron (his eyes will "X" over). |
All you can do is dodge the fireballs as the balls themselves |
are invulnerable to attack. |
-----/

/{FLOWER SPINNER}\/{COOL COOL MOUNTAIN}\
-----\
The Flower Spinners are very unique enemies that will first |
appear in the Cool Cool Mountain stage. You can destroy them |
easily by either jumping on top of their heads, which will |
cause old Mario to spin in circles in the air, and slowly |
come down from the sky, or you could simply punch them, or |
dive into them. Your choice. Three coins is the bounty on its |
head. |
-----/

/{FLYING FURNITURE}\/{BIG BOO's HAUNT}\
-----\
The Flying Furniture presents itself in most of the room in |
Big Boo's Haunt. You can destroy the Flying Furniture by |
simply punching it as it comes right at you, or you can dodge |
it, and it will destroy itself up against a wall or something |
to that nature. |
-----/

/{GIGANTIC MR. I}\/{BIG BOO's HAUNT}\
-----\
Gigantic Mr. I is literally NOTHING to defeat. One of the |
easiest bosses in gaming history, in my humble opinion. The |
only thing that you must fret over is the fact that, the |
Gigantic Mr. I boss is incredibly large, and you might run |
into him at least a couple of times throughout the "battle," |
or lack thereof. Basically, all you have to keep in mind is |
that you can, and should, run along the outer corners of the |
sides of the corridor, which tend to be extremely small |
compared to the length of this massive room. So just run |
along the sides, but tend to be a lot quicker than you |
normally would be, and you should be able to run around in |

circles with no problems at all. The only attack that the Gigantic Mr. I boss will use, besides his large ass eyeball, is a basic "tear" attack that even the smaller Mr. I enemies use against you. The only way that he will even use this attack is if you simply stand still in one place for around 5 to 10 seconds straight, and that is very highly unlikely. After you have defeated him, collect the Power Star near the back of this fairly large corridor.

/{GOOMBA}\/{MULTIPLE COURSES}\

These small, brown, renegade residents of the Mushroom Kingdom have been harassing Mario since the original Super Mario Brothers, and they exist here as well. They are rather Slow in movement, low on intelligence, and very easy targets to kill. Use any type of attack to take them down, but be wary of them bumping into Mario to cause one piece of Power Meter damage. A regular Goomba is worth 1 Yellow Coin for killing them, but if you use a Ground Stomp on the large version on Tiny-Huge Island, you will receive 1 Blue Coin worth 5 Coins).

/{GREEN KOOPA TROOPA}\/{MULTIPLE COURSES}\

Found in more than a few locations around the all the Courses, this turtle from the original Super Mario Brothers game will actually make an attempt to avoid Mario rather than attack him. However, if you jump on the shell, you will send the body inside out to the open where it is vulnerable to be killed for a Blue Coin (worth 5 Coins). You may also wish to jump onto the remaining Green Koopa Troopa shell to go surf the level in style (allowing Mario to pass over water or lava, but it will die the second Mario moves it into a solid object).

/{GREY BLOCK}\/{WHOMP's FORTRESS}\

Found in one small area of the game, these living groupings of stone will push in and out of the solid wall in an attempt to push Mario off of the path. No way to kill them, so just avoid their attack as you move up the path.

/{KING BOB-OMB}\/{BOB-OMB BATTLEFIELD}\

King Bob-Omb challenges Mario to throw him around (mainly cause he thinks he is too tough to be beat), so Mario will be attempting to get behind him to pull off this feat. Start off by moving Mario to a position not so near the edge of the

plateau, and let the Bob-Omb King draw near before running behind him, stop moving at a run and press the B Button while positioned behind the Bob-Omb King to pluck him from his feet (if you do not stop running, Mario will just dive fruitlessly past the Bob-Omb King). Now that you have the Bob-Omb King by the behind (butt?), turn Mario so he is not facing towards a nearby cliff (if you chuck him off a cliff, he will scold you for cheating and restart the fight), and then press the B Button to throw the Bob-Omb King so he hits the ground, taking damage. Now repeat the same pattern of getting behind him (get him walking first so it will be easier to get behind him), grab him, and then throw him to the ground two more times to get the victory!

/{KLEPTO}\/{SHIFTING SAND LAND}\

-----\
This BIG BIRD (no, NOT the Sesame Street one) is a rather large vulture that hold the first Power Star here, and then amuses himself by hanging out near the oasis and trying to steal Mario's Hat. Attack him to momentarily stun him, but he can not be defeated permanently.
-----/

/{LAKITU}\/{TINY-HUGE ISLAND, RAINBOW RIDE}\

-----\
Here is an enemy that made the debut in the original Super Mario Brothers, but has then flipped-flopped around on being good and bad. Good Lakitu operates the camera in this game, but you will find bad Lakitus in these two areas where they will perform their classic attack of throwing Spinies at Mario. To defeat them, jump into them or attack them for the five Yellow Coins they carry.
-----/

/{MAD PIANO}\/{BIG BOO's HAUNT}\

-----\
The Mad Piano is the scariest enemy in the game--literally! The Mad Piano is indestructible, meaning you cannot damage it, much less destroy it. If you get near it, it will begin chomping in an angry rage. Be careful around this one. There is no coin total for this kill, since you can't even begin to damage it, much less kill it, knucklehead!
-----/

/{MR. CLOUD}\/{TALL TALL MOUNTAIN}\

-----\
Mr. Cloud is an enemy that cannot be destroyed, so no coins for you, young man! You will encounter Mr. Cloud as you climb up the tall mountain in Tall Tall Mountain, and he will await your arrival from the other side of the waterfall. He will

attempt to blow you off of the stage. What a big old meanie
face!

/{MR. I}\/{BIG BOO's HAUNT,HAZY MAZE CAVE,LETHAL LAVA LAND}_

The Mr. I enemies are one of the easier enemies in the game
to both avoid, and kill. They are a lot like the regular
Snowmen in the game, as they can easily be destroyed by
simply running around in circles around them. They will spit
out a blue coin after they are dead, which is always a lovely
gift. One blue coin is the total value of five Yellow Coins.

/{MUMMY THWOMP}\/{SHIFTING SAND LAND}_

These maniacally grinning stompers act the same as a Thwomp,
but they are bandaged up and slightly larger. No way to kill
them, so just run under/go over them as you progress near
them.

/{PIRANHA PLANT}\/{WHOMP's FORTRESS}_

Sleeping peacefully in their flowerbeds, these carnivorous
plants will wake up if Mario approaches any faster than a tip
toe. They can be killed while they sleep, so tip toe up to
punch them OR perform a running dive attack to get them
before they wake up to kill them. A Blue Coin (worth 5
Coins) is your reward.

/{POISON CRATE}\/{JOLLY ROGER BAY}_

Found on the Sunken Ship after it has been lifted from the
bottom of the Bay, it can not be hurt as it tumbles back and
forth across the deck. Just avoid it as you go about your
business.

/{POKEY}\/{SHIFTING SAND LAND}_

This stack of segmented body parts makes up an unique cactus
being that can regenerate missing body segments. To kill it,
Mario must kill the head off, which will award him a Blue
Coin.

/{PURPLE BOB-OMB}\/{TALL TALL MOUNTAIN, WET-DRY WORLD}_____\
-----\
No, this is not the cute little friendly Pink Bob-Omb's that |
open up the cannons for you in every stage. These things are |
big and nasty, and resemble a King Bob-Omb from an attacking |
standpoint. You can dodge the Purple Bob-Omb's automatic |
attacks (he moves like an awkward vehicle) by just moving |
out of the way from him. Now, get behind him, and walk up to |
him. Hit the punch button to pick him up, and once again to |
throw him. That'll teach'em! You will get five coins for this |
kill. The Purple Bob-Omb also appears in the Tiny-Huge World, |
but it could not fit on this format. Damn. And Rainbow Ride, |
too! Jeez! |
-----/

/{SHARK}\/{DIRE DIRE DOCKS}_____\
-----\
Ahhhh, yes, the little Shark enemies that swirls around at |
the beginning of Dire Dire Docks. As you attempt to complete |
the second objective with the treasure chests, you will be |
in constant danger of the Shark attacking you. There is no |
way to destroy him; just simply avoid him by staying low to |
the ground at all times. |
-----/

/{SHY GUY}\/{MULTIPLE COURSES}_____\
-----\
A red fellow who hides behind an odd white mask, he flies |
around in the air, attacking by swooping down at Mario as |
as shooting fireballs. If Mario jumps on one, he will spin |
off into the air rotating like helicopter blades as he slowly |
descends. Also note that other attacks will also bring the |
enemy down, and it will donate two Yellow Coins to Mario's |
pockets. |
-----/

/{SNIFIT}\/{HAZY MAZE CAVE}_____\
-----\
These masked beings float in the air, patrolling a specific |
area as they fire off round after round of bullets. Use a |
jump or punch attack to kill it for a couple Coins. |
-----/

/{SNOWMAN}\/{COOL COOL MOUNTAIN, SNOWMAN's LAND}_____\
-----\
These things are extremely pesky, especially on slope-y areas |
in the game. They will follow wherever you go, as long as |
you are near them, and throw snowballs at you, to boot! To |
defeat them, you must simply run around in circles until they |
fall over and die. Very easy, but a real pain in the butt if |
they are on a sloped area. Kill value is worth a lovely grand |
total of three coins. |

-----/
-----/
/{SPIDER}\/{BIG BOO's HAUNT, HAZY MAZE CAVE}\

-----\
These orange and yellow arachnids will charge Mario to try |
and remove a small portion of the Power Meter through touch. |
They are weak though, so any type of attack will take them |
down for the count and three Coins. Note that ones that jump |
from pits can only be harvested of their Coins once despite |
their repeated appearances. |
-----/
-----/

/{SUPER SNOWMAN}\/{SNOWMAN's LAND}\

-----\
He is the Massive Snowman that his Course is built around. |
He guards the ice bridge that crosses in front of his face by |
using his arctic breath to blow anyone attempting to cross |
off of his bridge. This attack will not hurt Mario, but it |
will cause Mario to lose his Hat! No way to defeat him, so |
use the Penguin to pass his blowhard tactics! |
-----/
-----/

/{SWOOP}\/{HAZY MAZE CAVE}\

-----\
These small blue bats litter this course, staying still until |
Mario draws near enough to warrant them swooping down at him. |
A simple attack in any manner will kill them, but they can be |
erratic in their movements, making it tough to get the Coin |
they surrender upon defeat. |
-----/
-----/

/{THWOMP}\/{WHOMP's FORTRESS }\

-----\
The massive blue granite baddies will move up and down, up |
and down in an attempt to crush whatever is found underneath |
them. They are invulnerable as well, so no way to kill them, |
but they can make for some excellent stepping stones in |
certain situations. |
-----/
-----/

/{TOXIC BOX}\/{SHIFTING SAND LAND}\

-----\
Only a few of these exist in the game and they are limited to |
a set area of the level. However, they also occupy a narrow |
area where Mario is forced to cross. They have one side of |
their six that has a small hole that will not crush Mario if |
it falls on him. They can not be killed, so do your best to |
dodge their attacks. |
-----/
-----/

/{WATER BUG}\/{WET-DRY WORLD}_____

-----\
These water skimming baddies are not a direct threat to Mario
as they do not try to intentionally attack Mario. However, |
they remove one quarter of a power meter per touch, so take |
them out whenever they draw near for their three Yellow |
Coins. |
-----/

/{WHOMP}\/{WHOMP's FORTRESS}_____

-----\
These grey slabs of granite will ponderously wander around a |
set area, waiting for Mario to appear| so they can bellyflop |
their impressive girth onto the plumber. They are killed by |
using a Ground Pound on their bandaged back when they are |
lying on the ground, which will result in five Coins. |
However, if you use five regular jumps on the bandaged back |
first, you will receive five additional Coins (one for each |
jump) to the regular five for killing them. |
-----/

/{WHOMP KING}\/{WHOMP's FORTRESS}_____

-----\
A MASSIVE Whomp, this is the guardian of a Power Star. He |
will be dealt with in the same fashion as his smaller |
counterparts, but the difference is that he takes three |
Ground Pounds to the bandage on his crack after baiting him |
to fall to the ground below. |
-----/

/{WIGGLER}\/{TINY-HUGE ISLAND}_____

-----\
Oh me! Oh my! Oh lordy! It is Wiggler! As you enter Wiggler's |
part of the stage, he will be extremely angry that you have |
interrupted his soap operas, as he JUST LOVES Days Of Our |
Lives. Or is that me? Regardless, he doesn't like unwanted |
guests in his home, so he is REALLY wanting to kick your ass |
right now, and rightfully so. As the battle starts off at a |
rough pace, you will want to hop down from the grassy |
platform that you are currently standing on. Keep in mind |
that there is no way to exit this part of the stage, so you |
will have to now defeat Wiggler in order to complete the |
sixth Power Star mission in Tiny-Huge Island. As soon as you |
jump down from the grassy platform, run over to one of the |
empty corners with no coins, and patiently await for the |
Wiggler to come over by you. Once it does, you will want to |
jump on top of the head of the Wiggler to do some damage to |
it. After you do damage to the Wiggler's head, it will become |
mighty angry at you for roughing up the flower atop of its |
head! You could have probably guessed that this would happen, |
but the Wiggler now becomes a lot faster since you have |
pounded the top of its head once, so you will have to do it |

again. You will want to jump a bit prematurely in comparison |
to last time, as the Wiggler is moving faster, and that means|
that hitting it successfully will be different from last |
time. Watch out after you hit it, as it will leap into the |
air and crash down. If you happen to take any damage |
whatsoever, you can run over to one of the two lines of five |
coins in opposite corners of one another on the caged floor. |
Collect them as you see fit, and then attack Wiggler before |
it can attack you. My best advice is to slow down on your |
jump, but just slightly, and you will land on its head. |
Collect the Power Star after you defeat it to end the regular|
Power Star collection in Tiny-Huge Island! |

```

::--::--::--::--::--::--::--::--::--::--::--::--::--::--::--::--::
  ::  ::  ::  ::  SECTION V. - ITEMS/OBJECTS  ::  ::  ::  ::
::--::--::--::--::--::--::--::--::--::--::--::--::--::--::--::--

```

In this section, I will list every object that you may wonder "What does that do?" and every item that you can collect, to boot. As always, this list is from A to Z, so everything is included here. Enjoy!

```

=====
1-UP MUSHROOM
=====

```

Whenever Mario find one of these little dandies, he will gain an extra chance to take down Bowser and his minions. They can be found lying around, hiding on trees/poles, in boxes, and attained from performing certain feats.

```

=====
BLUE COIN BLOCK
=====

```

A few levels contain these little beauties, and they present the chance to score a nice windfall in Coins. How they work are Mario will have to Ground Pound the Block, which causes some Blue Coins to appear for a limited time. Mario will need to collect them within the time limit or he will be unable to get them on that run through the level.

```

=====
CANNONS
=====

```

Owned by the Pink Bob-Ombs who are the allies of Mario, they can be used once the Pink Bob-Omb within the specific area is located, Mario can then enter them, aim himself, and then fire out into the wild blue yonder. Please note that although Mario will not be damaged from the potentially long falls, he will be vulnerable to flying off of cliffs if you mess up your aim.

=====
COINS
=====

These little beauties have been around since Mario Brothers (in the arcade), and they have expanded over time to include new types. This game has a wide selection of new Coin types for Mario to collect. Mario can collect Yellow Coins (worth the amount you collect), Red Coins that are worth two Yellow Coins (eight of these collected on the same run in each course and some special areas will reveal a Power Star there), and Blue Coins worth a staggering five Yellow Coins.

These little beauties serve more than a few purposes, which include: 1) refilling Mario's Power Meter, 2) collect 100 Coins in each Course for an additional Power Star, and 3) for every 50 Coin in your possession when you complete a Power Star Challenge, an extra life will be awarded to Mario!

=====
BOUNCING BLOCK
=====

You can find the Bouncing Blocks throughout the game, but one of the more notable Bouncing Blocks lies in Lethal Lava Land. Once you pick up a Bouncing Block, it will leap into the air, and bounce three times, higher and higher. On the third drop off, it will explode, revealing several coins.

=====
HEART SPINNER
=====

These semi-transparent hearts are scattered throughout the various Courses and Bowser areas, and they can be used to rejuvenate the Power Meter of a damaged Mario. Run on through them to cause the Power Meter to revive. Each revolution of the heart causes one piece of the Power Meter to refill, so going through at a higher speed is more effective than at a slow speed. Also note that they do not run out, so return to them if you are running low on your Power Meter.

=====
GREEN KOOPA SHELL
=====

These special little Items can be found in a few Courses throughout the game, and they are rather powerful little objects. If Mario can get onto the back of these Shells, he can then surf across the surfaces of matter that would normally affect Mario adversely (water, quicksand, lava) with ease, but be wary of walls as they smash these little beauties. Mario can also smash these by pressing the Z Button while riding.

=====
GROUND SWITCH
=====

The Ground Switch can easily be activated by simply walking over it. It all depends on exactly the stage of what will happen once you walk over the Ground Switch, but in most instances, you will activate a row of bricks to appear, which will lead to some new area or something of the sort.

=====
METAL CAP
=====

This is the second or third Cap that you will find and unlock from it's Switch Course. After busting a Green Block to find a Cap to put on Mario's head, he becomes Metal Mario, an invincible and shiny being who stomps around with authority. However, while Metal Mario, swimming is impossible and Mario will sink like a stone.

Go poking around in the Hazy Maze Cave to find this Switch Course.

=====
PIPE
=====

These exist only in Tiny-Huge Island, where they transport Mario between the Tiny Island and the Huge Island whenever he passes through them. These portals are necessary for Mario to be able to collect all of the Power Stars and Coins on Tiny-Huge Island. Bowser Courses have Pipes that will send Mario to face the King Of the Koopas himself

=====
POWER STARS
=====

These are the objects of power that Bowser has stolen and distributed throughout the hidden Courses within the castle to render the Castle his. However, they can be recovered to open new areas of the Castle, but Mario must perform specific tasks in each Course to win them. There are 6 regular Power Stars per course as well as an additional Power Star for collecting 100 Coins in each level.

Not all are needed to complete the game, but many consider collecting all of the to be the true accomplishment in finishing this game.

=====
VANISH CAP
=====

This is the second or third Cap that you will find and unlock from it's Switch Course. After busting a Blue Block to find a Cap to put on Mario's head, he becomes partially invisible, allowing him to pass through thin walls and most enemies without being damaged. Please note however that Wall Kicks off of said thin walls will not work.

The basement of the Castle holds a way of unlocking the secret of the moat, allowing this Switch Course to be accessed.

=====
WING CAP
=====

This is the first Cap that you will find and unlock from it's Switch Course. After busting a Red Block to find a Cap to put on Mario's head, he becomes... Mario in a Cap with Wings that allow him to soar through the air. However, to get airbourne, he will need to use a Triple Jump to get airbourne in the first place.

When in the lobby on the ground floor of the castle, look to the "light" to find this Switch Course.

=====
WOODEN BLOCK
=====

Two types of Wooden Blocks to be found in the game, both of which can contain Coins. Wooden Blocks can be attacked with a Punch, Kick, or Ground pound to break them open, sometimes unveiling three Yellow Coins contained within. Small Wooden Blocks offer three Yellow Coins as well, but this smaller version must be picked up and thrown into a solid wall to cause the breaking of the casing.

::---::---::---::---::---::---::---::---::---::---::---::---::
::: ::: :::: :::: SECTION VI. - SECRETS ::: ::: :::: ::::
::---::---::---::---::---::---::---::---::---::---::---::---::

If there is an unturned stone in the lake, me (Zoop) and Brian will find it, and list it here. Have fun, kiddos.

=====
SLEEPY MARIO
=====

Not a major secret, but worth noting. If you leave the game running without playing (moving), Mario will eventually yawn and fall fast asleep. Narcolepsy, possibly?

=====
MARIO's FACE
=====

One of the most known secrets throughout the game lies in the fact that you can use the Control Stick and A Button to play with Mario's face on the main title screen. This was turned into a minigame in the Nintendo 64 title, Mario Party.

=====
THE CREAKY FLOOR?
=====

When you have defeated Bowser In The Dark World (or any time there after), enter the Cool Cool Mountain painting room, and then go walk slowly past the real painting to the right slowly to hear the floor make an odd noise. If you did it correctly, Mario will have passed close enough to the Big Boo in the hallway that leads to the fifth course (Big Boo's Haunt) to make it chitter and start to run away as if you were in it's hallway.

=====
MASSIVE DANCING GOOMBAS
=====

On Tiny-Huge Island, enter the side where Mario will be tiny in comparison to the enemies and structures. Find the Green Koopa Troopa and relieve him of his shell, followed by riding the Shell to an area where the Goombas patrol. Here Mario can run into them with the shell to make them hop up and down, even doing this frequently enough to make them dance continually!

=====
MARIO's HAT LOST FOREVER
=====

Mario can lose his hat forever (Thanks to Coffee for this info from his FAQ) in Snowman's Land. Whenever the Snowman's head blows Mario off of the ice bridge, Mario will lose his hat as he falls back to somewhere near the starting area (as does his Hat). However, if Mario's Hat happens to land inside the ice house, it may be get stuck accidentally underneath the Power Star within the ice house. Mario can not reach it as he will always grab the Power Star first and thus he will need to finish the game hatless!

=====
BOWSER IS THE KEY TO UNLIMITED LIVES?
=====

This trick, contrary to popular belief can indeed be performed on both version NSTC and PAL versions, so the game other than the Japanese one (Nintendo Power themselves reported it just before the magazine became utterly useless). Mario will need to go fight any Bowser, collecting the Coins that appear from his fire breath, and do so until the total exceeds 1000. Now purposely kill off Mario to see your extra lives total goes up by one instead of dropping. This effect will remain in place until you shut the game off.

=====
TINY-HUGE GOOMBA COIN SECRET
=====

While Mario is dwarfed by the large Goombas, he can use a Ground pound to gain a Blue Coin instead of two Yellow Coins from any other method of killing them.

=====

PENGUIN MAMA DRAMA

=====

Talk about baby mama drama. After you rescue the baby penguin, you can pick it up again. This will enrage the momma penguin, and she will chase you, but not very far. She must be incredibly out of shape, considering the fact that she takes like, four steps and gives up. I would, too, if my baby cried that much. =P

=====

THROW LI'L PENGUIN OFF

=====

Not really a secret. Just grab the baby penguin, and jump off of the stage. Sure, it doesn't do anything important, and you will lose a life, but think about it for a second... You can kill that baby penguin, which will finally shut it up. Wasting one of your 9 lives isn't THAT bad in comparison to the complete joy that you will have of shutting the baby penguin up for five seconds!

=====

RAIL DANCIN' MARIO

=====

This trick is performed in the same room as the entry to Hazy Maze Cave. Find the Toad that resides in this room, jump in behind him (this means avoiding speaking to him as you do so, so jump from afar), and then speak to Toad to make the Power Star he is holding appear. Now jump up to collect the Power Star, and if you did it correctly, Mario will perform his spin while balancing precariously on the railing that lines the higher ledge of the room!

=====

KOOPA THE QUICK BEAT IN 0'00"00

=====

Although this trick will cause Koopa The Quick to never appear at the finishing area, it is still an unique and fun thing to do. The requirements are you have opened the Cannons (REALLY TOUGH to do when the Pink Bob-Omb is in plain sight at the start) and Mario must have hit the Wing Cap Switch (so he must have AT LEAST 10 Power Stars).

Go past Koopa The Quick at the start and go towards the Red Block along the boundary wall of the level (on your right upon entering the Course). After collecting the Wing Cap, you need to perform a Triple Jump with the third jump happening right beside Koopa The Quick that DOES NOT start the conversation with him. Now fly Mario over the Cannon nearby and use a Ground Pound to throw him directly into the Cannon (DO NOT touch the ground). Launch Mario into the air from the Cannon and fly him towards the grey slope encased Cannon and use another Ground Pound for accurate dropping the Cannon and then launch him into the air again. From here you can either fly up to the pole at the top (land Mario near it) or you can try to use the Cannon on top of the floating island for another launch (not really needed).

As soon as you land beside the flagpole, Koopa The Quick will go through his challenge spiel, at which point you will accept his challenge and

the race ends immediately because Mario is at the finish. However, THIS WILL MAKE KOOPA THE QUICK DISAPPEAR AND THUS THE POWER STAR IS NOT COLLECTIBLE!

=====
BIGGER, FATTER PENGUIN
=====

After collecting 120 Power Stars, Mario can go race an elongated version of the Penguin he faced originally in the Cool Cool Mountain slide. However, this guy is heavier meaning he may start a little slower, but he is much faster once he starts moving along!

=====
BLACK ROOM OF DEATH
=====

When you use the cannon outside the castle and point at one of the walls of the small towers; you fall right through it. I believe most people refer to it as the "black room of death" ... You actually end up in the wall between the castle and the garden.

Thanks to Gobicamel for the above secret!

=====
YOSHI ON THE ROOF
=====

After collecting 120 Power Stars, Mario will be able to use the Cannon in the courtyard of the Castle. If he fires himself onto the roof, he can find Yoshi to hear a message from the Super Mario 64 programming crew as well as having his extra lives bumped up to an incredible 100 Lives!

=====
ALTERED TRIPLE JUMP
=====

Mario will gain an altered Triple Jump once he has collected 120 Power Stars. He will now have a nifty little sidejump in the movements as well as some sparkle to make it look it's "Superstar Best"!

=====
LUIGI IN SUPER MARIO 64
=====

Is a complete crock of crap. HE DOES NOT EXIST! So we want no e-mails to the contrary. "L is real 2041" is the child of overactive imaginations and we do not want crap concerning it. Thank you.

=====
WET-DRY WORLD PORTRAIT
=====

A rather simple secret, if you jump into the top of the portrait on Wet-Dry World, the water will be to the top. If you jump in towards the bottom, the water will be at the lowest possible. Use this to your advantage!

=====
TINY-HUGE ISLAND PORTRAITS
=====

Yet another one of the portrait tricks is with Tiny-Huge Island. There are three portraits: A fake one (middle), Tiny Island (left), and Huge Island (right). You can transport between the two islands inside of the stage by going through the warp pipes.

=====
TICK TOCK CLOCK PORTRAIT
=====

Depending on what the time is when you jump into the portrait, the stages gears will grind either really fast, or really slow. Use this to your advantage!

=====
BOB-OMB BATTLEFIELD TELEPORTS
=====

Near the Green Koopa Troopa that is in the green field off to the side of the Chain Chomp, there is a patch of flowers that can be walked into the middle of to stop moving to cause Mario to warp to another patch of flowers located in the Bob-Omb and water balloon attack meadow. Mario will be between the mountain and the lower field where the Red Coin Power Star appears. Not really useful for Mario in any situation.

While climbing the mountain, have Mario duck into the first Cannonball spawning cave and walk to the back to and stop moving to warp to the second Cannonball spawning cave. Very useful for climbing the mountain with minimal fuss.

=====
WHOMP'S FORTRESS TELEPORT
=====

If you take the brown path from the start to find the Green Box by a Thwomp, walk to the corner across from the Green Box (the farthest corner from the Thwomp) to stop walking to be warped to the flagpole platform (you will appear near the edge of the platform). A great way to skip a pile of problems like moving platforms, Piranha Plants, and Thwomps.

=====
COOL COOL MOUNTAIN TELEPORT
=====

To find the Cool Cool Mountain teleport, you must simply walk over to the right from the start of the stage. At the end of the broken bridge

over here lies the teleport, and it will take you to the broken bridge down below, where you cross a bridge to reach a Red Coin. This teleport is essential in completing this stage, as several Power Stars are linked to this teleport, including the Red Coin mission.

=====
LETHAL LAVA LAND TELEPORT
=====

You can easily hunt down the Lethal Lava Land teleport by turning around to the left at the starting point of the stage, and performing a long jump over to the small island. The teleport is near the center of the island, and it will lead you above and slightly to the right, where a Mr. I enemy is above you. Of course, the intended teleport is vice-versa, but who needs a teleport when you can reach this island from the starting point, eh?

=====
SHIFTING SAND LAND TELEPORTS
=====

When you enter the stone path with the Toxic Boxes, you will notice a separate set of stone blocks off to the side of the deadly quicksand covered area. While facing that area, the stone block to the right of the Red Block has the warp which takes Mario to a spot beside the lone tree near the water (Klepto patrols this area). It is an alternate path across this annoying stone path area, allowing Mario to not have to deal with the Toxic Boxes.

In the Pyramid where you climb a pole to go to the third level of platforms, walk towards the wall behind the pole (the opposite direction from the wire caging to be used to cross the slope ahead) and it will deposit Mario on top of the wire caging on the second level where a 1-Up Mushroom sits above some Coins and an Amp (note that it is a one-way warp). There is no real applicable use for this one, but it is in the game none the less.

=====
SNOWMAN's LAND TELEPORT
=====

After crossing the Windy section of the course near the starting area, two trees will be visible. Go stand under the second one (further one) to warp down to be near the ICY pond. Not really useful, but it will save a few seconds on your trip to that area of the Course.

=====
WET-DRY WORLD TELEPORT
=====

Making sure that the water is at its lowest level, go to find the stairway stack that leads to a water level adjuster. Instead of climbing it though, stand in the spot where the two walls meet (if you looked from above, you stand in between the two lines that form the "V" shape). Mario will be sent to the high platform where the Cannon is found. Rather useful as it allows Mario to get ANYWHERE in the Course

with the water at it's lowest point.

=====
TALL TALL MOUNTAIN TELEPORT
=====

The Tall Tall Mountain teleport, much like the Cool Cool Mountain teleport, is absolutely essential is complete a given mission in the game. On the area with the lot of funky mushrooms to the left, you can find the teleport on the small mushroom in the middle of the pack. It will take you to the area underneath the area that you are currently at, that leads to a cannon, which can lead to the sixth Power Star in the stage.

=====
TINY-HUGE ISLAND TELEPORT
=====

If you trip the switch just past the Piranha Plant area and then run across the new bridge, you will find a small island with a single Coin on it. Stop moving where the single Coin is and you will be warped back to the Piranha Plant area (it is one way only). Useful because you would be stuck on that island after the Wooden Block bridge disappeared.

=====
RAINBOW RIDE TELEPORT
=====

Find your way onto the roof of the maze to go towards the far end of it to warp to appear on the outside of the Mansion. It is useful, but only if you have fallen off the carpet and you managed to grab the roof on the way down.

::---::---::---::---::---::---::---::---::---::---::---::---::
::: ::: ::: SECTION VII. - 1-UP MUSHROOM LOCATIONS ::: ::: :::
::---::---::---::---::---::---::---::---::---::---::---::---::

In this section, we will both list every location of a 1-Up Mushroom in every stage in the entire game. If you know something that we do not, just e-mail one of us to let us know, and we will confirm it. Thanks!

=====
CASTLE
=====

ONE-In the entrance hole across from the Secret Aquarium. It will appear instantly, and run straight into you. One of the easier 1-Up Mushrooms to find in the game.

TWO-Outside, third closest tree to the castle.

THREE-Land an accurate attack on a Butterfly in the group of Butterflies

outside.

FOUR-Land an accurate attack on a Butterfly in the other group of Butterflies outside.

FIVE-If Mario collects both Coins under the main bridge (do this after the moat is drained) to cause a 1-Up Mushroom to appear.

SIX-On top of the roof.

SEVEN-On top of the roof.

EIGHT-On top of the roof.

NINE-After you have collected 120 Power Stars, use the cannon near the water to launch yourself up to the castle rooftop, where Yoshi will give you 120 1-Ups. What a waste.

=====
PRINCESS' SECRET SLIDE
=====

ONE-After you round a very long turn, a 1-Up Mushroom will appear and flow towards the left of the screen. Take it before it falls off of the slide! Hurry, dammit! RUN! RUUNNN!!! Wait... You can't run on the slide...

TWO-If Mario slides up the stairs and off of the back of the platform, this 1-Up Mushroom will put in an appearance.

=====
WING CAP HEAVEN
=====

ONE-In transparent dark cloud

TWO-On the very bottom of the middle "rope" near the top of the stage.

THREE-On the long green pole that is located on the platform with the Pink Bob-Omb.

FOUR-With Red Coins #7 and #8, inside of a yellow exclamation point box.

=====
VANISH CAP SWITCH COURSE
=====

--\ 1 _ /-----

-----\ 2 _ /-----

-----\ ! _ /-----

```
-----
-----\_3_/-----
-----
-----
-----
-----\_4_/-----
-----\_5_/-----\_6_/-----
-----
-----
-----
-----
-----
```

- 1 = Red Coin
- 2 = Red Coin
- 3 = 1-Up
- 4 = Red Coin
- 5 = 1-Up
- 6 = Red Coin
- ! = Exclamation Point Block containing 1-Up

Enough said. Land where the 1-Up Mushrooms are located on the ASCII chart of the big slide at the beginning of the sub-stage.

FOUR-Collect the three Coins inside the caged area at the end to make this 1-Up Mushroom appear (thanks to Brightguy for this one).

```
=====
METAL CAP SWITCH COURSE
=====
```

ONE-Go right after exiting the original corridor to bust the Yellow Block for the 1-Up Mushroom inside. Please note that you need to be Metal Mario to get this one.

TWO-After crossing the small bridge, look between the two Red Coins in the cubbyhole to find a 1-Up Mushroom.

```
=====
BOWSER IN THE DARK WORLD
=====
```

ONE-The first Yellow Block along the main path contains a 1-Up Mushroom.

TWO-Take the left fork to go across a narrow bridge (as opposed to the wobbly boards fork) to find an Amp guarding eight Coins and a Yellow Block with a 1-Up Mushroom inside.

THREE&FOUR-Jump off of the first wobbly board to the left to find two 1-Up Mushrooms in the first two ledges between the tall supports.

FIVE&SIX-Above the wobble boards are two 1-Up Mushroom on the ledges.

```
=====
BOSWER IN THE FIRE SEA
=====
```


ONE-There is a 1-Up Mushroom sitting on top of a platform near the beginning that you cross over. Walk into it to obtain it.

TWO-After getting off of the first platform for the final time, grab the 1-Up Mushroom sitting there.

THREE- On the top of the pole that leads to the caged area, a 1-Up Mushroom will appear and come to you.

FOUR-Inside of the Yellow Block on the railings and platforms that move to the west of the screen.

FIVE-In the area right after the lava covered platforms, there are two walls where you can make swift wall kick jumps, and reach the top of the second one. From here, break the yellow exclamation point box, and retrieve the 1-Up Mushroom.

SIX-Check around the above area to find a 1-Up Mushroom that is sitting there.

=====
BOWSER IN THE SKY
=====

ONE-The first Yellow Block encountered (it is on a spinning platform with an Amp patrolling) to find a 1-Up Mushroom inside.

TWO-When you see the first wobble board, drop down a ledge first to grab the 1-Up Mushroom hidden below.

THREE-While riding the arrow platform, look for a 1-Up Mushroom on the right side of a block.

FOUR-The first ferris wheel contraption has a 1-Up Mushroom sitting in the middle of it.

FIVE-Look behind a pillar on the left as you run through the windy section near the pipe to Bowser.

SIX-When on the spinning platform with two Amps guarding a pole, collect the three Yellow Coins to make the 1-Up Mushroom appear.

=====
BOB-OMB BATTLEFIELD
=====

ONE-Upon entering the higher of the two meadows near one another (the one with water balloon attacks and Bob-Ombs), look for a flower patch surrounded by a ring of Coins. Run around the flower patch grabbing the Coins to cause a 1-Up Mushroom to appear for Mario to grab.

TWO-Underneath the grey slope that leads through the opening in the cage wall above, you will find a Bob-Omb guarding a stationary 1-Up Mushroom along with a Red Coin.

THREE-Climb the tree near the grey pyramid Cannon structure to make this 1-Up Mushroom appear.

=====
WHOMP's FORTRESS
=====

ONE-Instead of climbing the brown stone slope at the start, head along the grass to find two flower patches from which butterflies take flight. Perform a Jump Kick on the right one (no way to distinguish between them) to have it turn into a 1-Up Mushroom.

TWO-Board the swinging bridge to run to the idle, run out to the edge of it after it passes under the barrier, and then ride it around to make a 1-Up Mushroom appear. You will need to chase it to the lower level before most likely.

THREE-Climb the massive flagpole in this level to the very top that Mario can reach (just below the ball on top) to cause a 1-Up Mushroom to appear that will fall right into him for an easy pick-up.

FOUR-Go around the tower on top of the fortress until Mario arrives on the side that is facing the flagpole. Punch the wall to break it and reveal a 1-Up Mushroom.

=====
JOLLY ROGER BAY
=====

ONE-Swim through the ring of Coins near the underwater cavern to make a 1-Up Mushroom appear.

TWO-Use the Cannon to aim Mario for the middle of the three large pillars to land on it, then climb the to the top to perform a Handstand to collect the 1-Up Mushroom floating there.

=====
COOL COOL MOUNTAIN
=====

ONE&TWO-On the slide where you race the penguin, there will be a row of coins leading into the wall. Take the row of coins into the wall, where the path has a 1-Up Mushroom descending down it as well as a hidden area that contains a 1-Up Mushroom within a Yellow Block.

THREE-In back of the ski lift area, up top. You must perform a double jump to burst open the crate containing the 1-Up Mushroom, and chase it down to collect it.

FOUR-On the platform where you find the last of the Red Coins (that you can reach via the icy slopes), you will find an exclamation point crate floating in the sky to the left of the Red Coin. Bust it open, and collect the 1-Up Mushroom.

FIVE-Look around carefully after sliding down the outside of the mountain to find a 1-Up Mushroom hiding in a corner.

=====

BIG BOO's HAUNT

=====

ONE-The roof over the building that leads down to the merry-go-round has a 1-Up Mushroom balanced upon it's peak.

TWO-On the highest rooftop of them all, where you collect the fifth Power Star in the stage. Inside of an exclamation point block, and it will land where you are standing, assuming you are standing underneath the exclamation point block.

=====

HAZY MAZE CAVE

=====

ONE-Once you have passed the Bottomless Pit area and you have run up the Boulder infested slope to enter the door, hit the Yellow Block to find a 1-Up Mushroom.

TWO-Use the Wire caging high above the Bottomless Pit to go to the platform with a Yellow Block to find a 1-Up Mushroom contained within.

THREE-When you are within the Hazy Maze, destroy eight Monty Moles in a row where two of them inhabit for a 1-Up Mushroom.

FOUR-When you are within the Hazy Maze, destroy eight Monty Moles in a row where one of them inhabit for a 1-Up Mushroom.

=====

LETHAL LAVA LAND

=====

ONE-On the rotating flat-wheel platform (where the volcano is), go towards the upper part of the platform, and jump onto the flamethrower platform to collect a 1-Up Mushroom that is simply sitting there. Be very careful to not fall into the lava, though, as the platform is quite tiny in length and width.

TWO-In the far northwest corner of the entire stage. To reach it, perform a long jump to the left from the start to grab the Wing Cap out of the red exclamation point box, and perform a triple jump. Glide to reach it.

THREE- In the far northeast corner of the entire stage, on a tall platform that slides with a few coins. To reach it, perform a long jump to the left from the start to grab the Wing Cap out of the red exclamation point box, and perform a triple jump. Glide to another platform, and then glide again to reach it.

FOUR-To the southwest of the volcano, on another one of those platforms that slides down is a 1-Up Mushroom sitting atop of the platform, all by its lonesome. To reach it, perform a long jump to the left from the start to grab the Wing Cap out of the red exclamation point box, and perform a triple jump. Glide to reach it.

FIVE-To the northwest of the volcano, on a small "C" shaped platform in the middle of the lava ocean is a 1-Up Mushroom sitting on the platform. Long jump over from the rotating flat-wheel platform to reach it.

SIX-Behind the tallest platform in the stage, where the Power Star appears after mission one is completed. Near the lava, use the turtle shell or Wing Cap to reach it.

SEVEN-Near the Red Coin puzzle is a flame that Mario can run around to make the 1-Up Mushroom appear.

EIGHT-Look for this 1-Up Mushroom by the sixth Power Star, which is located in the Volcano.

=====
SHIFTING SANDS LAND
=====

ONE-The quicksand pool near the grey stone structure has a 1-Up Mushroom positioned over the quicksand below.

TWO-Look over towards the iron cage wall from near the starting area to see a 1-Up Mushroom sitting on some solid sand.

THREE-After passing the Tox Box stone path (the tumbling boxes that attempt to crush Mario, jump into the small tree bear the water here to climb to the top and perform a Handstand at the top to make a 1-Up Mushroom appear and fall into Mario's hands.

FOUR-Look inside the Yellow Block to the right of the Pyramid entrance (when you are facing the entrance) to find a 1-Up Mushroom.

FIVE-Upon entering the Pyramid, go left to follow the path to the end to find a Yellow Block containing a 1-Up Mushroom.

SIX-Look above the Mummified Thwomp if you go left from the entrance of the Pyramid.

SEVEN-As you head around the Pyramid to start up a slope to the second floor, go down the slope on the other side of the structure first to find a Yellow Block with a 1-Up Mushroom contained within it.

EIGHT-Just as you step up to the second floor of the Pyramid, look at the wire caging above some Coins and a circling Amp to find a 1-Up Mushroom on top of the wire caging.

NINE-Upon going right from the entrance of the Pyramid, jump into the sand area in the middle of the Pyramid to find five stone platforms near a pole. Step onto the stone platforms, the fifth one causing a 1-Up Mushroom to appear.

=====
DIRE DIRE DOCKS
=====

ONE-Look in a Clam on the sea floor of the sea area near the whirlpool to find a 1-Up Mushroom waiting for Mario.

=====

SNOWMAN's LAND

=====

ONE-Scale the tree at the very top of the Super Snowman and perform a Handstand to make the 1-Up Mushroom appear and get collected.

TWO-After passing the ICY pond that the Big Bully patrols, hit the Yellow Block for the 1-Up Mushroom contained inside.

THREE-One of the two Yellow Blocks by the Pink Bob-Omb in the igloo has a 1-Up Mushroom inside.

FOUR-Using the Vanish Cap, grab this visible 1-Up from the wall of ice in the igloo.

=====

WET-DRY WORLD

=====

ONE-At the top of town step into a ring of Coins to cause this 1-Up Mushroom to appear.

TWO-Check in the cylinder high in the sky for these 1-Up Mushrooms.

THREE-Check in the cylinder high in the sky for these 1-Up Mushrooms.

FOUR-While in the Town separate from the main area, set foot in a garden to make this appear.

=====

TALL TALL MOUNTAIN

=====

ONE-Right behind the start of the stage, on a sloping ledge behind the big rock.

TWO-In the area with the several funky mushrooms to the left, there is one large mushroom with a yellow exclamation point box hovering overhead. Jump onto it, and break open the yellow exclamation point box to reveal the 1-Up Mushroom.

THREE-On the top tier of the vine walls area, to the left on a small ledge platform.

FOUR-On the left side of the ledge near the waterfall as you get closer to the top of the tall mountain. Fairly obvious.

FIVE-In the secret slide, after first row of coins, in center of the slide.

SIX-On the secret slide, right after the bouncing Blue Coin's turn. In center of the slide, drifting towards the left before falling off of it.

SEVEN-On the secret slide, near the first coin behind the entrance to the slide itself (not the slide world), opposite side of the yellow coin.

EIGHT-Kill eight Monty Moles by the viney area (just past the Red Coins)

to find this 1-Up Mushroom.

NINE-Go touch all four corners of the room above the mountain slide to make a 1-Up Mushroom appear.

TEN-After leaving the above room, look right to find a 1-Up Mushroom in the corner.

ELEVEN-In the viney area, Jump Kick the Butterflies to make a 1-Up Mushroom appear (thanks to Brightguy)

=====
TINY-HUGE WORLD
=====

ONE-(Large Mario) On island across from starting point, inside of yellow exclamation point box. Dodge the Fireballer's fireballs whilst getting the 1-Up Mushroom.

TWO-(Small Mario) In the cannon where the Pink Bob-Omb is (large), aim for the tree that is to the right slightly. To aim correctly, aim at the tree with where the tree is on the very bottom of the screen, starting to peek out.

THREE-(Small Mario) In between the two coins near the Koopa after you collect both coins.

FOUR-(Small Mario) Inside of the cavern with the eight Red Coins, on the high platform across from Red Coin #8.

FIVE-(Small Mario) Platform after the catwalk, inside of a yellow exclamation point box.

SIX-(Large Mario)Take out the Butterflies with Jump Kicks near the beginning area of the Course for the 1-Up Mushroom.

SEVEN-(Small Mario)Between the Piranha Plant island (a pipe on it) and the grey stone island, guarded by a Bubba.

EIGHT-(Small Mario)Take out a Butterfly near the Tree listed as TWO to make a 1-Up Mushroom appear.

NINE-(Small Mario)Near the windy abyss is a small island with a Yellow Block holding a 1-Up Mushroom.

TEN-(Small Mario)On the grey stone island near the Bubba, you need to drop down from the ledges higher up to reach it (you can not jump to it).

=====
TICK TOCK CLOCK
=====

ONE-Past the first Power Star is a pole that will yield a 1-Up Mushroom when it is vacated.

TWO-The Yellow Block at the highest point in the clock contains a 1-Up Mushroom.

THREE-Look for a Yellow Block to bust open near the fourth Power Star to find a 1-Up Mushroom

FOUR-Look to the ledges above the second Power Star to find this 1-Up Mushroom (thanks to Brightguy)

=====
RAINBOW RIDE
=====

ONE-Look on top of the house in the sky in a Yellow Block.

TWO-Get this 1-Up Mushroom off the top of the spinning structure near the winged ship.

THREE-Below the first swing along the route to fourth and fifth Power Star.

FOUR- On top of the Maze structure in a Yellow Block.

FIVE-Climb the pole on the winged ship to the crow's nest to perform a Handstand to make this 1-Up Mushroom appear and fall to Mario.

SIX-The farthest triangle in the "Tricky Triangles!" area of the level.

SEVEN-Look on the bow of the ship to find this 1-Up Mushroom.

EIGHT-If you ride the Donut Lift down from the top of the Maze structure, the 1-Up Mushroom will appear and go to Mario.

NINE-Take the flying carpet on the right to get the 1-Up Mushroom from the Donut Lifts along that path.

::---::---::---::---::---::---::---::---::---::---::---::---::
::: ::: :::: SECTION VIII. - GOOD GUYS ::: ::: :::
::---::---::---::---::---::---::---::---::---::---::---::---::

In this section, we will create a small list of the essential good guys that you know, and love. Or hate, in Toad's case. Please enjoy the list, gang.

=====
LUIGI
=====

Yes! You, too, can unlock Luigi in Super Mario 64! All you have to do is take your Nintendo 64, as well as your television set, and throw it out of a (minimal) five story window. Then, you will have to flush your cartridge of Super Mario 64 down the toilet. Lastly, the final step in unlocking Luigi lies in pouring gasoline on your head, and setting your hair on fire! After you do these three separate tasks, you will unlock Luigi, who will call you a complete moron. (NOTE: This is sarcasm. Do not try this, as Luigi DOES NOT EXIST! Thank you.)

=====

MARIO

=====

Yes! You did not expect a list of good guys without mentioning the wonderfully stupendous hero of the game, right? Mario is the little guy dressed in red and blue that loses his hat an awful lot throughout the course of the game. You will control Mario throughout the entire game, with no help from anyone else. Because he is a big boy now, gosh darnit!

=====

PRINCESS PEACH

=====

This game is pretty noteworthy to all four of you Princess Peach fanboys out there, as it was the first game that Princess Toadstool was referred to as "Princess Peach." Wow! We are all so much damn smarter now! As always in these games, you will have to rescue the wonder Princess Peach so that Mario can go from being the plumber in Long Island to the Prince of wherever the hell Princess Peach is from. Yippie!

=====

TOAD

=====

What a loser that Toad is. Toad appears in several different areas of the Princess' castle like he is David Copperfield or something. Really creepy. He will give out several Power Stars at random throughout the castle just by talking to him. See? He has to PAY people to talk to him! The only other person I can think of that has to pay people to talk to them is Brian Sulpher, my partner for this FAQ/Walkthrough.

=====

YOSHI

=====

Our favorite little green dinosaur that enjoys swallowing several different enemies has made his big leap into 3-D! But no, Mario cannot ride Yoshi. In fact, Yoshi only there to give you 120 1-Up Mushrooms AFTER you collect all 120 Power Stars in the game. So what in the hell is the purpose of any of that??? Seriously! Why give us 120 1-Up Mushrooms in the game AFTER we get through all of the problems?? So we can jump into the lava over and over again in Lethal Lava Land??? Yoshi is playable in Super Mario Sunshine, but not in Super Mario 64. Sorry!

::-----::
::: ::: ::: ::: SECTION IX. - CREDITS ::: ::: ::: :::
::-----::

=====

ZOOP would like to THANK...

=====

I would like to dedicate my part of this FAQ to Taco, the 1980s "broadway"-esque performer that covered and released the 12th Wonder of The World, "Puttin' On The Ritz." If you're blue and you dunno where to go to why don'tcha go where fashion sits? Puttin' on the ritz!

:::Val, for being so wonderful and healthy for me.

:::Ceejaycee for having three letters as his nickname.

:::Stephen Ng over at IGN for being cool and having an easy last name to remember.

:::Andrew Shultz for allowing me to move on by taking Mickey Mouse: Castle of Illusion off of my hands.

:::Nintendo for making great games, and making the kiddie games omgnooo. Joking, joking.

:::Mr. Miyamoto for being GOD! Or was that Morgan Freeman? Easy to confuse them, I know.

:::Gobicamel for a tip in the secrets section.

:::Coffee for being a wonderfull "100 Coin" reference in my time of need. READ HIS STUFF! He rocks.

:::Bananagirl, for being an inspiration for the Red Coin checklists.

:::You, the reader. Now stop bothering me via e-mail. Thank you!

:::Steve McFadden for allowing me to punch him in the crotch.

:::McFadden's mom for all of her services.

:::Me, for being purdy.

:::The Watchmen for releasing the greatest song ever created, "Brighter Hell."

:::Anti-Thanks to the guy that was once my friend on the old AOL message boards (VGS) that set me up with looking like I made a fake Luigi image file. I was framed, nobody believed me, and my reputation was ruined over there. I'm an award-winning writer now, so POOH ON YOU!!!

:::Lastly, Brian Sulpher for making this thing as strong as his reputation. Or buns of steel, either way. Regardless, this guy is THE MAN and should be regarded that way for years upon years. Check out his other work, and mine, too, while you're at it.

=====
BRIAN SULPHER would like to THANK...
=====

:::Chad Steele for tipping me off to the alternate Power Star strategy for the Jet Stream in Jolly Roger Bay

::::Dave "Zoop" McCutcheon for being such a cool dude and great writer, even if he is a huge fat arse.

::::Brightguy for his great website that I used to double check some 1-Up locations on (specifically Castle 1-Ups and the HIDDEN COIN in Snowman's Land), so thanks man for your great dedication to the game.

::::Jennifer Dixon, for being not only my friend, confidante, anchor, and one amazing gal, but also for being the love of my life. I love you with all the fiber of my soul and my being babe!

::::The Mike Tyson Board, for their continued dedication to their craft and for inspiring my first FAQ that started me on my road to FAQing.

::::Trace Jackson for being himself and true to what he believes. You never change man, unless it is for the best.

::::CWall for his gracious offer of comparing our info to his. This led to finding Brightguy's superb website, so thanks Christan.

::::Coffee for one of the secrets.

:::: <http://www.geocities.com/sm64home/>

::-:SECTION X. - DISCLAIMER::-:
:::SECTION X. - DISCLAIMER:::

This document is Copyright 2003 David McCutcheon/Brian P. Sulpher. It may not be reproduced nor retransmitted in any form. It may not be altered, published, sold, given as an incentive to buy, etc. without advance permission from the author. Violation of the above terms can and will result in a lawsuit. Thank you.

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