

Super Mario 64 FAQ/Walkthrough

by superstar64

Updated to v1.2 on Dec 24, 2000

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|                SUPER MARIO 64 FAQ: BY JORDAN STOPCIATI                |
|                                VERSION 1.1                                |
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VERSION 1.0 (Updated June 27, 1999)

VERSION 1.0.1 (Updated October 30, 1999) did some updates.

VERSION 1.1 (Updated August 3, 2000) This FAQ has been stuck on my hard drive for almost a year. Think about it. I've left this FAQ alone for almost a year. I'll just give it a buff and polish and hopefully it will be ready for posting in a few days.

VERSION 1.2 (Updated December 24, 2000) Merry Christmas! I've had a new e-mail address for two months now, but now I'm starting to phase it in with my FAQs and reviews and eventually with my contributor page as well. Please note that I am also working on a new version as well which really adds a lot of detail to instructions.

--- As for formatting: ---

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I am getting tired of typing numbers and asterisks, all because people should be able to read this...huh. Anyway, the numbers should be lining up with the asterisks, 'cause if they don't, you're going to have a very bad time reading this. So if it doesn't match up, leave, or get a better browser. This is in 72-character in Word 2000, and it's in Rich Text Format (which doesn't screw up the formatting AND cuts down file size.)

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***** LEGAL STUFF *****
Oh, am I ever a meanie. I've made you read for a minute now, and you're ready to start reading the FAQ, but I interrupt you by saying, YOU HAVE TO READ THIS. And don't you throw any temper-tanties. This is important, and I know you're on the edge of your seat, so I'll keep this brief.

I refuse to let you even try to rip off a single word of my work. So don't plagiarize my work, and for any people who want to rip me off by selling this, the answer is NO, you may not do it. Remember! This document is COPYRIGHTED! As a matter of fact, the minute I put fingers to keyboard and write something original, it's copyright! If it's that good a FAQ, send me an e-mail saying you like it. I offered this FAQ to you for free! You didn't have to pay anything, did you? Well, don't sell it! (Unless, of course, I get all the proceeds. Heh, heh, heh...but only if I let you sell it first, which will never happen. Tee-hee.)

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- www.gamefaqs.com
- vgstrategies.about.com
- www.gamewinners.com

The most recent version is ALWAYS on this site, but barring any problems, it will be on other sites as well.

Third, I can not be held responsible for any damages, injuries, arrests, deaths, or anything of the like that was sustained by the use of this FAQ. Although I can not see any way that there could be injury just by a document on the Internet, it can and may happen (the odds are a million to one, though). So if anything happens, do not sue me, because I'm just going to stand aside and let the 40 lashes you try to give me hit the air. That's all. By the way, if you bend any of the rules above, it's a legal violation and I'll give you 40 lashes by possibly suing you if you don't wise up and decide to leave my temper alone.

1. Introduction

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Hi! I know that Mario 64 must be getting a little bit deja-vu by now, but I only got my copy a year and a half ago, so, I'm thinking to write an FAQ. And that's what I'm doing right now. This is a LOT of information, and I really do hope it's useful to you. I have made a table of contents making it a little easier to find what you're looking for. Just browse through this and see if you find anything useful.

2. Story

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This story is a bit of a mix between my words and the story from the instructions. One day, Mario receives a letter from the Princess reading: "Dear Mario, please come to the castle. I've baked a cake for you. Yours truly, Princess Toadstool." Mario goes nuts and leaves right away. Upon entering by a warp pipe, and entering the castle, Mario hears a mysterious voice: "Welcome. No one's home! Now scam...and don't come back! Bwa ha ha!" and now the tension is mounting. Mario begins to search all over the castle. All but one of the doors are sealed. Behind that one door, Mario sees an enormous painting and strange sounds...and without a second thought, Mario jumps into the painting. He sees a world open before his eyes!

Once inside the painting, Mario finds himself smack in the middle of a battlefield of battling Bob-ombs. Upon talking to the friendly Bob-omb Buddies, he finds out that Bowser has gotten his hands on the "Power Stars" that protect the castle. He must get the Power Stars back or from all the paintings, Bowser's troops will start to overflow from the paintings! Mario decides to get the Power Stars back, then he finds out that Toad and the Princess are missing too. Stolen Power Stars are scattered around the castle. After earning some Power Stars, you can open sealed doors to more worlds, where you can earn more stars to go even further. Good luck!

3. Enemies, Items, etc.

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3a. Moves

WALK/RUN/SIDE STEP - Pretty simple: Move the Control Stick in the direction that you want to move. Don't always run fast! Sometimes to cross a narrow path or bridge you need to walk. To side step, go up to a wall and move the Control Stick in the direction you want to move along the wall. You can move at any speed, by angling the Control Stick more. If you are just getting used to the N64 controller, you should put your thumb on the stick. It may feel uncomfortable at first but eventually it will feel natural.

READ/TALK - Occasionally, you will see a sign. Press B to read it. Use the Control Stick to move the camera around while reading. If the message is long, press A or B to continue reading. (You will know if there is more if an arrow is on the last line.) To talk to either Toad or the Bob-omb Buddies, press B to talk to them. Again, if they have more to say, press A or B. Some people (eg. Koopa the Quick, Eyerok, see later) can be talked to by simply walking up to them. Mario will stop, and the camera will zoom in to look at the conversation (Mario is usually at the corner of the screen).

SWIMMING - There are two ways to swim: Breaststroke and Flutter Kick. Breaststroke is quite strong and I pretty much prefer it. Tap A in the water for breaststroke. Press and hold A for flutter kick. While doing this, move the control stick left/right to turn, down to go for the surface, and up to dive. If you get confused, think like an airplane's controls. They're the same as here.

CROUCH - This is useful to avoid some enemies that do a dive bomb towards you. Press Z to crouch. If you're running, you'll slide a bit before stopping.

CRAWL - Press Z and move the Control Stick. Even though this move is very slow, it can be used to get up steep slopes and cross narrow

paths.

JUMP - Weren't those the days? Jumping is still as easy as simply pressing the A button.

DOUBLE JUMP - Press A (Jump) and the instant your feet touch the ground, press A again. The second jump will be higher than the first, which can help you grab on to things.

TRIPLE JUMP - Get up to running speed, then jump normally (Mario will yell "Yah!") and then when Mario's feet hit the ground, jump again (Mario will yell "Woo-hoo!") and then when Mario's feet hit the ground again, press A. Mario will yell "Yahoo!" or "Yippee!" and jump really far, not to mention somersault forward. This takes a little time to get used to, but eventually you'll get used to it.

SIDE SOMERSAULT - Run fast, then reverse direction and jump. This is useful when fighting Bowser for the second or third time, to jump over his head when he charges, or to jump over other large enemies, because the move gets a lot of height.

WALL KICK - Jump towards the wall and jump again as you hit it. Only this move will get you stars in some places. Practice, practice, practice. This will take some time to learn, too, so if you're in the castle with time to kill, give this a try.

LONG JUMP - This is a really far jump! Run, and then press Z then quickly A. That will take you pretty far. The faster you go, the farther. In some worlds, if you can't do it, too bad. This'll require some practice to master.

BACKWARD SOMERSAULT - Stop walking, then press Z to crouch, then press A. You will do a backward somersault. Use the Control Stick to control your direction (so if you want to flip back a good distance, move the stick in that direction to get some more distance).

PUNCH/KICK/JUMP KICK - To punch, press B. To punch again, press B again. To kick, press B a third time. And to jump kick, press A and while in the air, press B. The kick and jump kick are useful for defeating some enemies.

PICK UP/THROW/SWING AROUND - Mario can pick up some blocks and enemies. To pick something up, approach it and press the B button. If you just picked up a certain enemy, you can swing it around by rotating the control stick. To throw an object you picked up, simply press the B button again. The faster you rotate the stick, the farther the enemy will go when you press the B button.

TRIP - Very useless. Press Z to crouch, then press the B button. I barely use it. It can defeat some basic enemies, but it really doesn't have much use to complete certain objectives.

SLIDE ATTACK/KICK - To slide attack, run and press B. Useful to try and catch something. The Slide Kick works this way: Run, press Z, and then B. Note the difference - a slide attack is when Mario does a dive. A slide kick is when Mario drops down on his butt and sticks his leg out. Don't confuse the two.

POUND THE GROUND - Press A and Z. This manoeuver can really help in some situations. Some stars rely on this move!

THE START BUTTON - Pressing Start will pause the game. Inside the castle, it will show a level name, the stars you have there, the level number, and the number of coins earned (Hi Score). Inside a world, it will show the course you're in, the star you selected, and the number of stars and coins you have collected in the level. Three options are available, Continue, Exit Course, and Select Camera Angle with R (if you select this, select either Lakitu-Mario or Mario-Cam or Lakitu-Stop which is suspended camera). To activate the special camera mode selected, press R.

CAMERA CONTROL - Pressing C-Up in normal mode will allow you to turn Mario's head. This allows you to look around. Normal Mode is pretty much behind Mario about 15 m or so. Far Mode is really far, in more of a three-quarter view than anything. Press C-Down in normal mode to select that mode. Use C-Left and C-Right to circle around Mario. Use R to select the Special Camera Mode (see Start button).

MARIO FACE - Use A to get the hand cursor up and hold A to pinch. Use the control stick to move it around, and release A to turn it back to normal. Press R while pinching and all distortions will remain intact until you release R. Use B to zoom in or out, use C-Up and C-Down to move camera up and down, and C-Left and Right to move the camera left or right.

3b. Enemies (Credit: Michael Gonzalez' FAQ)

Amp - Amp is what I would call a Rotodisc in earlier Mario games. Amp is an electric enemy who can take 1 piece of Mario's power meter away. If Mario gets shocked by this enemy, Amp will become stationary, giving plenty of time for an escape. The minute the electricity gets out of you, burn it out of there.

Big Bob-omb - The boss of Bob-omb Battlefield! Select star 1 and get to the top of the mountain to get him. Swing him to the ground three times, but don't throw him off the mountain. Yes, you should know how to do this, it was explained above.

Big Boo - When you look this big ghost in the face, he'll get really shy and become transparent. Obviously he can't feel someone's eyes on his back, because he'll just continue what he's doing. This ghost is worth a total of three stars, but in different situations.

Big Bully - Boss of course 7, he hates lava (or ice). If you make eye contact with this boss, he'll run at you. If you make contact with him, he'll give you a shove (into the lava or ice). Punch him when he's close to the edge to make him plunge to his doom and get you a star.

Bob-omb - They just walk around. Very common in Bob-omb Battlefield, leave them alone and get behind them, but if they notice you or if you hold them, they have a fuse going, and that's when you throw or leave them alone. They give a yellow coin.

Boo - Like the Big Boo, but they're smaller and give blue coins. Punch or stomp them. Just don't look into their eyes...like I said for the Big Boo, they're shy. Well, I guess I shouldn't really be saying that, because I'm a bit shy too...

Bookends - They're big books which you can defeat by hitting them with your head. Worth 1 blue coin.

Bowser - The boss of the game. You must throw him into bombs every time you meet him. See "Bowser Levels" for more info. Three times you must fight this villain, and if you beat him the first and second times he'll give a key each time. If you beat him the third time, you'll have won the game.

Bub - They're found in course 9. Looks like Bubba, but basically you should avoid them. If someone can tell me what they can do, it would be appreciated.

Bubba - That big fish with sunglasses on. In course 13, he's a fish with a big appetite. No one has ever been eaten by this fish and lived to tell the tale, so just avoid him. When you think about it, you can compare them to large "Cheep-cheeps" from the NES and SNES Mario games.

Bullies - They have only one objective: to defend their turf. Give them a little push off. They do know how to get into fights. Worth one yellow coin. Follow same rules from Big Bully. If you punch or kick them, they'll lose ground a lot easier.

Chain Chomp - Although he's attached to a stake, Chain Chomp is quite tough. He is undefeatable, but if you stomp his stake, you can free him and get star 6 in course 1.

Chair - No, you can't sit in it, you can just avoid it. No one really likes to sit in a haunted chair, anyway.

Chuckya - It looks like a purple Bob-omb, and can sometimes throw you right off the ledge he's on! If you can get behind him and swing him, and throw him, he's worth five yellow coins when he hits the ground.

Clams - I wouldn't really call these enemies, more obstacles. Invulnerable. Sometimes you can find some booty in there, though. What would make them enemies is that they can hurt you when they open and close.

Eyerok - The pyramid-in-course-eight boss. When you meet these characters, punch the eye on one hand while avoiding the other hand trying to crush you. Once you defeat one, be careful about the other. Just don't fall off the ledge.

Fly Guy - Jump on him to get two yellow coins. Almost like a "Shy Guy" from Yoshi's Story, except they fly. You can fly like a helicopter after jumping on him. Some of these enemies spit fire at you, but not all of them.

Goomba - A traditional enemy. Stomp on them when they're big in Tiny-Huge Island, and they're worth a blue coin. Any other time they're worth a yellow coin. Any attack will work.

Grindel - He's pretty much a Thwomp disguised to fit into the pyramid, like a mummy.

Heave-ho - He's a sort of robot that will follow you around and flip you. If the impact is hard enough, it can hurt. Sort of reminds me of a vacuum cleaner. If used wisely, you can be flipped up to another level, and it won't hurt.

Klepto (the Condor) - The vulture who flies round course 8. He can

snatch your cap. To get it back, jump to him. If you want him to lay off, punch him. He won't die but will just quit his job.

Koopa Troopa - Once common, now less common. Stomp him for the Koopa shell (hey, nice briefs! Tee-hee, I didn't know Koopa Troopas wore underwear), then stomp again for the blue coin. The shell they give is also handy.

Lakitu - Throws spiny rocks at you, stomp for five yellow coins. If you hear the wee-ooo-wee-ooo sound, he's close by. Just one thing: how come your cameraman is Lakitu, too? Oh, well, must be on Mario's side, or maybe decided to get into the broadcasting biz. :)

Mad Piano - This thing is such a show-off on sharp teeth, and can go crackers if you get too close. Found in course 5, invulnerable. But you'll need to get close to him for one of the red coins...well, I play the piano (but it's a turn-of-the-century thing) and it hasn't bit me yet.

Moneybag - It will be disguised as a yellow coin to fool you, but when you get close, it'll turn into this piranha plant-like thing. Stomp it (if you can!) for five yellow coins.

Monty Mole - Invulnerable, can be knocked off by stomping on his head.

Mr. Blizzard - Run around to make him dizzy and dead. That'll be about three coins, please.

Mr. I - An eyeball maybe about, five feet tall? Make him dizzy. He shoots plasma rings. If you run around this guy, he won't be able to keep up, and you'll get your blue coin.

Piranha Plants - Some sleep, some breathe fire. Kick the sleeping ones, stomp or punch the fire breathing ones. Blue or yellow coin.

Pokey - A cactus that looks happy (if you've got a Japanese version of the game, if your N64 is mod-chipped). Kick the segments off for a blue coin. Just don't wait too long, because it'll grow another segment after a few seconds. When you kick Pokey's head off, it'll die.

Scuttle Bug - A red and yellow enemy. Just jump on him for three yellow coins. Has an IQ of four, too.

Skeeters - They skim the water in course 9. Strange, I've never noticed those before...

Snufits - Something that shoots black balls and looks like a Fly Guy. Two yellow coins after you defeat it.

Spindel - The rolling thing in the pyramid. Stand in the cave or run over him. You can't defeat it, so don't even try to roll over him, or things will go pear-shaped (more like flat) for you.

Spindrift - An angel-like snow creature that can send you flying like a helicopter. Worth three yellow coins.

Sushi the Shark - I don't know what this what-we-call-a-"man-eater" does to Mario, but regardless, please avoid at all costs.

Swoop - In Hazy Maze Cave, there are some blue bats. Stomp them for a

yellow coin or two...most of us don't like bats, so kill them off.

Thwomp - A blue rock that crushes anything below it. Not a pleasant experience. Whenever it's going up, jump under, because you only have a couple of seconds to make your move.

Tox Box - An obstacle with faces along the sides. On one side is a hollow hole that you can stand in. Just stay out of the way, because you don't want to be squashed twice. When it's moving along the grid in course 8, remember it's path, because then you'll know.

Unagi - An eel in course 3. Just stay away until star 2 when you need to get close...if you do get too close, you'll get electrified. Not quite enough to kill you (100,000 volts obviously ain't enough to kill), but enough to lose a bit of your health.

Whomp - Jump on him for one yellow coin. You can get up to five yellow coins from jumping on it, then stomp for a bunch more (5 to be exact). If Mario catches their attention, then they'll try to fall down on him.

Big Whomp - This is the boss of Whomp's Fortress. Once you talk to this character, stomp on him three times when he falls down to try to squash you. You'll get a star if you do.

Wiggler - A caterpillar. If you flood his house he takes a fit and calls Mario bad names (no, I don't mean the F-word, etc. but still stuff you wouldn't like to be called.

3c. Items

Star: You need this thing! Collect it! There are 120 in all. Yellow ones are the valuable items. Stars that you have already collected will appear transparent blue. Blue stars do not give you anything, but any time you collect a star, you can end the course. There are six in every course, fifteen Castle Secret Stars, and fifteen you earn by collecting 100 coins in each world.

Coins: There are three types of coins, which are found in all levels:

Yellow coins: these types of coins can be found by defeating enemies, or you can simply pick them up on the course. They are the most common coin and can be found almost anywhere.

Red coins: there are ALWAYS eight of these coins in every level. They are equal to two yellow coins, and when you collect all eight, a Power Star will appear at a star marker, which is a shadowy star above the ground. In some levels, collecting red coins is as easy as running around, while on others it's easier said than done.

Blue coins: these are the rarest type of coin. They can only be found by defeating certain enemies (but not many types) or stomping blue coin switches. Blue coins are worth five yellow coins, which makes them very valuable and therefore very rare.

Caps: When you stomp a switch hidden in bonus levels, whether it be red, green, or blue, the respective color block will turn from a transparent color to solid. When you hit these blocks, you will earn a cap and a special power.

- If you hit a red ! block, you will earn the Wing Cap, which allows you to fly.

- If you hit a green ! block, you will earn the Metal Cap, which turns Mario metallic and protects him from enemies, not to mention defeats any one of them! Mario can also walk on the bottom of the water, but he can't swim.

- If you hit a blue ! block, you will earn the Vanish Cap, which will turn you invisible and protect enemies from hurting you. You can also go through secret walls, too...

1-Up Mushroom: Worth one extra life. Some will be very attracted to you, whilst others will keep away, so you have to run towards them...

! Block: There are four colors of ! blocks. The yellow block is always solid, and usually has some goodies in it. Nothing that you get here is bad, so it's always a safe bet. Red ! blocks give out the Wing Cap, green ! blocks give out the Metal Cap, and blue ! blocks give out the Vanish Cap.

Cannons/Bob-omb Buddies: Before being activated by the Bob-omb Buddies, the cannons are covered with a grate. Talk to a Buddy (who is pink) and he will open the cannon. Cannons can shoot Mario far away, and give access to other areas.

Spinning Heart: The faster you run through this, the more power you'll recover. If you're really going fast, blast through this thing. They don't appear very often, so if you're low on power, you might want to look for these (some levels do not have these at all!)

Koopa Shell: Hit a yellow block or stomp on Koopa to get this. You can surf and shred enemies on the shell and go on any surface for as long as you want, as long as you don't hit a wall. If you're surfing on a surface that can hurt you normally, you really should make sure you don't hit walls! And don't try to get all Tony Hawk, either off those surfaces you can't walk on normally, but if you can, well, sure, pull off a grind and jump off. This item can be a neat way of impressing your friends, but it works to defeat enemies easily.

4. All 120 Stars in Super Mario 64

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4a. Course Stars

Course 1: Bob-omb Battlefield

Enter the castle and turn left onto the left balcony and enter the door. (Door mentioned in story) Jump inside the painting of Bob-ombs. You need 0 stars and 0 keys to enter this level.

Star 1: Big Bob-omb on the Summit

Cross the bridge and turn left. Be careful in the Chain Chomp area, so stay close to the wall. Now go past the second bridge. Then find a hole in the gate you will see and run up the hill with the control stick full speed ahead (while staying away from the black balls rolling around). Then climb up the mountain. Be careful of the black balls rolling down the mountain. When you get to the top throw the Big Bob-omb to the ground 3 times. He will surrender the star and you have star #1.

Star 2: Footrace with Koopa the Quick

When you start the level on this star you will see a Koopa Troopa nearby. Stand in front of him and he will challenge you to a race up the mountain. (Just in case you want to know, he almost always finishes in 1:30.6 seconds, for me, anyway). If you beat him, he'll give you a

star. You can warp while running, but don't cannon shoot. Then he'll say "You got to race the whole course! Later. Call me when you want to race for real." I have beat him in 57 seconds while warping. One time I beat him in only 33 seconds, but I cheated then. Don't e-mail me if you beat these times, because I don't want my inbox to get filled up! It's as simple as just, well, running up the mountain and not getting held up. Even if you get hit by a black ball, it doesn't take much to get going again.

Star 3: Shoot to the Island In The Sky

Talk to the Bob-omb Buddies at the beginning of the level. They will open the cannons in the level for you. Go to the cannon which is in the meadow, ahead of your starting point. Launch yourself to the floating island, and then break the yellow ! block by head-butting it to find a star. I told you those things had goodies...

Star 4: Find the 8 Red Coins

Pretty simple job. The star will appear in the meadow across the second bridge (where the shadowy star is just above the ground). There is one red coin on the lift, one in the meadow, one on Chain Chomp's stake that you have to get (easier said than done), two in a single meadow, one below the bridge leading up the mountain, one on the steep incline up to the mountain, and the last one on the floating island.

Star 5: Mario Wings To The Sky

Blast to the floating island again and launch yourself into the five center yellow coins in the coin rings. Every time you go through a coin ring a number will appear. If you trigger five red numbers a star appears close to the star marker, probably just behind Mario's landing spot. This will most likely talk more than one cannon shot to accomplish, so be patient.

Star 6: Behind Chain Chomp's Gate

This is very difficult to do. Get up on his stake that the Chain Chomp's attached to and pound the ground (or butt-stomp, whatever) 3 times on it. The gates will open up for a simple Star. Be careful when you pound the ground the last time because he's set free and he'll run and mangle the bars (And run away.) When you leave the level, if you come back, Chain Chomp won't be free, he'll be attached, and the gate will be closed. So you'll have to do it all over if you want to get the star again...but why would you want to, you've already got it!

Star 7: Get 100 Coins

The wing cap could be a big help here. When you collect the 100th coin it will turn to a star. Collect it in the air and you'll go safely to the ground. The star will appear rotating by My Score in the starting screen. You can also get some yellow coins by running around the poles a few times. (The four around the star marker, and even the hard one: Chain Chomp's stake! They give five coins each.) There are approximately 140-something coins in the level, so this shouldn't be too hard.

Course 2: Whomp's Fortress

Enter the castle and look a little to the right. Don't go on the balcony. Look for a door with a 1 on a star. Jump in the painting of a fortress. You need one star.

Star 1: Chip Off Whomp's Block

Climb up the mountain. Watch the Thwomps, sleeping piranha plants, and Whomp's guards along the way. When you get to the top, you'll have a really BIG Whomp who thinks he's being disrespected at the top. He'll try to squash Mario. When he falls down, jump on his back and pound the ground. Lather, rinse, repeat. Do that one more time, and he will surrender the star. You can bet your pavement on it.

Star 2: To The Top Of The Fortress

In Whomp's place there is now a tower. Go the same way that you did for star 1, then, avoid the bullets that come at you. Climb up the tower (every second platform moves). Once you reach the last platform, it will take you up to the top of the tower, which has a star on the other side.

Star 3: Shoot Into The Wild Blue

Find the Bob-omb Buddy in the course. He's standing next to a cannon. (To get this, you need Stars 1 and 2.) Launch yourself...well, look for what is marked on a sign as the "OBSERVATION PLATFORM", then look for a platform below. Shoot to there. Slide down the bar you find and you will find the star right there. Just be warned: try to shoot right onto the platform. If you overshoot, you'll fall out of the course. You might want to target the crosshair right on the center of the vertical bar. That way you'll hold on and be able to slide down.

Star 4: Red Coins on the Floating Isle

Knock the bridge down at the top of the tower for a little insurance. Punch it to knock it down, and then air kick it (A + B). Only two of the red coins are on the floating islands. Two are near the sleeping piranha plants, one is over the granite slide (run up and jump to get it, it can be done), one above the Thwomp on the stairs, one over the moving in-and-out platforms, and one on the slide. The star marker is past the first sleeping piranha plant.

Star 5: Fall onto the Caged Island

There's a cage in the sky. You can hitch a ride from an owl, which you can disturb for a ride by climbing up the first tree you see. She'll help you by giving Mario a lift. Watch your shadow so you can drop at the right instant. The owl appears after defeating Whomp and getting the star on top of the tower. (P.S. If you wait too long, she'll say whew, I'm almost out of wing power, you should lay off the pasta! Bye-bye!) BUT, by coming back to the starting point, after giving her a rest, you can ride her again...when she gets low, that's a warning. Really low...really serious warning. If the window comes up, get ready to drop! Watch for your shadow for your dropping point.

Star 6: Blast Away The Wall

See the slide with the red coin on it? Aim with the cannon towards the upper right corner of the wall. It should break and a Star should appear. Just one problem left...how do you get to it? All you have to

do is simply shoot yourself up there again or go to where the second piranha plant is.

Star 7: Get 100 Coins

The Whomps a lot of coins. (Jump on them five times for five coins, then stomp them for five more: $5 + 5 = 10$. Don't forget the Blue Coin Switch and all that stuff, and the piranha plants, because they are worth a blue coin each. How do you kill them? Use the Metal Cap or throw a box.

Course 3: Jolly Roger Bay

Go onto the right balcony and enter the door. You'll see a painting of a sunken ship. Jump in. You need 3 stars.

Star 1: Plunder In The Sunken Ship

Swim and find the pirate ship (below the docks) then you'll see an electric eel. Swim in front of him and surface. When you come down, the eel will be swimming around. You can swim in now. The order is: Chest in the back, chest on the right, chest in the front, and chest on your left. If you open one wrong chest, you get electrocuted and you'll have to try again. The ship will rise up once you open it in the correct order. Once you hear the chimes, the water will drain. Jump up the platforms to the yellow block where you will earn a star.

Star 2: Can the Eel Come Out to Play?

I'm not sure if eels like to play. :-) If you've earned Star 1 already, the skies should be sunny and the ship should be risen to the surface. Remember the eel, now he's in a cave where the pirate ship was. Swim up to him, and stay below. Unagi (that's his name) will look around and swim out. Touch the star and it will go near the cave. Just swim over to earn it. Just try to keep away from his tail. You should observe Unagi's movements to be able to get this one.

Star 3: Treasure of the Ocean Cave

Look for a cave, and swim into it. You'll find a sign. Read it if you want, but be careful because there's pillars crashing and smashing all over the place. Maybe you might need the metal cap here (so get some other stars first, slam the metal cap switch, and come back, if you wish). Scoot over to the platform with 4 treasure chests on it. That sign won't tell you anything except that there is treasure, but you have to open the chests. Open them in this order: Top, left, right, bottom. The star will appear on the center of the platform. There isn't any trick to getting it.

Star 4: Red Coins on the Ship Afloat

Collect eight red coins here. Hence the name, there are three on the ship. However, the ship will need to be risen if you want to get this star, which basically means you need to complete Star 1. Some of them are on land (but not all of them), and the rest will be found in the clams underwater. The star will appear on the pirate ship. There's one little catch-22 here and that there's no star marker, but you should be able to find the star easily.

Star 5: Blast to the Stone Pillar

Get the cannon set up. The Bob-omb Buddy will be on the right side of the level near a big, tall pole. Enter the cannon, and aim for the middle pillar. Aim high enough and you'll hold on. Jump to the nearby platform and hit the block for the star. This one is pretty complicated. This is what the objective for a star should be.

Star 6: Through the Jet Stream

Where the ship was there's a jet stream. You'll need the Metal Cap here (if you do not already have it, scroll down in this FAQ to find out). Once you have it, use your time wisely to go down and get to the jet stream. Good work if you can get there! A suggestion would also be to use the Control Stick to control Mario as he dives to the bottom.

Star 7: Find 100 Coins

If you know where to look, this will not be too difficult. Enter the ocean cave for more coins (there are 30 from the blue coin switch). The docks also help as well, you can get fifteen coins from them.

Course 4: Cool, Cool Mountain

Parallel from course 2 (can you figure that out?). Jump in the middle picture of the snowmen. You need 3 stars.

Star 1: Slip Slidin' Away

Unless I'm wrong, I think this is an oldies song, anyway...it's straightforward if you watch what you're doing. Jump in the chimney and you're in the snow slide area. Slide down to the bottom and go out the door and you have a star! Be careful in the sharply banked hairpin turn and the ice blocks that lead to the lower cottage.

Star 2: Li'l Penguin Lost

Pick up the little penguin above the cottage. Get down, down, down to the bottom of the level and there's a big penguin in a little pond. Stand in front of her with the little penguin and she'll give you a star as a reward. A shortcut would be to go down the steep hill behind your starting point and jump to the ledge above the mother penguin.

Star 3: Big Penguin Race

If you liked the first star, wait until this one! Now there's a penguin who will challenge you to a race. Beat him, you get the star. Don't use the shortcut here or he'll say you cheated and you won't get the star. It's not as easy as the first star because that penguin is big and takes up quite some room. Watch the narrow path to the end. This penguin can really get right onto your rear end around the hairpin turn.

Star 4: Frosty Slide for 8 Red Coins

Look for the eight red coins. You might need to warp from top to bottom to top every so often. This star is pretty easy. There is one on the tree at the top of the level, one on the steep hill with the yellow block, one close to the snowman's head. There is also one near the

broken bridge near the helicopter snow guys. One is at the end of the broken bridge across the bridge with the snowmen, and three are scattered around near the mother penguin, one on the tree, one below the mountain, one at the edge. The star will appear...well, go down where the frosty slide turns around, now jump off and find the Blue Coin Switch and look for a ledge you can jump to. The star should be there.

Star 5: Snowman's Lost His Head

Past the little penguin, you'll find a helicopter snow guy and a snowball. Talk to the snowball and get to the bottom quickly. Stand in front of the snow face and the rolling snowball will crash into the face and create a snowman. The snowman will be so happy he got a body that he'll give you a star! I guess you love happy endings here! I don't know what an out-of-body experience is, but I guess those days are over for this snowman!

Star 6: Wall Kicks Will Work

Know the Wall Kick technique here: Jump towards the wall and jump again as you hit it. To get here, go to the cannon near the big penguin in the pool. Shoot onto the distant ledge with a tree on it. Now follow the logical path past the helicopter snow guys and you'll find a spinning heart. Go up that hill and use wall kicks to reach the top. The Bob-omb Buddy is on a floating island only the moving bridge can get you to.

Star 7: Get 100 Coins

Good luck. There are a lot of coins in the snow slide. Just don't get your 100th coin there. First of all, you can't get up to where your star was, and second of all, if you come down again to claim it, it won't be there. Isn't that maddening. To save yourself the frustration, don't do it. Start with the snow slide first and then go for the level itself.

Course 5: Big Boo's Haunt

When you collect 12 stars, a big Boo will appear in the hall to the courtyard. He'll go away if you get close. Enter the door and get that big Boo. He'll drop a cage. Run up, and you will shrink and head into the course.

Star 1: Go on a Ghost Hunt

Go around the mansion and kill all the Boos. A big Boo will appear in the lobby after you kill them all. Punch him three times and a star pops out. This is all around the first floor, remember...

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

Get into the basement and find the merry-go-round where you'll hear circus-like music. Kill all the little Boos then the big one for the star. Just make sure you watch the fire coming out of one of the stained-glass windows of the Boos. I'm pretty sure you don't want to have a black butt.

Star 3: Secret of the Haunted Books

Look for the huge bookshelf. Find three books sticking out, then hit them, top, right, left. If you miss, a book comes out from the shelf and hits you. I do know the room is on the second floor, but run when you're on your way there because there are books flying all over the place! If you get the correct sequence, the shelf will move to the side and uncover a door. Open it, and be enlightened with a star.

Star 4: Seek the Eight Red Coins

Many of them are easy. There are two in the coffin room. And one is near the crazy piano! To be exact, there are four on the first floor, and four more on the second. The star marker is on the second floor to the left. There are two in the library beside the secret room, one beside a moving platform in another one of the library areas. The rest you should find sooner or later.

Star 5: Big Boo's Balcony

Get the vanish cap and go to the library. In a corner of a room with the raised floor, wall kick off the wall to a platform with a door. You will find a room with a Blue Coin Switch. Find the double doors and go out that way. Punch or stomp the Big Boo you find out there three times. After doing this, a star will appear on the roof. Long jump to the ledges above the windows and back. It's hard but once you get there it's no problem.

Star 6: Eye to Eye in the Secret Room

Get the vanish cap and go back to that door. Go to the back of the room where you will find a picture of a Boo covering his eyes. Make sure you still have the Vanish Cap now: Jump through that picture and there's a huge eyeball and a Boo. Run around in circles around Mr. I and he'll get dizzy and a star will appear at the back of the room. Well done!

Star 7: Get 100 Coins

The Boos and Mr. Is are worth a blue coin each. Don't forget the blue coin switch in the area to star 5 and 6! 20 coins there, and that's not too bad!

Course 6: Hazy Maze Cave

You need the first Key here. Enter the basement and follow a passage to the door. Turn right and you will find a fireball face picture. Turn right. Find a blank star door. Get down, you'll see a pool of metallic liquid. Jump in to enter. You need eight stars, first key.

Star 1: Swimming Beast in the Cavern

Enter the level and turn left. Be careful of the pits. Use the Long Jump. Follow the signs to the cavern. There's a gentle sea dragon named Dorrie in the water. (The sign "Don't become her lunch" is just a scare note, she can't hurt you.) Get on her head and pound the ground. Jump onto the island with the star. How much simpler could it be?

Star 2: Elevate for Eight Red Coins

Enter the level and turn right. Go down the pole. Now go up the stairs.

The work elevator will take you past four red coins, then cross the barrier and go up the pole to another elevator. Jump every so often. The star marker is in the center of this cavern.

Star 3: Metal Head Mario Can Move!

You need the Metal Cap here. Go back to the 1st-star cavern and get the metal cap. Run down the path, turn left, step on the flat ! switch, this opens up the structure nearby, allowing you to enter for the star. Make sure you know the long jump because you need it inside that door to jump over the holes inside the abandoned mine.

Star 4: Navigating the Toxic Maze

The metal cap is a big help here. Enter the door leading to the toxic maze. Now study the map. The up arrow is the entrance, the down arrow is the exit. The blue circles are shelters. Now enter the toxic maze (cough...hack...I need to get out of here) and go to the second blue circle from left then double jump. Now follow the logical path. Remember it before you enter, because it's easy to get lost. Then, run by the bats and jump on the elevator. You'll end up behind the wall that separates this place from the elevator to the water cavern.

Star 5: A-Maze-Ing Emergency Exit

Go back into the toxic maze and enter the blue circle from the far left. Enter and follow the logical path. You'll end up above the "black hole." Hang on to the bars and go to the island with the star on it, not the one with the yellow block. That's a few coins or an extra life.

Star 6: Watch for Rolling Rocks

Go to the area where the rocks fall down. You'll see a door that leads you to the place mentioned in star 4. Don't enter it! Wall kick up the walls. On one of the ledges is the star. If you get the wrong one, don't worry; it's easy to jump across.

Star 7: Get 100 Coins

Don't forget the Blue Coin Switch in the hazy maze. There are some in the underground cavern as well with the star "Swimming Beast in the Cavern". Eight, to be exact. I know it's a meager number, but every little bit helps. Remember the cavern with the red coins, too.

Course 7: Lethal Lava Land

Same path as course 6, except jump in the fireball face picture. You need eight stars and first key.

Star 1: Boil the Big Bully

Pass the little Bully, the eyeball, and follow the logical path to the island with the giant Bully. Go on the island and kill him by knocking the guy over the edge. A bridge will come up leading to a star (It breaks). If you want you can use the Wing Cap to get to that island.

Star 2: Bully the Bullies

Pretty much straightforward. Turn right at the first Bully, then turn

right at the volcano, pass the box, now go to the rising and falling platforms. You'll see an island with 3 Bullies on it. Knock them all into the lava. A big Bully will jump on the platform, knock him in for the star.

Star 3: 8 Coin Puzzle with 15 Pieces

Follow the level past the bully and the eyeball. Do this and go past the tilting platform. You'll come to a picture of Bowser divided into 15 pieces. The eight red coins are evenly scattered. The star marker is in the corner where there is not a puzzle piece. Don't step on the wiggling ones, they're going to move. Relax if you get flamed, there's lots of red coins to restore power. When it comes to 8 red coin Power Stars and their difficulty, from most difficult to least difficult, this is last on the list (a.k.a. the easiest red coin star. Speech!)

Star 4: Red-Hot Log Rolling

When you start, look straight ahead. You'll see a structure. Scoot over by turning right and taking the logical path to an island with two Bullies. Use the platform and stay to your left (Mario's view, right) Find the log that rolls under your feet. If you get to the other side then you can jump to the platform to get the star.

Star 5: Hot-Foot-It Into The Volcano

Jump into the volcano and run and jump along the edges. Then climb up the poles and you should be able to get the star easily.

Star 6: Elevator Tour in the Volcano

When you enter, go in the opposite direction while jumping across the rocks and you'll find a platform with an elevator. Ride it up. Then after taking the two elevators, climb the poles and get up the floating islands. That leads you to the star.

Star 7: Get 100 Coins

A good strategy is to get AMCAP (as many coins as possible) in the level then enter the volcano to polish it off. It's "taklimakan" which means go in and you won't come out. And, the first time you come to the Bowser puzzle, some coins pop out when the puzzle is completed, so hang around there for a while. Remember, when you see a vibrating piece, it's going to move, and the pieces move pretty rapidly.

Course 8: Shifting Sand Land

Turn left in the basement from the fireball face picture. You'll come to a dead end. Don't turn around! That's where the painting should be. Jump in.

Star 1: In The Talons Of The Big Bird

No, not the character from Sesame Street! Look for four pillars surrounding the pyramid. Go on the pillar near the bird in the sky. The pillar is the one you encounter after crossing the place with the blocks. On top, jump to the bird who's holding a star.

Star 2: Shining Atop The Pyramid

Go to the back where the entrance ramp is, then simply follow the edge until you reach the top. It can be difficult. Watch out! After you took the bird's star he'll want to steal your cap! Or, you can simply use the Wing Cap to fly into the crevice, which might need some altitude.

Star 3: Inside the Ancient Pyramid

Go around to the back; enter the pyramid, then work your way up to the top. Pretty straightforward. At the top, there's a star. You shouldn't have much difficulty, just watch the quicksand. It can really suck you down quickly. All you really have you do is keep jumping. (FYI: If you ever get stuck in quicksand, try to stay calm and lie on your back. Since quicksand is actually sand on water, it somewhat behaves like water, so you can float to shore. I don't speak from experience, but I read it.)

Star 4: Stand Tall on the Four Pillars

Use the wing cap to fly to each of the four pillars. After standing on all four, the top of the pyramid opens up. Now make sure you have enough time left, so fly over there and enter the pyramid. Now, enter that hole you see, then you'll wake up some blocks. They'll turn to fists and talk to you. To beat them, just punch their eyes when they open (three times each hand.)

Star 5: Free Flying for Red Coins

You'll find them. Four are near the pillars. One on the cube maze. One...well, turn around where you start and go that way. The red coin is at the edge of the level. Just watch your step. Another one is in one of the big boxes that you can punch open on the lower level of the building with the Koopa shell...and one is in the pool near the bird. The star marker is on the top of the building around the beginning of the level.

Star 6: Pyramid Puzzle

Inside the pyramid, make your way up. You'll see a waterfall of sand. Now, your objective here is to get five red numbers, and we all know if you trigger five red numbers in some levels, you'll earn a star. Get three coins on tiny platforms on both sides of the waterfall, then you'll fall into a sand river. Keep pressing A to get the coins, but don't miss them. Once you get all five, a star will appear at the end of the sand river, and you can get it by pressing A repeatedly.

Star 7: Get 100 Coins

Don't forget: Once you're in the pyramid you can't get out so get all the outside coins, then enter the pyramid.

Course 9: Dire, Dire Docks

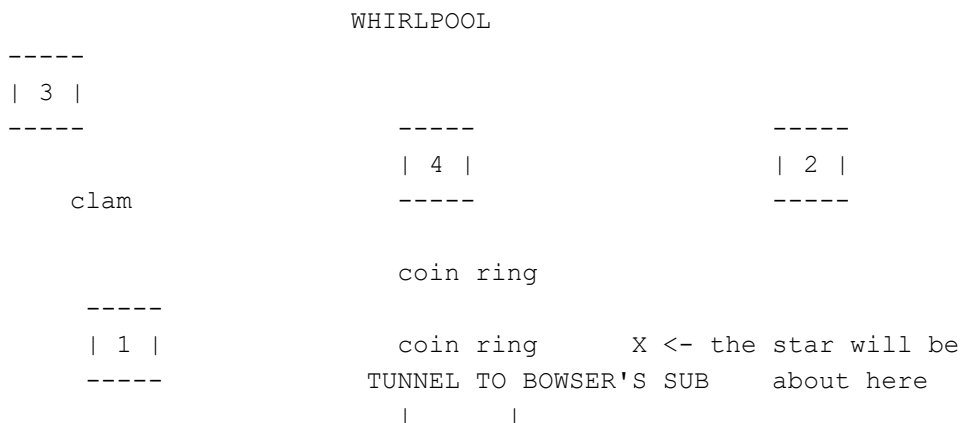
You'll need 30 stars to enter this level. It also holds the place where you'll find the second Bowser. You need 30 stars, first Key. The water wall is the entrance. Simply run into the water wall.

Star 1: Board Bowser's Sub

Go through the underwater tunnel and surface every so often. Follow the arrows until you get to a submarine. Get out of the water and hit the purple ! switch. Some crates will appear taking you to the top of Bowser's Sub. The star is there. (PS: The reason it's called Bowser's Sub is that there's a sort of cute picture of Bowser on the sub.)
Notice: When you collect this star, you will have the chance to enter the "Bowser in the Fire Sea" level.

Star 2: Chests in the Current

Another water level, another day, another hope, another annoying puzzle of treasure chests! Open them in the right order. If you open one wrong chest you're gonna get electrocuted. Be careful. The order is if you're facing the whirlpool from the tunnel to Bowser's Sub:



Okay, so that wasn't a professional map, but you get the idea. I believe that you'll find it without a problem. And after opening the last chest, get some breaststrokes ready because you are very close to the whirlpool at the moment. One time I fell in and I had the star, and another time I got away and I was inside.

Star 3: Pole Jumping for Red Coins

Go to the Bowser's Sub part of the level and surface. You may notice that Bowser's Sub is gone if you have beat Bowser. You'll see a ! switch. Hit it! It will make stairs out of blocks. Climb them to get up to the platforms. There are some poles. Go around on them for the coins (Yes, you should go up and down too). Star Marker's on one of the platforms.

Star 4: Through the Jet Stream

Go into the Bowser's Sub part of the level again. Dive down and you'll see transparent rings floating to the surface. Trigger 5 numbers by going through five in a row. The star will appear above the grate. Use the Metal Cap to get the star because the jet stream is strong. (Just like Star 6 in Jolly Roger Bay.)

Star 5: The Manta Ray's Reward

In the part of the level with the fish and the passage, swim through five of the rings that come off the manta ray's tail in a row. The star will appear above the whirlpool. To get it, make sure there are no enemies nearby, and swim right down towards it.

Star 6: Collect the Caps...

Go through the underwater tunnel and find the Vanish Cap and Metal Cap boxes. Get the Vanish Cap, then run through the wall and get the Metal Cap, jump in and turn right. Go in the cage you'll find underwater. The metal cap will let you walk underwater to the cage, and the vanish cap takes you through it. You don't actually need the metal cap, you can swim to the cage, but using the metal cap is recommended.

Star 7: Get 100 Coins

Don't forget the Blue Coin Switch here. It's on a platform you can get to by the poles. Six Blue Coins will appear around the island you're on. But beware now! There are not many coins in this course! If you miss a few, you might be done for. Here's most of them:

24 in the three coin rings to Bowser's Sub

16 for the eight red coins

30 for the blue coins in Bowser's Sub

8 for the coin ring underwater (the seventh one there led to my 120th star)

10 above the first chest you have to open

5 for a line of coins on the ground in a corner of the level

3 around one of the chests

5 for a line of coins on the ground between a black sphere and the ! switch

--

101 coins! Good luck! That's not all, I think, though. But that's enough to get the star. By coincidence, this was star #120 for me.

Star 10: Snowman's Land

Enter the key door and enter one of the star doors. You'll find a room with mirrors. You'll see Lakitu and you may see a snowman painting in the mirror next to the painting of Bob-ombs. Look away from the mirror and you'll see the Bob-omb painting, but not the snowman painting. Jump into the wall where the painting should be.

Star 1: Snowman's Big Head

Climb to the top of the mountain and find the penguin. Walk next to him so the wind won't blow you away. Go across the bridge and climb up a little more. You'll find a star. Or, set up the cannon and launch yourself onto the snowman's head: it's a lot easier, plus, you won't get that message with the snowman saying "...it's bothering me! I think I'll just blow it away!" And what's with calling Mario an ice ant or a snow flea anyway? That's a terrible insult!

Star 2: Chill With The Bully

This is a lot like Stars 1 and 2 in course 7. Go on the platform with the bully and knock him off. You'll get a star. (Figures.) Don't let him knock YOU off; Mario's butt will get frostbite immediately.

Star 3: In the Deep Freeze

Go inside a rectangular 3-dimensional ice puzzle. Enter the entrance on the other side, jump to the ledge (when you can jump without hitting the ceiling), go above the puzzle, and drop down to the star. It's a puzzle, but it does work.

Star 4: Whirl From the Freezing Pond

Look for the angel-like snow creatures in the pond. It's the one you can swim in but you lose energy. Jump on one and you'll fly high. Go to the platform on the other side and there's a star on the other side of the wall in the left yellow block, the right one is a Koopa shell. But remember this place! You'll need it for another star!

Star 5: Shell Shreddin' for Red Coins

Go back to the Star 4 area and get the Koopa shell. Follow the Red Coin path. They're all there. You're on the road to another star. There are a few below the platform with the Bully, the one you can get frostbite with normally.

Star 6: Into the Igloo

Fall off the bridge to the right at the end. You'll fall into a small area with an igloo. Get the vanish cap so you can walk through walls. You'll get the star suspended in the air. Or, get the Koopa shell and surf up the steep yellow coin trail. The igloo is on the other side. If you want to know, the Bob-omb Buddy is inside the igloo as well!

Star 7: Get 100 Coins

Use the igloo to get the bunch of coins (get the Vanish Cap!)

Course 11: Wet-Dry World

Right where you enter the door after the spiral stairs, you should see a picture of a water spider. Jump in! The higher you jump in the painting, the higher the water level.

Star 1: Shocking Arrow Lifts!

Go left from the start and swim over until you find 2 floating platforms. They lead up to a 3rd structure. Get up there and you'll see some square blocks with arrows. They indicate where they'll go. Get on those blocks to find the next stone structure where there's a star in the yellow block.

Star 2: Top O' the Town

As soon as you get as high as you can, hit the flat ! switch and get to the cage the ! switch makes an entrance to. Long jump to the platform near the wall and go across to the Bob-omb Buddy. Go across the thin wood plank to get to the spinning island. It will lead you to the star in the yellow block. Or go up to the monster who throws you high and cross the narrow bridge.

Star 3: Secrets in the Shallows and Sky

Drain the water to lowest. Push the block along the far wall (#1). Push it under the yellow block. Jump on it and break the yellow block (#2). Now stick the block into the wall on the first level (#3). Raise the water level and run up the ramp to the part where the cage and column is. Break the yellow block on top of the cage (#4), then the yellow block on top of the column (#5). The star will appear near the flat ! switch on the dock, raise the water to get it.

Star 4: Express Elevator--Hurry Up!

Make sure the level is the lowest it can go. Go to the bottom of the cage and punch the wooden block. Go back to the top of the main structure (try letting the vacuum cleaner-like things fling you up the right way, it can be done) and the top of the cage by hitting the ! switch. Get on the wooden elevator outside the cage. It'll go down. At the bottom, go through the passage you created by breaking the block, then hurry back to the elevator and I mean hurry! When you get to the top walk over to get a star.

Star 5: Go to Town for Red Coins

Use a side flip and go high. Get to the cannon and shoot to the corner grate. Swim to the underground town and drain the water. Then find the eight red coins (they won't be too hard to find). Pretty much all of them are in boxes. Or, the water can be at the highest level, and you can jump to the edge of the corner grate. That's your only exit, too.

Star 6: Quick Race Through Downtown!

This needs the Vanish Cap. Go back to the city and drain the water again. Get the cap, hit the flat ! switch and run through the grate. Make your way to the top for the star. You practically have to be a human bullet to do this, but it's possible. Just cut corners and you should barely make it.

Star 7: Get 100 Coins.

A resourceful idea is to try and get all the coins in the main level, then enter the underground town to finish it off.

Course 12: Tall, Tall Mountain

To get here, find a small picture of mushroom platforms behind the key door and hop in.

Star 1: Scale the Mountain

Well, just climb the mountain! Star is at the top! (Figures again.) Just watch the obstacles, but after you're done, it's okay.

Star 2: Mystery of the Monkey Cage

Get to the top of the mountain and there's now going to be a monkey named Ukkiki (sort of like the sound monkeys make). Catch him and bring him to the cage. The cage's located on an island near the area where the monkey was. Star should go down the waterfall: Jump down. You might get hurt, but it's better than nothing.

Star 3: Scary 'Shrooms, Red Coins

'Shrooms means mushrooms or toadstools. Now that we have that information, we now know we must collect eight red coins again. Some are on the mushroom patch, some near the gophers.

Star 4: Mysterious Mountainside

First it was the Princess's Secret Slide, then the snow slide, then this! Halfway up, you'll see a floating cloud (Fwoosh) that can blow you off the mountain. Walk around the corner then jump into the wall at the left. Inside's a slide. Get to the end and you get a star. When you see the signs pointing right, DO NOT ignore them. You will come to an area with a skull ahead, and that's a dead end to a long fall. This is actually one of my favorite slides: it is difficult, but it sure is fun!

Star 5: Breathtaking View From Bridge

Go to the top and find the ! switch. Hit it. Run ahead to the bridge, go to the middle, face the waterfall, and you'll see a box in the middle. Jump to the box and you find a star inside the waterfall!

Star 6: Blast to the Lonely Mushroom

Find the mushroom with the star, and open up the cannon, then shoot to the mushroom. Direction is everything, so you can't overshoot or undershoot...

Star 7: Get 100 Coins

Don't forget about the slide, you can get about 60 coins here. Then you can simply jump off the ledge and land on a lower part of the mountain to get all the coins that you missed.

Course 13: Tiny-Huge Island

Go through the door with the star on it in the key door up top. You'll find a hall. Turn left, turn right, and look straight and there are pictures of Goombas. The center picture is normal-sized, but it's a dummy picture. The left one will make you huge Mario (the picture is puny) and the right one will make you small Mario (the picture is HUGE!)

Star 1: Pluck the Piranha Flower

Start as huge Mario and go to the puny piranha plants. You'll see a pipe which changes your size. Hop in and you're now small. Kill the giant plants for the star. Here's a good tip: Jump on the leaves and they'll die and give you two yellow coins.

Star 2: The Tip Top of the Huge Island

Simply make your way to the top of the island as small Mario (jump into the left picture, make your way up to the pipe towards the top of the island, jump in, then make your way up.)

Star 3: Rematch with Koopa the Quick

This "quick" turtle in course 1 is back. You have to be small Mario here. The race begins where the cannonballs come out, down the windy slope, then the bridge. Beat him you get a star. (For any easy beaters the first time, might not be so easy this time! I think that he's perfected his track skills! According to me who beat him in 24.1 seconds, he spent his whole savings on some Koopa Mach 1 Sprint shoes. And I do know Mach 1 is around 720 mph. Whew. That's fast.) If you don't beat Koopa the first time, than you can simply turn to huge Mario

and go back to where you saw him, and turn to small Mario nearby.

Star 4: Five Itty, Bitty Secrets

To get this star, as huge Mario, you have to find five secret places.

1. Where the cannon balls are released. 2. Small Mario tunnel (other side, where Bubba is with small Mario.) 3. Only cannon in the level. 4. Red coin cave entrance. 5. Top of the mountain. This will make a star appear on a far away island. Go to the area where you got star one where you'll find a ! switch. Hit it and run across the platform to the star.

Star 5: Wiggler's Red Coins

Must be small Mario here. Use the cannon to shoot yourself up to a wooden bridge. Very small and thin so be careful. It leads to Wiggler's cave, where the 8 red coins are. The fussy caterpillar is above you, so he's not going to drop down or anything.

Star 6: Make Wiggler Squirm

Go to the top as huge Mario. Pound the ground (A + Z) on the small hole and water will be released. Now turn into small Mario and go back to the top. Go in the hole and you'll be able to face Wiggler the caterpillar. Three stomps does the job. After the second time, he'll call you a "linguine breath". Gee, I wonder how many Italian restaurants Mario goes to per year?

Star 7: Get 100 Coins

No real advice. Keep changing from Small to Big Mario to find even more coins. It varies, but I will tell you one thing: you can't find all the coins when you're just one size. There are a total of 170-something coins in the level, so it shouldn't be too hard.

Course 14: Tick Tock Clock

Up top the castle, go up the tall stairs and find the Big Star Door at 50 stars. Enter. Find a clock face. If the clock's hour hand is at 12, the clock is still. At 3 the parts are moving slowly. 6 it's going back and forth and not very predictable. 9 it's very fast. You need both keys.

Star 1: Roll Into the Cage

Work your way about halfway up the clock till you see a cage. Within the cage is a star. Jump on the conveyor belt platform then in the cage. (Clock can be stopped or moving, but it's easier when stopped)

Star 2: Pit and the Pendulums

Go a little higher than star 1 and you'll find a pole. Climb it, but once you reach the top, don't go to the higher platform. Instead go over to where that monster flips you. You have to get to the other side by jumping on the spinning triangle. This will take you to the star. (Clock can be stopped or moving, but it's easier when stopped). By the way, this star is based on the Edgar Allan Poe book, "The Pit and the Pendulum", which I have actually read once. I'm pretty sure it's in the public domain. Search for it on classic book websites.

Star 3: Get a Hand

The clock MUST be moving for this star. Climb a short way up the clock until you reach the ticking-around-in-a-circle hand. Jump on it and let it take you around to the other side of the clock where the star is.

Star 4: Stomp on the Thwomp

Hey, keep that up and you'll be writing sonnets in no time! Climb to the top of the clock by putting the clock on 3 or 9 (3 is easiest for me), so jump onto the moving cube near star 5, now long jump over to the next and go ahead, so you can find a clock hand. Jump on it (not on the arrow), and let it take you around and you'll find a Thwomp. Get on top of him and you'll get the chance for the star. Clock should be on the move.

Star 5: Timed Jumps on Moving Bars

About three-quarters up the clock you'll see a cage. To the left there are 3 bars that keep popping out of the wall. If the jumps are timed right you can climb them. This leads you to the star. Keep the clock moving.

Star 6: Stop Time for Red Coins

When the minute hand is at 12, jump in, and work your way to the previously spinning brown platforms. They're now still, making it so easy to collect the red coins.

Star 7: Get 100 Coins

I recommend putting the clock on 12. This won't help get you towards the star "Stomp On The Thwomp" for more coins, but I have a great way to get you up there. First, climb up the pole. Now, double jump and catch the platform. Now go slightly left and wall kick. You should probably be able to catch the triangle-shaped platform, now go up for more coins. Would you believe it? Nintendo, the greatest video game minds in the universe, left a loophole in their game!

Course 15: Rainbow Ride

You need to enter the Big Star Door. To enter this course, there are rooms high in the wall you can jump into. One of them is course 15 and the other is a bonus level. Enter the hole in the floor to enter.

Star 1: Cruiser Crossing the Rainbow

Get on the magic carpet at the beginning of the level and ride it AFAP (as far as possible). Note that you can duck under the flame (but don't get burned!). You'll reach four spinning platforms. Go right, where there will be another carpet, ride it to the junction of 2 carpets and take the left one (Mario's view) towards a pirate ship where the star will be at the front of the ship.

Star 2: The Big House in the Sky

Same way for star one, then when you find the carpet junction take the right one (Mario's view) this time. Follow it until you reach a castle

in the sky. You will pass through it twice. If you can get past the fire, which you do NOT want to touch, you will go up, and then jump off the carpet onto the top of the castle before the carpet plunges down, which will blow your chance for your star if you don't take the opportunity.

Star 3: Coins Amassed in a Maze

Go to the 3 spinning platforms. Go straight, and you'll get to a vertical maze. You have to jump from platform to platform for the red coins. The star marker will be at the bottom.

Star 4: Swingin' in the Breeze

Turn left this time at the spinning platforms. Go to the tilting platform and go right. Follow the course and you'll reach a very steep platform with steps coming out from it. Go up the platform and left, there's the star past the flame thrower, which is actually not suicide.

Star 5: Tricky Triangles!

Same direction as star four, but keep going once you reach the stairs. It's not suicide, though. Just keep going. Once you reach the ! switch, hit it then jump on the upside down triangles. Go really fast, because you have only about ten seconds to jump the triangles.

Star 6: Somewhere Over The Rainbow

In order to get this star, you must have the cannon set up on the level. To do this, go back to the red coin maze, and go to the back area, where the blue coin switch is. If you like the wall-kick, then this star is for you. Wall kick off of the wall, but be prepared to wall kick about eight times, all the way to the top. Up there, you will find the Bob-omb Buddy, who sets up the cannon for you. Now, go back to the pirate ship where you got star one, and you will now see a cannon. Get in the cannon, and fire yourself "over the rainbow" onto the nearby island and catch the pole. (Actually, fire yourself through the rainbow circle.) Slide down but watch out for a Chuckya. Try jumping off instead of sliding to the bottom. Here you should find a star in the yellow block.

Star 7: Get 100 Coins

Good luck, after all, you're a Mario 64 expert by now! At the far end of the vertical maze, break the blue coin switch and wall kick to the top for five more blue coins in addition to the one at the bottom.

4b. Castle Secret Stars

----- Stars 1-2: The Princess' Secret Slide

I don't know how they called this a secret slide, but no complaints. These are the first Secret Stars you'll probably find. There are two stars here. To get here collect a Power Star and open the door on the second floor with a star with a 1 on it. Jump in the stain-glass window of the Princess on the right and you will enter the secret slide. The first star is completing the course in 21.0 seconds and up. Break the yellow block to get it at the bottom. The second star you get by completing it in 20.9 seconds or less. This can take some time, but it helps if you press B as you enter the slide and Mario slides on his

stomach. Get to the bottom and it will appear near the finish. My record is 20.5 seconds (no cheating).

Stars 3-5: Talk to Toad

Toad seems to jump around in many different spots, but he gives you stars if you talk to him in three different places. Here they are.

1. Near the metallic liquid pool, entrance to course 6 (Hazy Maze Cave)
2. On the second floor in the hallway, inside the second floor key door. There are two Toads, one near the star door and one nearby.
3. Near the Course 15 entrance, inside the Big Star Door

For modern-day N64 users, note that in Mario Party, Toad does the same thing - gives you stars!

Stars 6-7: Catch the Bunny in the Basement

After you get 15 stars, a rabbit appears in the basement. Catch him with the B button and he'll give you a star. He'll say to let him go and that he's got a gift from Bowser, and also he is late on a date. (Hmmm...where's Danielle Steel when you need her most to write what would be an interesting romance novel?) Catch him with 50 stars and he'll give you another star and he won't come back, now that you've stripped him of his Stars, as he says.

Star 8: The Secret Aquarium

Enter the Jolly Roger Bay entrance room. Turn right and around. You'll see Toad and a hole in the wall. Double-jump inside. Collect the eight red coins within it, for the star. There's no place to surface so you have to hold breath, but I doubt you'll let Mario run out of breath, because there's coins all over. Four are near the top within coin rings, four near the bottom. The star marker is bottom center.

Stars 9-11: 8 Red Coins in the Bowser Levels

In Bowser in the Dark World, Bowser in the Fire Sea, and Bowser in the Sky, there are eight red coins. Collect them in each course for the star. See "Bowser Levels" later.

Stars 12-14: 8 Red Coins in the Switch Block Courses

In the Wing Cap, Metal Cap, and Vanish Cap courses, there are eight red coins. Collect them in each course for the star. See "The Cap Switch Courses" later.

Star 15: Wing Mario over the Rainbow

In the course 14 and 15 room, find an entrance like the course 15 entrance, except on the left side. Jump in and fly into each of the cloud islands. The rainbows can guide your way. In addition, the cannons can help too. There is one red coin on the island you start on, one in the light cloud you can fly through, one on the island with the Buddy, one on the cords, two above them, and the rest should be easy.

Those are all 120 stars in Super Mario 64. This is what you can do with them:

0 stars: Courtyard, Course 1
1 star: Course 2, Princess' Secret Slide
3 stars: Course 3, Course 4
8 stars: Bowser in the Dark World
8 stars + first key: Courses 6-8
8 stars + first key: Metal Cap and Vanish Cap
10 stars: Wing Cap
12 stars: Course 5
15 stars + first key: Bunny in the basement
30 stars + first key: Course 9
30 stars + first star in Course 9 + first key: Bowser in the Fire Sea
31 stars + both keys: Courses 10-13
50 stars + first key: Again the bunny in the basement
50 stars + both keys: Courses 14-15
70 stars: Bowser In The Sky
120 stars: Open the grate outside to a cannon

5. The Cap Switch Courses

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5a. Wing Cap

After you collect 10 stars, you'll find a beam of light shining down from the top of the castle. Stand in the middle of the sun carpet and press C-Up. Then move the Control Stick down to look up. You'll be taken to the Tower of the Wing Cap. The switch is at the top of the middle tower. If you fall off the course or go off it, you won't lose a life. The red coins are in a counterclockwise circle going down, paired in twos. You will get about one minute with the Wing Cap. The star marker is with the switch on the middle tower.

5b. Metal Cap

In Hazy Maze Cave, look for Dorrie the sea dragon and jump on her back. She will give you a ride. Control Dorrie over to a door, then jump on the red cage/platform. Inside the door, there's a pool filled with liquid metal. Enter and you will enter the Cavern of the Metal Cap. The cap switch is to the left. You get maybe thirty seconds with the Metal Cap. If you are normal Mario do not go over the waterfall or you'll end up exiting the course and falling down the waterfall outside the castle. The current is EXTREMELY strong. The eight red coins are found: Two are with the 1-UP Mushroom in the hole in the wall, two are beside the cap switch, and the remaining four are underwater around the cap switch island. The star marker is behind the cap switch underwater with the yellow coins.

5c. Vanish Cap

Turn right in the basement and look for the door opposite the entrance door to Hazy Maze Cave. Then head over there. Swim down and look for a couple of pillars. A sign near it will say, "It is decreed that one shall pound the pillars." That means that you should pound the ground on both pillars. The water will drain. Go out to the door that was submerged in water and enter the grate that was closed. Then go down the slide and follow the level. From now on there won't be any water in the moat. There are four red coins on the slide, two on the unstable platform, and two around the cap switch. Just fall off the edge of the course to exit and you'll end up near the waterfall. The star marker is behind a wall you can't go normally: use the Vanish Cap to get the

star. If you miss the red coins on the slide use the Z button to crawl back up. It's a long process but it's possible to get a few 1-Ups along the way as well.

6. Bowser Levels

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6a. Bowser In The Dark World

Enter the Big Star Door on the second floor of the castle with 8 stars. You will enter a long hallway. At the end is a picture of Peach, but it changes to Bowser as you get closer. When you get a certain distance away, the floor will open up and you will enter the level. Follow the path to the end of the course where a green pipe is. Jump in the pipe to locate Bowser. Nearby is a sign from the Princess. Defeat Bowser by throwing him into a bomb. It's a good idea to grab his tail when he's stopped and about to breathe fire. If you defeat him, a key will appear in his place. This opens the door to the basement and the next few courses. There is a red coin on the entrance, hit the ! switch and run back and go on the crates to get the coin. There is another red coin by the first flame thrower. Hit the ! switch to get it. There is one behind the crystal where the electric sphere rotates around, one by the wooden sliding platform, one by the moving platforms, and one on the platform with the sharp point, and the yellow coins, and the electric sphere. One is beside the wooden platforms, and the remaining one is on the platform above the wooden platforms.

6b. Bowser In The Fire Sea

With 30 stars, enter the Big Star Door in the basement. Then enter the water wall and get the star "Board Bowser's Sub". Do that and the water wall will move back to reveal the entrance to the next Bowser level. It's a hole in the floor. Before you move the water wall back, you may see the hole. Follow the path to the end of the course and you will find a funnel with a clear yellow star in the center and some light blue rings below. Jump into the funnel and you will be taken to Bowser. Throw him into a bomb. This is more difficult because he is faster, runs, warps, and can tilt the platform hugely. My strategy is run away from him. He'll run to you. Get away from him, he'll slide to a stop. It's easier near a bomb, so when he stops, grab his tail for an easy kill. Talk to him and he'll give you the last Key. One Red Coin is on the wire net path to the left of the Bully, one red coin is on the unstable platforms, one red coin is in the corner of the cage which you can climb up to past the unstable wooden platforms, one is right below the elevator taking you to the lava area, one is to the right of the platform past the flame thrower, avoid the Bully to get it. One is on the "accordion" platforms, wait for them to rise to their highest position to grab it. One is in front of the first flame thrower, and one is above the final pole. The star will appear close to the end of the course, on top of the stone structure. To get there, try going across the ledge (carefully) above, and you should reach the star and get a 1-Up as insurance.

6c. Bowser In The Sky

Enter the Big Star Door with 50 stars. If you jump up the huge stairs across from the clock, you will find another Big Star Door with pictures of Peach beside it. To make this easy, the first Star Door is below the second one. Come up to it and a note will say saying: "To open the door that leads to the 'endless' stairs, you need 70 Stars.

Bwa ha ha!" and that's not totally true. The door will open, revealing a staircase. Go up the staircase. This staircase will never end if you do not have 70 Stars, but if you do have 70 Stars, you will reach the top of the staircase. If the staircase is endless, you can turn around and it won't be far to find the Big Star Door. The note will appear exiting the room. Along the staircase are pictures of Bowser and Peach. You're about to get to the top of the castle. After reaching the top, you will find a picture of Bowser and a hole. Jump in the hole and go through the course. At the end, there is a warp pipe. Jump in to reach the final Bowser. This is very difficult because Bowser can break off pieces of the platform if you throw him off. If he jumps, he will emit shock waves which can hurt Mario. Throw him into bombs three times to win. Before you throw him into the third bomb, all the pieces of the platform will break off forming a star. If you can do this job, well done! You will get a big star. Grab it and you will fly outside the castle. Peach will be freed from the stain glass window in front of the castle and she will thank you for restoring the power of the Stars to the castle. And this leads to a kiss (Awww!) and a cake. (Mmmmm!) Beating Bowser with 120 stars makes him say something different between 70 and 119 stars. And as for Bowser? I think he's taking a vacation...home. Here are the eight red coins: Where that box is, push it towards the course entrance and climb on it. Jump out at the coin to obtain it. The next red coin is next to the piranha plant on the stone path, past the first spinning platform. The third red coin is just off the edge of the lower level of the course. Jump off the end of the stone path, and walk along the edge until you see the red coin on a small ledge. The fourth red coin is in the middle of the banked path that turns you around towards the end of the course. The fifth red coin is on the diamond-shaped prism. Jump off the red and white moving platform and onto that prism to get it. The sixth one is near the sphere flame thrower, in the middle. The seventh red coin is on the top of the pole between the Goomba platform and the Bob-omb platform on the second last floor. The final red coin is right under the stairs to the pipe to Bowser. You will see a platform under it, jump on it, and the star will appear behind the warp pipe at the end of the course.

7. Warps

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Warp 1a takes you to 1b, 1b to 1a, 2a to 2b, 2b to 2a, etc.

Course 1

Warp 1a: Cross bridge one and jump over the fence, to the right. The warp is in the center of the bed of yellow flowers.

Warp 1b: After you cross the unstable bridge, climb up the stairs to the left of the Bob-ombs. The warp is in the center of the flower bed near the red ! block.

Warp 2a: The bottom hole up the mountain. (Center back.)

Warp 2b: The top hole up the mountain. (Center back.)

Course 2

Warp 1a: In the corner next to the only green ! block on the level, near the lower Thwomp.

Warp 1b: In the corner of the platform with the flagpole.

Course 3

No warps.

Course 4

Warp 1a: To the right of your starting point, there is a broken bridge. The warp is at the edge of this bridge.

Warp 1b: At the bottom of the level with the pool with the penguin in it, go right and find the broken bridge. The warp is at the edge of that bridge.

Courses 5-6

No warps.

Course 7

Warp 1a: Jump to the island behind where you start. You'll see a Wing Cap block. The warp is at the center of the island, near the block.

Warp 1b: There is a hole below the first eyeball. The warp is in that hole.

Course 8

Warp 1a: There is a palm tree next to the pool of water near the vulture. The warp is at the bottom of the tree near the tree's shadow.

Warp 1b: Where the cannon is, the ground is divided into squares. The warp is in the center of the 4th square from the cannon.

Warp 2: In the pyramid, in the corner of the second floor, there are some Goombas surrounding a pole going up to the 3rd floor. After you climb it, the warp is in the corner on your right. This takes you above the grating on the second floor where the 1-Up Mushroom is. This is a one-way warp.

Course 9

No warps.

Course 10

Warp 1a: In the shadow of the tree in the corner of the level.

Warp 1b: In the shadow of the tree before the island with the moving triangles.

Course 11

Warp 1a: To use this warp, the water must be all the way down. On the ground there is a white structure with 3 steps. On the second step there is an electric ball, and on the third there is a diamond that raises the water level. The warp is on the ground in the corner of the smallest and largest step.

Warp 1b: In the corner on the platform with the cannon.

Course 12

Warp 1a: Closest to the chasm, there is a very small mushroom platform. The warp is on the small platform.

Warp 1b: At the other end of the path with the cannon, there is a square area with a sign. Warp is in the corner against the mountain walls.

Course 13

Warp 1: When you're big, there is a ! switch that makes a temporary bridge to the island in the air. In the corner of the island with the Yellow Coin is the warp. This is a one-way warp that takes you to the pipe near the flat ! switch in warp 1.

Course 14

No warps.

Course 15

Warp 1a: Outside on the edge of the platform to the castle, across from the fireplace.

Warp 1b: In the center on top of the rectangular building with the red coins and the Buddy.

8. Secrets (courtesy N64 Code Center, at n64cc.com)

===== Meet Yoshi at the Top of the Castle

What would Mario 64 be without our cute pal Yoshi? Earn 120 stars. Then if you go outside the castle, and find the closed grate outside the lake, it will now be open. There is a cannon inside. Blast to the top of the castle and go towards the back. You'll see Yoshi after all this time! Talk to him and he will say:

"Mario!!! Is that really you??? It has been so long since our last adventure! They told me that I might see if you if I waited up here, but I'd just about given up hope! Is it true? Have you really beaten Bowser? And restored the power of the Stars to the castle? And saved the Princess? I knew you could do it! Now I have a very special message for you. 'Thanks for playing Super Mario 64! This is the end of the game, but not the end of the fun. We want you to keep on playing, so please accept this great gift. Enjoy!' The Super Mario 64 Team"

Wait a sec, that's not exactly right. There was a typo. When Yoshi says "Mario!!! Is that really you???" he says "...It that really you???" and I'm pretty sure it was just a typo. We all make mistakes, and I'm just nitpicking.

And your number of lives will increase to 100 and then Yoshi will jump off the castle towards the waterfall. You'll also get an improved triple jump where Mario will go farther and stars will trail behind! Nice visit, wasn't it? Well, it was short, but sweet.

Fat Penguin on the Snow Slide

Earn 120 stars and go back to the Big Penguin Race in course 4. Enter the cottage and you have a really FAT penguin. He nearly takes up the entire width of the slide! What the heck has that penguin been eating!!??? Maybe he's on a diet but he's backsliding and eating M&M's direct from the factory...but anyway he'll challenge you to a race: it's a lot harder now! Try it. I beat him the first time, but give it a try anyway.

Whole Lot of Hats

It is possible for Mario to have two hats in course 10. First, you must have Mario and his hat blown away on the bridge. Then, (without picking up the hat) go past the cannon to the corner of the course where you'll encounter several trees. One of them will teleport you to another tree. Teleport back and forth several times. Now, go back and pick up the hat. You'll find that another hat remains on the ground. Pick that one up also. Mario's extra hat now becomes a weapon. Unfortunately, this doesn't work outside the course. Be careful: Mario takes double damage with 2 hats. Warp 50 times and the game freezes.

Wire Net Under a Bridge?

Go into course 1. Then go under the bridge. Jump and hold A. Mario will hold onto the bridge. Now go to the lowest part of the bridge while holding A and let go of A. Mario will be pulled right through the bridge! Neat glitch.

Unhappy Mother Penguin

When you bring the little penguin down to his mom, if you pick him up again, his mom will get angry and chase Mario while leaving the pool. Soon she will look as usual but sneak behind her back and she will get steamed again. (Say, it's too cold in the Antarctic for penguins to get steamed, is it not?)

Boo's Not in the Hallway!

With 12 stars, enough to make the Boo-Buddy appear for course 5, enter the course 2 room and walk along the left side of the room. You'll hear the laugh of a Boo! What happened is that through the wall, you triggered the laugh and he went away. You won't see him now. This is more a glitch than a trick. You can do the same thing by following the right side of the room where course 4 is.

Aaah...I Need To Breathe

Go into an area with deep water. Now, go down and make sure the camera is behind Mario, now press and hold up on the control stick. Mario will stick his face way below the water's surface but he can breathe through his shoes! His shoes are above water, and Mario's energy is replenished.

Lose a Life, Gain a Life

In Bowser in the Sky, if Bowser kills you, you can keep getting a 1-Up by walking behind the top left pillar. This way, you can get infinite lives. The Japanese version has a different one: In the Bowser in the Sky level, when you confront Bowser, run around and collect the coins that Bowser's fire leaves behind until you have 1000 coins. Now, an "M"

should appear where the number of lives should be. Every time you die, you'll gain a life, and every time you get a 1-Up Mushroom you'll lose a life. I don't know many people in North America who don't have the domestic version and have the Japanese version of Mario 64, though...

Hey, you wanted me to run, so...hey, where are you?

Enter the course "Bob-omb Battlefield" and select the star "Footrace with Koopa the Quick (yeah, right)". To do this trick, get the Wing Cap in the block nearby. Now go back to the area where Koopa's waiting. Stand in front of the cannon and triple jump and fly a short distance to Koopa. You'll get the regular message, so accept the race, but now Koopa the Quick has disappeared into thin air. P.S.: (yeah, right) in the star name was a comment by me, he practically jogs (as fast as me, and I'm pretty slow, I can't even beat fifty seconds in the 200 meter run!).

Another Way to use your Hat as a Weapon!

Go into Shifting Sand Land and let the bird take your cap. Hit the bird but don't get your cap. Go to the palm tree and teleport a few times. Now go to where your hat was...you can use it as a weapon!! Every time you warp, another hat falls to the pile. Warp fifty times and the game will freeze up.

A Tree With Growing Life

Outside the castle go to the waterfall, now go to the third tree from the waterfall. Climb to the top and jump off. No matter where you go, the 1-Up that comes out will follow you no matter what. When you get the extra life enter the castle and come out and repeat this process for another life. Lather, rinse, repeat, lather, rinse, repeat.

Move The Camera

Have the second controller plugged in (because the beginning of the game is the only time controllers are detected, and once you beat Bowser for the last time, you can use the Control Stick to move the camera (however, the camera will still move)).

Life Under The Bridge

Get the two yellow coins under the bridge to the main door. A 1-Up mushroom should fall. Now collect it. Enter the castle, come out. Repeat for another life, and another...

I thought water was a form of molecules, I didn't think it had an M.D. degree

Dive into the nearest pool of water and resurface if you're low on power. Your power will be restored!

Get Outside The Castle...Without Losing a Life in Dire, Dire Docks

In the Bowser's Sub area of course 9, if you swim into the black hole, you will end up in the fish pond. You will not lose a life while doing this. In addition...the black hole can pull you in if you get too close...not a help if you're trying to get a star in Bowser's Sub. :-(
Too bad.

See Your Cameraman

Get 30 stars, enter the basement, get the first star in course 9, beat Bowser, now go up to the top of the castle. Enter the room with the mirrors. If you get close enough, you will see Lakitu in the mirror!

Transparency

Get 120 stars (you don't have to talk to Yoshi) and go to the back of the castle. You should see the courtyard (where the Boos are to get to course 5) but you can't. Go to the edge and you'll hit an invisible wall. Now...if Mario has his back turned, press C <- or C -> and you will see that the castle is now invisible and you can see through it to the drained moat and the waterfall. And another BIG thing about this glitch is that instead of "floor" where the inside of the "castle" should be, there is the moat where the waterfall drains into! If you can get to the top of the castle WITHOUT 120 stars, then you can do that and do the same thing.

Play On The Slopes

I have discovered this one myself. On a slope, go up the slope and run back down. A few steps down, press Z and B. This will normally make Mario slide kick, but Mario will bounce off the slope. After bouncing once, when he lands, he will slide down a bit of the slope. DO NOT press A, press B while doing it, A will make you long jump and make you lose about 1/4 of your power.

Luigi Code

By all chance, I do not include a real Luigi code in this guide. There are lots of them out there, but I have all the Stars right now and have NOT gotten it. If you haven't gotten it, good for you! You've proven my point. But wait. Go to the courtyard and find that pool. See that statue of the star? Read the plaque. It says "L is real 2401". Does this have to do with Luigi? Has the whole Mario 64 team been lying to us, telling us Luigi is not in the game? This is a mysterious event. Will it ever be solved? Okay, I'll quit the suspense, but it's pretty w-e-i-r-d. Let's face it. LUIGI DOES NOT EXIST IN THE GAME. PLEASE DO NOT TELL ME HE EXISTS. IT IS SO EASY TO TAKE A PICTURE FROM IGN64.COM OR ANY OTHER GAMING WEBSITE, USE A PICTURE EDITOR, AND GET LUIGI. Someday, I may offer a picture contest for "Best Made-up Luigi Picture", but that'll be when pigs fly. Here's the real story:

Luigi was destined to be in Super Mario 64, but however, the game programmers cut Luigi to save the game's memory. However, in the next-generation platform Mario game, coming out for Nintendo GameCube (next generation system), Luigi will probably be in the game.

Here's one of the Luigi codes I've heard of: Remember, it's FAKE, so don't try it. I will never try it.

-- First, do not save at all while doing this code. Plug a N64 controller into port two. Hold up the Control Stick (to make that the neutral position) as you turn the game on. Go to file Mario B and enter. The file must be empty. Now, enter the castle and press L, R, and Start to reset the normal analog control stick position. Go to Bob-omb Battlefield and get stars 1, 3, and 7. Now, go to Whomp's Fortress and get stars 1, 6, and 7. Now, go to Jolly Roger Bay and get stars 1, 5, and 7. Now you should have nine stars. Go to Bowser in the Dark

World now and get all eight red coins. After getting the star, leave the course. Now go to Cool, Cool Mountain and get the 6th star. After getting the star, go to the Tower of the Wing Cap and get all eight red coins, and get the star, without jumping on the switch. Now go back to Bowser in the Dark World and go to Bowser. Let him keep blowing fire until you have 164 coins, then beat Bowser. Go down to the basement and unlock the door. Go up the ramp next to the key door, then go through the door. Swim following the arrows towards the area with two pillars. Stomp both pillars and the water will drain. Exit through the door. Enter the Vanish Cap Under the Moat stage and jump on the blue ! switch. Exit the course by jumping off the edge, now go back to Jolly Roger Bay. Go to star 2 and go to the ship. You will see a box with a poison symbol on it. Let it go left 64 times and right 64 times. After it does this stomp it. The box will burst and a green hat will pop out. Pick it up and Mario will spin around and say "It's a-Luigi time!" You will exit the course. Now you can go upstairs without beating the Bowser in the Fire Sea level. Go upstairs and enter the room with the mirrors. On the first pillar you come to, stomp it six times. Go to the pillar in front of the dummy Goomba painting and stomp it. Luigi will appear in the mirror in front of the Goomba painting. If you punch him, he will come out and he will follow you and you can switch who plays by pressing L. This code is neat, but too bad it doesn't work.

Letters

If you can, try to get the camera to go behind the picture in the course 1 room. You will see something there, the letter "M". Note that it looks in the approximate position the entrance to the Bowser level is...I'm guessing the designers used it as a guide.

9. Few Questions

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How do I get my hat back in Shifting Sand Land or Snowman's Land?

Pretty easy. In course 8, climb up the pillar closest to the bird if he snatches your hat. Then jump up to him and he'll drop it. Just pick it up. In course 10, it's even easier. If the big snowman's breath blows you off the mountain, your hat may be close to you. Just be patient and look around the level if it's gone. A snowman might be wearing it. Definite Mario fashion statement.

Can I lose my cap anywhere else?

Yes! In course 12, Tall, Tall Mountain, if you catch the first monkey, he'll snatch your cap. Just catch him to get it back. Or the wind cloud can blow your cap off.

Is there a Luigi code in Super Mario 64?

No! If you heard it from something/somewhere else, it's a hoax. It's just a way to lure people to the place. Plus, there a lot of fake pictures as well! This is leaving many of us Mario 64 players confused...yes...no, yes, no...this is crazy. Listen people, get over it, there is proof that there is no existence, and I still will believe it's the truth until I get a formal statement from Nintendo of America and no one else that says "Do this to find Luigi." If you want to see Luigi, you're going to have to wait until the next Mario game for Nintendo GameCube (North America release date Fall 2001). I checked out

a web site that had seventeen ways to find Luigi and they are all fake! Check out "Luigi Code" in Secrets for more information.

Can I ride Yoshi with 120 stars?

Sorry, but you can't. Yoshi can give you 100 lives and an improved triple jump, but you can't ride him. He jumps off the castle, never to be seen again in the game. If you wall kick to the top of the castle without 120 stars you won't find Yoshi but you'll still get 100 lives. If you turn your N64 on and off, and go back to your game, Yoshi will be back and you can get the 100 1-Ups once again (or as many as it takes to give you 100 lives).

10. Ending

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70-119 Star Ending-after throwing Bowser into the final bomb and talking to him:

Bowser: Nooo! It can't be! You've really beaten me, Mario?!! I gave those troops power, but now it's fading away! Arrggggh! I can see peace returning to the world! Hmmm...it's not over yet...C'mon troops! Let's watch the ending together! Bwa ha ha!

(Bowser leaves behind a giant star, grab it and Mario will triple jump and fly away into the distance, than ends up outside the castle on the bridge. Mario uses the Star Power and big star rotates, screen turns white, Peach appears, slowly reappearing between two Toads. Mario runs up, taking his hat off.)

Peach: Mario! The power of the Stars is restored to the castle...and it's all thanks to you!...Thank you, Mario! We have to do something special for you.

(Peach gives Mario a kiss on the nose, Awww!)

Peach: Listen, everybody. Let's bake a delicious cake...for Mario...

(Peach goes inside the castle, Mario stays outside, and Peach calls, Mario rushes inside, the camera shows a bunch of birds flying, and the credits roll with the camera going around all the levels, then when that's done, the screen comes up, and Mario and Peach wave goodbye between two Toads, and Lakitu comes into the picture as the screen fades, than a cake comes up on the screen with "The End" written under it.

Mario: Thank you so much for playing my game.

120 Star Ending-after beating Bowser and talking to him:

Same thing, except Bowser says something different:

Bowser: Noooo! You've really beaten me this time, Mario! I can't stand losing to you! My troops...worthless! They've turned over all the Power Stars! What?! There are 120 in all??? Amazing! There were some in the castle that I missed???!! Now I see peace returning to the world...Oooo! I really hate that! I can't watch-I'm outta here! Just you wait until next time. Until then, keep that Control Stick smokin'! Bwa ha ha!

(Here's my comment: I think that Mario and Peach recently got engaged,

now you can go "Wooo-wooo" all you want!)

11. Credits of this FAQ

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Author - Jordan Stopciati

Information - For enemies, Michael Gonzalez' FAQ, I don't think I could have found that info anywhere else. Thank you, thank you.

Thanks to: Shigeru Miyamoto and the whole Mario 64 team for thinking up and creating a great game, all of my resources, you for taking some time to read this, Microsoft for actually putting WordPad on this computer so I can write this

-- Jordan Stopciati

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P.S. Thanks for reading!

P.P.S. Phew, I actually made no mistakes, like other FAQs.

12. Legal Stuff and End

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By all means, you are most DEFINITELY allowed to print this out and use it for handy reference purposes if you're having trouble! That was the main reason of my FAQ, to help people with the game! Just don't go overboard and do the following things:

- Sell it while changing my name, that's blackmail
- If someone else is having trouble with Mario 64, don't sell this FAQ off to them. But you CAN give the information shown here. For FREE. Remember! This FAQ is offered to you free, so you can spread the word. For free.
- Use this FAQ at your own risk...I cannot be responsible for any damages. If you hold me responsible, I'll just say, "You expect me to pay for something that was clearly your fault? I just wrote the words. You were the one who took my advice."
- The most recent version of my FAQ can always be found at www.gamefaqs.com! Nowhere else! If you find my FAQ anywhere else, please tell me. I will deal with it personally. If you want it on your site, why don't you ask? But if you don't ask, I won't let you have it. It's as simple as that.
- If you violate ANY of the following, I will ask you to stop your "campaign". If you do not stop, I can and will take legal action. If you rip me off, I can have legal action taken against you (i.e. being sued). So do all of us and favor and play straight.

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