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Super Mario 64 - A Revolutionary Masterpiece Released in June 23, 1996, for Japan and September 29, 1996, for Brazil and the United States, Super Mario 64 was a groundbreaking platformer that set the standard for the industry. This iconic game revolutionized video gaming with its innovative three-dimensional graphics, open-world gameplay, and immersive setting. The game's impact cannot be overstated, as it was the first title in the Super Mario series to feature three-dimensional polygons instead of traditional two-dimensional sprites. The result was a seamless blend of gameplay, movement, and visuals that captivated players worldwide. ****Complete Walkthrough**** To unlock the full potential of this classic game, follow these tips: - Hidden Life: Locate a life hidden within a tree on the right side of the area where the chained dog/piranha is trapped. To access it, simply climb the tree. - Hidden Life: Collect all coins surrounding yellow flowers to reveal a hidden life among the blooms. - First Star: Begin by following the road and ascending the wooden ramp. Be cautious when passing the chained dog/piranha, as it may knock you off course. Continue up the mountain, navigating past giant balls, and enter a brown hole in the wall. Teleport to another hole higher up the mountain, allowing for a more efficient ascent. - First Star: Defeat the King of Firecrackers by grabbing him from behind with the B button, then throwing him three times while being careful not to lose balance on the mountain. 1. On the small stone mountain at the bottom of the level, find a chained dog/piranha with a log attached to its chain. 2. The sixth star is located under the concrete walkway that allows passage to the mountain; take out the grate behind the log by hitting it three times. 3. The first star can be obtained by climbing to the top of the slope and then navigating through obstacles such as piranha plants and rotating platforms. 4. At the summit, a large boss wall block will appear; jump on its back and press the Z button during a specific timing to defeat it and receive the first star. 5. To find the second star, return to the tower at the top of the level and punch the wall for a hidden life. 6. The third star is located in a pool with shallow water; cross it and interact with a red firecracker to unlock the cannon and shoot it at a specific pillar below the mast to reveal its location. 7. Collect eight scattered red coins throughout the level to obtain the fourth star. 8. In the beginning of the level, wake up an owl by climbing the tree; ride on its back while pressing the B button until reaching the suspended cage in the tree, then release the owl and collect the fifth star. 9. Shoot the cannon at a corner of the wall near the rotating platform to break the edges of a brown brick wall and reveal the location of the sixth star. 10. Collect 100 yellow coins throughout the level to obtain the seventh star. Chests are placed in a specific order, which is Chest 1, Chest 4, Chest 2, then Chest 3. Afterward, jump on the platforms one by one till you reach the topmost level. By breaking the yellow container, players can obtain their first star. The second star involves returning to the ship and making the eel come out of its hole again, after which it's possible to retrieve the star from its tail. The third star requires entering a deep cave nearby and following specific chest-opening order on land: Chest 1, then Chest 2, followed by Chest 3 and Chest 4 in sequence. For the fourth star, players need to collect eight scattered red coins throughout the level. Near these coins is a red firecracker that needs to be talked to unlock the cannon; afterward, jump onto the top of a large spike in the middle area. Climb up it and get the fifth star. To obtain the sixth star, hit a green box nearby for Mario's metallic transformation, then jump into water, allowing easy retrieval of the star from within the current. The seventh star involves collecting 100 yellow coins throughout the level. The eighth star is found by entering the chimney and sliding down an ice chute; cut through at the first dirt curve to find lives, leading eventually to the first star. The ninth star requires starting with a lost baby penguin at the beginning of the level and sliding down on an ice ramp while holding it, returning it to its mother to earn the second star. For the tenth star, re-enter the chimney for a race with the mother penguin; beat her without cutting corners to achieve this. The eleventh star requires collecting eight red coins scattered throughout the area. Near the beginning of the level is a snowball at the top of the mountain opposite the house that, when talked to, allows running with it. To earn the twelfth star, one must navigate through this snowy terrain carefully and find another ball at an appropriate point during the race; hide behind it for the first ball to join this new formation, thus creating a snowman. If executed correctly, the fifth star will appear. To obtain the thirteenth star, use a moving platform located under the mountain and locate the red firecracker. Talk to it, unlock the cannons closest to the mother penguin, then throw yourself into one of the trees nearby, following the path rightward and upward through a "bouncing" wall until reaching the highest platform. There you will find the sixth star. The fourteenth star reuires collecting 100 yellow coins throughout the level. First star: Head towards the castle, entering each door on its ground floor. Use the famous butt to detonate ghosts in the first room (which is located on the left), repeating this process for a total of five rooms within the castle; return to the main hall and defeat the large ghost by hitting it three times, which will give you the first star. Second star: Outside the castle, enter a hut and use the platform to descend into its basement. Enter the second door located there. Third star: Go back inside and follow the same order as before but this time for the blue boxes in front of each chest; open them in sequence: 1, 2, then 3, and lastly 4. Fourth star: Collect eight red coins scattered throughout this area. Fifth star: Locate a red firecracker close to where you collected the coins earlier. Talk to it, unlock the cannons nearby, then throw yourself onto a large spike in the middle of the level; climb up on top and retrieve your fifth star. Sixth star: Hit a green box that's near the previous location to make Mario become metallic and heavy. Then jump into the water below you and let the current carry you towards the center where you can easily pick up the sixth star without any trouble. Seventh star: Collect 100 yellow coins scattered throughout this area. After collecting the first star, head towards the right-hand door. As you enter, the room's floor will start spinning, and ghostly apparitions will appear through the walls; detonate these entities, and when a large ghost appears, take out three hits to receive the second star. To get the third star, return to the castle, ascend to the second level, and enter the leftmost door. Then, hit the flying books in this sequence: book 1, book 3, book 2. If done correctly, a secret passage will open up; inside, you'll find the third star. For the fourth star, gather eight red coins that are scattered throughout the level. To obtain the fifth star, return to the castle's second floor and enter the rightmost door. Jump onto the smallest platform and use the wall to propel yourself towards the upper door on the highest platform. Enter this door, and you'll find a large ghost; defeat it by taking three hits, and the fifth star will appear. To get to it, navigate along the flat part of the roof and jump until you reach the top, where you can finally claim the fifth star. To obtain the sixth star, return to the castle's second floor and enter the rightmost door. Then, proceed through the adjacent door, knock on the blue box while invincible, and after that, jump onto the smallest platform using the wall to propel yourself towards the upper door on the highest platform. Finally, navigate past the board and run around the eye until it is extinguished. After completing this task, the sixth star will appear. For the seventh star, collect 100 yellow coins in the level. The first star requires entering the rightmost door initially and descending a pole. Then, proceed through the tunnel using the platform to reach the door. Navigate to the right until you encounter rolling stones; go through them, and enter the adjacent door on your right. Find the dinosaur and climb up to its head. Give it a traditional butt and guide it towards the middle platform in the lake to obtain the first star. Take control of your character and navigate through the challenging levels to collect seven stars. Here's a step-by-step guide to help you get each star: First star: After crossing the drawbridge, move right until you reach the rotating flamethrowers. Then, proceed right until you find a large square-shaped island. As soon as you encounter the monster bomb boss, push it into the lava to earn the first star. Second star: Head to the large square island and jump on the platform until you reach the area with firecrackers. Push them into the lava and do the same with the big bomb to get the second star. Third star: Collect eight red coins hidden in a puzzle. Be careful not to fall into the lava when the pieces move, as the star will appear in the upper right corner. Fourth star: Use teleportation to activate a red box and fly along the left side of the wall. Fly to the bottom-left corner to see a rolling log with the fourth star hidden inside. Fifth star: Enter the volcano and climb the poles to reach the top, collecting the fifth star in the process. Sixth star: Inside the volcano, climb a checkered platform while jumping between platforms to reach the sixth star. Climb the pole at the top of one of these platforms, then jump onto another pole near a flamethrower, earning you the sixth star. Seventh star: Collect 100 yellow coins in the level to earn the seventh star. First star: Approach a red firecracker and unlock a cannon. Throw yourself at a bird on one of the pillars to claim the first star. Second star: Hit the red box with the cannon, then throw yourself above the top of a pyramid to get the second star. Third star: Enter the pyramid and move right until you reach the top to earn the third star. Fourth star: Hit the red box with the cannon, throwing yourself towards four pillars, climbing each one before the pyramid explodes. A platform will appear; enter it to face the fourth-star boss. Defeat him by dodging his hands and hitting his eyes. Fifth star: Gather eight red coins scattered across the level. Sixth star: Inside the pyramid, collect five different yellow coins to claim the sixth star. The first is on a sandy path, the second requires swimming against the current, and the last three are at the top of the platforms. Seventh star: Swim through an underwater tunnel to reach another side of the level. After exiting the water, climb onto a "I" platform to activate a set of ladder-shaped platforms. The tunnel; the chest that is alone in the current; and finally, the chest that is near the drain - these contain crucial items. For the second star, explore the last chest. Third star: Collect the eight red coins scattered elsewhere in the level. Fourth star: Dive through five water circles on one side of the level, then click on a green block to become metallic. Afterward, re-enter the water and claim your reward. Fifth star: Follow a stingray from the start; cross the five water circles she releases, and receive your prize when you complete the fifth circle. Sixth star: Become invincible by hitting a blue block, then retrieve it on a red grate. Seventh star: Collect 100 yellow coins in the level. First star: Reach the island's peak by using a penguin as a shield against wind, then claim your reward. Second star: Push a frozen bomb from a platform to receive the third star. Third star: Obtain the second star by navigating a maze and reaching its top. Fourth star: Unlock the cannon by speaking with a red firecracker, then jump over the mountain to claim your prize. Fifth star: Retrieve 8 red coins using a turtle shell; some are located near flowers or in hot water. Sixth star: Enter an igloo, hit a blue block, and retrieve your reward from icy terrain. Seventh star: Collect 100 yellow coins in the level. You will start at a high point on the board, where you'll see a fire-breathing ball. You must dodge to the left, reach the block, and get the first star. To find three more stars, search for yellow blocks in specific locations - one is on top of a platform, another on top of the railing, and a third on top of a box. Large red-edged boxes will also have stars inside; you must push them to reveal the next star. Lowering the water level allows access to previously hidden areas. Break the block in the cage passage and climb up to get the fourth star. To collect all five stars, interact with a red firecracker, enter a cannon, and hit a specific point to reach the village. Collect eight red coins scattered around the village by swimming or bouncing on walls. Repeating the process to find six more stars involves using blue blocks to access hidden areas and then bouncing off the cage's walls. Lastly, collect 100 yellow coins in the level for the seventh star. The island is dotted with small holes called secrets. You can find them at strategic locations like near pools of water or close to large pipes. One is located at the edge of a green area with raised grass. Another is next to a thin wooden board. To get the sixth star, you need to collect eight red coins on the big island, which are hidden inside a cave. For the seventh star, find 100 yellow coins scattered throughout the level. Note that this phase doesn't start from a platform but rather through a clock mechanism. The level will change depending on where the clock hand points when you enter. If it's at twelve, the level is paused; at three, it moves slowly; at six, it runs backwards; and at nine, it speeds up. To get the first star in this phase, enter the level with the clock stopped, move to the top, and collect the star from a cage. The second star can be obtained with the clock stopped or through other means. Move past where you got the first star and head towards the pendulums; the star is located there. To get the third star, enter the level when it's moving (faster phases are easier). Go to the clock hand and stand on top of it until the pointer indicates where the third star is located. For the fourth star, enter the level with the clock moving. Move to the top and climb onto the clock pointer. Jump onto the Thowmp block and collect the star from its top surface. The fifth star can be found near the location of the fourth star but on a different path. Instead of going up through the blocks, go towards the platforms and perform a backflip to reach it. To get the sixth star, collect the eight red coins located close to where the level starts. For the seventh star, find 100 yellow coins throughout the level. In another part of the game, you'll encounter flying carpets. To get the first star in this section, ride the carpet and choose the one on the left when more appear. Follow it until you reach a ship and find the star at its bow. The second star can be obtained by riding the carpet again and choosing the one on the right this time. Go to the castle with the carpet and navigate through it carefully, avoiding fire, until you reach the top where the star is located. Collecting all eight red coins in a vertical maze will reward you with the third star. Tall, Tall Mountain, located in the same rotunda as Wet-Dry World, features a conspicuous small painting of amanita-like mushrooms that reflects its lofty setting. The course takes cues from the Bob-Omb Battlefield and Cool, Cool Mountain entrances, showcasing its influences on full display. Upon entering, players spawn partway up a mountain, navigating a winding path with various platforming challenges, including rock climbing, log-rolling, and avoiding rolling cannonballs. The height theme is prominently displayed throughout the course, with architecture and vertical challenges posing a threat due to the risk of long falls. This aspect can lead to an adrenaline rush but also result in punishing falls and tedious backtracking. A secret slide adds variety to the course, while its mountainous structure, platforming gauntlet, and emphasis on evasion draw comparisons to Super Mario World's "dirt-themed" levels. However, repetition becomes a significant issue with Tall, Tall Mountain's design. The linear main path can grow tiresome, making the requirement to climb the same mountainside repeatedly feel forced. This raises questions about the level's replay value, as designers must balance the need for exploration and discovery with the desire to keep players engaged. The star courses provide an enjoyable experience, with most of them requiring the player to follow the main path to reach the mountaintop. The first few stars are particularly engaging, thanks to their diverse platforming challenges and enemies, despite some issues with camera control. However, the new enemies introduced in this course fall short of the creatively designed creatures from previous levels. Monty Mole's hitbox is unpredictable, Fwoosh the cloud moves too slowly, and the Ukiki monkeys are more annoying than threatening. The course also features several stars that involve collecting red coins or climbing up the mountain, with some minor issues like camera lag in certain areas. One of the highlights is the secret slide, which offers an exhilarating experience. However, earning the 100-coin star requires a tedious and punishing layout. Some stars are repetitive, such as Star 2 and Star 4, which involve essentially redoing the same challenge with minor variations. The worst offender is Star 6, which is imbalanced, unfair, and uncommunicative, making it one of the most frustrating stars in Super Mario 64. This level is particularly underwhelming due to its excessive repetition, a stubbornly rigid camera, and poorly balanced stars that feel like clones of each other. The most optimal path often requires the player to climb nearly to the top of the mountain for every star, which only adds to the monotony. Even with 11 strategically placed 1-ups, the level's inherent unfairness makes it tiresome from the start. However, there are some redeeming qualities. The first star is a challenging and enjoyable evolution of earlier gauntlets, showcasing a creative use of obstacles that keeps the player engaged. Additionally, the main path through the course features unique areas like a grassy field with limited jump ability and clever platforming challenges such as long-jumping across a waterfall. The placement of the cannon unlock bob-omb is also noteworthy, providing a fun surprise to players. Despite these positives, the repetitive and poorly designed subsequent stars make Tall, Tall Mountain the most monotonous course so far in the game.

Super mario 64 nederlands. Super mario 64 land world 2. Super mario 64 levels. Super mario 64 city. Mario 64 level 12. Super mario maker 2 level 11. Super mario 64 hardest levels.