

7/31/00: v1.2

-Changed ASCII art title...again.

-Changed Table of Contents format.

-Added a second URL that this Walkthrough can be posted at.

-Added a NOTE up top about this walkthrough NOT being compatible with the SNES version of the game.

3/3/00: v1.1

-Changed ASCII art title.

-Changed e-mail address.

-Added Table of Contents and Revision History sections.

12/24/98: v1.0

-Complete version.

=====

II. INTRO

=====

Mario's Time Machine is a game aimed at a younger audience, yet can be enjoyed by anyone. Those familiar characters Mario, Bowser, Yoshi and the Koopas were licensed to The Software Toolworks (aka Mindscape) for this game as well as Mario is Missing. The game is more educational than action packed, as you will learn more about historical events and figures than you will have to make difficult jumps and defeat enemies. In fact, you can't die when you hit an enemy, you're just stunned.

The following walkthrough basically tells you which time period to bring an historical artifact to. It's basically for people like me who like to blow through a game with as little distraction as possible just to say they've finished it. Not that the world really needs a walkthrough for Mario's Time Machine, but here's one anyway.

=====

III. STORY

=====

Bowser's stolen 14 important items from the past and has placed them in his museum, guarded by Koopas. Bowser then captures Yoshi and before Mario can rescue him, he must find the stolen items and return them to their proper places in history.

=====

IV. WALKTHROUGH

=====

You start off inside the museum. There are a total of 8 big orange doors. You can enter any one of the first 7 doors in any order, but cannot enter that 8th door until you've sealed the previous 7 doors by retrieving the items behind the doors and returning them to their proper place in time. You are free to enter any door you want, but this walkthrough will take them on in the order that they are encountered. There are 2 items located behind each door.

The following is a step-by-step guide through the game. If you just want to know where each stolen item belongs, check out the "Quick Reference Guide" at the end of the walkthrough.

=====
DOOR #1
=====

ITEM #1

Start off by entering the first big orange door (to the right of the picture of Donkey Kong). Upon entering, you find yourself in a room similar to the original Mario Brothers (not Super Mario Brothers) game. Koopas come out of pipes at the top of the screen and you must jump up and hit the floor under them to flip them onto their backs. Touch them when they are turned over to knock them off the screen. Eliminate 3 of them in this manner and one of the stolen items will appear.

The first item you will get is the TORCH. Collect the TORCH (by pressing down while standing over it) and jump down the green pipe in the middle of the screen. This is the Time Machine. You will now have to select a time period to travel to. Proceed to 776 BC. You will travel to the Olympic Coliseum. Head to the right and stand on top of the white torch holder. Press select until the TORCH icon is displayed then press start. You've lit the Torch and the Olympic games can begin!

Password: RGNC4L

ITEM #2

You'll find yourself back in front of the first door. Enter it again, get rid of the 3 Koopas again, and get your next item, the LIGHT BULB. Jump down the pipe again and travel to 1879. You are in Thomas Edison's house. Move right and stand on the bookcase with the phonograph on it. Highlight your LIGHT BULB icon and press start to advance.

Password: R7NCCL

=====
DOOR #2
=====

ITEM #3

Back in the museum, you'll notice that Door #1 is sealed shut with bricks. You're done your work there, so enter the second door. Beating the 3 Koopas reveals the APPLE. Grab the APPLE and travel to 1687. Go to the right, stand on the tall tree and use the APPLE so Newton can discover the principle of gravity.

Password: R55CF3

ITEM #4

The next item you get behind Door #2 will be the SLEDGEHAMMER. Bring it to 1989, head all the way to the right, and use it in front of the door to the Guard's building to break down the Berlin Wall.

Password: R5DCFB

=====
DOOR #3
=====

ITEM #5

Now that Door #2 is bricked, move on to Door #3. Jump on the Bowser Statue to get up to the door. Enter and collect the EGG. Bring the EGG to the cave entrance in 80m BC to move on.

Password: S5DDFB

ITEM #6

The next item to get is the STOVEPIPE HAT. Bring it to Honest Abe in 1862. Use it in front of the gate to Gettysburg.

Password: S1DD?B

=====
DOOR #4
=====

ITEM #7

Moving on to Door #4, get the STEERING WHEEL from the Koopas. Travel to 1520 where you find yourself on Magellan's ship. Go to the right and use the STEERING WHEEL above the anchor.

Password: 91DX?B

ITEM #8

The second item behind Door #4 is a FLAG. Bring it to 1947 and use it in front of the temple to make Gandhi proud.

Password: 91GX?9

=====

DOOR #5

=====

ITEM #9

Moving on to the fifth door, you'll get the QUILL PEN. Time travel to 1602 and return the PEN to Shakespeare by using it in front of the stage curtain.

Password: 90GXB9

ITEM #10

You'll get a FLAG here too, but this one is the American FLAG. Bring it to 1969 and use it while standing on top of the lunar landing module.

Password: 90BXBD

=====

DOOR #6

=====

ITEM #11

You'll get a THRONE here. Lug it to 31 BC and use it standing on the platform in front of the Pyramid.

Password: DOBSBD

ITEM #12

The PROPELLER is the next item you get. This item belongs in the year 1903. Stand on the bricks in front of the airplane and use it to advance.

Password: DHBSVD

=====

DOOR #7

=====

ITEM #13

A SWORD is your next artifact to return. Bring it to 1192 and stand inside the red shrine at the end of the level to use it.

Password: 5HBJVD

ITEM #14

The final item to get is the PHYSICS EQUATION. Bring it to the year 1905. Stand in front of the chalkboard (NOT ON THE DESK!) to use it.

Password: 5H?JVC

You've now returned all 14 stolen items to their proper places in history. You now have access to Door #8, Bowser's Door, but first you have to answer a few historical questions. Get them right or you'll have to go back and go through the levels to track down the clues again.

====

Q&A

====

Didn't think I was gonna leave you hanging, did you? Below are the 3 questions (with answers) I was asked. I'm not sure if they are the same each game or if they change each time, but I'm too lazy to go back and find out :)

Q)When was the Berlin Wall built?

A)1961

Q)What Roman ruler restored Cleopatra to the throne?

A)Julius Caesar

Q)Where did Magellan perish during his voyage?

A)The Philippines

If anyone ever gets asked a different question than the ones above, please email me so I can add it to the walkthrough.

=====

V. FINALE

=====

Now you're ready to take on Bowser and rescue Yoshi. Enter his door and move to the right until he appears. All you gotta do is jump on his head 3 times while he is walking around (not when he is spinning around). The third time you hit him he will leave a KEY. Sit back and watch Mario spring Yoshi and witness a tearful Bowser.

=====

VI. QUICK REFERENCE GUIDE

=====

YEAR	ITEM
80mBC	EGG
31BC	THRONE
776BC	TORCH
1192	WORD

1520 STEERING WHEEL
1602 QUILL PEN
1687 APPLE
1862 STOVEPIPE HAT
1879 LIGHT BULB
1903 PROPELLER
1905 PHYSICS EQUATION
1947 FLAG (Indian)
1969 FLAG (American)
1989 SLEDGEHAMMER

=====
VII. DISCLAIMER
=====

This walkthrough is not endorsed by The Software Toolworks, Nintendo of America, or affiliates. The information contained within this document is provided without guarantee. All copyrights and trademarks are recognized.

This walkthrough may be reprinted, posted in newsgroups, or placed on web sites as long as the proper credit is given to the author. The most recent version of this walkthrough can be found at:

www.gamefaqs.com
www.vgstrategies.about.com

©1998,2000,2002 Adam Lamontagne (alamont1@maine.rr.com)

This document is copyright AdamL and hosted by VGM with permission.