Mario's Time Machine FAQ/Walkthrough

by Andrew Testa   Updated to v1.01 on May 18, 2004

This walkthrough was originally written for Mario's Time Machine on the SNES, but the walkthrough is still applicable to the NES version of the game.

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-------------- *~ M A R I O ' S   T I M E   M A C H I N E ~* ---------------
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--------------------- F A Q / W A L K T H R O U G H -----------------------
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                    Mario's Time Machine FAQ/Walkthrough
                         for the Super Nintendo
                      Last Updated 10/16/03 (Version 1.01)
                 By "TestaALT" (Email Address TestaALT@aol.com)



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You should now be at the beginning of the appropriate section.

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     1. What's New?

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1.00 -- 03/08/03 -- Initial version of document

1.10 -- 10/16/03 -- Revised the guide.

===

     2. Introduction

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Welcome all to my Mario's Time Machine FAQ. This guide will cover all of the
aspects of this small game inside out. See, Mario's Time Machine for the Super
Nintendo is one of the best history games that I have seen. Not only does it
have a lot of the most famous people that ever lived but they have history on
them. This includes biographies, what they did, and some other important
things. That is a good thing, too. Like when you are in class and you have a
test in history that you did not know about. Then you have to take it and do
not know what half of the questions mean. Is Isaac Newton a name or a place?
That has never happened to you? Wha..? It happens to me... all of the time.

Actually, I get straight A's. But that is besids the point. Mario's Time
Machine is a pretty good game that combines history with... Mario. The plumber
himself stares in this game. And the story is pretty damn good for a history
game that does not need a story. The game basically plays you going to a place
and having to finish a story about the person that is in that place. See,
Bowser has stolen the key artifact from that place. You have the artifact but
it is your job to tell him the truth. So, you have to collect information as
you are talking to a person and finish the story. In the story, there will be
words missing. But that is besides the point. This is an introduction and not a
basics section.

To be short, Mario does not fall flat in this game. People might not agree with
me on this. Heck, I used to not even like this game at all. It grew on me,
though. Over time I started to like little parts of it until I liked the game.
All I can say is that making a guide on this game will not be that hard hence
most of it will be just collecting information then typing up the correct
answer for you.I will stop talking and start writing up the information you
need. If you have any questions or comments do not hesitate to ask me. My
contact is in the Contact Information section (isn't that something). Well,
onward to the guide.

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     3. Story

===

[Story was taken from the beginning of the game]

It's time, My cunning Koopas, to
use the time machine and steal
the most valuable artifacts
that history has to offer.

Mario, My collection is almost
complete...

...And there's not a thing you
can do to stop me!

Bowser's musuem is inside his
castle...

I have to get in there and
return all the stolen artifacts
before history is changes
forever...

At last, Bowser's Castle!
I'll show that no good reptile!
He can't mess with history as
I'm around to set things
right!

The greatest collection of ALL time
is near complete, and it's all
mine.
No one can stop me!

...not even Mario!

* * * * * * * * * *

The perfect plan. Can Mario save
history and thereby the world? Your
fate will decide the outcome...

==

      4. Controls

==

Out of Everything Controls

A Button
 - The A Button is used to talk to people. It will also comfirm things.

B Button
 - The B Button allows Koario to defy gravity and jump very high in the air. It
is a awesome sight when he does this. This will allow him to speed up time by
jumping.

Y Button
 - The Y Button allows Mario to run like the wind. It is a great button when
you need to make up time and should be used frequently throughout the game.

X Button

- This button allows Mario to take an item off of the podium. It also allows
Mario to speed up when he is surfing.

Start Button
 - Pauses the game.

Pause Button
 - Pauses the game.

Direction Pad
 - Using this allows you to move around with Mario. You can do a number of
things while moving. To move Mario in a different direction press the direction
you want to go in and Mario will go in it. Fairly simple and almost all games
have this function.

R Button
 - This button allows you to go to the story of the item you got and fill in
the blanks. It is vital if you want to beat the game hence it is the games bulk
gameplay.

L Button
 - This Button allows Mario to defy people's theory of not being able to go
back in time and go back in time! This button, when pressed, will show a Time
Machine come down from the top of the screen. From here, you can put in where
you want to go and go there. Simple as that.

- - - - - - - - - - - - - - -

Time Machine Controls

Directional Pad up and down
 - These functions will allow you to change the place or date on the time
machine.

Directional Pad Left and Right
 - These functions will allow you to move from one icon to change to the other.

A Button
 - This button will allow you to comfirm what place and time you choosed to go
to.

- - - - - - - - - - - - - - - -

Surfing Controls

Direction Pad
 - Using this allows you to move Mario around while surfing.

X Button
 - This button will allow Mario to go faster when surfing.

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     5. Basic Overview

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Basic Gameplay

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This game has a very unique gameplay. What you do is pick up an item off of a
podium. After this, you can go to the story of the item. This will show you
what the item's background is. You will see where to go in green letters on the
top of the story. To go to the story, press R. After you find out the name you
can use this walkthrough to fill in the blanks or you can set the time machine
to the time and date of the green letters. You can then go back in time to that
place and find the answers to the blanks.

Once you press A at the time machine screen you will go to a surfing Mario. You
have to collect 10 mushrooms. After this, you have to go into a whirlpool. Once
you go inside one you might end up in the place in history you want to go. If
you put the incorrect name in then you will just go back to the musuem.

If you put in the correct place and time you will be in that place. From here,
you can use my walkthrough (if you have not already) to get the answers to the
blanks. You will then go over to the person that needs the item back (it is
usually the main character in the story script) and give him or her back the
item. After this, you will press the R button. A hand will come out. Press A
and the game will add up your score. Then, you will be back at the musuem.

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Choosing a Item
---------------

Always choose the item that it to the most left. This will allow you to get the
correct ending. To get the item go under the podium and press X. You will now
have the item in your possession.

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Fill in the story
-----------------

If you do not want to hurt your score I would suggest that you fill in the
story now. Press R then go to the answers further down in this walkthrough.

- - - - - - - - - - - - - - - -

Time Machine
------------

After you do the answers you will have to go to that place in time and give the
item back to the appropiate person. To do this, you will need to use a time
machine. Press L and the time machine will come up. Then you will choose what
place and time you want to go to. The time and date should be in the story
(press R) and in green letters. After you fill in the correct date and place
press A. You will now be surfing.

- - - - - - - - - - - - - - - -

Surfing
-------

Surfing is very easy. All you have to do is collect 10 mushrooms and go into a
whirlpool. Watch out for the yellow spikes because they will put your mushroom
total back to zero. You can see how many mushrooms you have collected on the
left upper hand corner of the screen. You can go faster by pressing X. If you
```

collect all of the mushrooms and go into a whirlpool fast then you can get a
higher score!

- - - - - - - - - - - - - - - -

Returning the item

So, you find yourself in a place that you are lost in? Well, use my answers to
the story if you have not already. Then, walk around until you see an opening.
This could be a dirt path to a road. Press X and Mario will walk up. Then, you
will see the person that you need to give the item to. First, talk to them
about what they have been doing. They will say that they are having a rough
time without the item that Mario has in his possession now. Offer the person
the item and they will accept. Then, leave by press R then A.

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6. Short Answers

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This should help when you are looking at the answer:

Name of Item - Place to Go, Year to go in

 -> Story Answers

Just for you to know, the answers are in the order of when you see a blank
space in the story. An example is a story that I made up. This is:

Jack and ____ went up the hill. They went to fetch a ____ of water.

Then, you would see the answers in this guide. It would look like this:

 -> Jill
 -> Pail
 -> Dail
 -> Gun

This would mean that you fit the words into the story as I present the words to
you. So, the story would look like this:

Jack and Jill went up the hill. They went to fetch a pail of water.

And that seems like a good enough explanation for that, don't you think?

===

      A. - Floor 1

===

NOTE: Do the stories in the order that I present it to you. This should be from
left to right on the pillars that are holding the item. The item should
resemble the name that I gave it. So, just look for that instead if you like.

Apple - Cambridge, 1867 A.D.

```
 -> Christmas Day
 -> Cambridge
 -> Black
 -> gravitation
 -> Motion
 -> astronomy
 -> spectrum
 -> reflecting
 -> 30
 -> Principia
```

Location: The arch opening on the left side. There should be a waterfountain
in the background there.

```
Shield - Orleans, 1429 A.D.
--------------------------

 -> Joan
 -> 3
 -> English
 -> Saint Catherine
 -> 4000
 -> Orleans
 -> Dauphin
 -> Charles VII
 -> heresy
```

Location: Rightmost of screen and down the trail.

```
Papers - Florence, 1505 A.D.
---------------------------

 -> Vinci
 -> 1452
 -> Renaissance
 -> Florence
 -> patrons
 -> architect
 -> Renaissance
 -> backward
 -> fresco
 -> Mona Lisa
```

Location: Large white doors in the middle

```
Music Sheet - Vienna, 1824 A.D.
------------------------------

 -> Vienna
 -> 1770
 -> piano
 -> Mozart
 -> deaf
 -> composer
 -> palace
 -> symphony
 -> 1824
```

Location: When you start out, there should be a white building on the screen.

```
Beethoven is there.

Declaration of Independence - Philadelphia, 1776 A.D.
-------------------------------------------------------

 -> Thomas Jefferson
 -> Burgesses
 -> British
 -> voluntary
 -> speaker
 -> Independence
 -> 1776
 -> President
 -> Monticello
 -> farmer

Location: Go down the road to the independence hall. Go inside the inde-
pendence hall.


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      B. - Floor 2

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Filament - Menlo Park, 1879 A.D.
-------------------------------

 -> Thomas Alva Edison
 -> Wizard
 -> gas
 -> Europe
 -> 200
 -> filament
 -> bamboo
 -> light bulb
 -> alkaline
 -> patents
 -> 1000
 -> perspiration

Location: Leftmost is a path. Go down it and to a house. Go inside and return
the Filament.

Printing Block - Gobi Desert, 1292 A.D.
---------------------------------------

 -> Venice
 -> Niccolo
 -> Kublai Khan
 -> 17
 -> 3
 -> Gobi
 -> Cambulac
 -> Asia
 -> paper
 -> fireworks
 -> 1295
 -> Persia
 -> Book
```

```
      -> 500

Location: Leftmost, take the trail. You will then see a camel and Marco Polo.
Return the printing block.

The Republic Book - Athens 369 B.C.
----------------------------------

 -> Greece
 -> 387 B.C.
 -> university
 -> 900
 -> Socratic
 -> Socrates
 -> Aristotle
 -> truth
 -> government
 -> 24
 -> Republic
 -> meritocracy
 -> philosophers

Location: Between two buildings take the road. Give the book back to Plato.

Queen Elizabeth the First's Crown - London, 1595 A.D.
-----------------------------------------------------

 -> England
 -> Queen Elizabeth I
 -> Good
 -> Philip II
 -> Spanish Armada
 -> Queen of Scots
 -> confined
 -> treason
 -> Sir Francis Drake

Location: The hallway to the rightmost. Talk to the queen about the first
crown to give it back.

Flag - Calcutta, 1947 A.D.
--------------------------

 -> Britain
 -> satyagrapha
 -> 1915
 -> 1757
 -> Mahatma
 -> death
 -> World War II
 -> Mountbatten
 -> passive

Location: Center of the area, and through the gate. Give the flag back.

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      C. - Floor 3

===============================================================================
```

```
Printing Machine - Mainz, 1455 A.D.
---------------------------------

 -> Germany
 -> scribe
 -> read
 -> inherited
 -> print
 -> crooked
 -> 30
 -> printing
 -> metal
 -> 1455


Location: House to the rightmost.


Globe - Pacific Ocean, 1521 A.D.
-------------------------------

 -> India
 -> 1519
 -> spice
 -> eastern
 -> Tierradel Fuego
 -> 39
 -> Pacific
 -> scurvy
 -> Del Cano
 -> globe
 -> oceans


Location: One of the doors has "captain" written on it, go through it and give
back the globe.


Chisel - Florence 1503 A.D.
--------------------------

 -> Caprese
 -> 1475
 -> stone cutters
 -> Ghirlandaio
 -> Lorenzo de Medici
 -> David
 -> Sistine Chapel
 -> Julius II


Location: To the leftmost will be a room. Go in it and return the chisel.


Skull - Stratford upon Avon 1601 A.D.
------------------------------------

 -> playwright
 -> English
 -> play
 -> actor
 -> 37
 -> histories
 -> tragedies
 -> Globe
```

```
 -> weather
 -> Stratford


Location: Behind the curtain in the center of the room.


Royal Staff - Alexandria 47 B.C.
-------------------------------

 -> Egypt
 -> Ptolemy XII
 -> Alexandria
 -> Julius Caesar
 -> guardian
 -> coronation
 -> 47 BC
 -> Caesarian
 -> Marc Anthony


Location: Left of the screen in the throne room.


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      7. Story Answers

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      A. Floor 1

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Apple - Cambridge, 1687 A.D.
---------------------------

Born on _Christmas Day_, 1642, Isaac Newton went on to become one of the
world's greatest scientists. Newton was uninterested in school until he
attended _Cambridge_ University, but hit studies there were interrupted by
London's Great _Black_ Plague of 1665. In two short years back at his family
farm in Woolsthorpe, Newton invented caculas, made major discoveries in optics,
and formulated his famous theory of _gravitation_ after obversing a falling
apple.

Newton's "Three Laws of _Motion_" revolutionized both physics and _astronomy_.
He also discovered the _spectrum_ of white light and invented the first
_reflecting_ telescope. Although London's Royal Academy of Science made him a
full fledge member at the young age of _30_, Newton actually waited many years
before publishing his discoveries in two landmark books, "The _Principia"
and "Optiks." In the 20th century, Einstein's theories have prevailed at atomic
sizes and extreme speeds, but Newtonian physics is still used to safely
navigate rockets to the Moon, Mars, and beyond.

Shield - Orleans, 1429 A.D.
--------------------------

The idea that a mere 17-year-old could inspire hardened soldiers to win battle
after battle during France and England's "Hundred Years War" is amazing. That
_Joan_ of Arc was an illiterate 15th century farm girl males it only more
astounding. Driven to change her world by visions and voices of _3_ saints,
Joan led French troops against the _English_ in a effort to expel them from her
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country. Armed with the sword of _Saint Catherine_ and clad in custom-made
armor, Joan led an army of _4,000_ men to a decisive victory, lifting siege of
the city of _Orleans_.

Joan's soldiers routed the enemy repeatedly and eventually took back enough
land to allow the _Dauphin_ to be crowned King _Charles VII_ of France in the
cathedral of Rheims. Before the :Maid of Orleans" could complete her task,
however, she fell into the hands of the English. Tried and convicted of
heresey, Joan -- still true to her purpose -- was martyred in 1431. Later
cleared of the charged, Joan of Arc was made saint by the Catholic Church.

Papers - Florence, 1505 A.D.

One of the most versatile geniuses in history, Leonardo da Vinci took his name
from the village of_Vinci_, where he was born on April 15, 1452. He lived
during a persiod of artistic and intellectual reawakened called the
Renaissance, which followed the 1000 year slumber known as the middle ages. A
telented child, Leonardo apprenticed as a painter in _Florence_ and later
worked in Milan and Rome. He was employed by a series of wealthly _patrons_,
and his interests extended far beyond painting.

Leonardo was also a sculptor, architect, engineer, musician, scientist, and
inventor -- a perfect example of a "_Renaissance_ Man." His famous notebooks
used backward handwriting for security purposes and were full of ideas that
would not be realized for almost 500 years. His sketched included hang gliders,
helicopters, parachutes, tanks, machine guns, submarines, and diving gear.
Leonardo's fresco of "The Last Supper" and his portrait of "Mona Lisa." also
known as la Gioconda," rank among the most famous pictures every painted.

Music Sheet - Vienna, 1824 A.D.

Arguably the greatest composer who ever lived, Ludwig van Beethoven spent most
of his life in the Austrian music capital of _Vienna_. Born in 1770, Ludwig
gave his first _piano_ concert at age eight. Soon recognized as a master
pianist, he said to have met Woldgang _Mozart_ in 1787. His talents turned
toward composing, however, when the ear problems he had suffered for years
worsened and he became totally deaf. It is perhaps because of this handicap
that he became such an original _composer_. Able only to imagine the music he
created, Beethoven dared to ignore musical convention.

Although he lived in the palace of his royal patron and was admired the world
over, Beethoven was said to have had a bad temper, messy habits, and a mean
tongue. This perhaps explains why he never married. he completed his first
symphony in 1800, beginning a cycle which reached its peak with presentation
of his masterpiece, the Ninth Symphony, in _1824_. When he passed away in 1827,
he had published approximately 200 works.

Declaration of Independence - Philadelphia, 1776 A.D.

Thomas Jefferson was born in Virginia in 1743. After studying law, he became
a leader in Virginia House of _Burgesses_. In his famous paper, "A Summary View
Of The Rights of _British_ America," he insisted that colonial ties with
England were _voluntary_. What he lacked as a public _speaker_ was certainly
made up for by his powerful writing. For this reason, Jefferson was chosen to
write the declaration of _Independence_, the document that gave birth to the
United States on July 4, _1776_.

Heartbroken over untimely passing of his young wife, Martha, in 1782, Jefferson never married again. In his political career he served as the Governor of Virginia, the first Secretary of State, the Second Vice President, and the third President of the United States. Retiring to the home he has designed, his beloved Monticello, he later became the founder of the University of Virginia. A scientist, farmer, architect, and statesman, Jefferson's personal library became the nucleus of the U.S. Library Of Congress.

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     B. Floor 2

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Filament - Menlo Park, 1879 A.D.

The prolific inventor _Thomas Alva Edison_, also known as New Jersey's "_Wizard_ of Menlo Park," began his quest to perfect the light bulb in 1879, after tiring of the flickering light and funny smells from the old, dangerous _gas_ lamps. Learning of a similay invention in _Europe_, Edison tried over _200_ type of material in his seemingly endless quest to find a long-burning _filament_. Eventually, he discovered that carbonized _bamboo_ was the perfect material.

Although best remembered as the inventor of the incandescent _light bulb_, Edison also brought us, among other inventions, the phonograph, the _alakine_ battery, and motion pictures. Edison is also credited with owning more _patents_ than anyone else in history, receiving more that _1000_ in his lifetime. Later in life he was quoted as saying, "genius is 1% inspiration and 99% _perspiration_."

Printing Block - Gobi Desert, 1292 A.D.

When Marco Polo was born in the Italoan trading port of _Venice_, about 1254 A.D., the Western world knew little of the far east. Marco's merchants who happened upon the Eastern capitol of the Chinese emperor _Kublai Khan_ in 1266. When the Polos set out again for China in 1271, they took _17_-year-old Marco with them. A journey of more than 3 years, including a crossing of the _Gobi_ Desert, brought them to Kublai Khan's capitol at _Cambuluc_ (now Beijing).

The Khan took a liking to Marco and employed him for 17 years in enterprises all over _Asia_. Marco discovered wonders unknown in Europe; including _paper_ money, coal, spectacles, and _fireworks_. The Polos finally returned to Venice in _1295_ after escorting a Mongolian princess to the Khan of _Persia_. Back home, Marco was captured during a war between Venice and Genoa. While imprisoned, he wrote of his travels in "The _Book_ of Marco Polo," which remained Europes main source of information on Asia for the next _500_ years.

The Republic Book - Athens 369 B.C.

The methods by which we seek an undstanding of our world, our universe, and ourselves are believed to have been created by the great thinkers and teachers of ancient _Greece_. One of the most noted of these philosophers was Plato. In _378 B.C._ he founded what is said to be the first _university_. Known as "The Academy," this school survived for over _900_ years. There Plato Taught his students through a "dialogue" of questions and answers. He learned this so called "_Socratic_" method of instruction from his own teacher, _Socrates_.

One of Plato's students, _Aristotle_, became a great philosopher-scientists
himseld. Plato examined such questions and ideas as "What is wisdom?", "What is
truth?", and "What is the best form of _governemtn_?" The teachings of Plato
have influenced Western Civilization for _24_ centuries. His ideas are found in
his many great works, including "The _Republic_," in which he contended that
the best form of government would be a _meritocracy_ of ruling _philosphers_.

Queen Elizabeth the First's Crown - London, 1595 A.D.

The transformation of _England_ from a small island nation to a great world
power began during the 45-year reign of one of that country's greatest
monarchs, _Queen Elizabeth I_. "_Good_ Queen Bess," as she was fondly known by
her subjects, ruled with strength and wisdome in spite of many problems she
faced as queen. Hers was a kingdom troubled by deep religous divisions and a
was with Spain's King _Philip II_. The famous sea battle with his _Spanish
Armada_ was successful, but costly. Finally, countless plots against Elizabeth
were attributed to her enemies, including her cousin, Mary, _Queen of Scots_.

When Mary fled to England, after abdicating the Scottish thronem Elizabeth had
her confined for some 16 years. Ultimately, Mary was accused of _treason_ and
done away with. It was, however, Elizabeth's generous support of the arts and
sciences during the period that produced playwright William Shakespeare and
world Explorer _Sure Francis Drake_, that allows her to preside over what is
today called "The Golden Age" of England.

Flag - Calcutta, 1947 A.D.

Few political leaders have earned the prestige of Mohandas K. Ganhi. Born in
India in 1869, he studied law in _Britain_ and settles in South Africa. There
he protested unjust laws with campains called "_satyagraha_," meaning "grasping
for the truth." After some success, Gandhi returned to India in _1915_, a land
ruled by the Britist since _1757_. Gandhi first sought cooperation, but after a
British attack on nationalists, he organized non-violent protests against
British rule.

Soon called "_Mahatma_," or "great soul," he united indian factions and
extracted British concessions by threatening to fast himself to _death_. In
1942, when he refused to support the British in _World War II_, he was jailed.
After war, he participated in coferences with British Viceroy _Mountbatten_
which lead to the independence and partition of India and Pakistan. Though
Gandhi was mortally wounded one year later, his enduring legacy is in the
practice of _passive_ resistance, a tactic later used during the Civil Rights
movement in the United States.

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     8. Passwords

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Apple - Cambridge, 1687 A.D.

B N B G C L B
B C B B G Z B

Shield - Orleans, 1429 A.D.

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H B F G H L B
B B L M G B B

Papers - Florence, 1505 A.D.
--------------------------

B B D G V M G
B L B M G Z N

Music Sheet - Vienna, 1824 A.D.
------------------------------

G L D H V 4 B
D C B B G Z N

Declaration of Independence - Philadelphia, 1776 A.D.
-----------------------------------------------------

B V F J Z W C
B C L M G V B

Filament - Menlo Park, 1879 A.D.
-------------------------------

H X F J V Y M
B C L M B G D

Printing Block - Gobi Desert, 1292 A.D.
---------------------------------------

C 4 F G 0 6 M
B C N B B B D

The Republic Book - Athens 369 B.C.
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H 4 D G V 4 R
X C D Q G G L

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      9. Helpfull Tips

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This tips are for if you DO NOT want to use the answers in this walkthrough.
For game purists, right?

 - Try to answer the questions before you go to the place if you want a higher
score.

    *    *    *    *    *    *    *    *    *    *

 - When you are trying to answer the questions you can always reenter the story
screen when you have two marks against you.

    *    *    *    *    *    *    *    *    *    *
```

- Try to go with logical guesses.

    *   *   *   *   *   *   *   *   *   *

 - If you must, go to town and answer the questions. Engage in coversations
with the other people. They will give you the answers. Then talk to the person
that you need to get the item to.

    *   *   *   *   *   *   *   *   *   *

 - If you want to get a high score and talk to the people, when they talk to
you pause the game. This will allow the timer to stop but you will still be
able to see the dialogue. Very usefull.

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     10. Credits

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    CJayC - For making a wonderful site.
    [?] - Your name could be here! In lights!

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     11. Legal Disclaimer

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     12. Contact Information

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This section will tell you how to contact the author regarding work that he
has done. Questions you have can be sent to TestaALT@aol.com. I have only
two rules when it comes to sending me an email. They our: The question should
not be answered in this document and put the game name in the subject line. If

```
you do not follow these rules your email will be ignored. The question might
be added in the next update as I see fit. I will try my best to respond to
your question. Thank you for reading this information.

   Did you like this guide? Rate my guide then see some of my other work at:

          -> http://gamefaqs.com/features/recognition/23249.html <-

                          +- End of File -+
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