

# A Beam in the Dark

A Beam in the Dark is the sixth level of World Bowser in Super Mario 3D World. It is a Ghost House level. It has a similar name to A Light in the Dark.

## Features

The level mainly consists of riding on moving platforms while avoiding Peepas. Using a light is helpful as shining it on the Peepas and Boos makes them disappear.

## Green Stars

- Green Star 1: Once the player jumps off the platform, look into the mirror. The star is just located directly behind the player. Walk backwards to get it.
- Green Star 2: Once the elevator reaches the top, it will start to move quickly. On both sides, there are Bowser statues. On the left, wait until it passes four of these, then jump to the mystery box. Defeat all of the Boos in ten seconds to win the star.
- Green Star 3: On the final elevator ride (the broken one), the star will be right in front of the player, but a Big Boo will appear in front of it. Get behind the Big Boo to reach the star.

## Stamp



As Luigi, take the first platform for a while until you reach a button. Jumping on that button will unlock the stamp.

[Edit]



Characters Protagonists Mario • Luigi • Toad • Princess Peach • Rosalina • Captain Toad Antagonists Bowser • Boom Boom • Pom Pom • Meowser Other Characters Sprixie • Plessie Enemies Ant Trooper • Banzai Bill • Beach Koopa • Biddybud • Big Ant Trooper • Big Boo • Big Galoomba • Big Piranha Plant • Blockstepper • Blooper • Blue Podoboo • Blurker • Bob-omb • Boo • Boomerang Bro • Brolder • Bullet Bill • Bully • Cat Banzai Bill • Cat Bullet Bill • Cat Goomba • Chargin' Chuck • Charvaargh • Coin Coffe • Conkdor • Fire Bro • Fire Piranha Plant • Fizzlit • Flopter • Fuzzler • Fuzzy • Fuzzy Horde • Galoomba • Goomba • Goomba Tower • Hammer Bro • Hop-Chop • Horned Ant Trooper • King Ka-Thunk • Koopa Troopa • Madpole • Micro Goomba • Octoomba • Para-Biddybud • Parabones • Peepa • Piranha Creeper • Piranha Plant • Podoboo • Porcupuffer • Rammerhead • Ring Burner • Skipsqueak • Snow Pokey • Spike • Spiny • Spiny Skipsqueak • Splorch • Splounder • Stingby • Thwomp • Ty-Foo • Walleye Hop-Chop Worlds World 1 Super Bell Hill • Koopa Troopa Cave • Chargin' Chuck Blockade • Mount Beanpole • Plessie's Plunging Falls • Switch Scramble Circus • Bowser's Highway Showdown • Captain Toad Goes Forth World 2 Coincider Canyon • Puffprod Peaks • Shadow-Play Alley • Really Rolling Hills • Big Galoomba Blockade • Double Cherry Pass • Bowser's Bullet Bill Brigade • Mystery House Melee World 3 Spindly Park • Chargin' Chuck's Shifty Boo Mansion • Pretty Plaza Panic • Magikoopa Blockade • Pipeline Lagoon • Mount Must Dash • Switchboard Falls • The Bullet Bill Express • A Banquet with Histocrat • Captain Toad Makes A Splash World 4 Ant-Ka-Thunk's Hillside Creeper Check-A-Brolder Blockade • Beep Block Skyway • Big Bounce Byway • Spike's Lost City • Fire Bros. Hideout 1 • Lava Rock Lair • Mystery House Mad Dash World 5 Sunshine Spash • Tricky Trapeze Theater • Backstreet Bustle • Chargin' Chuck Blockade is Back • Sprawling Savanna • Bob-ombs Below • Cakewalk Flip • Searchlight Sneak • Fire Bros. Hideout 2 • The Golden Express • King Ka-Thunk's Castle • Captain Toad Plays Peek-a-Boo World 6 Spiny's Spiny Spine • Spiny Spine Pipe Cruise • Spooky Seasick Wreck • Hands-On Hall • Deep Jungle Drift • Ty-Foo Flurries • Prince Bully Blockade • Bullet Bill Base • Fuzzy Tilt-A-Pipe • Skull Saucer • Golden B-G 1 Bas k Lair • MystAe Cighway eek-a-Boo

# World Bowser-6 A Beam in the Dark - Super Mario 3D World Wiki Guide - IGN

This page contains the Green Star locations, Secrets and Stamp Location for Super Mario 3D World's World Bowser-6 A Beam in the Dark advertisement

Video Guide

## Stamp

You will need one player as Luigi to get this stamp. While riding the first platform, look for a POW block. Hit it to reveal a nearby L button, hit it with Luigi to get the Stamp.

## Green Star 1

After falling from the moving platform, you'll see the first Green Star, however it is actually a mirror, so go in the opposite direction to get it.

## Green Star 2

advertisement

After the checkpoint, ride the platform until it zooms through a hall of Bowser statues. Look for a purple box on the right and jump to it as the platform passes.

Using the light box from earlier, shine it at the Boos to defeat them and get the Green Star.

## Green Star 3

At the end of the moving platform with the line of Boos and Flying Dry Bones, a Big Boo will appear in front of the Green Star. Use the light box or lure it away before grabbing it.

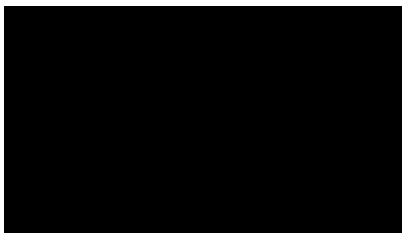
## Up Next: World Bowser-Mystery House Claw Climb


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In This Wiki Guide



## A Beam in the Dark



Level A Beam in the Dark XXXXXXXXXX Level code World Bowser -6 World World Bowser Game Super Mario 3D World Super Mario 3D World + Bowser's Fury Time limit 400 seconds << << Directory of levels >>

A Beam in the Dark, otherwise named World Bowser -6, is the sixth standard course and seventh overall level in World Bowser from Super Mario 3D World and its Nintendo Switch port Super Mario 3D World + Bowser's Fury, becoming accessible after the completion of either Footlight Lane or Deepwater Dungeon. Completion of this level unlocks Grumblump Inferno.

**Layout**[\[edit\]](#)

This level takes place in a dark Ghost House inhabited by Boos, Peepas and Parabones. At the beginning, there are four Light Boxes (because there could be four players). There is also a round platform that players can go on, similar to a Lift. On the way, the player encounters Boos, Peepas, a red POW Block, and a Coin Block. The character switch is also located here. There is a Big Boo at the end of the pathway for the platform, that the player can defeat using a Light Box. When the platform disappears, there is a large mirror, where the first Green Star can be seen. There is then another platform, with more Peepas and red POW Blocks. There are also some Parabones, and a Red Ring. If all eight Red Coins are collected, a Super Leaf is revealed (unless the player is Small Mario). There is then a door that leads to a room with the Checkpoint Flag and four more Light Boxes, in case the player fails after this point. There is another platform that rises up, and then speeds past several Bowser statues, some Coins, and a hidden Mystery Box. Then there are a bunch of doors, with the one on the player's right leading to another room. This final room has a broken platform, with yet more Peepas, Parabones, and red POW Blocks along the way. After riding the broken platform, the player encounters a Big Boo, which chases them to the exit door. In the Goal Pole area, the player has to jump off a platform and must finally try to land on the top of the pole.

## Green Stars[edit]

- Green Star 1: The player can look into a large mirror to see the Green Star's reflection.
- Green Star 2: After the checkpoint, there is a Mystery Box. In the box, the player must defeat all six Boos with Light Box(es) to reveal the Green Star.
- Green Star 3: At the end of the last hallway, the Green Star is guarded by a Big Boo.

## Stamp[edit]



- There is a Character Switch that only Luigi can activate that reveals the stamp. The stamp is Small Luigi.

## Luigi sightings[edit]

- The player must wait at the first mirror for about 100 seconds, and then a giant 8-bit Luigi can be seen.
- At the end of the level, the player should wait for 30 seconds, and then on the moon, a giant 8-bit Luigi can be seen.

## Enemies[edit]





## Names in other languages[edit]

Language Name Meaning Japanese 照らせ！くらやみ屋敷 Terase! Kurayami yashiki Light Up! Dark House Chinese 照亮吧！暗黑宅邸 Zhàoliàng ba! Ànhēi Zháidǐ Light it up! Dark Mansion Dutch Spoken in de spotlights Ghosts in the spotlights German Ein Licht im Dunkeln A light in the dark Italian Maniero dei cubi torcia Light Boxes' manor Portuguese A casa das trevas The house of darkness Russian Свет во тьме Svet vo t'me Light in the dark Spanish Luces y sombras en la mansión Lights and shadows in the mansion

## Trivia[edit]

- This level shares its German name with A Light in the Dark from Yoshi's Island DS.

[Edit]

Super Mario 3D World levels World 1 Super Bell Hill • Koopa Troopa Cave • Chargin' Chuck Blockade • Mount Beanpole • Plessie's Plunging Falls • Switch Scramble Circus • Bowser's Highway Showdown • Captain Toad Goes Forth World 2 Conkдор Canyon • Puffprod Peaks • Shadow-Play Alley • Really Rolling Hills • Big Galoomba Blockade • Double Cherry Pass • Bowser's Bullet Bill Brigade • Mystery House Melee World 3 Snowball Park • Chain-Link Charge • Shifty Boo Mansion • Pretty Plaza Panic • Magikoopa Blockade • Pipeline Lagoon • Mount Must Dash • Switchboard Falls • The Bullet Bill Express • A Banquet with Hisstocrat • Captain Toad Makes a Splash World 4 Ant Trooper Hill • Piranha Creeper Creek • Brolder Blockade • Beep Block Skyway • Big Bounce Byway • Spike's Lost City • Lava Rock Lair • Fire Bros. Hideout #1 • Mystery House Mad Dash World 5 Sunshine Seaside • Tricky Trapeze Theater • Backstreet Bustle • Chargin' Chuck Blockade Is Back • Sprawling Savanna • Bob-ombs Below • Cakewalk Flip • Searchlight Sneak • Coin Express • King Ka-thunk's Castle • Fire Bros. Hideout #2 • Captain Toad Plays Peek-a-Boo World 6 Clear Pipe Cruise • Spooky Seasick Wreck • Hands-On Hall • Deep Jungle Drift • Ty-Foo Flurries • Prince Bully Blockade • Bullet Bill Base • Fuzzy Time Mine • Bowser's Bob-omb Brigade • Motley Bossblob's Big Battle • Fire Bros. Hideout #3 • Mystery House Throwdown World Castle Fort Fire Bros. • Switchblack Ruins • Red-Hot Run • Boiling Blue Bully Belt • Brolder Blockade Is Back • Prince Bully Blockade Is Back • Trick Trap Tower • Rammerhead Reef • Simmering Lava Lake • Bowser's Lava Lake Keep • Fire Bros. Hideout #4 • Captain Toad Gets Thwomped World Bowser Spiky Spike Bridge • Plessie's Dune Downhill • Cookie Cogworks • The Bowser Express • Footlight Lane • Deepwater Dungeon • A Beam in the Dark • Grumblump Inferno • Motley Bossblob's Encore • Hisstocrat Returns • The Great Tower of Bowser Land • Mystery House Claw Climb World Star Rainbow Run • Super Galaxy • Rolling Ride Run • The Great Goal Pole • Super Block Land • Honeycomb Starway • Gargantuan Grotto • Peepa's Fog Bog • Cosmic Cannon Cluster • Captain Toad Takes a Spin World Mushroom Night Falls on Really Rolling Hills • Spiky Mount Beanpole • Deep-Black Jungle Drift • Trouble in Shadow-Play Alley • Back to Hands-On Hall • Gigantic Seasick Wreck • Broken Blue Bully Belt • Mystery House Brawl World Flower Switch Shock Circus • Floating Fuzzy Time Mine • Piranha Creeper Creek after Dark • Faster Fort Fire Bros. • Sprawling Savanna Rabbit Run • Shiffter Boo Mansion • Pipeline Boom Lagoon • Blast Block Skyway • Towering Sunshine Seaside • Honeycomb Skyway • Spiky Spike Bridge Sneak • Boss Blitz World Crown Champion's Road • Captain Toad's Fiery Finale • Mystery House Marathon

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Super Mario 3D World / Super Mario 3D World + Bowser's Fury Playable characters Mario • Luigi • Princess Peach • Toad • Rosalina • Captain Toad • Bowser Jr.\*\* • Hint Toad\*\* • Banktoad\*\* • Yellow Toad\*\* Non-playable characters Kittens\*\* • Little birds • Mii\* • Neko Parent\*\* • Plessie • Rabbits (Mega Rabbits) • Sprixie Princesses • Sprixies • Toads • Toadette\*\* Worlds Sprixie Kingdom • World 1 • World 2 • World 3 • World 4 • World 5 • World 6 • World Castle • World Bowser • World Star • World Mushroom • World Flower • World Crown Lake Lapcat locations\*\* Fur Step Island • Scamper Shores • Pounce Bounce Isle • Fort Flaptrap • Slipskate Slope • Clawswipe Colosseum • Trickity Tower • Crisp Climb Castle • Risky Whisker Island • Pipe Path Tower • Roiling Roller Isle • Mount Magmaeow • Lucky Isle Bosses Bowser (Meowser • Fury Bowser\*\* • Giant Bowser\*\*) • Boom Boom • Pom Pom • Hisstocrat • Boss Brolder • King Ka-thunk • Prince Bully • Motley Bossblob Items and objects + Clock • ? Block • 1-Up Mushroom • Arrow Sign • Assist Block • Baseball • Beep Block • Big Block • Blue Coin • Brick Block • Board • Bomb • Boomerang Flower • Cannon Box • Cat Shine\*\* • Cat Shine Shard\*\* • Cat Wheel • Chain-Link • Character Switch • Checkpoint Flag • Clear Pipe • Clear Pipe Cannon • Cloud Cannon • Cloud Lift • Coin • Coin Block • Coin Box • Coin pile • Color Panel • Crate • Crystal Block • Dash Panel • Disaster Spike\*\* • Double Cherry • Elevator • Fire Flower • Fling Pole\*\* • Floating Mine • Fury Block\*\* • Fury Sun\*\* • Giga Bell\*\* • Goal Pole • Gold Ring • Goomba Mask • Graffiti\*\* • Green Coin • Green Star • Green Star Ring • Ground-Pound Switch\*\* • Grumblump • Hidden Block • Ice Skate • Invincibility Bell\*\* • Invincibility Leaf • Item storage • Jump Panel • Key Coin • Kick Bomb • Lift • Light Box • Lighthouse\*\* • Lucky Bell • Mega ? Block • Mega Mushroom • Multi-Vator • Mushroom Trampoline • Mystery Box • Neko Kago\*\* • Plessie Medal\*\* • P Panel • P Switch • Potted Piranha Plant • POW Block • Propeller Box • Propeller Platform\* • Red-Blue Panel • Red Coin • Red Ring • Rock Block • Rotating Panel • Slot Block • Snowball • Spike Block • Springboard • Stamp • Super Star • Super Bell • Super Jump Panel\*\* • Super Leaf • Super Mushroom • Switch Block • Switch Panel • Switchboard • Timer Gate\*\* • Touchstone • Trapeze • Tree • Turning Floor • Warp Box • Warp Box (With Key) • Warp Pipe Moves Crawl • Crouch • Crouch Jump • Dash • Dive\*\* • Ground Pound • Ground Pound Jump\*\* • Long Jump • Jump • Roll • Shell dash • Side Somersault • Slide • Spin Jump • Swim • Synchro Ground Pound • Wall Jump Forms Small Mario • Super Mario • Fire Mario • Cat Mario (Lucky Cat Mario • Giga Cat Mario\*\* • White Cat Mario\*\*) • Double Mario • Tanooki Mario (White Tanooki Mario) • Boomerang Mario • Mega Mario • Invincible Mario Enemies Ant

Trooper • Baddie Box • Banzai Bill • Banzai Bill Cannon • Beach Koopa • Bidybud • Big Boo • Big Ant Trooper • Big Galoomba • Bill Blaster • Blockstepper • Blooper • Blurker • Bob-omb • Boo • Boomerang Bro • Brolder • Bullet Bill • Bully • Cannon • Cannonball • Cat Banzai Bill • Cat Bullet Bill • Cat Goomba • Chargin' Chuck • Charvaargh • Cheep Cheep • Coin Coffer • Conkdor • Disaster Neko\*\* • Fire Bar • Fire Bro • Fire Piranha Plant • Fizzlit • Flopter • Fury Shadow\*\* • Fuzzler • Fuzzy • Fuzzy Horde • Galoomba • Goomba • Goomba Tower • Hammer Bro • Hop-Chop • Horned Ant Trooper • Innertube Goomba • Ka-thunk • Koopa Troopa • Lava Bubble • Madpole • Magikoopa • Mega Piranha Plant • Mini Goomba • Octoomba • Para-Biddybud • Parabones • Peepa • Piranha Creeper • Piranha Plant • Porcupuffer • Rammerhead • Ring Burner • Skating Goomba • Skipsqueak • Snow Pokey • Spike • Spike Bar • Spiny • Spiny Skipsqueak • Splorch • Splunder • Stingby • Thwomp • Ty-fo • Walleye Miscellaneous Captain Toad's Adventures • Enemy Battles • Mystery House • Luigi Bros. • Luigi sightings • Sprixie House • Lucky House • Snapshot Mode\*\* • Stamps Further info Cat Shine names\*\* • Completion (Bowser's Fury) • Gallery (Bowser's Fury) • Glitches (Bowser's Fury) • Media (Bowser's Fury) • Original Soundtrack • Pre-release and unused content • Playable characters' statistics (Bowser's Fury) • Staff (Bowser's Fury) \*Exclusive to Super Mario 3D World • \*\*Exclusive to Super Mario 3D World + Bowser's Fury Related Play Nintendo activities: Can't-miss games • What does THAT thing do? • Cute-throat enemies • Power-up trivia quiz! • Power-up personality quiz! • Colorful cat-tastrophe!

## A Beam in the Dark

A tiny white dot pierced the night's darkness. This dot seemed to be coming towards me. Frozen in place by the fearful curiosity running through me, I had momentarily forgotten the reason I was outside so late anyway. My little brother—approximately only two or three years old at the time—had wandered off after being left in the apartment by himself. The main problem with this situation was that my siblings and I lived in the projects at the time—a neighborhood that has often reached forty-seven 911 calls per week. Even in the bitter cold, my toddler brother was clothed in only a diaper and a tuft of bright red hair, making him an adorable target for a kidnapping criminal. It started out as any other night. Our mom was a single mother who was off to work at the bar every morning, seldom coming home. My older brother never liked to be stuck at home with his three younger siblings, so he left shortly after our mother headed to work. Hours passed. My older sister, Ciara, grew restless from boredom and loneliness. I began to wonder what had become of my older brother, and why he had been gone for so long. Assuming my adventure outside would be short, I abandoned my coat and darted outside in search for Danny, leaving my little brother alone in the apartment with Ciara. After all, I reasoned, they would be fine, as Danny was most likely playing video games at our good friend Gary's house. As I reached Gary's I was sucked in to the warmth and video games and soon forgot all about my other siblings waiting anxiously back home. Panic set in when Ciara came shivering through Gary's door.

"You left Morgan alone?" I exaggerated the word alone in my surprise. Ciara just meekly dropped her gaze and walked past me. I gawked at her in disbelief, but quickly ran out the door to make sure my little brother was safe. The chill had me shivering, and the frost on the ground nipped at my bare toes. I burst in the door of our apartment, shouting and making such a ruckus as I called for Morgan, I was sure I had woken up the next apartment.

"Morgan?!" No answer. Pillows soared and blankets flew to and fro as I tore through the apartment searching for him. Not here; not there. He was nowhere inside the apartment. I paused a moment, my throat seeming to close up as I thought of all the horrible things that could happen to a toddler in this dangerous neighborhood. I rushed out the door and frantically scanned the yard, the street, the hill, the field, anywhere!

"Morgan?!" I gushed as tears stung my eyes. That's when I saw the pale white dot in the distance. A flashlight. In this part of town, being seen was something to be avoided. I considered bolting for my life, but stopped short when I remembered my baby brother was somewhere out there in harm's way. The light rested directly on me. It stayed on me and drew closer with each step it's carrier took. Frozen to my place, I crouched lower, but the beam just moved with me. I strained my eyes to make out the figure holding the flashlight, trying to identify if this person was a friend or dangerous. Then I saw that the figure's other hand was also holding something—the much smaller hand of a near-naked, snot-nosed toddler. Relief flooded over me as I saw the golden glint of the policeman's badge.

"Yes sir, he was on McSpadden Road," the officer called into his radio after we had gathered up Danny and Ciara and retreated to our apartment. A raspy sound on the other line signaled a response, but I couldn't make out what the other person was saying. Fatigue hit me as I slumped back into our old sofa. I allowed myself to doze off in peace knowing that my siblings and I were safe with this man who wouldn't leave until he was sure we were in capable hands. I fell asleep feeling... safe.