

Mario & Luigi: Superstar Saga FAQ/Walkthrough

by KeyBlade999

Updated to vFinal on Feb 14, 2012

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|      Mario & Luigi: Superstar Saga      |
|      An FAQ/Walkthrough                 |
|      By KeyBlade999                     |
|                                          |
|      Total Data: 396 KB                  |
|      Current Version: Final              |
|      Previous Update: 11:27 PM 2/13/2012 |
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-1. Donations *****SAGA_-1*****
While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to show how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

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1. Intro *****SAGA_1*****
Welcome to my thorough FAQ/Walkthrough for Mario & Luigi: Superstar Saga. This game is the first of the Mario & Luigi RPG series, released on the GBA, and is, aside from a very few other games, one of the best games I've ever played on the GBA.

Anyhow, within this FAQ, you'll find a wealth of useful data, from a full walkthrough for the game, to equipment data, and everything in-between. In short, I hope you enjoy this FAQ.

2. Version History *****SAGA_2*****

- v0.05 - General layout, Intro, Legal, and Section I of the walkthrough finished. 11:53 PM 1/31/2012
- v0.10 - Section II of the walkthrough completed. 11:33 PM 2/1/2012
- v0.20 - Section III of the walkthrough completed. 11:52 PM 2/2/2012
- v0.25 - Section IV of the walkthrough completed. 12:15 AM 2/4/2012
- v0.35 - Section V of the walkthrough completed. 12:00 AM 2/5/2012
- v0.40 - Section VI of the walkthrough completed. 11:39 PM 2/5/2012
- v0.50 - Sections VII and VIII of the walkthrough completed. 12:13 AM 2/7/2012
- v0.60 - Section IX of the walkthrough completed. 11:45 PM 2/7/2012
- v0.75 - Sections X and XI of the walkthrough completed. 12:09 AM 2/9/2012
- v0.85 - Sections XII and XIII of the walkthrough completed. 11:01 PM 2/9/2012
- v0.95 - Section XIV of the walkthrough completed. 12:34 AM 2/11/2012

v1.10 - Section XV of the walkthrough finished, which finishes the walkthrough.
 The Boss FAQ/Walkthrough is also completed. 12:57 AM 2/12/2012
 v2.00 - The whole sidequesting section is finished. 12:09 AM 2/13/2012
 Final - Another FAQ completed. Finished the enemy data; item, clothing, badge,
 and accessory listings; and the shop documentation. That's it for this
 FAQ!
 ~~ Start-End Time: Two weeks (fourteen days).
 ~~ File Size : 396 KB.
 ~~ Time of Update: 11:27 PM 2/13/2012.

3. Legal *****SAGA_3*****

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If you would wish to contact me concerning this or my other FAQs, use this
 e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs
 message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

4. Walkthrough *****SAGA_4*****

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+++ Section I - In the Beginning **SAGA_41** +++
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)))))))))
Peach's Castle
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We'll begin, after starting a new file, by watching the introductory scenes.
 You'll watch a supposed ambassador from from the Beanbean Kingdom, a neighbor
 of the Mushroom Kingdom. A strange lady and a smaller person will walk in and
 up to Princess Peach. The lady will open up her little "gift", which is
 actually a booby-trap meant to steal Peach's voice! The evil woman will then
 reveal herself to be Cackletta, with her sidekick Fawful (who is more

Here, you can go around and speak with the townspeople to learn some basics of the game. Basically, you'll learn that you can jump, by default at this point, with the A button. Your action icons in the top-right corner will change if a different action (ie. talking) is available.

Anyhow, head to the eastern portion of the area and you'll notice a Mushroom on a ledge. Jump to it and grab it, then opt to hand it over to the Toad. He'll tell you to keep this regular Mushroom, and then hand over a Super Mushroom! Go northeast from there and jump up to the top shrub, then go north. Hit the ? block for a Mushroom, then head to the western portion of the area.

Here, go to the northwestern part of the area and jump up to the higher ledge, then jump to the grass ledge to the east. Hit the ? block for a Mushroom, then get onto the highest shrub and go north. Speak with the Toad, then opt to help him find what he is looking found. Go due south, next to the wall, and examine the wall to find ... whatever it was. Give it back to the Toad for a valuable 1-Up Mushroom.

Next, go to the northern end of town, then east from the path to the next area. You'll find one of Bowser's Koopa soldiers. Speak with him and tell him Bowser went north (the up-pointing arrow). You'll be thanked (and will receive an item later). Follow him to that next area - speak with Luigi if you want.

In the next area, get beneath the "S"-marked book block. Bop it and you'll be able to save the game; as such, this block is named the Save Album. Go ahead and save. Head north and, near the next area, Toadsworth will call out to you and ride in on a suitcase (which doesn't talk, like the one in this game's sequel). This will become your item storage device for the course of the game, and, obviously, Toadsworth will give it to you. You'll also receive 100 Coins! After the scene, head north to the next area, then continue north for a cutscene.

Watch as Luigi is recruited into the Bowser military, the army gathers, and Luigi is forced to be in your party. (Which is good. Right?)

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))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Koopa Cruiser
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After arriving on the cruiser, you'll be notified via intercom that you are to come to the deck, and to arrange your stuff in your suitcase. To open up the suitcase, press Select. You'll find your item stuff, stats, and passports in here. After messing around in there, save at the Save Album and go east to the next area.

Here, go through to the northeast corner of the room. Speak with the Koopas as you go to learn some very key points on working with the brothers as a group. Remember, Start swaps the brothers' positions, the A button will control the front individual, and B will control the back brother. Continue along to find a group of Koopas making a lesson on the Bros. Blocks, which are arrow-marked. Hit them alternately: A -> B -> A -> B... and you'll receive Coins. Continue south and east to the next area.

Here, go north and you'll be spoken to by the photographer. After opening up your suitcase, it is revealed that your passports are unsatisfactory, as they don't have a photo. He'll have your photos taken immediately. During the picture taking, you can press Up, Right, Down, or Left on the D-Pad to change your pose -- don't worry about what the photographer says. After Mario's picture is taken, press Start and put Luigi where Mario was. After that, go

northeast and hit the ? block for a Mushroom, then head south. Hit that ? block for a Mushroom, then speak with the Koopa, if you helped him properly before when navigating to Bowser, to receive a 1-Up Mushroom. Proceed to the next area of the cruiser.

Continue along to the barrel to the east. Run into it and it will roll down the path and shatter. Continue along and you'll be scolded for breaking the barrel by a Koopa, then you can learn to fight as a pair, if you so wish. Do so and examine the shaking barrel to the east to begin a tutorial battle.

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|                                     |
|           Tutorial Battle: Goomba (x2)           |
|-----O-----|
| HP          : 4           | Attacks:           |
| EXP.        : 4           | - Tackle: Jump on/over. |
| Coins       : 0           |                   |
| Item Drops: None.        |                   |
|-----O-----|
| Notices:           |
| - The above stats are individualized.           |
|-----O-----|
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Not much to mention, actually. You'll be told to bounce on the two Goombas until they're gone. It is mostly a tutorial on how to use Luigi in battle. He corresponds with B, always (regardless of who was in front).

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After the battle, go south. Break the shaking barrel to the west to fight another Goomba pair, then go west. You'll soon find a Koopa chasing a Goomba for a bit. You then get recruited into catching it for him. This is a tutorial on First Strikes -- if you hit an enemy in the field, all enemies in the battle will receive damage without you using a turn. Conversely, if an enemy hits whoever is in the back of your group in the back, he'll be on his rump for a turn or two and be inactive during that time.

Defeat both Goombas in battle, then go south, upstairs, and to the next area. Here, go west and save the game with the Save Album, then go further west and hit the ! block. Luigi will be grabbed by the crane and enlisted as a lookout. On the deck, you'll receive fire from, of course, Cackletta. Fawful will fire at Bowser, causing him to fall over, and then Fawful engages you in your first boss battle ... or so you think. It is really just a tutorial...

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O-----O
|                                     |
|           Tutorial Battle: Fawful           |
|-----O-----|
| HP          : ???           | Attacks:           |
| EXP.        : 0           | - Tackle: Jump on/over. |
| Coins       : 0           | - Energy Ball: Jump over. |
| Item Drops: None.        |                   |
|-----O-----|
```

This is, more or less, just a tutorial on the fact that enemies will "project" who they will attack. For example, in this battle, Bowser will tell you to note the color of Fawful's speech. If it is red, he'll attack Mario; green, he'll attack Luigi. Obviously, though, not all enemies can speak and you'll have to look at other things -- for example, with the Dry Bones further ahead in the game, you must observe which way their heads rotate. Anyhow, other than dodging Fawful's pitiful attacks, attack at will.

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After the battle, Fawful will bomb the Koopa Cruiser repeatedly until it explodes, sending Mario and company to the Stardust Field below, which is not unnoticed by some of the local residents.

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+++   Section II - Stardust Field and Hoohoo Village   **SAGA_42**   +++
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                Stardust Field
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=====
Mushroom Side
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Once you land, Luigi won't find Mario nearby. After a bit of hunting, Luigi does find his head buried in the ground. After pulling him up, you'll get control of the group. Go northwest and save at the Save Album, then go west. Speak with the Koopas on the way, if you want, for a few mildly humorous comments, but eventually head to the next area.

Here, you'll meet two Koopas unenlisted in Bowser's army. They, in fact, control the border between the Mushroom and Beanbean Kingdoms. Everything is in order for you to cross, except for one thing. You have to play a game.

This game is actually rather simple. In it, the two Koopas will hold a rope and move about the room, trying to trip you with it. You are to jump over it as they try tripping you. To jump, Mario will use the A button, and Luigi will use the B button. Just jump over it as they aim at you -- you'll lose and have to restart if either brother is tripped up three times.

Once you succeed, you'll allowed to the other side of the border. Go outside.

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=====
Beanbean Side
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Once you leave, head west some and you'll receive from the Koopa border patrol a map of Beanbean. After that scene, go west and into the pipe. This pipe, although it has no use now, will become greatly useful in the future when you want to move about the region more quickly. Exit the pipe and go south to the next area.

In this area, you'll find some rows of spikes along the path. To bypass this "defense", head at the spikes and jump over them with Mario, then with Luigi, or do it with both while running. Regardless, continue across them to reach a ? block; bop it for a Mushroom. Go south and west to find some more spikes. Continue past them. At the end of this path, get the Mushroom from the ? block and go along the path some more to reach the next area.

Here, go south and follow the path, defeating the Fighter Flies on the way, if you want. (And you should want -- monsters are EXP., which is good.) As you go,

you'll have to ignore the ? blocks on the higher-up ledges. We'll be getting them later, but we cannot just yet. Continue to the next area by using the southwestern bridge.

In the next area, use the nearby Save Album, then go south and upstairs. Here, you'll find Bowser who magically landed inside of a cannon, of all things. Mario will ground-pound Bowser further into the cannon, allowing his head to pop out of the other side. On the other side of the gap to your west, the Tolstar, "king" of the Stardust Field, will drop from above. After a bit of goading, he'll decide to let Bowser free if you hand over all of your Coins. Regardless of how many you have (I tested it through hacking with 9,999 Coins), you'll be told that the Mushroom Coins you have will only amount to ten Coins in the Beanbean Kingdom, which is far from enough. A bridge will be made and you are told to get 100 Beanbean Coins. Once you regain control, go southeast to the next area.

Here, go along the path east and north to the next area.

There, go along the spike-filled path much as you did before. Continue along the path, heading north when possible. Go ahead and defeat the Fighter Fly nearby (no, seriously, we need Coins) and go west. Hit the ? block for a Coin and go northeast. Utilize the Bros. Block to get some more Coins. Go east and up the ledges, falling down on the other side to reach the next area.

Here, hit the nearby ? block to receive a Syrup, then go forward, to the north, to find a star-shaped door. Stand on it to meet up with the Starshade Bros., the ones who saw you falling earlier. You'll get a tutorial on how to use the High Jump and Spin Jump now.

To use the High Jump, Luigi must in the back. Press L to cycle through his commands until a long yellow arrow appears. Press the B button to jump on Mario, then repeat to jump higher than usual. As for the Spin Jump, put Mario in the back and cycle to the curvy arrow. Press B twice to start spinning; use the D-Pad at this point to move around and fly over gaps. Complete the tutorial stage using these techniques.

Afterwards, in the main Stardust Field, you'll be told by the Starshade Bros. to use your newly-learned techniques to reach the high-up flag in the area. Begin by going to the southern portion of the area and High Jump onto the barrels, then go east and repeat, then repeat once more to get to the platform. Spin Jump across the ledge, heading west, then High Jump to the ledge above. Hit the ? block with the Mushroom and go west. Spin Jump across the gap, then touch the flag to succeed, surprising the Starshade Bros. Drop off of the west side of this ledge, grab the Syrup from the ? block, and drop off this ledge to the south. Continue south to the next area.

Here, go south some more and you'll end up fighting a few Fighter Flies and some Bill Blasters. May as well do it for the Coins and EXP., you know? Go to the east and head upstairs. Defeat the two enemies up here and High Jump to the top of the northern ledge. Hit the ? blocks up here to receive one Syrup and one Coin. Go south to find another ledge. High Jump onto it and hit the block to receive some more Coins, then head back to the southwestern portion of the area. Save with the Save Album and High Jump onto the barrel, then onto the ledge. Use the Bros. Block to milk out a fair sum of Coins and go west to the next area.

Here, you'll meet up with the Starshade Bros. again. It seems that they forgot a crucial part of the Bros. Actions -- battle functions! In the battles you fight now, you'll have BP (Bros. Points), which basically shows how many more times a Bros. Action can be used in battle (it is like the MP of Final Fantasy, okay?).

BP is healed with Syrups. Anyhow, you'll be taught rather thoroughly on the basics of using Bros. Attacks in battle. Be prepared to use them more and more, because there are a fair number of them.

Anyhow, after the tutorial, go west to the next area. There, drop to the ground and defeat the four enemies walking around for some more Coins and EXP., then go west and High Jump to the ledge with the ? block. Milk some Coins out of it, then go west and High Jump to the Bros. Block. Get some more Coins out of that one, then head upstairs to the top portion. Go east onto the yellow blocks and hold the D-Pad in the direction you want to move (in this case, to the right) and press the button of the bottom brother. On the other side, hit the block to obtain more Coins, then go back to the west and continue to the next area.

Or should I say "a previous area"? Anyhow, go northeast to return to another previous area. There, High Jump to the upper ledges to find a few ? blocks, two of which have Coins and one has a Mushroom. Afterwards, continue back to where Tolstar is by exiting to the southwest.

Here, save with the Save Album, then go south and upstairs. After handing over your Coins, Tolstar will fly over and attack you, engaging you in your first true boss.

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|                               BOSS: Tolstar                               |
|-----O-----O-----O-----O-----O-----O-----O-----O-----O
| HP           : 50                 | Attacks:                             |
| EXP.         : 35                 | - Spike Ball: Jump over it if it doesn't |
| Coins        : See note.          | bounce. Do nothing if it does.         |
| Item Drops: 1-Up Mushroom.       |                                         |
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| Notices:                             |
| - The number of Coins earned is equal to number Tolstar took before the |
|   fight. So it can be anywhere from 100 to 9,999.                       |
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Honestly not a bunch to say about this fight. In essence, it is a hit-and-dodge kind of deal. Learn how to dodge the spiked balls and you're golden. Go ahead and use up a bit of BP on your Bros. Attacks, preferably the Level 3 versions of them, to deal more damage than a standard attack. Of course, do what you want, but be sure to heal when you need to.

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After the boss fight, one of the Starshade Bros., I think, will rise up from the star-shaped door nearby and light up the cannon. After a few seconds, Bowser will fly off, not to be seen again for a fair while.

Anyhow, afterwards, Spin Jump across the gap and head to the next area. Follow the linear path here to reach a Save Album. Use it, then head into the caverns. Go forward and High Jump to the ledge with the ? block. Bop it for a Mushroom, then go west to find another ? block. Bop it for another Mushroom. Go west and south to reach the next locale.

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                               Hoohoo Village
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After exiting from the cavern, go south and west to try to reach the main village. You'll soon be halted by some guards, accusing you of kidnapping the prince of the Beanbean Kingdom, Prince Peasley. After it is made obvious that

you are not the kidnapper, thanks to Tolstar, you'll learn the kidnapper was known to have an obsession with "fink-rats". \*cough\* Fawful. \*cough\* Well, not much we can do about it now, so just go southwest and into the village.

In this area, go south and drop off of this ledge. Go along the path to find a doorway. Go through it and, in this room, hit the ? blocks to receive a Mushroom and some Coins. Leave the room now and go west. Hit the ? block for a Mushroom if you didn't already, then go back east to the ledge you jumped from earlier. High Jump back up and speak with the townspeople if you wish. You'll learn that the Blablanadon, a pterodactyl-like creature, could have taken you to the mountaintop, but he himself disappeared some time ago searching for Prince Peasley. Anyhow, continue west to the next area.

Here, go west a bit and save at the Save Album, then continue further west and go into the cavern. Here, hit the first ? block you come across and bop the Coins out of it, then go further west to find a Mushroom in a ? block. Jump up to the top ledge and Spin Jump to the right a few times to continue to the next area.

There, hit another ? block for a Mushroom and hit the Bros. Block for some more Coins. Go south to get outside and go east. Hit the four ? blocks here for ten Coins, two Mushrooms, and one Syrup. Speak with the people if you want. Go a bit more east to find a water fountain. Have Mario drink from it (put him in the front of the party and walk up to the fountain) and go south and west on the bridge. Have Luigi perform the initial stage of the High Jump on Mario while he is next to and is facing the fan. You'll get a Coin for this. You can repeat this as you want, but it is obviously very slow. Just thought I'd point it out.

Go back to the northwestern corner of the area and return to the caverns. Go back to the previous area here, then drop to ground level here and exit the cave to the southeast. Outside, get on the lower pathway and go west to the next area, then continue west. In the next area, go a bit west to find Fawful again. This time, he is taunting one of the guards. After the guard escapes, he'll turn around to find you. After another bit of goading, he'll drop a statue in front of you, stopping you from going forward. Go back to the area with the Save Album, then take the upper path west to the next area.

Here, go into the house nearby to find the Hammerhead Bros. Inside, you'll find them trying to smith a Hammer out of some low-grade rock, then they will notice you. You are eventually recruited by them to find some Hoohoo Blocks from the summit of the mountain, which they'll make Hammers out of for you. Follow the button cues in the conversation to regain full control. Exit the house and the bridge that was previously incomplete is now finished. Go west to the next area, Hoohoo Mountain.

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+++   Section III - Hoohoo Mountain           **SAGA_43**   +++
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                               Hoohoo Mountain
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Upon arriving, go forward and defeat the Beanies you find. Continue to the

western portion of the area and hit the ? block to obtain a Mushroom. High Jump to the higher ledges nearby, then Spin Jump across the gaps to the east. After the second gap, drop off of the west side to find a ? block. Bop it for a Syrup, then go back and recross the gaps as before. Afterwards, head to the top ledge and go west. Spin Jump across the gap to a ? block; bop it for a Syrup, then head far east to the next area.

In this area, continue along to find some more Beanies and the new Dry Bones, all available for fighting and EXP./Coin pilfering. Afterwards, jump on the ledges to the north, using the High Jump when needed. At the top, go east and use the Spin Jump to hit the whirlwind. After spinning in there for a second or two, spin further to the east to reach a ledge. Continue into the next area.

Here, you'll notice the fiery rock in the alcove. Ignore it for the moment and go up the western ledges and proceed to that area. High Jump to the high ledge there and hit the ? block for some Syrup. Afterwards, head west and have Mario drink a bit of water. Head to the fiery rock nearby, make Mario face it, then have Luigi High Jump onto Mario. This should extinguish the flame, making a whirlwind appear above. Get back onto the eastern ledge and Spin Jump through the whirlwind. Upon landing, do southwest and use the Bros. Block to get some cash, then jump up the ledges and head north to the next area.

Here, head to the nearby water fountain and have Mario drink up some water, then head over to the fiery stone. Face it, then High Jump to douse the fire. Ignore the whirlwind for the moment and go around the area and defeat all of the enemies. Afterwards, return to ground level and head east to the next area.

There, go around and defeat the enemies here. Afterwards, return to the previous area and make Mario drink in some more water. Go back to this new area and head on over to the fiery boulder. As usual, face it and High Jump on Mario to douse the fire. Return to the previous area and head up the ledges, then Spin Jump into the first whirlwind, heading east to the next ledge. Continue to the next area. Spin Jump through the whirlwind there to the east. After landing on the ledge, hit the ! block to activate a fountain that was inactive earlier.

Okay, with the fountain active, drop off of the east side of this platform and head south to the next area. There, go down to the staircase and descend to find the fountain mentioned earlier. Have Mario drink ever-more water, face the fiery statue, and extinguish the fire. Head on to the ledge nearby and Spin Jump into the first whirlwind, then spin into the second one, then continue to the ledge. From there, High Jump to the north to reach a ledge with two ? blocks on it; bop them for a 1-Up Mushroom and some Coins. Get back down and go east to the next area.

Here, head to the east and save with the Save Album. Afterwards, go further east and speak with the odd-looking ... thing ... in the center of the area. This, in fact, is Hooooros, who is about to challenge you. The first of the challenges begins atop four pillars. You must simply Spin Jump from pillar to pillar to collect the orbs; you must collect ten of them in thirty seconds without hitting the ground. Just keep trying and you'll eventually win, after which you'll have to fight Hooooros.

```

O-----O
|                                     |
|                               BOSS: Hooooros                               |
|-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  HP           : 45                |  Attacks:                            |
|  EXP.          : 30                |  - Laser: Jump over.                |
|  Coins         : 24                |                                     |
|  Item Drops: 1-Up Mushroom.       |                                     |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

This boss will appear alongside two pillars, then hide under one. Once you get a chance, first attack the pillar Hooooros is NOT under to destroy it, then have the other brother do the same. This will end up revealing your opponent, who, because he was revealed, will switch the other spot. If the pillar there was also destroyed, he is wide open!

First destroy the newly-made pillar, then have the other brother use a regular attack. This is because of the simplicity that there is in dodging the laser, and the fact that you'll easily do enough damage over the next ten or so turns. Of course, use them if you want to.

~~~

After the battle, Hooooros will cause a platform to jut out from the northern wall. Head over to it and High Jump onto it, then the east platform. Head to the southern portion of it and Spin Jump to the ? block. Bop it for a Syrup. Go back to the newly-made ledge, High Jump onto it, then onto the western platform. Go to the southern portion of it and Spin Jump to the ? block, inside which you'll find a Mushroom. After getting said Mushroom, get back to the top of the ledge and head north to the next area.

Here, go ahead and hit the ! block to activate another water fountain. To reach it, first High Jump onto the next platform and Spin Jump west. High Jump higher to the ledge, hanging a bit right so as to get on there. Head to the ledge with the X on the ground and Spin Jump northeast to the top ledge. Have Mario drink some water and go east down the passageway. On the other side, drop down and head west, then High Jumping on Mario whilst facing the fire to douse it. Go ahead and redo everything to reach the blue ledge prior to the one with the X. Spin Jump into the whirlwind and continue east. You can also, alternatively, fly north for a bit to get the Syrup from the ? block. Anyhow, after crossing the whirlwind and reaching the ledge to the east, High Jump on up and go upstairs. Hit the ? block nearby to get a Syrup and go further north. You soon will be able to head to the far west to find a few enemies in addition to a ? block with a 1-Up Mushroom within. Afterwards, High Jump up to the ledge and Spin Jump into the moving whirlwind, heading west to the ledge. Continue to the next area.

Here, go west and up the ledges, then upstairs. Drop to the ground below the stairs for a battle, then hit the ? block at the end of the path to find a Mushroom. High Jump to the ledge with the sign, then Spin Jump into the whirlwind as it approaches. Use it to fly east to a second whirlwind. Use that one to reach the ledge to the east. There, head upstairs and Spin Jump west across the gaps, then spin into the whirlwind to go further west. Hit the two ? blocks there for a Mushroom and Syrup. Afterwards, High Jump at the right wall and drop to the ledge below. Go around the corner, upstairs, and continue on to the mountain summit.

Here, go around the perimeter. As you do, you'll probably notice the telescope on the south side. Use it to get a look at Beanbean, if you want. Afterwards, continue around to the Save Album and save. Go east and run into the Hoohoo Block to knock it a bit to the right. The pterodactyl on the egg will scold you shortly before introducing himself as Blablanadon. The situation will be explained shortly before the egg explodes, launching Blablanadon and the Hoohoo Stone away, with the latter falling into the Hammerhead Bros.' house. Anyway, time for another battle!

0-----0
| BOSS: Dragohoho |
0-----0

it with the Hammer to finish the job. Proceed to the next area.

Here, continue to the Bros. Block nearby. Bop it back and forth for a few Coins, then go east to find and utilize a Save Album. Break the rocks in the area and ignore the cavern for the moment, heading east to the next area. Bop the four ? blocks here for two Mushrooms and two Syrups, then return to the skipped cavern and head inside. Speak with the old man in the rocking chair to be offered the mine cart game.

In this, Mario and Luigi are on separate tracks and in mine carts. Mario has a flashlight he can shine on Luigi; aim it with the D-Pad. As you go along, you want Mario and Luigi to collect red and green diamonds, respectively. You will generally have to jump to get them -- Mario uses A, and Luigi uses B. Along the path, you'll encounter some obstacles. Jump over them or you'll lose diamonds. Finally, your flashlight gradually will weaken; grab the batteries whenever it is possible. Go along the track in the real game; you need ten or more diamonds to proceed.

On the other side, play the game again if you want some Beans. Otherwise, leave the cave and save outside. Also outside are two ? blocks; break them for a Nut and a Mushroom. Break the rocks in the area and proceed southeast to the next area.

There, the Hammerhead Bros. will give you a tutorial on using Hammers in battles. Whenever you use a Hammer offensively, press the brother's button when the Hammer begins to shake for the optimal effect. As for defense, hold the brother's button until the enemy or attack can be hit; if held for TOO long, though, it will be ineffective. You can also use the Hammer for a First Strike, which makes the enemies dizzy, although they are otherwise unhurt.

After you regain control, go north an area. Go around here and hit the two ? blocks for a Mushroom and a Syrup, then abuse the Bros. Block. Go north another area to find a Mushroom inside a ? block. Afterwards, backtrack to the area in which you received the Hammer-in-battle tutorial, then go south another area to find...

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+++ Section IV - The Beanbean Region and Castle **SAGA_44** +++
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))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
The Beanbean Region
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

```
=====
Northwest Beanbean
=====
```

After distancing yourself from the mountain, you'll reach a grassy plain. In this particular area, simply head along the very linear path. You'll fight a few Sharpeas on the way. Enemies like Sharpeas, which are spiked, should not be jumped on except in certain circumstances; at this point, just use your Hammer. Proceed to the next area.

Here, you'll mostly find Swarms in the field with a few Sharpeas. Go around

the area and defeat as many as you please (which should be all of them, except in challenge playthroughs) before heading south to the next area.

=====
West Beanbean
=====

Not truly a bunch to say here. Go around like in the previous area and defeat the Swarms and the Sharpeas. Once you're done, proceed to the southeastern corner. Go across the eastbound stone bridge to find the main town of the Beanbean Kingdom.

))
Beanbean Castle Town
))

Once you arrive in this once-grand town, you'll find it to be in near-complete ruins. Speak with the (surviving?) residents to learn that it is likely Cackletta appeared and destroyed the town, with the town probably being the next target. This also leads to mention of the Beanstar, which you'll learn all too much more of later on.

Anyhow, in this western area, go into the only open building to find the item shop. Go ahead and do your first shopping of the game if you'd like, then exit and go north to the next area.

))
Beanbean Castle
))

In the initial area, to your left and right, are these gray slabs. Ignore them, as you cannot break them. Instead, save at the Save Album nearby and continue to the end of the path. There, go west to another area and go into the green pipe within the building, but don't go anywhere. Back outside, go east and north to the castle entrance. After a semi-lengthy and mildly humorous scene there, you'll be allowed into the castle itself.

Here, go north to the next area, then go west to find a person on the floor. Examine this person to be called at by Lady Lima, one of the upper members of this area's hierarchy. After a bit of conversing, you are determined unworthy to meet Queen Bean and are dropped into the basement. Lady Lima says that, to prove yourself worthy, you must fix the castle's plumbing. Heh heh.

))
Beanbean Castle Sewers
))

Once you regain control, go ahead and save with the nearby Save Album and proceed to the next area.

Here, and in most of the other areas, your goal is to fix the leaks in the pipes. To do so, you must find a leak and Hammer the cork in with your Hammer. Begin by jumping onto the piping and simply going around, corking up the leaks by Hammering them. In doing so, you will have opened the path to the next area. Before going there, go around the area and defeat the Spinies and Super Flies you have yet to defeat, then continue to the next area.

Upon arriving, go ahead and fix the leak in the area and two Spinies will drop from the roof. Defeat them and the remaining enemy forces, then head to the red gear-shaped valve. Spin Jump into it to activate it, and make two new leaks

appear. Go around the room and fix them, then go into the next area.

Once you arrive, jump on the pipes and use them to reach the northern platform. Up there, hit the three ? blocks and you'll receive two Mushrooms and one Syrup. Afterwards, go east to the next area. There, Spin Jump into the valve and you'll soon have some leaks pop up. Fix them in the order that they do pop up: northwest, southwest, northeast, southeast. Afterwards, head to the newly-risen platform and High Jump all of the way to the next room.

Here, hit the two ? blocks in the room to find two Mushrooms altogether. Spin Jump into the red valve to get the water flowing in the room two rooms ago. Backtrack to that same room and fix the two leaks to open up the path to the next area. Of course, go on in.

Inside, fix the lone water leak to open up the holding cell and the path ahead. Soon afterwards, the REAL Lady Lima will leave the cell, informing you that the Lady Lima from before is a disguise of Cackletta's, and that the Beanstar is in grave danger. Go into the holding cell itself and hit the ? blocks to receive some Coins, a Syrup, and three Mushrooms. Afterwards, leave the room, use the Save Album to the east, then go north to the next area. There, go along the linear stairway, back to the main castle.

))
Beanbean Castle
))

In the next room, you'll find the pedestal for the Beanstar to be quite vacant. But it has not been so for very long -- Cackletta and Fawful are still here! After a short conversation, Cackletta will drop Queen Bean into the room, who is not in her right mind. You now have a boss battle to contend with.

```
O-----O
|                               BOSS: Queen Bean                               |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  HP (Queen): 120              |  Attacks:                               |
|  HP (Arms) : 22 each          |  - Arm Slam: Jump over the shockwaves.  |
|  EXP.      : 190              |  - Hammer: Hammer counter.            |
|  Coins     : 16               |  - Bean Spitting: Jump over or on them. |
|  Item Drops: Mushroom, Syrup, |                               The latter will make |
|                               |                               a Beanie fight you. |
|  Woo Bean,                    |                               |
|  1-Up Super.                  |                               |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  Notices:                               |
|  - While Queen Bean's has at least one arm, do not do any kind of jumping |
|    attack or you WILL get hurt.        |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

```
O-----O
|                               SUB-BOSSSES: Beanies                               |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  HP      : 6                   |  Attacks:                               |
|  EXP.    : 4                   |  - Tackle: Jump on/over.               |
|  Coins   : 2                   |                                         |
|  Item Drops: Woo Bean.         |                                         |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  Notices:                               |
|  - This enemy appears when jumping on the beans that Queen Bean may spit. |
|  - The above stats are individualized.                                     |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```


At the start of the fight, Queen Bean can only attack using the shockwave attack mentioned above. This is because she has two arms available, and will be the only attack she uses at this time. Begin by focusing your attacks on her arms. Just use regular jumps; save your BP for later. And, of course, that implies no Hammering -- even when hacking for max Power, you won't deal but one point of damage.

After getting rid of one of her arms, she'll switch to trying to Hammer you. Deal with it as per the above chart and just continue jumping on her remaining arm.

After getting rid it, the real battle begins. On each of her turns, she'll spit out some beans, usually two to four. I'd prefer you'd jump on them to make them into Beanies. However, only deal with them when countering their attacks -- remember, our main goal is to defeat Queen Bean. At this point, begin using Bros. Attacks on her, preferably Level 3 varieties.

Eventually, Queen Bean's arms will regenerate and you'll have to deal with them all over again. Continue this process, healing when needed, until you win the fight.

~~~

After the battle, Lady Lima will note that the cause of Queen Bean's problem is a Belly Blech worm. The only known way to remove one is drinking some of the Chuckola Reserve. This is found in Chucklehuck Woods, found to the southwest of the castle. Lady Lima will hand over a Beanbean Brooch and tell you to go to the Chucklehuck Woods. Go south a few rooms to find a Bros. Block; milk a few Coins out of it, then proceed outside of the castle.

Outside, as you continue south, you'll be called at by one of the castle servants. He has come to bring you a Badge, the Bean Badge. You'll learn how to equip Badges soon afterwards. However, you only received one Badge, so Luigi will have to buy one if he wants one, to the apparent disappointment of him. Anyhow, head on into town.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Beanbean Castle Town  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Upon arriving back here, head into the item/clothing shop. Buy some new gear and a Badge or two. The Pea Badge has the benefit of yielding more power to you (+12), although the Bean Badge ups BP more (+6). Pick what you want and stock up on some items, if you need to, as well.

Finish up any other business you may somehow have here and exit to the southwest.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
The Beanbean Region  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

=====  
West Beanbean  
=====

Not much to say. Defeat some of the enemies here if you want. To proceed, go west from the southeast corner to find a southbound bridge. Cross it.

=====

=====

After crossing the bridge, head east and to the far south to find another area. Go into the pipe there, then exit it. Return to the previous area and go south and through the trees, then west along the path. Go further west and south to find a bridge overhead. Go south of their and jump and High Jump to the ledge with the bridge. Cross it heading west to reach the next area.

Continue along to the platform at the end of the bridge. Stand on the northern edge of it and Spin Jump to the north to reach another platform. Speak with the guards there and you'll be not allowed in ... until Mario shows off the Beanbean Brooch. You'll then be allowed in. Go along the linear path, defeating the enemies as you go, to find a building. Go into it to reach the Chateau de Chucklehuck.

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+++   Section V - The Chucklehuck Region           **SAGA_45**   +++
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))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                Chateau de Chucklehuck
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Once you arrive, first begin by saving with the Save Album. As you proceed to the west, it may pique your interest by saying that you can examine the little figures here to learn about brewing Chuckola Cola. Once you're done, go west and north to the next area.

Here, go east a bit and into the opening beneath the barrels. Head north, east, north, west, south, west, south, west, north, east, north, east, and north again. Just to check, you should be at the northern wall around the room. Next, head west, south, west, south, east, and south. After exiting from the barrel maze, someone -- not Luigi -- will be found to be following Mario. This person will soon flee, with Luigi coming out of the maze soon thereafter. Go west and High Jump on the barrels, then go northwest to the next area across the plank.

Once you arrive, you'll meet up with the unknown person from earlier. He'll introduce himself as the shadow thief, Popple. He'll soon call upon a very familiar person, named Rookie, who also finds Mario and Luigi to be familiar and rage-inducing. Being who he obviously is, he remains a bit dense and won't realize who you are right now, Bowser will just fight alongside Popple.

```

O-----O
|
|                               BOSS: Popple                               |
O-----O-----O-----O-----O-----O-----O-----O-----O
|  HP           : 100           |  Attacks:                               |
|  EXP.          : 50           |  - Hit-and-Run: Hammer counter.       |
|  Coins         : 30           |                                           |
|  Item Drops: Green Pepper.    |                                           |
O-----O-----O-----O-----O-----O-----O-----O-----O
|  Notices:                               |
|  - The "Hit-and-Run" attack above, if it hits, can have Popple steal a   |
|    Mushroom from you and later use it to heal.                             |
O-----O-----O-----O-----O-----O-----O-----O-----O

```





proceed further into the area, you'll need to collect the five Beans in here. To do so, use the Mole technique and surface when underneath an X marking. Go around the area and do this to all five X's, then speak with the granddaughter of the Chuckleroot to proceed forward. Go south to the next area.

Here, you'll find a Wiggler within the mousehole southwest of where you enter. Go towards it and Mario and Luigi will be on either side of it. Press the A and/or B buttons to jump on; whichever you prefer. After it retreats into the alcove, heal up and use the Mouse technique to run into the hole. Mario will soon flee, with the Wiggler soon coming out, furious. After regrouping, touch the Wiggler to start the next boss fight.

```
0-----0
|                                     |
|                               BOSS: Wiggler                               |
|-----0-----0
| HP           : 34                 | Attacks:                            |
| EXP.         : 120                | - Charge: Jump over/on it.        |
| Coins        : 0                  | - Ground-Pound: Jump over shockwaves. |
| Item Drops: Super Mushroom.      |                                     |
0-----0-----0
```

As you can see, the boss is divided into five segments, all of which start red. The leftmost one is the head, which is the basis for the above HP value. Now, as I said earlier, all of the segments are red. We first want the four body (non-head) segments to become yellow. So, over the next two or so turns, focus on jumping on each body segment once, so that it becomes yellow. During the turns when the Wiggler attacks, just try to avoid being hurt; we can deal with the red segments again.

Once the head becomes yellow, begin using your Level 3 Bros. Attacks on it. As the boss only has 34 HP, this should finish it in one turn if you're properly leveled. If not, which is all too possible, you just have to start from the beginning again.

Finally, a footnote to mention. Do not attack the head until it is YELLOW. Wiggler will counter with a shockwave attack. Just because it is simple to dodge doesn't mean to do it -- it will return to full redness and you'll have to start that bit over again.

~~~

After the battle, the Wiggler will run off, crying. Umm... Anyways, after regaining control, use the Mouse technique again and go into the alcove from before. Grab the Red Chuckola fruit there and regroup with Luigi. Return to Mario's normal size, then go northeast, High Jump on the ledge, and proceed back to the previous area. Exit that area, as well. Go east in this area and you'll find a southbound path. Go along it to reach a new area.

Here, drop down the ledges and go east, along the path, to find another two ledges. High Jump to the lower one, then get onto the higher one and Spin Jump northwest. On this platform, hit the ? block to obtain a Syrup. Drop to the ground, now, and head north to the next area.

Here, go north to find a trio of ? blocks, inside which you'll find Coins, a Mushroom, and a Syrup. That's all here; go east to another area. Follow the path there and jump, when possible, onto the lowest ledge. High Jump onto the ledges to the east and hit the ? block several times for some more Coins. Go southeast and hit that ? block to receive another mushroom. Return to the low northern ledge, then head west, up the ledges, south, and onto the yellow platforms. Remember, hold the D-Pad to the right and press the button of the

brother on the bottom of the "bike platforms", which will alternate. On the other side, go east to the next area.

Here, go south and off of the platform, then hit the ? blocks here to receive some Coins and a Mushroom. High Jump onto the platform to the west and and High Jump once more to the top platform. Go east to the platform's edge and then Spin Jump eastward. Go further eastward to find the Purple Chuckola Fruit. Go south, off of the ledge, and to this next area. There, go west to the next area. In the next area, go to the far west, then High Jump onto the two ledges, then into the next area you go. Back in the Chuckleroot area, go south and east. Save at the Save Album, then go east and north to the next area.

Here, go east and north to another area populated by rocks. Break them apart and then use the Mole technique to dig in the X's and receive the Chuckle Beans. Return to the previous area and defeat the several Pestnuts scattered through the area. Once you're done here, proceed southeast to the next area.

Here, head east and north to find a gate. Turn Mario into a mouse and have him walk through the mousehole to the west. Hammer the button there, which will lower a gate. Press Start to switch to Luigi, then head east and north to a newly-opened path. Hammer the button there, then switch to Mario and go north to Hammer another button. Switch to Luigi and go along the newly-opened path. Switch to Mario and regroup with Luigi, return to normal size, and use the Mole technique to get under the gate. On the other side, move Mario east a bit, then have Luigi Hammer the button nearby. After that, you'll have fifteen seconds to hit the button on Mario's side. Hop on the springy platform nearby, regroup with Mario, and start heading south. As you proceed, switch Mario to the front and use the Mouse technique. Once you reach the hole Mario used earlier, send him northward through it. On the other side, hit the button with the Hammer to end the timer. Now, grab the White Chuckola Fruit.

Now that that's over with, regroup with Luigi and return Mario to normal size. Go southwest and High Jump onto the platform. Leave this area by heading west. Back here, go northwest to another previous area.

Back here again, go south and west to find the Save Album. Use it, then go north to speak with the Chuckleroot. As you now have all three Chuckola Fruit varieties, you are now allowed to proceed. As the Chuckleroot backs away from the path behind it, Popple and Rookie will appear, apparently taking the easy way out of this! They'll leave you alone for the moment and just proceed north to the next area. Follow them.

Here, hit the two ? blocks to receive a Mushroom and some Coins. Go along the west path to find another ? block with a Refreshing Herb in it; another ? block to the north will contain a 1-Up Mushroom. Continue along the path and up the ledges. Here, next to the Save Album, heal up and save. Proceed further up the ledges and north to the next area.

Here, you'll watch a scene with Bubbles, the creator of Chuckola Cola, and the Chuckola Reserve. As per the brewing directions, he is telling the cola some (rather cruddy) jokes. After a short conversation with Bubbles, Popple and Rookie will descend from the above, telling you that this is no ordinary beverage! The Chuckola Cola will then come to life and attack you!

```
O-----O
|                                     |
|                                     | BOSS: Chuckolator |
|                                     |                                     |
O-----O-----O-----O-----O-----O-----O-----O-----O
| HP (boss)   : 300                   | Attacks:                   |
| HP (shield): 30                     | - Slime Attack: Hammer counter. |
| EXP.        : 260                   | - Cannon: Jump over.         |
```


After arriving at the castle, the Chuckola Reserve barrel breaks, sending Luigi and Mario onto solid land, and it seems Mario drank the Chuckola Reserve. I didn't expect any less of him. :P

Inside Beanbean Castle, you'll be taken to Queen Bean, who is still on the ground. Once prompted, press B to release the (used) Chuckola Reserve, which will flow into Queen Bean's digestive system and get rid of the Belly Blech worm (to the fear of Luigi). Afterwards, Queen Bean will return to normal and there will be a bit of conversing.

Apparently, the Beanstar is a wish-granting object. Whosoever should wake it up can have their most magnificent (or nefarious) dreams and wishes granted. Only a person with a pure voice can wake the Beanstar up, however. Princess Peach is currently the only person known to have such a voice. As such, Cackletta went to the Mushroom Kingdom and stole her voice. In essence, this means Cackletta has the potential of awakening the Beanstar and granting her wishes!!

After learning that bit of info, Queen Bean requests you meet with Prince Peasley. After regaining control, go south and exit the throne room. Continue going south and you'll eventually meet with Prince Peasley. During the course of his secret mission, he figured out where Cackletta is - Woohoo Hooniversity, a college found to the southeast of Beanbean Castle. Prince Peasley quickly decides immediately go there. Queen Bean decides that you, too, should go and says she'll alert the guards near there to let you through.

Anyhow, once you regain control, go south and exit the castle. Go south to the Save Album and use it, if you wish. Go west to find the pipe house and go into it. Inside, walk into the middle warp pipe to activate it for future perusal. Afterwards, exit and go east to the next area. There, you can go east to find a photographer to redo your passport photos ... for 100 Coins each. Proceed into town when you're done.

))
Beanbean Castle Town
))

Once you arrive, you'll find the place to be completely rebuilt. (And in the matter of a few hours!?) Anyhow, you can check out most of the buildings around town. Go into EACH ONE OF THEM to find a small wealth of useful items.

~~~~~

In the western section, of note, are some new equipment. Buy the Hard Pants for Mario, and buy a new Badge if you want it. You'll also find a man in the southeastern corner that'll offer up the Beanstone quest to you. See the sidequest section (Section 5) for details.

In the eastern section, in the southwest corner, is the Information Shop. For 100 Coins, you can be told what there is to do. You'll also find the Item Shop in the central area -- they now sell 1-Up Mushrooms, just so you know. Finally, you'll also find a guy in the center-ish area that'll mention the Beanlets. It is also detailed in the Sidequest section (Section 5).

Whenever you're done, exit the town from the southeastern corner of the eastern half of town.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
The Beanbean Region  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

=====



East Beanbean  
=====

Once you arrive here, it is worth noting the Lakipea floating around. If you don't want a bunch of trouble, High Jump to the Lakipea and defeat it, then any of the Sharpeas. This is because the Sharpeas in this area are primarily thrown infinitely from the Lakipea.

Anyways, go around the area and dig into the yellow circles in the ground to find a couple of Chuckle Beans. Afterwards, go southeast and use the southbound bridge to go to the next area.

=====  
Southeast Beanbean  
=====

Here, you'll find just a few enemies as you go south. Eventually, along the south path, you'll find a few guards. Speak to them and continue south to be let on through. Continue south to the next portion of the area. There, go along the path and defeat the Troopeas and Parabeanies on the way. Follow the path to the intersection. At it, go east, across the bridge, and to the next area.

)))))))))  
Woohoo Hooniversity  
)))))))))

Once you arrive here, go north to find two ? blocks. Bop them and you'll get a Super Syrup and some Coins. Go back south and east to find another few ? blocks with Coins inside. Further ahead, cross the bridge and jump upstairs to find the entrance to the university. Use the Save Album to save, then head inside.

Inside, head north to find some ground shaking, soon followed by a bunch of screaming and fleeing from the Hooniversity students. After you regain control, go north and speak with the person on the ground. He'll notify you that Cackletta has invaded the place and turned the Hooniversity professors into monsters. He himself then turns into a Laser Snifit; a simple enemy you'll find throughout this place. Defeat it.

After the battle, head north to the next area. There, head to the northwestern corner of the room and High Jump onto the platform to find two ? blocks. Bop them to gain a Super Mushroom and a Syrup. Go to the ledge in the northeastern corner and start jumping around (with both brothers) randomly on it -- you'll eventually hit a block with a Hoo Bean inside. After that, head north to the next area.

Here, jump onto the western ledges. Hit the ! block here and note what occurs; this will be useful in a bit. Also hit the ? block to the south of it to find a Hoo Bean, and hit the eastern ledges' ? block to receive a Mushroom. Also hit the ! block here to remove the barrier in the southwest corner of the previous room. Afterwards, return to the previous room and go southwest to the next area.

Here, you'll be fighting some Laser Snifits and the colored Viruses you may know from various Dr. Mario titles. Upon entering, go south and defeat the few enemies, then save with the Save Album. Go west to the next area and you'll fight some more Laser Snifits and the Viruses. Go west to see some nice, interesting things.

In this room, you'll find a Coin-less Bros. Block. Practice with it if you

want; remember, though, that none of the blocks here produce anything. In the next room, you'll find some more blocks used in previous games. From west to east, north to south, you'll find that the blocks were used in Super Mario Bros., Super Mario World, Super Mario 64 (and a similar design used in the DS remake), and Paper Mario. Go west to another room to find the Random Block and the Rally Block, two new blocks we'll begin seeing here, so practice up. After this little excursion, return to the hallway and go north to the next one.

Here, continue north and you'll find some more enemies to defeat. As you go north, you'll find a side room to the east. Go in there and use the Random Block, then High Jump onto the northern ledge. Hit the three ? blocks there to find a Mushroom, a Nut, and a Syrup. Return to the previous area now and go north to the next one. Fight the enemies there as you go north and proceed into the next room on the eastern side.

Here, you'll find a Laser Snifit. Defeat it and read the sign on the wall to learn the sun door's release code. Read it and pay close attention, or just look at this FAQ when you get there. After observing it, go north to the next area. There, you'll find some statues. You want to change them into the second code listed on the sign from earlier. Change blue to red by Hammering the statue, and vice versa. Here is the orientation... (B = blue, R = red)

```
R R   B B
  R B R R
R B   R R
```

After successfully inputting the code, the northern door will open up, letting in a highly-focused beam of yellow light. As it travels along, it will reflect off of some of the mirror panels you've passed recently. Follow the beam until it isn't reflecting to another mirror, then go north to the next area.

Here, in the library-esque area, you'll find a trio of Viruses. Defeat them and head west to the next area. There, use the Rally Block -- remember, you can use it multiple times, this one having THREE uses -- and use the Save Album as well. Proceed south to the next area.

In this very metallic area, move to the central-ish portion of the room. Use the Mouse technique and have Mario go through the northern gap in the wall, then Hammer the switch. Mario will be locked, but Luigi will have a path opened to him. Go into the alcove now and pound in that switch with the Hammer. Once you do, some M and L blocks will come across the screen. In the next twenty-five seconds, you must hit thirty of them. Remember, both of the brothers can hit them.

After a success, have Mario go south and out of his little alcove. Jump into the next room to the south and hit the ? block to receive a Mushroom. Jump up the stairs nearby and start walking around the wall tops clockwise until you reach a northwestern alcove with a switch. Hit it with the Hammer to open up a room with a barrel. Regroup with Luigi and return Mario to normal size, then head over to the barrel. Have Luigi use the Mole technique to surface beneath said barrel, then go north to the higher switch. Have Mario use his special command to get on the barrel, smack the switch with the Hammer, and then jump back off. As a result, the light will reflect further into the building.

After this quick cutscene, go to the northeast corner of the room and High Jump to reach the previous area. There, High Jump onto the ledge north of you, then head northeast to the previous area, then exit that area to the south. Back in the main hall, continue following the beam of light to find another open door. Use the Save Album nearby to save, then proceed into the new area.

Here, you'll first find a few ? blocks. Bop them to receive a Super Mushroom, a Mushroom, a Syrup, and a Hoo Bean. You'll also find a Random Block. Milk some Coins and go west to the next area. There, ignore everything (although note what it looks like) and continue west to another area.

Here, High Jump onto the western ledge and get onto the south side of it (we don't want to run into the ! block). Spin Jump to the west and across the gap, then continue this across another few gaps. You'll soon find a low passageway nearby. Begin by Hammering the switch on the ledge east of the hole, if you didn't, then use the Mouse technique to get Mario inside. Go along this "maze" to the red switch. Hammer it and you'll drop a barrel in the "ignore everything" area from before, as well as drop blockades in the maze. Go back and regroup with Luigi, then return to normal size.

Afterwards, High Jump onto the ledge to the east, then Spin Jump across the gaps to where you started this area. Go through the doorway nearby and head downstairs in that new area. In the next room, you'll find a switch on the wall. Hit it with the Hammer, then go upstairs and use the Save Album. Exit the ramp area, then go east to the "ignore everything" area.

There, use the Mole technique to have Luigi surface beneath the northwestern of the two barrels. Afterwards, have him stand on the footpad to have a ball of electricity will hit the barrel, then the other barrel, then the control panel on the wall. The crane you saw earlier will get out of your way ... and take Luigi with it! You won't be able to do anything about it for the moment, so go west one area, go north another, and head down the ramp to the crane's original resting place.

Back here, go up the northern ledges and cross them to find some ? blocks. One contains a Refreshing Herb, the next has a Syrup, and the third one has a Mushroom. Defeat the remaining enemies here and go south to the next area.

Here, you'll find a Donkey Kong-esque area. At the top, you'll find a red switch that'll release Luigi from the crane nearby. You have to proceed up the ledges without touching a barrel, or you'll have to restart. You can jump over the barrels (as long you aren't simultaneously going uphill). Once you reach the top, Hammer in the switch and Luigi will roll down a newly-opened path. It will then reach the area with the gaps and the ! block from earlier and roll up and down the ledges, eventually hitting the ! block, thereby causing the light in the hall to reflect some more. Mario and Luigi will then have a heartfelt reunion before you gain control back in the barrel room.

Back there, go east to the previous area, then north to the hall. Save outside if you want, then follow the light beam to find another doorway. As with the previous two, go on in.

Here, you'll learn how to spit "bullets" of water with Mario. Fill him up with some water and you can hit him thrice with the Hammer for three bullets of water altogether. Drink up some water and head south to the next area. There, time your water shooting so as hit the wind-up mouse into the electric current. After revealing the ! block, empty Mario's water supply and go to the ! block. Hit to continue reflecting the light beam.

Go north two areas to the starry room, then go north one more area. There, hit the western ! block to reverse the mirror and focus the light into the door, opening it. Afterwards, you'll watch a scene where Cackletta prepares to wake up the Beanstar. Hurry into the next room to the north and hit the two ? blocks there to find a Super Mushroom and a Hoo Bean. High Jump to the top to find another ? block with a Hoo Bean, then heal and save at the Save Album.

Once you're prepared, continue north to the next area. There, you'll find Cackletta failing in her attempt to wake up the Beanstar, which ends up ground-pounding a circle around the robots and sending them to the icy basement below. Cackletta and Fawful start to worry when the Mario Bros. arrive, and then pound Fawful into the ground. Time to fight Cackletta!

```
O-----O
|                                     |
|                   BOSS: Cackletta   |
|-----O-----O-----O-----O
| HP (boss)   : 200           | Attacks: |
| EXP.        : 900           | - Lightning Bolts: Jump over. |
| Coins       : 300           | - Holes: Jump over. |
| Item Drops  : 1-Up Super.   | - Batty Attack: Jump over. |
O-----O-----O-----O-----O
| Notices: |
| - The "Holes" attack above can make you heavy if you're hit with it. |
| - The "Batty Attack" above may poison you if it hits. It only occurs when |
|   you hit the incorrect clone when Cackletta has been cloned. |
O-----O-----O-----O-----O
```

After dodging Cackletta's initial attacks (which can last a while), you may want to heal up, if it is needed. If not, go ahead and start with your Level 3 Bros. Attacks to deal some fair damage. It'll be a dodge-and-hit series for a while like this.

Eventually, you'll have to deal with three clones of Cackletta. By my knowledge, you cannot tell them apart. So, initially, just use basic jumps to go for one of the clones and hope it is the correct one. If it is, the other clones disappear; if not, an "!" appears and the clone will charge you as a bunch of bats. Jump over them, of course. Continue the Bros. Attack thing when you find the real clone and just keep dodging those crazy attacks.

~~~

After the rather hectic battle, Fawful will resurface and vacuum up Cackletta's energy. As he prepares to attack you, Prince Peasley flies in and sends Fawful and Cackletta far, far away. The brothers will explain to Prince Peasley what has happened with the Beanstar and such, and he'll just tell you that he'll tell you more soon. So, we're left to find the Beanstar. Go northwest to the next area.

Here, save the game and High Jump to the higher ledge. Hit the ? block to find a Nut, then go west to the next area. Go down the ledges and hit the Bros. Block on the way to the next area. There, hit the Random Block and continue downstairs to find some ? blocks with a Super Nut and a Super Mushroom inside. Go southwest and across these next areas, simply defeating enemies and going along to the next area. In the second part, High Jump to the higher ledge and proceed to the next area to the east. Go down some more ledges and fight the Viruses. Bop the southwestern block to find a Super Syrup, then go east to the next area. Hit the ? block there to find a Super Mushroom.

phew Next, proceed east to the next area. Fill Mario up with some water there and look to the west. Some wind-up mice will be heading south. Much like before, time your shots so that the mouse will be thrust into the circuit. After starting, you'll only be allowed four mess-ups, so be careful. You can refill Mario's water supply when you need to.

After succeeding, the door in the previous area will open up. Go to the previous and save with the Save Album. Afterwards, go into the next area and dig up the Chuckle Beans in the corners via the Mole technique. High Jump to

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=====

The Beach

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After landing, Luigi will land next to the water. As Mario is nowhere to be found, Luigi will start shouting for him. He soon finds him to the north of him, buried in sand and being snapped at by the crabs. After they leave, when prompted, press A to release Mario from the grainy confines of the sand. Afterwards, go north to the next area and, there, go upstairs and into the Fire Palace.

=====

Fire Palace

=====

Here, go into the eastern room, then into the western room. Use the Mouse technique in there to make Mario small, then go through the gap in the wall. Afterwards, head forward some and Hammer the statue in the way. Afterwards, the palace keeper will come and speak with you momentarily. Afterwards, examine the fiery orb to learn the Firebrand. The palace keeper then returns, offering to teach the Firebrand to Mario.

Next, go into the next area to the southeast. Cycle through your commands to the hand symbol and use the Firebrand to light the torch in the small alcove, which opens the gate to the south. Continue along to the west room, regroup, return to normal size, and leave.

=====

The Beach

=====

Go south to the previous area, then head west. Go north afterwards and, in the northwestern portion of the island, go into the Thunder Palace.

=====

Thunder Palace

=====

Go into the northwestern room and follow the hallway until you reach the east room. Use the Mole technique to get Luigi on the other side of the gate and resurface on the other side of it. Continue into the next room and Hammer down the boulder. The palace keeper will appear. After the conversation, go ahead and ignore him -- touch the orb to gain the power of the Thunderhand. It will basically function like Mario's Firebrand, but with electricity.

Anyhow, after the palace keeper reappears, you'll be taught on your new electrifying powers. After he leaves, go southwest to the next area. There, electrify the orb to open the path ahead. Use it to regroup with Mario and leave the palace.

=====

The Beach

=====

Go around the island if you want. When you're done, go to the southeastern part of the island to save with the Save Album. Examine the wall nearby and use the Firebrand to activate the western part, and the Thunderhand to activate the eastern portion. Afterwards, a bridge will appear to a smaller

switch nearby to open up the gate. Go ahead and west to meet up again with Prince Peasley, who tells you to head to the Beanbean Airport. Afterwards, go north first and into the cave atop the ledges. You'll find a warp pipe there. Go inside it, then exit. Go west to the next area, then further west to the bridge, then go south to the next area.

=====
Southeast Beanbean
=====

Go along the dirt path to the southwest to find the guards from Woohoo Hooniversity. Ignore them and jump atop and over the ledges to your west. On the other side, go north to the metal fence and use the Mole technique to get Luigi on the other side of the wall. Once there, jump up the platforms and head west to the next area.

=====
South Beanbean
=====

Go west and jump across the gaps between the trees to find a ? block. Bop it to receive a Woo Bean. Afterwards, hit the ground and go back to where you began in this area. Hit the ! block to open up the gate, then go back to the previous area via this pathway to regroup with Mario.

After regrouping, come back here and head west to the next area. Defeat the Parabeanie nearby, then High Jump onto the western platforms. Continue west until you find a sign. Read it to confirm that it leads to the airport. If it does, go south and use Luigi's Thunderhand ability to power up the two orbs. Afterwards, head south to the airport.

))
Beanbean International Airport
))

When you arrive, milk some Coins out of the Random Block nearby, then heal up. Save at the Save Album nearby, then proceed southwest to the next area. As you do, you'll be told that Princess Peach's plane is running late, and that Lady Lima is waiting for you on the runway. Continue south to meet her and you'll figure out WHY the plane is delayed. Apparently, some Piranha Plants have infested the runway, damaging it. You'll have to exterminate them.

Go east and have Mario drink some water. Afterwards, head west to the two Piranha Plants. Hammer a bullet of water at each one so they bulge and turn a light-blue color. Afterwards, empty Mario's water supply and have Luigi use his Thunderhand ability on both the Piranha Plants to permanently remove them. (I say "permanently" because you can battle them, but they come back.)

Anyhow, when you're done with this section of the runway, be sure to check for bean spots and ? blocks, then proceed west into the next area. Repeat this with the next two sections of the runway until the big egg into the middle section cracks open. Once it does, go to that section of the runway and prepare to do battle!

O-----O
| BOSS: Mom Piranha |
O-----O
| HP : 220 | Attacks: |
| EXP. : 400 | - Energy Ball: Hammer counter. |
| Coins : 0 | - Vine Whip: Jump over with both bros. |


```

| Item Drops: Spiny Badge A.      |
O-----O-----
| Notices:                          |
| - This enemy is weak to Luigi's Thunder attack, and absorbs Mario's Fire |
|   attack, WHEN IT IS RED. If it is blue, it swaps elements.             |
O-----O-----
O-----O-----
|                               SUB-BOSSSES: Piranha Plants                    |
O-----O-----
| HP           : 30                | Attacks:                          |
| EXP.         : 6                 | - Fireballs: Jump over.           |
| Coins        : 1                 |                                    |
| Item Drops: Spiny Badge A.      |                                    |
O-----O-----
| Notices:                          |
| - The above stats are individualized.                                     |
| - This enemy is spiked and jumping on it without a Spike/Spiny Badge will |
|   result in some damage.                                                 |
| - This enemy is weak to Luigi's Thunder attack, and absorbs Mario's Fire |
|   attack, WHEN IT IS RED. If it is blue, it swaps elements.             |
O-----O-----

```

Begin the battle by focusing on the minor Piranha Plants. Have Mario use the Firebrand on blue ones, and Luigi use the Thunderhand on the red ones. If a color of them is not yet in battle, just have the left-out brother Hammer a Piranha Plant the other brother is not going to attack. This is meant to minimize damage taken from counterattacks.

Afterwards, you focus on the Mom Piranha. Attack her in a similar manner: use Firebrand if she is blue, Thunderhand if she is red. If a brother is left out, have him resort to Hammering, non-jump Bros. Attacks, or healing. After that, just keep dodging attacks, healing when needed, and always take out any minor Piranha Plants that appear -- they will counterattack if they're there when the Mom Piranha is attacked.

~~~

After the battle, the Piranha Plant will disappear, finished off by the ever-helpful Luigi. Upon regaining control, save with the Save Album and head east to the next area. Go further east and speak with Lady Lima to eventually watch Princess Peach's plane land on the runway.

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                                Beanbean Castle
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

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Back in the gardens, Princess Peach will approach to speak with the group. As she does, Mario and Luigi prepare to take cover, thinking what will happen ... until her voice is heard. Everyone is in total shock, until it is revealed what happened.

Apparently, Prince Peasley originally got word of Cackletta's plan to steal Peach's voice. He got there before Cackletta and warned Peach of what was to occur. As such, Peach (and Toadsworth) were hidden in a safe place (behind the curtains). As for the Peach whose voice was stolen, it will merely Birdo (who doesn't really speak anyways) in disguise! This explains why the Beanstar reacted to "Peach's" voice as it did -- it wasn't the pure voice required to awaken it.

Anyways, go north a few rooms and you'll watch another cutscene. It seems Peach wants to go to the Mushroom Kingdom-immigrant town of Little Fungitown. Eventually, Toadsworth is coerced into letting Peach go. You'll meet her by the entrance to Teehee Valley. Exit the castle and head into town.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Beanbean Castle Town  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Back in town, I'm pretty sure it is worth your while to at least visit the Starbeans Cafe in the northern portion of the west side of town -- you can use beans there to make stat-boosting drinks! You can also visit the various shops for upgraded stocks, clothing, and badges. Buy some if you want them, then leave town on the east side.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
The Beanbean Region  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

=====  
East Beanbean  
=====

Here, simply head north to the next area. Defeat the Lakipea and/or the dropped Sharpeas if you feel the need to.

=====  
Northeast Beanbean  
=====

You'll find another Lakipea in this area. Go ahead and finish it off; it is more convenient to not have to deal with it. Anyhow, upon entering the area, you'll probably note the exit to the north, which is blocked by a stronger boulder than usual. We cannot go through this pathway. Instead, go south to the blue crystal orbs and use Luigi's Thunderhand to activate them. Go along this new path across a few areas. Eventually, you'll find a cavern to the west.

Go inside said cave and use the Save Album there. Descend the stairway to the east and proceed into the next area. You'll find the Hammerhead Bros. here. Speak with them and they'll offer to reforge your Hammers. Accept said offer and you'll receive the Super Hammers, which can break boulders like those you have dealt with previously, as well as ones like the one blocking Teehee Valley.

After reforging the Hammers, head east and get rid of the rock, then repeat with the rock to the north. In this next area, you'll find a Thwomp. Speak with it and hand over 200 Coins to have a chance at finding something special within a boulder. You may want to keep on trying at this -- each time, one boulder will have a scroll that will teach Mario a new Bros. Action for battle. It only lasts as long as you haven't gotten it, by the way.

Okay, that's pretty much it. Exit the cave and backtrack to the area where you electrified the two blue orbs. From there, head north and up the ledges. Shatter the gray boulder and proceed north into the valley.

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 +++++

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 Teehee Valley  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Upon arriving, go north some and Peach and Toadsworth will come running up behind you. Toadsworth, ever the broken record, will warn Peach to be careful before you head off. Afterwards, Toadsworth runs to you to tell you a forgotten detail -- Peach will run of her own accord, only changing to backtrack when spoken to or blocked. If she is off-screen for too long, some Gritty Goombas will kidnap her and take her into a pipe. If such happens, use the chance to eliminate the remaining enemies in an area before going into the pipe. There, just speak with Peach to rescue her, although you can fight a few Gritty Goombas on the way.

Anyhow, during the conversation, Peach was taken captive. Defeat the enemies outside the pipe, then go in it. Rescue Peach to return aboveground. There, just follow Peach to the next area. Repeat this process in the second area. The only difference in that area is that you have to hit the ! block next to the gate.

In the next area, follow Peach and defeat the enemies on the way. Near the yellow pipe is a wall. Ignore it for the moment and follow Peach. When you see the lower wall switch, Hammer it and speak with Peach to backtrack. Once you reach the stairway next to the wall from earlier, speak with her again. Quickly get atop the wall and, as you go, prepare Luigi's Moling technique. At the barrel you dropped earlier, drill beneath it and surface, then head over to the higher of the wall switches. As you do, switch to Mario's barrel command. At the switch, climb up, Hammer it, descend, and break the barrel. This should open up the next area. Put Luigi in back, then follow Peach to the next area.

Here, head north to the ledge. High Jump to the upper part of it, then jump to the smaller one to the west. Let Peach get on the ground north of you, then Spin Jump westward and follow her. At the last ledge, hit the ! block to open up the gate. That's pretty much it here -- follow Peach to the next area.

In the next area, Peach will point out and read the sign showing that you are near Little Fungitown, found to your north. She walks north to the next area without you. There isn't much for you to do here except heal and save with the Save Album. Whenever you're done, head north to the next area. There, you'll notice Peach screaming for help, as per usual. She is being attacked by some beastly-looking monster, also as per usual. Well, as per usual, let's get rid said monster.

|         |                    |                 |                                     |
|---------|--------------------|-----------------|-------------------------------------|
| O-----O |                    |                 |                                     |
|         | BOSS: Trunkle      |                 |                                     |
| O-----O |                    |                 |                                     |
|         | HP (boss)          | : 110           | Attacks:                            |
|         | HP (head)          | : 60            | - Inhale: Jump over all but regular |
|         | EXP. (boss)        | : 1,000         | Mushrooms, which heal you.          |
|         | EXP. (head)        | : 30            | - Boulder Fist: Hammer counter.     |
|         | Coins (head)       | : 188           | - Sand Attack: Hammer counter.      |
|         | Coins (boss)       | : 0             | - Rolling Tackle: Jump on/over.     |
|         | Item Drops (boss): | 1-Up Mushroom,  |                                     |
|         |                    | Super Mushroom. |                                     |

```

| Item Drops (head): None. | |
O-----O-----O
| Notices: | |
| - The first two attacks above are only available to the large Trunkle. | |
| The other two are used only by the clones. | |
O-----O-----O

```

There are two ways to go about this battle - the quick way, or the rewarding way.

The quick way is simple: use a bunch of Level 3 Hammer Bros. Attacks on the head. That'll end the battle fairly quickly. Not much else to say, as far as that goes. However, you won't get any stats accounted for by the boss itself.

The rewarding way is somewhat harder, but a fair deal longer. You basically use your Level 3 Hammer Bros. Attacks on the boss's body. While you do this, dodge the attacks as per the above and heal when needed. Around the time you get rid of 55 HP, the boss will split into four. One will hold an orange; find it and follow it. Afterwards, use the Bros. Attacks on it.

That's basically it for the latter method. Dodge attacks and heal when needed. Note that the boss will eventually regroup into his larger form.

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After the battle, the Toads from behind the wall to the north will come to speak with you. They'll greet the princess and have you take the lift up into Little Fungitown.

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))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                Little Fungitown
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

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Upon arriving, you'll meet up with some more Toads. They'll decide to give Peach a tour of the area, leaving you to do whatever for a while. You'll find an item shop in the immediate area. Use it if you want. Outside, go northeast to the next area.

Here, you can go west to find the clothing/Badge shop. Use this if you want to, and save with the nearby Save Album. Go east to the next area, then south and west to the next one. There, you'll find another warp pipe. High Jump to it, go inside, then exit. Return to the previous area once outside and go northeast to the next area, and continue on to the castle-like building, the Mushroom Embassy.

There, go inside and northwest. Use the block there for some Coins, then go north to find another block with Coins. Leave this area and backtrack to the area before the warp pipe. Head to the northwestern corner of there and head into the arcade. Examine the open machine on the top floor to play a game.

This game is pretty simple. You'll have a bunch of Stars (five points), Flowers (three points), Mushrooms, and Bob-ombs (one point for both) falling down. You want to get them into the hole on either side of the screen. To do so, press the button corresponding with the side the hole is on to tilt the platform in that direction. Only do so when the hole is low enough. That's it, pretty much. Just note that Bob-ombs cause the other hole to need to be used, and that you need to get 200 points in that one minute to win.

Upon winning successfully, you'll earn the coveted Invincishroom. *scoffs* Yeah, quite coveted -- it makes Mario, after eating it, turn green and faint,

which causes Luigi to panic and take him over to the Embassy. There, the doctor tells Luigi and Peach that, if Mario is not cured soon, he'll turn into a bean! You'll need to find the Crabbie Grass from within the Guffawha Ruins to the west of here. Of course, the doctor shows Luigi a picture of the scary monsters within, and it throws him into a severe panic. Peach, in failure, tries to encourage him.

Anyhow, once you gain control of Luigi, you cannot do anything except walk. Go south, out of the embassy, and just further south. Once you reach a building on a lower ledge in the southeast corner of an area, go inside and speak with the Kamek to hypnotize Luigi into thinking he is Mario. This makes Luigi brave (but he retains his one-person skills). Anyhow, leave the building and head west. Use the Save Album, then go south one area, then west to the elevator. Go down to the valley.

))
Teehee Valley
))

Go south an area and, upon entering this one, head due west to find a platform. This is actually a one-person-only elevator. Get on it and, pretty much, follow the path west to the next area. There, head west and south, breaking the boulder on the way. Go further south and break that boulder, then head southeast until you reach the wall map. From there, go west to find a rock in floor. Continue west to the next area. There, hop over the staircase, past the gap-filled ledges, and then onto the spring platform. Once you reach the other side of it, continue westward to a familiar area.

))
Hoo-hoo Mountain
))

Here, cross the bridge to find a fork in the rock. Go north to find a 1-Up Mushroom within a ? block. Then go south and use the Save Album, then continue south to the next area.

Here, go downstairs and hit the ? blocks for a Syrup and two Mushrooms. Go a bit more to the west to find some black rocks. Ignore them and go up the staircase nearby. At the top, you'll find a cracked statue. Hammer it to start a minigame. In it, basically, hit only the blue balls and not the red ones. If you get a red one, wait for a while (it can be quite a while) until you get a blue one. If you hit a red one, you'll need to start over.

Anyhow, upon succeeding, a pedestal will appear. Hammer it to open up the door into the ruins ahead. Go inside.

))
Guffawha Ruins
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Upon arriving, go north and use the Thunderhand to electrify the two blue orbs. Afterwards, use the Save Album nearby and go north to the next area. Here, go along the path. Defeat the Chuck Guys you find on the way and continue northeast to the next area.

Here, jump atop the higher ledge and hit the ! block to make the platforms nearby float. Much like the donut lifts of Yoshi's Island, you can only stand on them for a limited amount of time before they fall. Cross the pseudo-bridge quickly. On the other side, proceed into the next area. Defeat the enemies in here, then proceed to the east side. Ignore the doorway here and go east to

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Beanbean Castle
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Upon returning to the castle, you will, as expected, be scolded by Toadsworth. After his little outburst, Lady Lima will walk in with a GBA, which will display a video from Bowletta, saying that you must get the four Beanstar pieces if you ever want to see Peach again. The pieces will be marked on the map you have. After that, Prince Peasley will go on about how he'll find them all and wager 99,999,999,999 Mushroom Coins that he'll find them all first.

Well, we might as well get to our crappy reward (notice the wager amount). Toadsworth will suggest heading for the Teehee Valley piece first, which we shall. Go south and out of the castle, then into town. Save on the way there.

In town, just stock up if you want to investigate the new stuff, then go east to the main Beanbean region. There, go north two areas to reach Teehee Valley, much like before.

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Teehee Valley
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Here, go north and up the two ledges. Go east and return to ground level, then head to the southeast corner. There, High Jump onto the ledge and continue to the next area. There, continue east and use the Bros. Block. Go further east to the next area. You'll find a ship stuck in the sand and the wall nearby. Go to the east (starboard) side of the ship and High Jump up the ledges, then Spin Jump west to reach the deck, where the Beanstar Piece is ... or was, as the sailors' skeletons on board decided to take it for themselves. Go inside the ship.

))))))
S.S. Chuckola
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Once inside, head over to the Save Album and save, then go west and downstairs. There, go north to the captain's room. Speak with the captain there, if you want, then go north another area to find some ? blocks. Two have Coins, one has a Refreshing Herb, and another has a 1-Up Mushroom. Go south from here three areas to reach a new area.

There, go south and east. Go downstairs and go south another area. Save with the Save Album there, if you want to, then go west another area. You'll watch the sailor skeleton take the piece of the Beanstar into the room nearby. However, another sailor will walk to block the door. Apparently, you'll need a Membership Card to get into the hold.

Oh, well... Backtrack a few areas to the room with the Christmas lights. Go north to the next area and you'll watch someone flee the room ahead. Speak with the sailor next to the doorway and opt to work for him. This will start up a new, interesting minigame.

Okay, Mario and Luigi will be at the top and left sides, respectively, of a small grid. On this grid, there are red, blue, and (eventually) yellow barrels. Your goal is to shift the barrels around to make a full row or column of the same colored barrel. To shift them, you'll first move Luigi with Left/Right on

the D-Pad, and Mario with Up/Down on the D-Pad. To move the barrels, hold A and use Left (for Luigi) or Up (for Mario) to bring all of the barrels in that row or column next to the character and to each other. You'll have three minutes to finish the minigame, and you'll need to make ten complete rows/columns for ten points.

Once you succeed, you'll get the Membership Card. Go south two areas and west one, then speak with the sailor there to open up the path to the next room. There, go to the north side of the room and speak with the sailor with the Beanstar piece. He won't give it up until you get Bloat (the fat guy on the north side of the room) out of the wall.

Go south one area, east one, north one, northwest one, and you should be outside the captain's room. There, Hammer the obvious patch on the floor to let loose some dynamite. Now, go south two areas, west one, and north one. Go to the northern side of the room and use Mario's Firebrand to light up the dynamite, which blows Bloat out of the wall. The ship then, as per Newton's third law, drifts out to sea...

...and, because of the large hole in the stern, it sinks to the ground and the Beanstar piece floats away.

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Seabed
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Once you begin swimming, swim up the ledges next to the ship and get onto its deck. Go to the northern ledges and save with the Save Album, then swim east of there to the next area.

There, swim over the gap and go along the wall ledge. Go over the gaps as you proceed to the northeastern corner of the area. There, you'll soon find an alcove in the wall. Have Mario Firebrand it, then swim over to the southwestern corner, where you'll find the path ahead free of obstacles (at least, in this area). Go south to the next area.

Defeat the few enemies throughout this area, then hit the southwestern ? block to find a Hoo Bean inside. High Jump over the wall to the east, then proceed east to the next area. There, go east and use the Mouse technique, then put Mario through the alcove-tunnel combination to the other side of the coral plants. There, go to the southwestern corner of the area and use the Firebrand on the alcove to open up some of the coral. Regroup with Luigi and return to normal size. Go east from where the fire is to find an orb. Have Luigi use his Thunderhand technique on it, then go along the path to the next area.

In that area, High Jump to the ledge above you. Save with the Save Album there, then proceed east and into the pipe. Hold Up, A, and B to head to the next area, Gwarhar Lagoon.

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Gwarhar Lagoon
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Introduction to Area
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Upon arriving, milk some Coins out of the Bros. Block, then head east to the next area. Speak with the people there if you want. Regardless, go forward to the Save Album and use it. At this intersection area, go north and you'll find

a warp pipe in the next area. There, go inside and out of it. Return to the crossroads and try heading east to the next area. As you do, you'll watch a cutscene detailing that something bean-shaped (the Beanstar piece, perhaps?) fell and is now being used as a decoration for Hermie III's shell. After the scene, head east to the next area.

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Some New Hand Techniques
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Here, go north to the next area, then into the building there. Save with the Save Album, then go east to the counter. Pay the 200 Coins for the hand massage. Soon, after sitting in the chairs, Gigi and Merri will come down for the massage, only to be surprised at your Thunderhand and Firebrand techniques. They will then drop you into a cave to teach you some special techniques for these abilities, which have no real names, so expect various names later in this walkthrough.

Anyhow, one technique has Mario use his Firebrand while behind Luigi. This will make you dash pretty quickly -- quickly enough to knock over heavy objects. This dash can be directed more by using D-Pad, and stopped with A.

The other technique requires Luigi to use his Thunderhand when behind Mario. In doing so, Mario becomes sort of paralyzed and there is little freedom for rotating movements. Basically, you'll always be facing the same direction and moving slowly. This can allow you to move with extreme precision, to move where being in a line would help, and to use the Boo Statue switches.

Anyhow, now for the tutorial stage. You'll have to find the red and green Pearl Beans inside the cave with your new abilities. Go north to the next area and go on the west path northward. Here, you'll find a Boo Statue. Use Luigi's Thunderhand to shock Mario and activate the switch (face away from it, and not in its depressed path, and move against it). Go along the new path to the next area.

There, you'll find some rolling bars of spikes. Starting from the left side, use Luigi's shock paralysis technique again to walk between the bars. Once you reach the other side, proceed to the next area and grab the Green Pearl Bean. Afterwards, you'll return to the start of the area. Next, go north to the branched-path area again, but go along the eastern path this time.

In this area, use Mario's Firebrand to burn Luigi and dash quickly at the large Koopa. (By the way, this technique WILL apply to the others in the game.) If you hit it and therefore knock it over, go ahead and repeat with the next Koopa and proceed to the next area. There, stand at the eastern edge of the path and as close to the spike bars as possible (push against the blunt end of one as it rolls by). Use the fire-dash technique again to bypass the spikes.

In the next area, grab the Red Pearl Bean to return to Gigi and Merri again. They'll send you to the Relaxation Room. Exit it to the west, saving on the way.

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The Dungeon-Like Part
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Outside, go south to the new area. Go to the southeastern corner of the area and use the fire-dash ability to knock over the Koopa. Go along the path and defeat the Elite Troopea duo in the area, then go to the next area. Knock over the Koopa there with the fire-dash, then go into the pipe to head underwater.

Here, go north, south, and east along the path, defeating the several enemies on the way. You'll soon pass a water spout -- just note its location for the moment. Go to the next area to the south and hit the ? blocks here for a Super Mushroom, some Coins, and a Hoo Bean. Backtrack to the water spout and Spin Jump inside it to start floating. Head west to find a ? block with a Mushroom inside. After grabbing it, return to the water spout, Spin Jump inside it, and head east to the ledge. Go into the pipe and climb back up to the beach.

Upon surfacing, use the nearby Save Album and head to the south area. There, use the shock-paralysis ability to bypass the spike bars. Proceed to the next area, where you'll have to use the fire-dash ability to proceed to the next area. Afterwards, continue south and defeat the enemies on the shore as you proceed to the next area.

In the aforementioned next area, you'll find a few Gritty Goombas. Get rid of them, then take note of the platform, or Spin Block, in the air. You can move it by hitting it with a Spin Jump, and it'll move in that direction until it hits a wall. Move it north and High Jump onto it. Dig on this ledge for a Chuckle Bean. Exit and re-enter the area, then move the Spin Block west. High Jump onto it and proceed downstairs and west to the next area.

Here, use the Rally Block nearby a few times for a nice sum of Coins, then go north to find a split in the path. We'll go along the eastern path first.

Here, you'll find another Spin Block. Move it north, east, and north. Go to the northwestern corner of this area and jump upstairs. Spin Jump to the Spin Block and then to the ledge. Here, use the shock-paralysis technique to utilize the Boo Statue switch, which will make a bridge appear in the previous area. Go back to that area (as there is no more on this path), save if you want, then go along the western branch of the path.

Here, as you go through the area, you'll probably notice the Boo Statue on the ledge. Ignore it for now and simply begin by defeating the enemies on the beach here. Afterwards, check the map if you wish and go south to the next area.

There, jump up the stairs to the east. Prepare the fire-dash technique, and then hit the ! block. An iron ball and another ! block will appear on the other side of the ledge. You'll have ten seconds to hit said ! block. Use your fire-dash technique to get there, then jump to hit the ! block. Using the new bridge, hit the ground and head to the next area to the east.

There, you'll notice some of the "?????" enemies. Ummm... Anyways, defeat them and dig beside the Save Album to find a Chuckle Bean, then save with that same Save Album. Proceed southwest to the next area.

There, head upstairs and prepare your fire-dash technique, as before. Hit the ! block here to get another timed event like before. Dash west to that ! block and hit it. Spin Jump north across the gap to find another ! block. Bop it, then fire-dash eastward after walking onto the narrower path. Hit the final ! block to make another bridge. Take it to the next area.

There, you'll find a Boo Statue. Head over to it and use the shock-paralysis ability to activate the switch, making a bridge to the north appear, as well as one near where the path diverged earlier. Anyhow, afterwards, go north two areas to the map area. There, go west an area. Defeat some of the "?????" enemies here, then go into the pipe to the south of here to find yourself underwater once more.

Back underwater, go northwest and hit the ? block in the alcove to find a Hoo

Bean. Continue to the next area. There, you can fight a fair number of enemies for some more EXP. and Coins. Head over to the water spout, like before, and Spin Jump in it to reach the higher ledge. From there, swim over to the ledge in the southeastern corner and proceed into the next room to the east.

In this hidden room, go around it and swim straight above the rocks to find some hidden ? blocks with stuff inside them. Return to the previous area and swim back to the ledge next to the water spout, then head north to the next area. There, go east. Defeat the enemies there and you proceed to the next area. At the end of the path, go south an area and ascend the yellow pipeway.

Back on the surface, you'll be on the ledge with the previously-unreachable Boo Statue. Use the shock-paralysis technique to activate the switch, which completes the bridge in the divergent-path area. Drop to the beach and head northeast to that area. Go north onto the bridge. Heal and save with the Save Album, then head north to the next area.

There, you'll find a large hermit crab kind of creature, named Hermie. He is having his shell decorated surprisingly like a Christmas tree. After the ladies doing the decorations notice the Mario Bros., they start obsessing over them, which infuriates Hermie and makes him engage battle versus you.

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|                                     |
|               BOSS: Hermie III     |
|-----O-----O
|  HP (boss) : 220                    |  Attacks:                    |
|  HP (claw) : 80 each                 |  - Claw Snap: Jump after the pulse. |
|  EXP.      : 450                     |  - Poison Bubbles: Hammer counter. |
|  Coins     : 80                       |                                     |
|  Item Drops: Lucky Ribbon.           |                                     |
O-----O-----O
|  Notices:                             |
|  - The "Claw Snap" attack is disabled if both claws have no HP.           |
|  - The "Poison Bubbles" attack above, as expected, will possibly poison   |
|    you if it hits.                   |
O-----O-----O
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At the start of the battle, you'll probably notice that Hermie has two claws. Well, as said above, the Claw Snap attack will be disabled if you get rid of their HP. Should you? Nah. This is mainly, in my opinion, because the attack they cause is pretty easy to deal with, and it reduces the chances of having to deal with the potentially-poisonous Poison Bubbles attack. Of course, if you feel the need to, go ahead and get rid of them first.

Either way, you'll probably want to initially focus on the boss himself. Begin, when possible, by using the Level 3 variation of Thunder Bros. to hopefully lower Hermie's defense a great deal. From here on out, pretty much focus on using Level 3 Bros. Attacks on Hermie -- remember to refreshing the defense decrease every few turns, though!

The only other thing to worry about would be when Hermie decides to retreat into his shell. When he does, simply have Mario use his Hand attack to burn the Christmas tree, which angers Hermie enough to make him come out.

That's pretty much it. Keep Hermie's defense down, batter him with Level 3 Bros. Attacks, and heal when needed, of course.

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After the battle, you'll receive one of the four pieces to the Beanstar. The

ladies will converse shortly before you can leave. Go west and use the shock-paralysis ability to activate the Boo Statue switch. Go along the new bridge and then west out of the area.

In the next area, save with the Save Album, then go north to the warp pipe area. Head over to the number "3" on the map for the Beanbean Castle.

If you do NOT have it, you'll have to take the long backtracking way. I shall not detail this.

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+++ Section XI - The Second Beanstar Piece \*\*SAGA\_411\*\* +++  
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Beanbean Castle  
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Back in the pipe house, exit. You won't get much out of going to the castle, so, yeah, you can see that this is pretty open-ended. Stock up in the town, then exit on the west side.

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The Beanbean Region  
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West Beanbean  
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Back here, go west and south to the next area.

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Southwest Beanbean  
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Still not much to say here. Go southeast along the main path, heading east to the next area when the opportunity arises.

=====  
South Beanbean  
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Back here, head east some, across the treetops. You'll soon reach the path going south to Beanbean International Airport. Do NOT go on that path. That is the wrong path. Continue east to the next area.

There, if you go south some, you'll find a Boo Statue. Use the shock-paralysis technique to activate the switch to create a bridge. Cross it and go east at the fork, past the tree, to find two ? blocks. One has a Hoo Bean; the other has some Coins. Return to the fork and head south to the next area.

There, High Jump to the grassy hedge and use the Save Album, then head along the linear path. As you past the sign, you'll notice a cage in the tree. What else would it contain but a Beanstar piece? Try heading east to the next area.

After a rather odd cutscene, continue there. You'll meet Harhall in the studio area. Apparently, you are here to fill the position of Splart Assistant. You'll soon get the basics of this.

Basically, you are to hit Designbombs to make designs on the white cloth on the other side of the river. To do so, Mario drinks water and Luigi hits him with the Hammer. Depending on what Designbombs you hit, you'll get different colors and designs put on the cloth. They are hit in that order, as well. There are a few combos you have choices of overall...

| Color Combinations  | Result | Design Combinations  | Result    |
|---------------------|--------|----------------------|-----------|
| Red                 | Red    | Checkered            | Checkered |
| Blue                | Blue   | Tropical (Stripes)   | Tropical  |
| Yellow              | Yellow | Polka-dot            | Polka-dot |
| Red + Blue          | Purple | Multiple designs hit | Star      |
| Red + Yellow        | Orange |                      |           |
| Blue + Yellow       | Green  |                      |           |
| Red + Blue + Yellow | Brown  |                      |           |

After the tutorial, you'll have to make Harhall some designs, so here you go.

- The first one is for a red color of any design. No real notes otherwise.
- The second is for yellow color with a checkered design. Nothing else to mention.
- The third is for purple with polka-dots. Remember, you have to hit red and blue for purple!
- The fourth is for a brown color with a star. The brown color can be easily reached on the Designbombs' first pass at you by hitting them all. And, of course, just hit any two or three pattern Designbombs for the star.

After this rather easy task, Harhall will tell you to go west to the previous area for your reward. There, he'll unlock the cage and hand over the second piece of the Beanstar!

That was pretty easy. Backtrack to the Boo Statue area and go west two areas to where you entered Southwest Beanbean.

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+++ Section XII - The Third Beanstar Piece **SAGA_412** +++
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The Beanbean Region
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Southwest Beanbean
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Not much to say when you get back here. Head north an area or two to West Beanbean.

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West Beanbean  
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Continue northward to Northwest Beanbean.

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Northwest Beanbean  
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Once you arrive here, begin heading northeast, defeating the Paratroopeas and Tanoombas nearby. You'll eventually find an orb nearby. Use the Thunderhand to power it up, causing a platform to rise out of the ground nearby. High Jump onto it, then go into the cave. There, you'll have to solve the Simu-Block puzzles.

In this area, simply have just Mario jump on the ledge, then get under the Simu-Blocks. Press A and B at the same time to activate them. Proceed to the next area. There, repeat, but get on from the eastern side of the ledge. For the third puzzle, get both brothers on the ledge east of the pit. Jump with just Mario as you head west, then hit the Simu-Blocks. Proceed to the end of the path to earn the Wool Trousers. Fire-dash back to the start of the cavern and exit.

Back outside, hit the ground and go west some. You'll find a narrow path heading northward. In there, you'll find a large Koopa. Fire-dash at him to knock him over. Proceed to the next area, the Yoshi Theater.

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The Yoshi Theater  
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When you arrive here, you'll find a guy in some extra-large Yoshi egg suit hanging the piece of the Beanstar on his theater sign. Speak with him to be given a bit of an attitude by the other guy nearby -- a problem quickly settled by the decorator! Afterwards, the egg-man will introduce himself as Boddle, the brother of the soda maker, Bubbles, from the Chateau de Chucklehuck. After hearing what the situation is, Boddle will agree to hand over the Beanstar piece (to the disappointment and pain of the other guy), but only if you can find something better to put on there. Boddle suggests the seven Neon Eggs, which only obtained by feeding the Yoshis a certain food...

After the scene, head into the theater to the north. Use the Save Album nearby, and take note of the four panting Yoshis here. Soon enough, you'll have to feed them that "certain food". Go into the main theater to find the other three hungry Yoshis, and, in the north-central part of the room, Fava. Speak with him to learn more of the Neon Eggs.

Apparently, you'll need to find the Bean Fruits and feed them to the Yoshis. The Bean Fruits are much like the Beans hidden underground -- you'll have to seek out a certain spot, use the Mole technique there, and resurface to find it. There are seven Bean Fruits in all, scattered throughout the general Beanbean region, and they are now marked on your map.

Okay, that's it, really. Go south, out of the building, and back to the main Beanbean region.



patch for the Bean Fruit. Go west to the next area.

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South Beanbean  
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Continue west some more to find a southbound bridge. Go along it to find a cactus-like plant. Dig in the flower patch nearby. Afterwards, continue going westward to the southwestern area.

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Southwest Beanbean  
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Head over to the southwestern ledges and, from the east edge, Spin Jump east to the next platform. Dig in the flower patch there for a Bean Fruit, then head north to the next area.

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West Beanbean  
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Upon entering this area, head north and west until you find a boulder. Shatter it with the Hammer, then go along the path to a flower patch. Dig there for a Bean Fruit. Afterwards, exit this path and head north another area.

=====  
Northwest Beanbean  
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Here, go west to find a flower patch. Dig in there with Luigi, then, as you should have all of the Bean Fruits, go east an area, then along the long, narrow northbound path to the Yoshi Theater.

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The Yoshi Theater  
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Back here, go into the theater and give the Bean Fruits to the panting Yoshis. Four of them can be found in the entrance hall, and three in the main theater. After you feed them the Bean Fruits and receive their colored Neon Eggs, return to Boddle outside. Speak with him and, after a scene, you'll receive the third piece of the Beanstar!

Only one more to go!

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+++  
+++ Section XIII - The Fourth and Final Beanstar Piece \*\*SAGA\_413\*\* +++  
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The Yoshi Theater  
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Assuming you're still at the Yoshi Theater, exit the area to the south to the



Beanbean area.

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 The Beanbean Region  
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=====  
 Northwest Beanbean  
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Back here, go southwest and west to the previous area. Here, you'll find a few ledges to your west. Climb up them and use the Mole technique to get Luigi to the other side of the gate. Hammer the switch there and regroup, then go along that path to a ledge. High Jump onto it, then head to the next area. Use the warp pipe there and head to the fifth warp pipe in the Chucklehuck Woods.

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 Chucklehuck Woods  
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Back here again, go south one area, and west another. In this area, go north to the high ledge, High Jump up to it, then proceed north to the next area. There, High Jump to the Save Album ledge. Save with the aforementioned Save Album, then head west to the next area. In this are, hit the three ? blocks to the west if you didn't do so before. You'll obtain a Refreshing Herb, a 1-Up Mushroom, and some Coins from within the blocks. Go to the north and fire-dash into the Koopa. Afterwards, head into the cavern.

There, you'll find some blocks as you head west. You'll find one ? block with a Mushroom, another with Coins, and a Random Block on the west side. Get the Coins from it, then go south to the next area. There, simply go southwest to another area. Go along the path in that area until you reach the Winkle Colosseum. Go inside and pay the 500 Coins at the desk to be able to star in the Chuckola Bounce game. Speak with the blue snail on the north side of the room to begin the game.

This game is quite simple. Mario and Luigi are holding a barrier used to reflect Chuckola Rocks, shot by the Chuckoroks, back at other Chuckoroks. You can use the D-Pad to move around, the A button to rotate clockwise, and the B button to rotate counterclockwise. So long as the barrier hits a rock, it will be reflected. If you are hit, you'll spin around momentarily without control. You'll get points for hitting the Chuckoroks properly. With me so far? Anyhow, you'll also find golden Barrier Mushrooms in the game -- it makes Mario or Luigi invulnerable to one Chuckola Rock, and, when hit, the barrier ring moves to hit Chuckoroks. During the time period given to you, you'll have to get twenty points by hitting twenty Chuckoroks.

After you succeed, you'll receive a Winkle Card, which makes the Winkles acknowledge you. Go back to the northern area with the Save Album. Use the Save Album and speak with the snail to move him aside. Continue to the next area.

There, go forward some, then west to find a ? block. Bop it to receive a Nut, then go along the other branch of the path, High Jumping to the final ledge, to find a statue with the Beanstar piece to the west. You'll additionally spot Pople, the lone shadow thief, trying to grab it. He'll eventually do so, but gets cornered and forced into a fight.

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 | BOSS: Pople |  
 0-----O



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Beanbean Castle Town

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Back in town, you may want to start stocking up on some items and some of the new badges and equipment. Also consider taking a trip to Little Fungitown, due to the slightly-better selection of equipment there.

Anywho, when you're ready, exit the town on the east side.

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The Beanbean Region

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East Beanbean  
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Back here again, we'll have to first grab the Ultra Hammers from the Hammerhead Bros. Head north to the next area.

=====  
Northeast Beanbean  
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Back here again, head north and through the previously-opened gateway. Follow this path across a few areas until you reach the doorway to the east. Go into the cavern, then east and downstairs. Speak with the Hammerhead Bros. there to reforge your Hammers into the Ultra Hammers.

After this, go east and break the jet-black rocks, then go along the new bridge to another area. Here, you can spend 500 Coins to break a rock to potentially find a Secret Scroll that teaches Luigi that Cyclone Bros. Attack, or a bag of 800 Coins, though I largely prefer the former. Anyhow, once you're done here, backtrack to East Beanbean.

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East Beanbean  
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Here, go south and east to the beach. There, go east to the pipe, then along the path to the south. You'll soon run into a black boulder. Shatter it and speak with the guy nearby. Apparently, there is no surfboard here, but if you can fit something into the slot... Well, since the text was green, use the Mole technique on Luigi while on the slot to turn him into a surfboard. Go east to the Oho Ocean!

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Oho Ocean

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Here, on the ocean, you'll be allowed almost complete freedom in movement. Mario will automatically move in the direction he is facing, which can be changed with the D-Pad. You also can jump with the A button. Speaking of which, it may be a wise idea to consider hitting the blocks above the water in the areas, as there are Coins inside!

Basically, begin by heading east and south until you reach a small island south of the Oho Oasis. You can speak with the guy there to play a surfing minigame. Play it a few times if you want -- it is in the Sidequest section -- then

simply head due north and east some, along every north path you can reach, and you should eventually reach Joke's End.

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Joke's End  
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Once you arrive, go north and break away the black boulders. Afterwards, go northwest to the warp pipe and go inside to activate it, then return to Joke's End. Afterwards, go north and upstairs to another area. There, continue going north and upstairs and you'll reach a doorway. As you head to it, some person named Jojora will come out of the structure and speak with you. You'll try to ask about Bowletta and Peach, but to no avail. Jojora will soon leave, so go ahead and follow him inside.

There, head north. Light the torch east of the doorway by using Mario's Firebrand. This will open up the door. Go into the next area and use the Save Album nearby to save your game. Afterwards, High Jump onto the two eastern platforms. Defeat the few enemies there, then repeat on the western platforms. Afterwards, continue west to the next area.

There, you'll find a long westbound path with a moving whirlwind nearby. Stand atop the staircase and wait for the whirlwind to come on-screen. Spin Jump into it, then proceed to go left for a short time period, then going right back into the whirlwind, so as to slowly proceed east. At the western ledge, speak with the Monty Mole to get a Green Pepper and a Red Pepper. Go back east to the previous area, then through the doorway to the north.

In this area, you'll spot Jojora again, who will proceed to fly up to a higher ledge. Hmm... Anyhow, once you regain control, go west to the next area. In this room, hit the ? blocks for a Super Mushroom and a Super Syrup, then steal some Coins from the the Random Block. Afterwards, return to the previous area. Back in there, head to the northwest corner of the room. Hammer the cracked wall a few times to break open a new path. Head into the next area.

There, simply go up the staircase to the top, defeating the Scaratroppea on the way. Also speak with the man with the telescope, as you'll get a hint to a future puzzle. Anyhow, in the next area, defeat the enemies nearby and go west to another area. Bop each of the blocks here for some Coins, two Hoo Beans, a Refreshing Herb, and a Super Mushroom. Return to the previous area, then go east another.

Here, go east some and defeat the Ice Snifit, then go further east to the gap. Traverse it with the Spin Jump, then go into the room nearby. Throughout the next few areas, utilize the shock-paralysis ability to move between the spiky bars. At the far northern end of the path, you'll find a ! block. Hit it, then go along the western path, to the next area. There, with these, jump to the north ledge and run with the spike bars, hitting the west platform and continuing to the next area. There, use the shock-paralysis technique after the bars stop and you're in a gap, then recharge during the time after they stop again.

After succeeding, continue south to the next area. There, go southeast, High Jump the ledges, then head further south to the next area, then go east another area. Go to the northeastern corner of the room and through the newly-opened door.

Here, save with the Save Album nearby, then go north to the next area. Bop the blocks in there for some Coins, as well as digging up a few Chuckle Beans. Afterwards, return to the previous area and head east to the next one. Go down

the staircase to the room below. Hit the ? blocks there for some Hoo Beans, then head down to the end of the hall. Nearby should be a few logs on a ledge; light them up with the Firebrand technique. This will cause the Joke Broth in the room above to boil and steam.

Backtrack to the room with the Joke Broth pot, then High Jump to the ledges on it. Get on the metal grating and Spin Jump to make a whirlwind appear on the ledge above. Go through the northwestern doorway, then head upstairs to the next area. Go east another area, then go further east. At the edge, Spin Jump to the east and into the whirlwind, then go further east to the next area.

You'll meet Jojora again in this room, telling you to just give you. Of course, we all know you won't. Head to the lower ground and defeat the nearby Glurps, then save with the Save Album. Use the Mole technique to get Luigi on the other side of the gate on the east side of the room. Have him bop the ! block to open up a door for Mario.

Go ahead and switch to Mario, then go through the new doorway. There, go upstairs to another area to find a doorway to the north. Go through it and bop the ? blocks for an Ultra Mushroom and a Hoo Bean. Defeat the local enemies and go west an area. Save with the Save Album there, then go south an area to find a Simu-Block. Stand beneath it and then switch to Luigi.

As Luigi, head upstairs to the next area. There, go south from the gate to reach the next area. Defeat the few enemies there, then bop the ? block to receive an Ultra Nut. Go west to the next area and defeat the enemies there, then go north to the next area. You'll find another Simu-Block in this room. Walk up beneath it, then position Mario beneath his, if needed. Afterwards, press the A and B buttons simultaneous to open the path for Mario.

As Mario, go into the next area ahead. Not much to say; just ignore the ! block for the moment. Switch to Luigi and take him one room south and another west. There, stay away from the switch for the moment. Have Mario hit the ! block now and make a barrel appear. Have Luigi jump onto it and smack it with the Hammer. Afterwards, a door near Mario will open. Take Luigi north to the next area, then do the same with Mario. Hit the northern Simu-Blocks simultaneously.

Afterwards, Jojora will appear and start a sort of game for you, much like the one from Woohoo Hooniversity. You'll have to hit the M/L blocks to gain points, and you need to get thirty points in twenty-five seconds. Once you succeed, take control of Mario and proceed through the newly-opened door.

Here, go along the path upstairs, then into the next area. There, you'll find some candle-like objects. Use the Firebrand technique to set all four of them aflame. Exit the area, get on the newly-opened yellow platform, and switch to Luigi. Take him through his newly-opened doorway, then get beneath the yellow block. Switch to Mario and press the B button to have Luigi bop the block. As he does so, make Mario move and/or jump westward. Hit the ? block to gain some Coins, then proceed west to the next area.

Here, you'll find some more enemies. Defeat them all, then hit the local trio of ? blocks to receive an Ultra Mushroom and a couple of Hoo Beans. Go southeast to the next area. There, get beneath the Simu-Block and switch over to the Luigi. Have him go west and south to the next area. Have him stand beneath his Simu-Block as well, then press A and B simultaneously to hit the blocks and open up the path for Mario.

Move Luigi an area to the south, then do the same with Mario. Position Luigi near the center of the room, then have Mario bop the ! block. In Luigi's part of the room, a barrel will fall from high up. You'll have a few seconds where

you'll see its shadow. Quickly have Luigi move there, so he can wear the barrel. Go north to the previous area and stand on the footpad to have a fireball fired at and reflected off of you, destroying the statue that fired it.

This will unite the separated bridges from earlier. Have Luigi go there now, then do the same with Mario. Regroup and go south on the eastern bridge. Go back along the path, and you'll soon come to a room with a Save Album, an open doorway, and some ledges. Go ahead and save with the Save Album, then High Jump up the ledges to the next area.

Here, go up the staircase as per usual, defeating the Scaratroopeas on the way. In the next area, go along the path ahead. Ignore the water fountain -- it has no use at this particular moment -- and go northeast to the next area. In the next room, you'll find Jojora once more, who is not very happy to see you again. \*shrugs\* Continue southeast to the next area.

Here, go along the ledges to the next area, defeating the group of several enemies on the way. In that next area, go west and use the Firebrand technique on the logs to boil the Joke Broth above, making it steam. Backtrack to that room and High Jump onto the metal grating above the broth. Spin Jump there to make a whirlwind on another ledge, the one with the four candles from earlier.

Next, go northwest to the corner. Hammer down the wall and enter that room and abuse the item blocks to receive a sum of Coins and a pair of Hoo Beans. After that, exit the room and go northeast. Go back upstairs, and continue to the previous area. There, have Mario drink some water, then get east of the nearby whirlwind. Fire a bullet of water at the whirlwind by Hammering Mario, which will extinguish the flames. This will open up the northwestern door.

There, go upstairs to the top of the dungeon. In the next room, heal and put Mario in the back. Go upstairs and head east, ignoring the ! block for now. You will soon find a ? block; bop it for the ever-useful Ultra Mushroom, then return to the ! block. Have Mario's fire-dash technique at the ready, then hit the ! block. As quickly as possible, get onto the southern row of the white small squares, then fire dash to the east, and hopefully across the bridge.

Afterwards, continue to the next area. There, you'll find Jojora, being a bit better of a host than before... Hm... Anyhow, he'll ask which friend you'd like to see. All it will do is change the name of a future boss, so pick whichever one you want. Soon afterwards, you'll fight the aforementioned boss!

|                                                                          |                                                   |                                     |
|--------------------------------------------------------------------------|---------------------------------------------------|-------------------------------------|
| O-----O                                                                  |                                                   |                                     |
|                                                                          | BOSS: Jojora                                      |                                     |
| O-----O                                                                  |                                                   |                                     |
| HP                                                                       | : 50                                              | Attacks:                            |
| EXP.                                                                     | : 500                                             | - Ice Magic Attack: Hammer counter. |
| Coins                                                                    | : 200                                             | - Blizzard: Rapid A and B tapping.  |
| Item Drops:                                                              | 1-Up Super.                                       |                                     |
| O-----O                                                                  |                                                   |                                     |
| Notices:                                                                 |                                                   |                                     |
| - If you counter his "Ice Magic Attack", Jojora will flee the battle for |                                                   |                                     |
| a few turns to grab his wand.                                            |                                                   |                                     |
| - The "Blizzard" is only available when Jojora's friend is still active. |                                                   |                                     |
| O-----O                                                                  |                                                   |                                     |
| O-----O                                                                  |                                                   |                                     |
|                                                                          | BOSS: Ckucklissa / Oholina / Hoohoolia / Teeheena |                                     |
| O-----O                                                                  |                                                   |                                     |
| HP                                                                       | : 500                                             | Attacks:                            |
|                                                                          |                                                   |                                     |







Back to Mario. Go to the previous area and north into the newly-opened part of the area. There, go west to the next area. You can traverse this area as you wish, defeating the Dry Bones for a nice sum of EXP. When ready, head northwest into the pipe.

Underground, go into the northern room and use the Firebrand technique on the unlit torch. This will light it up and open the path forward. Go along said path and upstairs. Heal up if needed, then save with the Save Album. Go to the next room to find Luigi. When prompted, use the Firebrand to free Luigi to get a heartfelt reunion. Soon afterwards, Popple will walk in with his new Rookie, Birdo. After a bit more of ... somewhat disturbing dialogue, the next boss fight will begin.

```

O-----O
|                                     |
|                               BOSS: Popple                               |
|-----O-----O-----O-----O-----O-----O-----O-----O-----O
| HP           : 500                | Attacks:                          |
| EXP.         : 500                | - Hit-and-Run: Hammer counter.    |
| Coins        : 99                 | - Hammer: Hammer counter.        |
| Item Drops: 1-Up Super.           |                                     |
O-----O-----O-----O-----O-----O-----O-----O-----O
| Notices:                            |
| - The "Hit-and-Run" attack above, if it hits, can have Popple steal a  |
|   Mushroom from you and later use it to heal, or take away a brother's  |
|   Hammer and use it to attack.                                         |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O
|                                     |
|                               BOSS: Birdo                               |
|-----O-----O-----O-----O-----O-----O-----O-----O-----O
| HP           : 450                | Attacks:                          |
| EXP.         : 900                | - Egg Toss: Jump over.             |
| Coins        : 495                | - Vacuum: Hammer counter.         |
| Item Drops: Ultra Syrup.           | - Egg Bomb: Jump over Bob-ombs if a bad |
|               Sledge Heart.         |               guess occurs.         |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

As per usual, begin by using Thunder Bros. to lower the defense of both of your opponents. Afterwards, use Level 3 Bros. Attacks on Popple (namely Cyclone Bros. for more hits) until he is defeated. This is because of the usual idea that he'll flee and deprive you of rewards if Birdo goes out first. Of course, to make the battle quicker, just focus everything on Birdo.

Afterwards, just do the same to Birdo. Yeah, there isn't much thought you need to put into this. The only thing to mention has to deal with when, near the time Popple is KO'ed, she'll put him in one of a group of eggs. Basically, you will want to attack the one think he is in. If you guess wrong, you need to jump over a Bob-omb.

Yeah, little thought is put into this. Dodge attacks, use Bros. Attacks, refresh the defense decrease every now and then, and heal when needed until you win.

~~~

After the battle, Birdo will send Popple flying (finally!) before also leaving. Once you regain control, go up the yellow pipe to the north. Back outside, go south and out of Teehee Valley, then go south another area and west into the town.

Mario and Luigi dizzy, which messes with your directional controls. Make yourself familiar with them (the actual controls tend to be random), then go east and south and west across the islands to Iggy. Avoid the fireballs on the way, as they'll make your start over. After reaching Iggy, run into him to begin the battle.

```
O-----O
|                               |
|                               | BOSS: Iggy Koopa |
|                               |                               |
O-----O-----O-----O-----O
| HP           : 550           | Attacks:           |
| EXP.         : 800           | - Fireball: Hammer counter. |
| Coins        : 99            | - Spin Attack: Hammer counter. |
| Item Drops: Max Mushroom.   |                               |
O-----O-----O-----O-----O
```

Honestly not a bunch to say about this battle, like with most of the Koopaling battles. Begin as you normally would by using Thunder Bros. to lower his defense, then start using Level 3 Bros. Attacks to deal heavy damage. Probably no need to refresh the reduction either. Just keep it up and heal when needed.

~~~

After the fight, Iggy will vanish and a blue portal will appear, as well as a shortcut to the start of this area. Go into the portal to return outside the room. Head east and across the platforms, defeat the Gunner Guy on the way, then head through the door to the next area.

There, head east and jump over the spikes, much you did in the Stardust Fields, then jump onto the platform. Jump over more spikes and cross the bridge. Jump over some more spikes, head onto the platform, and go west. Go over some more spikes and defeat the enemies as you head to the yellow platforms. There, hold Right on the D-Pad and alternately press A and B to cross to the other side. There, use the next set of yellow platforms similarly, then go through the door nearby.

In this area, head east and jump up the staircase-like ledges. Heal and save with the Save Album. Return to where you entered the area and go north. Head onto the metal bridge to have Morton, Jr., land on the bridge. He'll start causing shockwaves on the bridge. Simply head east while pressing A and B simultaneously to avoid the shockwaves. You'll start the battle when you run into Morton.

```
O-----O
|                               |
|                               | BOSS: Morton Koopa, Jr. |
|                               |                               |
O-----O-----O-----O-----O
| HP           : 500           | Attacks:           |
| EXP.         : 800           | - Fireball: Hammer counter. |
| Coins        : 99            | - Shockwaves: Jump over multiple times. |
| Item Drops: Max Nut, Bowser |                               |
|                               | Fist.              |
O-----O-----O-----O-----O
```

Honestly not a bunch to say about this battle, like with most of the Koopaling battles. Begin as you normally would by using Thunder Bros. to lower his defense, then start using Level 3 Bros. Attacks to deal heavy damage. Probably no need to refresh the reduction either. Just keep it up and heal when needed.

~~~

After the brawl, as with Iggy, he'll vanish, leaving a blue portal in his

place. A platform outside the room will also rise. Use the blue portal to leave the room, then High Jump up the platforms to the east and head into the next area.

There, go up the ledges and northward. You'll find a platform soon enough. Jump on its western side to find a hidden ? block with a Hoo Bean inside. Go west soem more and jump up those ledges and head into the next area.

There, use the Spin Jump to head west onto the ledge, where another door is. Go inside. High Jump up the ledges nearby, then onto the higher platform. Go west and use the block to get some Coins. Afterwards, head to the ledge below and Spin Jump to the eastern platform. High Jump up the ledges and Spin Jump eastward some more, then go through the door.

In this area, go east a bit to the lava. There, Spin Jump eastward through the many whirlwinds to the other ledge. Go to the next area. There, wait for the whirlwind to come on-screen, then Spin Jump into it. Go east a bit out of it, then go back into it, and so on, until you're in reach of the eastern ledge. There, ignore the door and use the next whirlwind to the east in a similar manner to find a Monty Mole. Speak with him to receive a 1-Up Super. Use the recently-used whirlwind to go back to the door. Go to the next area.

Here, heal and save with the Save Album nearby, then head north and across the bridge to meet up with Lemmy Koopa. He'll spin shortly before splitting into four. Hammer whichever one you think is the real one (at a guess, I would say it is where the real Lemmy stops). Once you eventually get it correct, you'll fight Lemmy.

```
O-----O
|                                     |
|                   BOSS: Lemmy Koopa |
|-----O-----|-----O-----|
| HP           : 380           | Attacks: |
| EXP.         : 800           | - Fireball: Hammer counter. |
| Coins        : 102           |         |
| Item Drops: Max Syrup.      |         |
O-----O-----|-----O-----O
```

Honestly not a bunch to say about this battle, like with most of the Koopaling battles. Begin as you normally would by using Thunder Bros. to lower his defense, then start using Level 3 Bros. Attacks to deal heavy damage. Probably no need to refresh the reduction either. Just keep it up and heal when needed.

Of course, as a note, Lemmy will split into clones at one point in the battle, probably. The easy way to deal with this is to use Thunder Bros. to attack them all.

~~~

After the battle, as per usual, Lemmy will go away and a blue portal will appear. Additionally, outside, a water fountain to the west activates. Use the portal to exit, then head south and across the platforms into the next area.

There, hit the ? block to receive a 1-Up Mushroom. Leave this room and head west. Use the water fountain with Mario, then go west a bit to the flames. Face the flames and High Jump on Mario to extinguish them, and open a path. Use it to go west to the next area.

Here, High Jump onto the nearby platform go through the doorway. Here, go up the ledges and hit the ? block to receive an Ultra Syrup. Go west to the next

area and head to the north. There, have Mario drink some water. We now have a puzzle much like the one from Woohoo Hooniversity -- you again have to Hammer Mario to hit the toy mice into the electrical current. Complete the circuit with the three mice to open up the next area. Empty Mario of any extraneous water, fill him up again, then go north to the next area.

There, you'll find two small plants nearby. Face one of them and have Luigi use his Thunderhand to spray a plant, revealing a ! block. Go to the previous area, get some more water, and repeat with the other plant. Hit the two blocks to open up the path to the next area, and to fight a Magikoopa for some EXP. (and to open up the door). After the battle, head north to the next area.

There, heal up and save with the Save Album, as usual. Go north to find Ludwig, the fourth Koopaling. He'll hide in his shell and spin at the brothers, making a game like the Border Jump from way-back-when, but you can't mess up. It is best to always have both brothers jump when it looks like you may be hit. Eventually, Ludwig will leave. Go south to the bridge to fight Ludwig.

```
O-----O
|                BOSS: Ludwig von Koopa                |
O-----O-----O-----O-----O-----O-----O
| HP           : 550           | Attacks:           |
| EXP.         : 800           | - Fireball: Hammer counter. |
| Coins        : 99            | - Spin Attack: Hammer counter. |
| Item Drops: 1-Up Super.     | - Spin Around: Hammer counter. |
O-----O-----O-----O-----O-----O-----O
```

Honestly not a bunch to say about this battle, like with most of the Koopaling battles. Begin as you normally would by using Thunder Bros. to lower his defense, then start using Level 3 Bros. Attacks to deal heavy damage. Probably no need to refresh the reduction either. Just keep it up and heal when needed.

~~~

After the battle, Ludwig will leave and another portal will appear. Some spikes outside will also lower. Use the portal, then go west. Use the Mouse technique to get Mario beneath the newly-opened hole. Go north in there to find two ? blocks. Bop them for a Super Mushroom and an Ultra Syrup, then Hammer the red switch on the wall to raise a platform. Regroup with Luigi, return to normal size, then head west. High Jump up the platforms and go through the door and into the next area.

There, head north and jump up the ledges. Go west to find the next area. There, head to the northwestern corner and use the block there to grab some Coins. Go back to where you entered this area and use the Mole technique to get Luigi under the gates. Have him head around counterclockwise, under the gates, until he can no more. Surface and hit the switch on the wall with the Hammer, then use the spring platform nearby to regroup with Mario. There, use the Mouse technique and do the same thing with Mario, then, at the far end of the path, hit THAT red switch with the Hammer to open up the door in the northeast corner of the room. Use the spring platform to regroup with Luigi. Return to normal size and exit to the northeast.

Here, go to the northwest corner and Hammer the red switch on the wall, which will lower some spikes in the opposite corner. Head southeast to that area and use the Mouse technique to put Mario in the alcove. Climb upstairs to the wall top, then go west. Jump across the gap to the west, then head south. Jump to the small ledge on the left to find a ? block with an Ultra Mushroom. Grab it, then head to the edge of the platform. Jump southwest a bit to find another ? block, this one containing a 1-Up Mushroom. Return to the previous wall, go

north, west, and north some more. Go east and over the gaps, then go south to the next area.

Here, you'll find an area kind of like those in the original Super Mario Bros. games. You'll need to be tiny to enter, so, if you fought a Boo in the previous area and didn't shrink again, go back and repeat the process.

In the blue-block area, go to the right. Cross the lava pools and dodge the fireballs. You'll find the roto-discs. Dodge them to find some block shadows on a higher ledge. Ignore them momentarily and get onto the orange platform. Ride it eastward, jumping over the blocks as they try to push you off. At the spike bar, jump on the left blue block, then jump over to the other block, then get onto the platform. On the other side, you'll find some ledges leading back and up. Use them to reach the block shadows; jump there for an Ultra Mushroom and an Ultra Nut. Redo the moving platform thing, then go to the right to find some of Bowser cutout and an axe. Touch the axe to knock "Bowser" into the laval, then go to the end. Hit the ! block to open the door in the previous room. Use the pipe nearby and go to the previous room.

Back in this area, regroup with Luigi. Return Mario to his normal size, then head to the northwest. In that corner, head further north to reach the next area.

Here, High Jump onto the northern platform. Use the block there to retrieve some Coins, then heal up. Save with the nearby Save Album, then head through the door. Go north and you'll find some ledges and Simu-Blocks. Have JUST the front brother jump on the ledges. Have the group head east and, at each set of Simu-Blocks, hit them simultaneously by pressing A and B at the same time. At the other end of the path, you'll find Roy Koopa atop some ledges. High Jump up the platforms to reach him. He'll then flee.

Hmm... Go into the portal that appears. Back here, go west to the next area. Go west and north across the bridge, then east some. Roy Koopa will then surprise attack you!

```
O-----O
|                                     |
|                               BOSS: Roy Koopa                               |
|-----O-----O-----O-----O-----O-----O-----O-----O-----O
| HP           : 550                 | Attacks:                               |
| EXP.         : 800                 | - Fireball: Hammer counter.         |
| Coins        : 99                  | - Shockwaves: Jump over them.       |
| Item Drops: Max Syrup, Bowser | - Shell Tackle: Jump over the shell. |
|           Fang                    |                                     |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

During this battle, you'll have to deal with a pink Bob-omb with a counter on it. This Bob-omb will explode in eight turns, dealing you an instant game over. Be sure to win before then!

Otherwise, not a lot to say about this battle, like with most of the Koopaling battles. Begin as you normally would by using Thunder Bros. to lower his defense, then start using Level 3 Bros. Attacks to deal heavy damage. Probably no need to refresh the reduction either. Just keep it up and heal when needed.

~~~

After this battle, as usual, Roy will disappear. A barrel will also fall from above. Go south to said barrel and use the Mole technique. Have Luigi surface beneath the barrel and head north. There, get beneath the red switch, then have Mario climb on the barrel and Hammer the switch. Afterwards, on the top,

break from the barrel and Spin Jump westward to the ? block. Bop it for an Ultra Mushroom. Jump to the eastern ledge and bop that ? block there for a Super Syrup. Afterwards, exit and re-enter the area. Have Luigi wear the barrel as before, then Hammer the switch as before. Break out of the barrel and go east to the next area.

Go through the doorway here, and, in the next area, go up the ledges and west to reach another area. Here, go around and defeat the Boos, which number three or so. This will keep them out of the way. Afterwards, use the Mole technique and have Luigi surface beneath the barrel. Get beneath the red button, have Mario climb on the barrel, and then Hammer the button. This will open up the door nearby. Afterwards, climb down from the barrel and go to the next area WITHOUT shattering the barrel.

??????

In the next area, go forward to find a three-way fork in the track. Go along both the east and the west branch and get in front of the black tower. There, have Mario climb onto the barrel, use the Firebrand technique while facing the tower, then climb down. After lighting up both towers, go along the unused branch of the path, shattering the barrel on the way. Go through the newly opened doorway to the next area.

There, bypass the spiked bars by using the shock-paralysis technique and going to the eastern path. Go into the next area and break the rocks on the path by Hammering them, then Hammer the red switch at the end of the path to reverse the spiked logs. Return to the previous area and use the shock-paralysis ability to go over to the entrance path, then onto the left branch. (You can not do it in one go.)

In the next area, go east and hit the ? block to find an Ultra Mushroom. Jump onto the nearby ledge, then the platform to find a ? block. Get the Ultra Syrup from within, then Hammer the switch to the west. You'll re-reverse the spiked bars from before. Don't worry about it for now and head over to the Save Album. Heal and save there, then go north to the next area.

There, go to the far north and High Jump onto the nearby platform. Go east to find Wendy O. Koopa. After this quick scene, go to the southeast corner of the room and use the Mole technique to get Luigi on the other side of the gate, thereby separating the bros. Put one at the western pipe to the north, and the other at the eastern pipe. Have both bros with the Hammer command ready. Hammer Wendy at the western pipe, then press Start and the A button (in order, not at the same time) to Hammer Wendy. You'll anger her and engage her in battle.

```
O-----O
|                                     |
|                   BOSS: Wendy O. Koopa                   |
|-----O-----|
| HP           : 350           | Attacks:           |
| EXP.         : 800           | - Fireball: Hammer counter. |
| Coins        : 102           | - Laser Ring: Jump over.    |
| Item Drops: Max Nut.        |                               |
O-----O-----|
| Notices:                               |
| - Wendy can't be put under a defense reduction.           |
| - If the "Laser Ring" attack hits, you can be made heavier. |
O-----O-----|
```

During this battle, you'll have to deal with a pink Bob-omb with a counter on it. This Bob-omb will explode in eight turns, dealing you an instant game over. Be sure to win before then!

Unlike the other Koopaling battles thus far, you can't reduce Wendy's defense.

So just keep it short and simple for the most part and use your best Level 3 Bros. Attacks.

Also worth noting is that, during the battle, she can clone herself. At that point, feel free to use the Thunder Bros. attack to find the real Wendy. Other than that, heal when needed and don't get hit!

~~~

Six Koopalings down, one to go. After the battle, Wendy will disappear and a blue portal takes her place. Use it and, back here, go east and High Jump up the platforms. Go over into the next area.

Here, you'll find a blue orb to the east. Use the Thunderhand ability on it to make some platforms appear. Spin Jump eastward there, defeat the Boo that is nearby, then Spin Jump east again to the next platform. Go through the door on this ledge.

Here, send Mario to the back and prepare his Firebrand. Go north and hit the ! block to make one appear at the far northern end of the room. Get in the middle of the hall and fire-dash to the north and through the walls, without stopping. At the far end, hit the ! block to open up the door nearby. Go on through to the next area.

Here, use the Mouse technique to shrink Mario. Have him go north and through the hole, heading north to the next area. Here, jump up the ledges and stand on the yellow platform. Have Luigi go east and north to the same area. There, get under the yellow platform and swap to Mario. Press B to bop the platform, then quickly move to the next ledge. Repeat with the next few yellow platforms in the area. Afterwards, hit the ! block with Mario to unite the paths with a bridge in the previous area. Switch to Luigi and go to the eastern end of his path. Jump around to find a hidden Hoo Bean, then backtrack to the previous area with Luigi. Cross the new bridge and continue into Mario's area. Regroup and High Jump up the ledges to the next area.

Here, jump up the ledges to the left. Heal and save with the nearby Save Album, then go north. Use the Mole technique to get Luigi on the other side of the gate. Go east and across the ledge to find Larry. A barrel will fall onto Luigi. In a very Pong-esque manner (there's even no music!), you want to move Luigi around so the fireball will not hit the Bob-omb. After Larry quits, the gate near Mario will open. Switch to Mario and regroup, shattering the barrel if necessary, then go north and run into Larry to fight the final Koopaling!

```
O-----O
|                                     |
|                   BOSS: Larry Koopa |
|-----O-----O
| HP           : 550           | Attacks: |
| EXP.         : 800           | - Fireball: Hammer counter. |
| Coins        : 99            | - Spin Attack: Hammer counter. |
| Item Drops: Max Mushroom.   | |
O-----O-----O
```

During this battle, you'll have to deal with a pink Bob-omb with a counter on it. This Bob-omb will explode in eight turns, dealing you an instant game over. Be sure to win before then!

Otherwise, not a lot to say about this battle, like with most of the Koopaling battles. Begin as you normally would by using Thunder Bros. to lower his defense, then start using Level 3 Bros. Attacks to deal heavy damage. Probably no need to refresh the reduction either. Just keep it up and heal when needed.


~~~

After the battle, go into the customary blue portal, then go east. High Jump up the platforms and head east into the next area. There, go up the platforms and into the next area.

There, go west and bop the ? blocks to receive an Ultra Mushroom and an Ultra Nut. Heal and save with the Save Album, then go north to the next area. Go to the northern end of the circle-shaped platform and you'll find Fawful. After a bit of dialogue, another boss begins!

```

O-----O
|                                     |
|                               BOSS: Fawful                               |
|-----O-----O
| HP           : 400                | Attacks:                          |
| EXP.         : 1,500              | - Lone Energy Ball: Hammer counter. |
| Coins        : 365                | - Four Energy Balls: Hammer what you can |
| Item Drops: Golden Mushroom.    | and avoid the rest.                  |
|                                     | - Laser: Jump over.                  |
|                                     | - Flying Tackle: Hammer counter.     |
|                                     | - Block-and-Laser: Lots of fast jumps!! |
O-----O
| Notices:                          |
| - The two "Energy Ball" attacks and the "Laser" attack only occur when |
|   Fawful is in the green dome. Likewise, the "Flying Tackle" attack and |
|   the "Block-and-Laser" attack only occur when he is outside the dome.  |
O-----O

```

At the start of the battle, and at various intervals throughout the fight, Fawful will hide in some green dome. During this time, he cannot be hurt. There is not much I think you CAN do about this, because he seems to just come out after a certain attack. So, basically, heal on your turns and, if forced to do an attack, don't use a Bros. Attack.

After the "Four Energy Balls" attack, the dome will overheat and Fawful will start flying. Since he'll only be out for a short time, simply skip the Thunder Bros. thing if you want and start using the Level 3 variations of your best Bros. Attacks.

After a few more turns, Fawful will retreat into his dome. This cycle will pretty much repeat itself. Just remember to heal during the time Fawful is in the dome, and ... well, that's about it. Good luck.

~~~

After the battle, there will be a rather lengthy cutscene. Fawful will supposedly admit defeat, then fire at Mario. Prince Peasley will come in to save you, and fail. Mario and Luigi will then proceed to smack Fawful out of the castle. (How he survived, I have no idea.) Prince Peasley then leaves to do something else. As for you, go north to the next area.

Here, go up the ledges and hit the ? blocks to get an Ultra Mushroom and an Ultra Syrup. Go further north and up the ledges. Heal and save with the Save Album. Go through the door, and past the point of return, to find Bowletta. Go north and you'll soon battle her.

```

O-----O
|                                     |
|                               FINAL BOSS, PART ONE: Bowletta           |
|-----O-----O

```

| | | | |
|-------------|-------|----------------|------------------|
| HP | : 500 | Attacks: | |
| EXP. | : 0 | - Fireballs: | Jump over. |
| Coins | : 0 | - Star Shower: | Hammer counter. |
| Item Drops: | None. | - Explosion: | Jump repeatedly. |

-----O-----

| | |
|--|--|
| Notices: | |
| - After the fireball attack ends, some of these "Flarets" will stay in | |
| the fight. They are weak, having a mere 10 HP. | |

-----O-----

Not exactly what you would call a complicated boss, I must admit. Begin your offensive by utilizing Thunder Bros. to lower defense. From there on out, it is pretty much Level 3 Bros. Attacks the whole way. Don't worry about healing yourself; you shouldn't take too much damage if you pay attack. And, finally, when the Flarets remain in battle, use Thunder Bros. to eliminate them. This is because Bowletta will use them to attack or heal herself.

~~~

Yeah, a VERY simple fight. Afterwards, however, one of the timer Bob-ombs will come up and KO the both of you! Soon afterwards, you'll end up being sucked into Bowletta and fighting Cackletta herself...

-----O-----

|  |                                 |  |
|--|---------------------------------|--|
|  | FINAL BOSS, PART TWO: Cackletta |  |
|--|---------------------------------|--|

-----O-----

|                   |                     |                              |
|-------------------|---------------------|------------------------------|
| HP (heart): 1,200 | Attacks:            |                              |
| EXP. : 0          | - Blue Energy Ball: | Hammer counters.             |
| Coins : 0         | - Electric Ball:    | Hammer counter(s).           |
| Item Drops: None. | - Arm Extension:    | Double Hammer counter.       |
|                   | - Fire Attack:      | Simultaneous jump-overs.     |
|                   | - Arm Sweep:        | Double-jump over low arms.   |
|                   | - Eye Lasers:       | Jump if needed. Left eye     |
|                   |                     | down means Mario jump, and   |
|                   |                     | the same for the right eye   |
|                   |                     | and Luigi.                   |
|                   | - Fawful:           | Jump over energy balls, then |
|                   |                     | Hammer Fawful quickly.       |
|                   | - Energy Balls:     | Mario Hammers the purple     |
|                   |                     | ones; Luigi, the green.      |
|                   |                     | Ignore the blue ones.        |

-----O-----

|                                                                          |  |
|--------------------------------------------------------------------------|--|
| Notices:                                                                 |  |
| - If the flick from the "Arm Extension" attack hits, you may be stunned. |  |

-----O-----

Finally, the final boss has truly begun. If you have enough Speed, you'll get the first turn. Otherwise, you'll be at a HUGE disadvantage, because you only have 1 HP, and with Cackletta attacking... Anyhow, dodge what is thrown at you and, regardless of what you think should be done, the first thing to do is eat a Max Nut or an Ultra Nut (preferably the former).

Afterwards, time for your offensive. You'll start with three targets: the right and left arms, and the head. (I don't have HP values for them; sorry.) Forget about using Thunder Bros. for now and go straight into your most powerful Level 3 Bros. Attacks, whatever they may be. Begin by focusing on the arms.

After they're gone, simply start attacking the head with basic jumps. Have a character send in an Ultra Nut, too; you'll need it. After getting rid of the head, the heart will appear and the other body parts will regenerate.

At this point, forget everything and immediately start using your best Level 3 Bros. Attacks on the heart -- we have 1,200 HP to get rid of, and we don't get a long opening at any point. (Now you see why I demanded the Ultra Nut in the above paragraph.)

Eventually, the heart will retract (although it will remain with whatever HP it had), and the cycle will begin anew.

Honestly, that's pretty much it. Keep up the cycle and heal when needed. (Yes, I say that every battle, but I mean it in earnest here -- Cackletta can hurt you quite easily.)

Good luck!!

~~~

After eventually defeating Cackletta once and for all, Bowletta will spit out Mario and Luigi. Cackletta's spirit will vacate Bowser's body and disperse into nothingness, transforming Bowser back into his good ol' scaly self. Go south some after the scene.

Prince Peasley will then arrive, telling you to vacate the castle quickly -- he has set an explosive that'll go off in three minutes! After regaining control, go to the northeastern corner of the room and High Jump to the ledge, heading to the next area.

Here, High Jump onto the platform and go along the path to the next area. There, go downstairs to the barrel. Use the Mole technique to get Luigi within it by surfacing beneath it, then go along the staircase nearby. (Next to last at minimum, if "last" is the southernmost.) From that south ledge, descend to the one below with the switch. Get Mario onto the barrel and Hammer the switch the open up the door nearby. Get Mario off of the barrel, have Luigi break it, then go downstairs to the door.

In the next area, go north and onto the platform. Go south to the entrance area of the castle. Go southeast after dropping off of the western ledge and speak with Blabanadon to take the brothers out of the castle....

Enjoy the ending and...

~~~~~

CONGRATULATIONS! YOU HAVE BEATEN  
MARIO & LUIGI: SUPERSTAR SAGA!

~~~~~

5. Various Sidequests *****SAGA_5*****

0=====0
| Section I - The Monty Moles **SAGA_51** |
0=====0

Throughout the course of the game, you'll probably encounter a yellow Monty Mole. Talking to it will yield some useful items, some VERY useful. Of course, you may want to consider talking to them. Below, I have listed each Monty Mole where to find it, and what you get for finding it. Each Monty Mole will be divided from the next by a line of ~.

~~~~~

-- Location: Hooehoo Village.  
-- Item : Golden Mushroom.

-- Where It Is: From where Blabanadon is, go west one area. Go further west there and into the cavern. There, go along the path to the end to reach the outside bridge. Here, go east to find another cave to go into. Fire-dash northward to knock over a Koopa. Go north and High Jump onto the ledge to find the Monty Mole.

~~~~~  
-- Location: Hooehoo Mountain Descent Path.
-- Item : Max Nut.

-- Where It Is: After getting the Ultra Hammer, head on over to the base of the mountain in northwestern Beanbean. There, go up the mountain to the waterfall-filled area. Go to where you were handed the regular Hammers and go east to an area to find the Gwarhar Ruins entrance. Ignore it and go northeast to the next area. Go north another go area and head east to a black rock. Smash it and go south to find the Monty Mole.

~~~~~  
-- Location: North Beanbean.  
-- Item : 1-Up Mushroom.

-- Where It Is: Head first to northeastern Beanbean, where the entrance to Teehee Valley is. Walk up to the entrance, then head due west to another area. There, go into the cavern. Go north and up the ledges. Use the Mouse technique to get Mario through the wall nearby. On the other side, proceed to the right through the side-scroller maze to find a Monty Mole.

~~~~~  
-- Location: North Beanbean.
-- Item : High-End Badge.

-- Where It Is: Go to the area described above. Near the end, IGNORE the green warp pipe. Instead, backtrack to the rising and lowering yellow platforms. Ride the easternmost one up to the top and jump onto the ceiling. Go east and along the path to a Monty Mole for the item. The pipe you'll use is further east.

~~~~~  
-- Location: Northeast Beanbean.  
-- Item : Iron Pants.

-- Where It Is: First, head to northeastern Beanbean, where you'll find the entrance to Teehee Valley. Go east to the beach and jump up the northern ledges. You'll find a gate with a ! block on the other side. Use the Mole technique to get Luigi over there and bop the block. Use Mario to get through the gate to regroup with Luigi. High Jump onto the west platform and go along the path to the next area.

Here, go south and Spin Jump onto the southern ledge. Go like

that across another two or so platforms to the west. Go past the bridge and north. Use the shock-paralysis ability to use the Boo Statue switch to make a bridge. Cross it to a cracked wall. Hammer it and go to the next area. There, High Jump onto the platform and go north.

Use the Mouse technique to get Mario through the gap in the wall. Go along this side-scrolling area to the right. Go to the end to find a Monty Mole.

~~~~~

-- Location: Northeast Beanbean.
-- Items : Red Pepper, Green Pepper.

-- Where It Is: Head to the entrance of Teehee Valley, first. There, go east to the beach and use the stairway-like ledges. Spin Jump across the gap to the ledge, then head over to the next area. There, jump on the platform and go east. Have Mario drink some of the water from the fountain. Go over to the small Piranha Plant and have Luigi use the Thunderhand on Mario to make the plant grow into a platform. Do so with the other plants in the area. Head to the second platform and High Jump onto it, then onto the other one. Speak with the Monty Mole nearby.

~~~~~

-- Location: North Beanbean.  
-- Item : Wool Trousers.

-- Where It Is: Go to the northern portion of Beanbean, where the electric orb is as well as the entrance to the Yoshi Theater. There, go to the orb and electrify it. This makes a nearby platform go up. High Jump up it and go into the cave. There, head over to the ledge. Jump with only one brother and put him on the ledge. Go east and bop both Simu-Blocks at the same time. Go to the new part of the area. Have the front brother get up the two ledges and the other brother just one. Get the front guy onto the third ledge, then move east to the Simu-Blocks. Hit both of them and continue to the next part. There, get on the east side of the gap and jump over it with the front brother. Bop the Simu-Blocks, then go east to find the Monty Mole.

~~~~~

-- Location: Oho Oasis.
-- Item : 1-Up Super.

-- Where It Is: First, from the Joke's End entrance, go south one area and west another to find a whirlpool nearby. Go into it to the Seabed, then go south. Swim over the spikes, then go west. Go into the yellow pipe and, outside, you'll find a Monty Mole nearby.

~~~~~

-- Location: Joke's End.  
-- Items : Red Pepper, Green Pepper.

-- Where It Is: In the first interior room of Joke's End, jump up the ledges to the west and go further west to the next area. There, go west

to the top of the staircase. As the whirlwind approaches, Spin Jump into it, then go left and right out of it and back in repeatedly until you reach the high western ledge. Spin over there to find the Monty Mole.

~~~~~  
-- Location: Bowser's Castle.
-- Item : Golden Mushroom.

-- Where It Is: In a room early on in the castle, you'll have to several whirlwinds to reach a platform with a door. There, ignore the door and go east. Use the next whirlwind that appears and, much like in the previous Monty Mole quest, go in and out of the whirlwind repeatedly until you reach the next platform with the Monty Mole.

~~~~~  
O=====O  
| Section II - Beanlet Hunting \*\*SAGA\_52\*\* |  
O=====O

This quest can only be attempted in the Beanbean Castle Town, and only when it is not in ruins. In such a situation, speak with everyone on the eastern part of town. Someone there will mention the Beanbeans and that he wants you to find them. Luckily, I've provided a list for you.

- One is on the western half of town. Go west of the Starbeans Cafe and High Jump on the house, then go into the corner.
- South of the one above, you'll find another building. High Jump onto it to find another Beanlet.
- Go to the southeast corner of the western half of town, where the bridge is. Go south of the bridge and High Jump onto the building to find a Beanlet.
- Go to the eastern half of town via the bridge nearby. Go further east to the bridge for going out of town. Go in the corner north of there to find a Beanlet.
- Still in the eastern half of town, go northwest of where the above Beanlet was. High Jump onto the long building.

Once you retrieve the five Beanlets, speak with the guy who gave you the quest to receive a Golden Mushroom.

O=====O  
| Section III - Beanstone Hunting \*\*SAGA\_53\*\* |  
O=====O

After having obtained the Mole and Mouse techniques, and when the Castle Town is not in shambles, head over there. Go south of the clothing shop on the west side of town and speak with the old man to learn of the Beanstones. Listen to him speak and you'll then have to find ten Beanstones.

To find them, first go into the area I suggest. Then, with Mario small-sized, run around until you find a "!" bubble near Mario. When it is big enough, make

Mario big and use the Mole technique there. That being said, here is the list.

- West side of town, in front of the southern archway.
- West side of town, south of the eastern half of the northern archway.
- West side of town, east of the eastern half of the northern archway.
- West side of town, in front of the clothing shop.
- West side of town, west of the southwesternmost building.
  
- East side of town, bottom of the northwestern staircase.
- East side of town, west of the western entrance to the long building.
- East side of town, small ledge southwest of the Information Shop.
- East side of town, on the easternmost ledge east of the Information Shop.
- East side of town, platform near building north of the southeast corner.

After having obtained the ten Beanstones, go speak with the old man who gave you this quest originally to receive the Bros. Rock Badge.

```

O=====O
|   Section IV - Hermie and Spangle           **SAGA_54**   |
O=====O

```

After having obtained the Ultra Hammers, go to Gwarhar Lagoon and go to the warp pipe area (it is okay to warp there). There, go east and Hammer away the black rock to find a surfboard area. Ignore it and go south, out of the area. Go further south and along the path to reach a Boo Statue. Go east from it to soon find Hermi. Go south into the next area, then further south and east to the next area.

There, go to the Spin Block and move it north, east, and north. Go up the western ledges, then Spin Jump over to the Spin Block. Spin Jump further east and drop off of the east side of this platform. Go south another area.

Here, go to the far south portion of the area to find some black rocks. Hammer them and go into the next area. Go south and hit the ? block for a Syrup, then go north and you'll be noticed by the Spangle. After some dialogue, go back to where Hermie is. Speak with him to receive, after some dialogue, the Soulful Bros. Badge.

```

O=====O
|   Section V - More Stuff with Harhall       **SAGA_55**   |
O=====O

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A pretty simple-to-explain sidequest, though one that will take some time and effort. After completing the Beanstar, return to Harhall's studio and he'll ask you to make every type of design for the clothing. Here they are...

```

O=====O=====O
|           Color Combination           |   Pattern   |
O=====O=====O
|   Red           |   Checkered |
O-----O-----O
|   Blue          |   Checkered |
O-----O-----O
|   Yellow        |   Checkered |
O-----O-----O
|   Red + Blue (Purple) |   Checkered |
O-----O-----O
|   Red + Yellow (Orange) |   Checkered |

```

Blue + Yellow (Green)	Checkered
Red + Blue + Yellow (Brown)	Checkered
Red	Tropical
Blue	Tropical
Yellow	Tropical
Red + Blue (Purple)	Tropical
Red + Yellow (Orange)	Tropical
Blue + Yellow (Green)	Tropical
Red + Blue + Yellow (Brown)	Tropical
Red	Polka-dot
Blue	Polka-dot
Yellow	Polka-dot
Red + Blue (Purple)	Polka-dot
Red + Yellow (Orange)	Polka-dot
Blue + Yellow (Green)	Polka-dot
Red + Blue + Yellow (Brown)	Polka-dot
Red	Star
Blue	Star
Yellow	Star
Red + Blue (Purple)	Star
Red + Yellow (Orange)	Star
Blue + Yellow (Green)	Star
Red + Blue + Yellow (Brown)	Star

After making all of these designs, you'll receive the Harhall's Pants.

Section VI - Oho Ocean Whirlpools \*\*SAGA\_56\*\*

As you surf across the ocean's surface, you'll probably run into one or two whirlpools. These will carry you to a certain spot. To find each one, I'll give you some directions.

From the East Beanbean surfing spot, go east four areas and one south. Go into



the whirlpool to reach the Seabed. There, use the Mole technique to dig up the Chuckle Beans nearby, then go west and swim over the spiky floor. Go to the far west and swim onto the upper ledge. Swim over to the north and northeast ledges and you'll find some X's; use the Mole technique and surface there for some more Chuckle Beans. Go back to the western ledge and west to the next area. There, you'll find another Chuckle Bean in the ground. Go southwest to the next area and High Jump onto the ledge. Use the yellow pipe to reach the surface.

From the entrance to Joke's End, go one screen south and one west. You should find a whirlpool nearby. Go into it and, in the Seabed, go south and over the spiky floor, then go west. Go into the yellow pipe and climb to the top to find yourself at Oho Oasis. Speak with the Monty Mole nearby for a 1-Up Super.

O=====O  
| Section VII - Starbeans Cafe \*\*SAGA\_57\*\* |  
O=====O

After the Castle Town is repaired for the first time, you can enter the large northern building on the west side of town. This is the Starbeans Cafe. In there, speak with the man at the counter to learn about the StarB system. In essence, you'll use Beans that you collect throughout your adventure to make some drinks, which can actually increase your stats. Here are the recipes:

- Woohoo Blend : Woo Beans (x25)
- Hoohoo Blend : Hoo Beans (x25)
- Chuckle Blend: Chuckle Beans (x25)
- Teehee Blend : Hee Beans (x25)
- Hoolumbian : Woo Beans (x15), Hoo Beans (x10)
- Chuckoccino : Woo Beans (x15), Chuckle Beans (x10)
- Teeheespresso: Woo Beans (x15), Hee Beans (x10)

Each drink has a certain effect, listed below:

- Woohoo Blend : Increase max HP by four.
- Hoohoo Blend : Increase max BP by four.
- Chuckle Blend: Increase Speed by four.
- Teehee Blend : Increase 'Stache by four.
- Hoolumbian : Increase Power by four.
- Chuckoccino : Increase Defense by four.
- Teeheespresso: Increase a random stat by six.

Finally, after making a new drink, Professor E. Gadd will walk in for a cutscene and hand over an accessory. Here is THAT list:

- First New Drink : Greed Waller (double Coins received in battle).
- Second New Drink : Bonus Ring (take no damage to double EXP.)
- Third New Drink : Excite Spring (hold button to float-jump on defense).
- Fourth New Drink : Great Force (double damage dealt and received).
- Fifth New Drink : Power Grip (never drop Hammerhead on defense).
- Sixth New Drink : Cobalt Necktie (doubles 'Stache points).
- Seventh New Drink: GameBoy Horror SP (always get rare items).

O=====O  
| Section VIII - In-Game Minigames \*\*SAGA\_58\*\* |  
O=====O

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Border Jump

~~~~~

This minigame is found in the border house in Stardust Fields. You can play it anytime after beating it for the first time. The border house is east of the warp pipe in the northernmost portion of the area. Go there and opt to play.

This game is actually rather simple. In it, the two Koopas will hold a rope and move about the room, trying to trip you with it. You are to jump over it as they try tripping you. To jump, Mario will use the A button, and Luigi will use the B button. Just jump over it as they aim at you -- you'll lose and have to restart if either brother is tripped up three times.

After winning, you'll get some Hee Beans. There are five levels. After the fourth, though, you'll have to say "No" to play the fifth. Levels 1 - 3 will give Hee Beans equal to the level number; Level 4 gives five; Level 5 gives seven.

~~~~~

The Hoohee Minecart

~~~~~

This game is found on the Hoohee Mountain Descent Path. From Blabanadon, go west one area, southwest another, then go along the path to the cavern; see the walkthrough for further details. In the cave, speak with the old man to play.

In this, Mario and Luigi are on separate tracks and in mine carts. Mario has a flashlight he can shine on Luigi; aim it with the D-Pad. As you go along, you want Mario and Luigi to collect red and green diamonds, respectively. You will generally have to jump to get them -- Mario uses A, and Luigi uses B. Along the path, you'll encounter some obstacles. Jump over them or you'll lose diamonds. Finally, your flashlight gradually will weaken; grab the batteries whenever it is possible.

After finishing this minigame, the second time onwards, you'll get some Hee Beans. There are six levels you can play, which are made available after completing the previous one.

~~~~~

Star 'Stache Smash

~~~~~

This is found in the Little Fungitown arcade, on the top floor. Examine the unoccupied machine to play.

This game is pretty simple. You'll have a bunch of Stars (five points), Flowers (three points), Mushrooms, and Bob-ombs (one point for both) falling down. You want to get them into the hole on either side of the screen. To do so, press the button corresponding with the side the hole is on to tilt the platform in that direction. Only do so when the hole is low enough. That's it, pretty much. Just note that Bob-ombs cause the other hole to need to be used, and that you need to get 200 points in that one minute to win.

After winning, the second time onwards, you'll get Hee Beans for getting High Scores.

~~~~~

That Barrel Minigame

~~~~~

This minigame is first played on the S.S. Chuckola, but, afterwards, you can play it in the Little Fungitown arcade, on one of the open machines.

Okay, Mario and Luigi will be at the top and left sides, respectively, of a small grid. On this grid, there are red, blue, and (eventually) yellow barrels. Your goal is to shift the barrels around to make a full row or column of the same colored barrel. To shift them, you'll first move Luigi with Left/Right on the D-Pad, and Mario with Up/Down on the D-Pad. To move the barrels, hold A and use Left (for Luigi) or Up (for Mario) to bring all of the barrels in that row or column next to the character and to each other. You'll have three minutes to finish the minigame, and you'll need to make ten complete rows/columns for ten points.

Winning will net you some Hee Beans, as per usual.

~~~~~  
Chuckola Bounce
~~~~~

This minigame is found in the southwesternmost corner of the Chucklehuck Woods, in the Winkle Colosseum. (You'll get there eventually if you haven't yet.) After the first time, you'll play here free of charge.

This game is quite simple. Mario and Luigi are holding a barrier used to reflect Chuckola Rocks, shot by the Chuckoroks, back at other Chuckoroks. You can use the D-Pad to move around, the A button to rotate clockwise, and the B button to rotate counterclockwise. So long as the barrier hits a rock, it will be reflected. If you are hit, you'll spin around momentarily without control. You'll get points for hitting the Chuckoroks properly. With me so far? Anyhow, you'll also find golden Barrier Mushrooms in the game -- it makes Mario or Luigi invulnerable to one Chuckola Rock, and, when hit, the barrier ring moves to hit Chuckoroks. During the time period given to you, you'll have to get twenty points by hitting twenty Chuckoroks.

You'll get Hee Beans for winning.

~~~~~  
The Surfing Minigame
~~~~~

To play this minigame, you'll have to surf east a few areas from eastern Beanbean. You'll find an Oho on an island, eventually. Land and speak with it to be able to play.

The concept is pretty simple enough. You'll find some arrows on the water and you'll want to follow them so you can ram into balloons -- there are 23 of them, in fact. You'll want to pop them all, or you'll get nothing. If you do, at the end of the path, you'll be given rewards based on your time:

- Less than 45 seconds: Chuckle Bean (x1)
- Less than 40 seconds: Chuckle Bean (x2), Hoo Bean (x2)
- Less than 38 seconds: Casual Coral (first time only)  
                                          Woo Bean (x2), Hoo Bean (x2), Chuckle Bean (x2)

6. Enemy Data \*\*\*\*\*SAGA\_6\*\*\*\*\*

[enemy name]

~~ Location : Where this enemy is found.  
~~ Max HP : The enemy's max HP.  
~~ Base EXP. Earned : The EXP. earned for defeating this enemy.  
~~ Base EXP. x2.0 : EXP. earned when using the Bonus Ring successfully.  
~~ Base Coins Earned : The number Coins earned.  
~~ Base Coins x2.0 : Coins earned when using the Greed Wallet.  
~~ Potential Item Drops: What this enemy may drop.  
~~ Weaknesses : What deals critical damage.  
~~ Absorptions : What heals the enemy.  
~~ Flying/Floating? : If yes, this enemy can't be hit with Hammers/Hands.  
~~ Spiked? : If yes, this enemy usually can't be jumped on.  
~~ On Fire? : If yes, this enemy cannot be jumped on.  
~~ Attacks : What this enemy can do, and how to avoid an attack.

=====

????

~~ Location : Gwarhar Lagoon.  
~~ Max HP : 35 or 50  
~~ Base EXP. Earned : 106  
~~ Base EXP. x2.0 : 212  
~~ Base Coins Earned : 12  
~~ Base Coins x2.0 : 24  
~~ Potential Item Drops: Super Syrup.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Skull Peeps Out: Jump on/over.  
                  -- Fish Peeps Out: Do nothing.

=====

Anuboo

~~ Location : Teehee Valley, after first visit.  
~~ Max HP : 60  
~~ Base EXP. Earned : 60  
~~ Base EXP. x2.0 : 120  
~~ Base Coins Earned : 15  
~~ Base Coins x2.0 : 30  
~~ Potential Item Drops: None.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Shadow Laser: Jump over.

=====

Beanie

~~ Location : Hoofoo Mountain, Beanbean Castle (during a boss).  
~~ Max HP : 6  
~~ Base EXP. Earned : 4  
~~ Base EXP. x2.0 : 8  
~~ Base Coins Earned : 2

~~ Base Coins x2.0 : 4  
~~ Potential Item Drops: Woo Bean.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Tackle: Jump on/over.

=====  
Bill Blaster

~~ Location : Stardust Fields.  
~~ Max HP : 5  
~~ Base EXP. Earned : 3  
~~ Base EXP. x2.0 : 6  
~~ Base Coins Earned : 2  
~~ Base Coins x2.0 : 4  
~~ Potential Item Drops: Mushroom.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Bullet Bill Launch: Jump over.

=====  
Blooper

~~ Location : Seabed.  
~~ Max HP : 60  
~~ Base EXP. Earned : 35  
~~ Base EXP. x2.0 : 70  
~~ Base Coins Earned : 20  
~~ Base Coins x2.0 : 40  
~~ Potential Item Drops: Super Syrup.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : Yes.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Tentacle Grab: Hammer counter.

=====  
Blue Virus

~~ Location : Woohoo Hooniversity.  
~~ Max HP : 35  
~~ Base EXP. Earned : 22  
~~ Base EXP. x2.0 : 44  
~~ Base Coins Earned : 4  
~~ Base Coins x2.0 : 8  
~~ Potential Item Drops: Steady Badge.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.

~~ On Fire? : No.  
~~ Attacks : -- Jumping Attack: Hammer counter.

~~ Additional Note: If you hit a Virus, it'll change color. Make them all that color for an easy defeat.

=====  
Bob-omb

~~ Location : East Beanbean.  
~~ Max HP : 30  
~~ Base EXP. Earned : 48  
~~ Base EXP. x2.0 : 96  
~~ Base Coins Earned : 3  
~~ Base Coins x2.0 : 6  
~~ Potential Item Drops: Nut.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Suicide Bomb: Hammer counter.

=====  
Boo

~~ Location : Bowser's Castle.  
~~ Max HP : 10  
~~ Base EXP. Earned : 40  
~~ Base EXP. x2.0 : 80  
~~ Base Coins Earned : 10  
~~ Base Coins x2.0 : 20  
~~ Potential Item Drops: 1-Up Mushroom, Random Slacks.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : Yes.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Teleport and Scare: Hammer counter.  
                  -- Flying Tackle: Jump on/over.

=====  
Boomerang Bro

~~ Location : Gwarhar Lagoon.  
~~ Max HP : 60  
~~ Base EXP. Earned : 100  
~~ Base EXP. x2.0 : 200  
~~ Base Coins Earned : 13  
~~ Base Coins x2.0 : 26  
~~ Potential Item Drops: Ultra Mushroom.  
~~ Weaknesses : None.  
~~ Absorptions : Fire.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Boomerang: Despite the three varieties, a jump will

=====  
Cheep Cheep

~~ Location : Seabed  
~~ Max HP : 40  
~~ Base EXP. Earned : 80  
~~ Base EXP. x2.0 : 160  
~~ Base Coins Earned : 16  
~~ Base Coins x2.0 : 32  
~~ Potential Item Drops: None.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : Only after being attacked.  
~~ On Fire? : No.  
~~ Attacks : -- Tackle: Hammer counter.

~~ Additional Notes: This enemy becomes a Puffer-Cheep when attacked, which is just a spiky Cheep Cheep.

=====  
Chuck Guy

~~ Location : Chucklehuck Woods, Guffawha Ruins.  
~~ Max HP : 30  
~~ Base EXP. Earned : 15  
~~ Base EXP. x2.0 : 30  
~~ Base Coins Earned : 3  
~~ Base Coins x2.0 : 6  
~~ Potential Item Drops: Syrup.  
~~ Weaknesses : Thunder.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Spear Attack: Jump over.

=====  
Chomp Bro

~~ Location : Bowser's Castle.  
~~ Max HP : 120  
~~ Base EXP. Earned : 128  
~~ Base EXP. x2.0 : 256  
~~ Base Coins Earned : 8  
~~ Base Coins x2.0 : 16  
~~ Potential Item Drops: None.  
~~ Weaknesses : Thunder.  
~~ Absorptions : Fire.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Chain Chomp Toss: Jump on/over Chain Chomp.

~~ Additional Note: Jumping on the Chain Chomp during the attack may render the

enemy weaponless, sometimes causing them to flee, leaving no reward.

-----  
Clumph

~~ Location : Joke's End.  
~~ Max HP : 180  
~~ Base EXP. Earned : 100  
~~ Base EXP. x2.0 : 200  
~~ Base Coins Earned : 8  
~~ Base Coins x2.0 : 16  
~~ Potential Item Drops: 1-Up Super.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Club Slam: Jump over shockwaves.

~~ Additional Note: These enemies may run away when using fire-based attacks on them, yielding no rewards.

-----  
Dry Bones (Hoohoo Mountain Variety)

~~ Location : Hoohoo Mountain.  
~~ Max HP : 8  
~~ Base EXP. Earned : 6  
~~ Base EXP. x2.0 : 12  
~~ Base Coins Earned : 2  
~~ Base Coins x2.0 : 4  
~~ Potential Item Drops: Mushroom.  
~~ Weaknesses : None.  
~~ Absorptions : Fire.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Head Spin: Jump on/over.

-----  
Dry Bones (Teehee Valley Variety)

~~ Location : Teehee Valley.  
~~ Max HP : 60  
~~ Base EXP. Earned : 68  
~~ Base EXP. x2.0 : 136  
~~ Base Coins Earned : 13  
~~ Base Coins x2.0 : 26  
~~ Potential Item Drops: Ultra Mushroom.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Head Spin: Jump on/over.  
                  -- Underground Dig: Jump over.



=====

Eeker

~~ Location : Woohoo Hooniversity.  
~~ Max HP : 22  
~~ Base EXP. Earned : 24  
~~ Base EXP. x2.0 : 48  
~~ Base Coins Earned : 0  
~~ Base Coins x2.0 : 0  
~~ Potential Item Drops: Refreshing Herb, School Slacks, Smart Pants.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Charged Attack: Hammer counter.  
                  -- Shake-'n'-Tackle: Jump on/over.

=====

Elite Troppea

~~ Location : Gwarhar Lagoon.  
~~ Max HP : 40  
~~ Base EXP. Earned : 59  
~~ Base EXP. x2.0 : 118  
~~ Base Coins Earned : 14  
~~ Base Coins x2.0 : 28  
~~ Potential Item Drops: None.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Shell Attack: Jump on/over.

=====

Fighter Fly

~~ Location : Stardust Fields.  
~~ Max HP : 5  
~~ Base EXP. Earned : 4  
~~ Base EXP. x2.0 : 8  
~~ Base Coins Earned : 4  
~~ Base Coins x2.0 : 8  
~~ Potential Item Drops: None.  
~~ Weaknesses : Fire.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Tackle: Jump on/over.

=====

Fuzz Bush

~~ Location : Chucklehuck Woods.  
~~ Max HP : 15  
~~ Base EXP. Earned : 24  
~~ Base EXP. x2.0 : 48  
~~ Base Coins Earned : 5  
~~ Base Coins x2.0 : 10  
~~ Potential Item Drops: None.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Fuzzy Tackle: Jump over, multiple times if needed.

=====

#### Glurp

~~ Location : Joke's End.  
~~ Max HP : 50  
~~ Base EXP. Earned : 70  
~~ Base EXP. x2.0 : 140  
~~ Base Coins Earned : 10  
~~ Base Coins x2.0 : 20  
~~ Potential Item Drops: None.  
~~ Weaknesses : Fire, Thunder.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Bite: Hammer counter.  
-- Toxic Cloud: Jump over.

=====

#### Gold Beanie

~~ Location : Chucklehuck Woods  
~~ Max HP : 40  
~~ Base EXP. Earned : 46  
~~ Base EXP. x2.0 : 92  
~~ Base Coins Earned : 34  
~~ Base Coins x2.0 : 68  
~~ Potential Item Drops: Spike Badge, Chuckola Badge.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Tackle: Jump on/over.

=====

#### Goomba

~~ Location : Koopa Cruiser.  
~~ Max HP : 4  
~~ Base EXP. Earned : 4  
~~ Base EXP. x2.0 : 8  
~~ Base Coins Earned : 0

~~ Base Coins x2.0 : 0  
~~ Potential Item Drops: None.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Tackle: Jump on/over.

=====  
Goomdiver

~~ Location : Seabed.  
~~ Max HP : 30  
~~ Base EXP. Earned : 25  
~~ Base EXP. x2.0 : 50  
~~ Base Coins Earned : 8  
~~ Base Coins x2.0 : 16  
~~ Potential Item Drops: Super Mushroom.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : Sometimes.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Tackle: Jump on/over.  
                  -- Divebomb: Hammer counter.

=====  
Gritty Goomba

~~ Location : Teehee Valley, Gwarhar Lagoon.  
~~ Max HP : 30  
~~ Base EXP. Earned : 30  
~~ Base EXP. x2.0 : 60  
~~ Base Coins Earned : 4  
~~ Base Coins x2.0 : 8  
~~ Potential Item Drops: Nut.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Tackle: Hammer counter.

=====  
Gunner Guy

~~ Location : Bowser's Castle.  
~~ Max HP : 60  
~~ Base EXP. Earned : 90  
~~ Base EXP. x2.0 : 180  
~~ Base Coins Earned : 25  
~~ Base Coins x2.0 : 50  
~~ Potential Item Drops: Ultra Mushroom.  
~~ Weaknesses : Thunder.  
~~ Absorptions : Fire.  
~~ Flying/Floating? : No.

~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Cannon: Jump over cannonball.

=====

Hammer Bro

~~ Location : Bowser's Castle.  
~~ Max HP : 100  
~~ Base EXP. Earned : 132  
~~ Base EXP. x2.0 : 264  
~~ Base Coins Earned : 25  
~~ Base Coins x2.0 : 50  
~~ Potential Item Drops: None.  
~~ Weaknesses : Thunder.  
~~ Absorptions : Fire.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Hammer Toss: Hammer counter.

=====

Ice Snifit

~~ Location : Joke's End  
~~ Max HP : 60  
~~ Base EXP. Earned : 68  
~~ Base EXP. x2.0 : 136  
~~ Base Coins Earned : 18  
~~ Base Coins x2.0 : 36  
~~ Potential Item Drops: Ultra Mushroom.  
~~ Weaknesses : Fire.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Icicle: Jump over.  
                  -- Snowball: Jump over, multiple times if needed.

=====

Lakipea

~~ Location : Northeast Beanbean, East Beanbean.  
~~ Max HP : 40  
~~ Base EXP. Earned : 20  
~~ Base EXP. x2.0 : 40  
~~ Base Coins Earned : 12  
~~ Base Coins x2.0 : 24  
~~ Potential Item Drops: None.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : Yes.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Lakipea Toss: Hammer counter.

=====

Laser Snifit

~~ Location : Woohoo Hooniversity,  
~~ Max HP : 20  
~~ Base EXP. Earned : 20  
~~ Base EXP. x2.0 : 40  
~~ Base Coins Earned : 4  
~~ Base Coins x2.0 : 8  
~~ Potential Item Drops: None.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Laser (long-distance): Jump over.  
                  -- Laser (short-distance): Do nothing.

=====

Limbo Bro

~~ Location : Teehee Valley, Guffawha Ruins.  
~~ Max HP : 40  
~~ Base EXP. Earned : 105  
~~ Base EXP. x2.0 : 210  
~~ Base Coins Earned : 35  
~~ Base Coins x2.0 : 70  
~~ Potential Item Drops: Ancient Pants.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Analysis incomplete.

=====

Magikoopa

~~ Location : Bowser's Castle.  
~~ Max HP : 100  
~~ Base EXP. Earned : 110  
~~ Base EXP. x2.0 : 220  
~~ Base Coins Earned : 40  
~~ Base Coins x2.0 : 80  
~~ Potential Item Drops: Ultra Syrup.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Fireball: Jump over.

=====

Malibut

~~ Location : Seabed.  
~~ Max HP : 60

~~ Base EXP. Earned : 68  
~~ Base EXP. x2.0 : 136  
~~ Base Coins Earned : 5  
~~ Base Coins x2.0 : 10  
~~ Potential Item Drops: None.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Bubble: Hammer counter.  
                  -- Pillow: Hammer counter.

=====

#### Mecha-Blooper

~~ Location : Seabed.  
~~ Max HP : 80  
~~ Base EXP. Earned : 172  
~~ Base EXP. x2.0 : 344  
~~ Base Coins Earned : 5  
~~ Base Coins x2.0 : 10  
~~ Potential Item Drops: None.  
~~ Weaknesses : Thunder.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Bullet Bill: Jump over.

=====

#### Mecha-Chomp

~~ Location : Woohoo Hooniversity.  
~~ Max HP : 35  
~~ Base EXP. Earned : 26  
~~ Base EXP. x2.0 : 52  
~~ Base Coins Earned : 6  
~~ Base Coins x2.0 : 12  
~~ Potential Item Drops: School Emblem.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Tackle: Jump on/over.

=====

#### Oho Jee

~~ Location : Oho Oasis.  
~~ Max HP : 70  
~~ Base EXP. Earned : 4  
~~ Base EXP. x2.0 : 8  
~~ Base Coins Earned : 1  
~~ Base Coins x2.0 : 2  
~~ Potential Item Drops: Oho Jee Wear, Oho Jee Symbol (blue only).

~~ Weaknesses : Fire (red), Thunder (blue)  
~~ Absorptions : Thunder (red), Fire (blue)  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Circle Attack: Hammer counter.

~~ Additional Note: To fight this enemy, use the Thunderhand or Firebrand on an Oho Jee at Oho Oasis. Firebrand is for the red, and Thunderhand is for the blue.

-----  
Oucher Glass

~~ Location : Guffawha Ruins.  
~~ Max HP : 40  
~~ Base EXP. Earned : 105  
~~ Base EXP. x2.0 : 210  
~~ Base Coins Earned : 22  
~~ Base Coins x2.0 : 44  
~~ Potential Item Drops: None.  
~~ Weaknesses : Thunder.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Angry Face: Jump to avoid the fist.  
-- Sandball: Hammer counter.

-----  
Parabeanie

~~ Location : Southwest Beanbean, Southeast Beanbean.  
~~ Max HP : 25  
~~ Base EXP. Earned : 9  
~~ Base EXP. x2.0 : 18  
~~ Base Coins Earned : 4  
~~ Base Coins x2.0 : 8  
~~ Potential Item Drops: Woo Bean.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : Yes.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Walking Tackle: Jump on/over.  
-- Aerial Tackle: Hammer counter.

-----  
Paratroopea

~~ Location : North Beanbean.  
~~ Max HP : ???  
~~ Base EXP. Earned : 32  
~~ Base EXP. x2.0 : 64  
~~ Base Coins Earned : 3  
~~ Base Coins x2.0 : 6  
~~ Potential Item Drops: None.

~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Aerial Tackle: Jump over.

=====  
Pestnut

~~ Location : Chucklehuck Woods, Seabed.  
~~ Max HP : Reasonably infinite.  
~~ Base EXP. Earned : 38  
~~ Base EXP. x2.0 : 76  
~~ Base Coins Earned : 4  
~~ Base Coins x2.0 : 8  
~~ Potential Item Drops: Mushroom, Woo Bean.  
~~ Weaknesses : Fire.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : Yes.  
~~ On Fire? : No.  
~~ Attacks : -- Rolling Tackle: Hammer counter.

~~ Additional Notes: This enemy, after taking enough damage, will become a  
Beanie or Gold Beanie. When underwater, the Beanie will  
just float away.

=====  
Piranha Plant

~~ Location : Beanbean International Airport.  
~~ Max HP : 30  
~~ Base EXP. Earned : 6  
~~ Base EXP. x2.0 : 12  
~~ Base Coins Earned : 1  
~~ Base Coins x2.0 : 2  
~~ Potential Item Drops: None.  
~~ Weaknesses : Thunder (red), Fire (blue).  
~~ Absorptions : Fire (red), Thunder (blue).  
~~ Flying/Floating? : No.  
~~ Spiked? : Yes.  
~~ On Fire? : No.  
~~ Attacks : -- Fireballs: Jump over.

=====  
Red Virus

~~ Location : Woohoo Hooniversity.  
~~ Max HP : 35  
~~ Base EXP. Earned : 22  
~~ Base EXP. x2.0 : 44  
~~ Base Coins Earned : 4  
~~ Base Coins x2.0 : 8  
~~ Potential Item Drops: Steady Badge.  
~~ Weaknesses : None.  
~~ Absorptions : None.



~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Jumping Attack: Hammer counter.

~~ Additional Note: If you hit a Virus, it'll change color. Make them all that color for an easy defeat.

=====

#### Rex

~~ Location : Hoofoo Mountain.  
~~ Max HP : 15  
~~ Base EXP. Earned : 8  
~~ Base EXP. x2.0 : 16  
~~ Base Coins Earned : 3  
~~ Base Coins x2.0 : 6  
~~ Potential Item Drops: Syrup.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Tackle: Jump over, if possible.

~~ Additional Note: Begin your offensive by jumping on this enemy, as it'll shrink him down so he can be jumped on while you execute a counterattack.

=====

#### Scaratroopea

~~ Location : Joke's End.  
~~ Max HP : 70  
~~ Base EXP. Earned : 40  
~~ Base EXP. x2.0 : 80  
~~ Base Coins Earned : 12  
~~ Base Coins x2.0 : 24  
~~ Potential Item Drops: None.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : Yes.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Tackle: Jump on/over.

=====

#### Sharpea

~~ Location : Northwest, West, Southwest, Northeast, and East Beanbean.  
~~ Max HP : 8  
~~ Base EXP. Earned : 2  
~~ Base EXP. x2.0 : 4  
~~ Base Coins Earned : 1  
~~ Base Coins x2.0 : 2  
~~ Potential Item Drops: Woo Bean.

~~ Weaknesses : Thunder.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : Yes.  
~~ On Fire? : No.  
~~ Attacks : -- Tackle: Hammer counter.

=====

Sniper Bill

~~ Location : Bowser's Castle.  
~~ Max HP : 80  
~~ Base EXP. Earned : 80  
~~ Base EXP. x2.0 : 160  
~~ Base Coins Earned : 10  
~~ Base Coins x2.0 : 20  
~~ Potential Item Drops: None.  
~~ Weaknesses : Thunder.  
~~ Absorptions : Fire.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Double Launch: Jump over both.

=====

Spiky Snifit

~~ Location : Teehee Valley.  
~~ Max HP : 60  
~~ Base EXP. Earned : 66  
~~ Base EXP. x2.0 : 132  
~~ Base Coins Earned : 5  
~~ Base Coins x2.0 : 10  
~~ Potential Item Drops: Red Pepper.  
~~ Weaknesses : Fire.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : Yes.  
~~ On Fire? : No.  
~~ Attacks : -- Spike Ball: If it doesn't bounce, jump over it. If  
a Mushroom is shot, grab it!

=====

Spiny

~~ Location : Beanbean Castle Sewers.  
~~ Max HP : 14  
~~ Base EXP. Earned : 15  
~~ Base EXP. x2.0 : 30  
~~ Base Coins Earned : 1  
~~ Base Coins x2.0 : 2  
~~ Potential Item Drops: Mushroom.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : Yes.  
~~ On Fire? : No.

~~ Attacks : -- Tackle: Hammer countering works for both attacks.

=====  
Starkiss

~~ Location : Seabed.  
~~ Max HP : 30  
~~ Base EXP. Earned : 58  
~~ Base EXP. x2.0 : 116  
~~ Base Coins Earned : 1  
~~ Base Coins x2.0 : 2  
~~ Potential Item Drops: Hand Aura.  
~~ Weaknesses : None.  
~~ Absorptions : Thunder.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Kiss: Jump over the heart.

=====  
Super Fly

~~ Location : Beanbean Castle Sewers.  
~~ Max HP : 10  
~~ Base EXP. Earned : 12  
~~ Base EXP. x2.0 : 24  
~~ Base Coins Earned : 2  
~~ Base Coins x2.0 : 4  
~~ Potential Item Drops: Mushroom.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Tackle: Jump on/over.

=====  
Sworm

~~ Location : Northwest Beanbean, West Beanbean.  
~~ Max HP : 14  
~~ Base EXP. Earned : 14  
~~ Base EXP. x2.0 : 28  
~~ Base Coins Earned : 4  
~~ Base Coins x2.0 : 8  
~~ Potential Item Drops: Woo Bean.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- You'll just have to use the Action Icon to figure  
out what to do.

=====  
Tanoomba

~~ Location : East Beanbean, North Beanbean.  
~~ Max HP : 30  
~~ Base EXP. Earned : 30  
~~ Base EXP. x2.0 : 60  
~~ Base Coins Earned : 0  
~~ Base Coins x2.0 : 0  
~~ Potential Item Drops: Green Pepper, Woo Bean.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Mario Bro.: Hammer counter.  
                  -- Tail Thwack: Jump over, multiple times if needed.

=====

#### Troopea

~~ Location : Southeast Beanbean, North Beanbean.  
~~ Max HP : 20  
~~ Base EXP. Earned : 16  
~~ Base EXP. x2.0 : 32  
~~ Base Coins Earned : 3  
~~ Base Coins x2.0 : 6  
~~ Potential Item Drops: Woo Bean.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Shell Tackle: Jump on/over.  
  
~~ Additional Notes: Hammer attacks seem to be rather ineffective.

=====

#### Yellow Virus

~~ Location : Woohoo Hooniversity.  
~~ Max HP : 35  
~~ Base EXP. Earned : 22  
~~ Base EXP. x2.0 : 44  
~~ Base Coins Earned : 4  
~~ Base Coins x2.0 : 8  
~~ Potential Item Drops: Steady Badge.  
~~ Weaknesses : None.  
~~ Absorptions : None.  
~~ Flying/Floating? : No.  
~~ Spiked? : No.  
~~ On Fire? : No.  
~~ Attacks : -- Jumping Attack: Hammer counter.  
  
~~ Additional Note: If you hit a Virus, it'll change color. Make them all that color for an easy defeat.

=====

#### Yo Bro

```

~~ Location           : Woohoo Hooniversity.
~~ Max HP             : 40
~~ Base EXP. Earned  : 30
~~ Base EXP. x2.0    : 60
~~ Base Coins Earned : 10
~~ Base Coins x2.0   : 20
~~ Potential Item Drops: Woo Bean.
~~ Weaknesses        : None.
~~ Absorptions       : None.
~~ Flying/Floating?  : No.
~~ Spiked?           : No.
~~ On Fire?          : No.
~~ Attacks           : -- Yo-Yo: Jump over.

```

=====

7. Boss FAQ/Walkthrough \*\*\*\*\*SAGA\_7\*\*\*\*\*

In this section, you'll find data on the twenty-six bosses of this game and how to beat them. The bosses are listed here in a chronological order and based on the following list. Their locations are in the column within parentheses to the right of the boss names. I wish you good luck with the bosses.

```

-- Tolstar                (Stardust Fields)
-- Hooooros                (Hoofoo Mountain)
-- Dragohoho              (Hoofoo Mountain)
-- Queen Bean             (Beanbean Castle)
-- Popple and Rookie      (Chateau de Chucklehuck)
-- Wiggler                (Chucklehuck Woods)
-- Chuckolator            (Chucklehuck Woods)
-- Cackletta              (Woohoo Hooniversity)
-- Popple and Rookie      (Woohoo Hooniversity)
-- Mom Piranha            (Beanbean International Airport)
-- Trunkle                (Teehee Valley)
-- Hermie III             (Gwarhar Lagoon)
-- Piranha Bean           (Northeast Beanbean)
-- Popple                 (Chucklehuck Woods)
-- Jojora and Friend      (Joke's End)
-- Popple and Birdo       (Teehee Valley Underground)
-- Iggy Koopa             (Bowser's Castle)
-- Morton Koopa, Jr.     (Bowser's Castle)
-- Lemmy Koopa            (Bowser's Castle)
-- Ludwig von Koopa       (Bowser's Castle)
-- Roy Koopa              (Bowser's Castle)
-- Wendy O. Koopa        (Bowser's Castle)
-- Larry Koopa            (Bowser's Castle)
-- Fawful                 (Bowser's Castle)
-- Bowletta               (Bowser's Castle)
-- Cackletta              (Bowser's Castle)

```

#####  
#####

```

O-----O
|                               |
|           BOSS: Tolstar       |
|           Location: Stardust Field |
O-----O
| HP           : 50           | Attacks:           |

```

```
| EXP.      : 35          | - Spike Ball: Jump over it if it doesn't |
| Coins     : See note.  |          bounce. Do nothing if it does. |
| Item Drops: 1-Up Mushroom. |          |
```

```
-----O-----
| Notices: |
| - The number of Coins earned is equal to number Tolstar took before the |
|   fight. So it can be anywhere from 100 to 9,999. |
-----O-----
```

Honestly not a bunch to say about this fight. In essence, it is a hit-and-dodge kind of deal. Learn how to dodge the spiked balls and you're golden. Go ahead and use up a bit of BP on your Bros. Attacks, preferably the Level 3 versions of them, to deal more damage than a standard attack. Of course, do what you want, but be sure to heal when you need to.

```
#####
#####
```

```
-----O-----
|          BOSS: Hooooros |
|          Location: Hooohoo Mountain |
-----O-----
| HP       : 45          | Attacks: |
| EXP.     : 30          | - Laser: Jump over. |
| Coins    : 24          |          |
| Item Drops: 1-Up Mushroom. |          |
-----O-----
```

This boss will appear alongside two pillars, then hide under one. Once you get a chance, first attack the pillar Hooooros is NOT under to destroy it, then have the other brother do the same. This will end up revealing your opponent, who, because he was revealed, will switch the other spot. If the pillar there was also destroyed, he is wide open!

First destroy the newly-made pillar, then have the other brother use a regular attack. This is because of the simplicity that there is in dodging the laser, and the fact that you'll easily do enough damage over the next ten or so turns. Of course, use them if you want to.

```
#####
#####
```

```
-----O-----
|          BOSS: Dragohoho |
|          Location: Hooohoo Mountain |
-----O-----
| HP       : 80          | Attacks: |
| EXP.     : 50          | - Electric Ball: Jump over. |
| Coins    : 34          | - Hooohoo Stone: Destroy it, quickly! |
| Item Drops: Super Mushroom. |          |
-----O-----
```

The beginning of this battle will be a dodge-and-hit kind of deal. Focus, for the most part, on using Level 3 Bros. Attacks, dodging attacks, and healing when needed.

Eventually, your opponent will release a Hooohoo Stone. Immediately focus on attacking it -- because Dragohoho is standing on it, you'll have less of a reaction time for the attacks. After destroying the stone, jump on the boss a few times to lower his head and return the attacks back to normal. Repeat this

for a while, using Syrups and Mushrooms when you need to.

#####  
#####

-----O  
| BOSS: Queen Bean |  
| Location: Beanbean Castle |

-----O-----O-----O  
HP (Queen): 120	Attacks:
HP (Arms) : 22 each	- Arm Slam: Jump over the shockwaves.
EXP. : 190	- Hammer: Hammer counter.
Coins : 16	- Bean Spitting: Jump over or on them.
Item Drops: Mushroom, Syrup,	The latter will make
Woo Bean,	a Beanie fight you.
1-Up Super.	

-----O-----O-----O  
| Notices: |  
| - While Queen Bean's has at least one arm, do not do any kind of jumping |  
| attack or you WILL get hurt. |

-----O-----O-----O  
| SUB-BOSSSES: Beanies |  
| Location: Beanbean Castle |

-----O-----O-----O  
HP : 6	Attacks:
EXP. : 4	- Tackle: Jump on/over.
Coins : 2	
Item Drops: Woo Bean.	

-----O-----O-----O  
| Notices: |  
| - This enemy appears when jumping on the beans that Queen Bean may spit. |  
| - The above stats are individualized. |

At the start of the fight, Queen Bean can only attack using the shockwave attack mentioned above. This is because she has two arms available, and will be the only attack she uses at this time. Begin by focusing your attacks on her arms. Just use regular jumps; save your BP for later. And, of course, that implies no Hammering -- even when hacking for max Power, you won't deal but one point of damage.

After getting rid of one of her arms, she'll switch to trying to Hammer you. Deal with it as per the above chart and just continue jumping on her remaining arm.

After getting rid it, the real battle begins. On each of her turns, she'll spit out some beans, usually two to four. I'd prefer you'd jump on them to make them into Beanies. However, only deal with them when countering their attacks -- remember, our main goal is to defeat Queen Bean. At this point, begin using Bros. Attacks on her, preferably Level 3 varieties.

Eventually, Queen Bean's arms will regenerate and you'll have to deal with them all over again. Continue this process, healing when needed, until you win the fight.

#####  
#####

```

O-----O
|                               BOSS: Popple                               |
|                               Location: Chateau de Chucklehuck          |
O-----O
| HP           : 100              | Attacks:                          |
| EXP.         : 50              | - Hit-and-Run: Hammer counter.   |
| Coins        : 30              |                                     |
| Item Drops: Green Pepper.      |                                     |
O-----O
| Notices:                        |
| - The "Hit-and-Run" attack above, if it hits, can have Popple steal a |
|   Mushroom from you and later use it to heal.                         |
O-----O

```

```

O-----O
|                               BOSS: Rookie                               |
|                               Location: Chateau de Chucklehuck          |
O-----O
| HP           : 120              | Attacks:                          |
| EXP.         : 110             | - Hammer: Hammer counter.       |
| Coins        : 34              | - Fire Breath: Jump over.        |
| Item Drops: 1-Up Mushroom.     |                                     |
O-----O

```

Okay, this battle is pretty easy, although there are two ways to go about it.

The first is the more rewarding, but dangerous, way. It requires you first defeat Popple. Do so by using (preferably) Level 3 Bros. Attacks. The reason why this is dangerous is really because that Rookie will toss two Hammers at you each time you hit Popple. Basically, if you can deal with them just fine, go ahead and keep using the Bros. Attacks. Once Popple is dealt with, focus on Rookie. Remember to heal your BP when needed.

The other method is safer, but less rewarding. Basically, you'll need to only focus Bros. Attacks on Rookie, initially. Of course, that does mean you'll have to deal with both of their attacks, eventually. Anyhow, after Rookie's done with, focus on Popple until you either miraculously defeat him or he flees.

```

#####
#####

```

```

O-----O
|                               BOSS: Wiggler                               |
|                               Location: Chucklehuck Woods                |
O-----O
| HP           : 34              | Attacks:                          |
| EXP.         : 120            | - Charge: Jump over/on it.       |
| Coins        : 0              | - Ground-Pound: Jump over shockwaves. |
| Item Drops: Super Mushroom.   |                                     |
O-----O

```

As you can see, the boss is divided into five segments, all of which start red. The leftmost one is the head, which is the basis for the above HP value. Now, as I said earlier, all of the segments are red. We first want the four body (non-head) segments to become yellow. So, over the next two or so turns, focus on jumping on each body segment once, so that it becomes yellow. During the turns when the Wiggler attacks, just try to avoid being hurt; we can deal with the red segments again.



Once the head becomes yellow, begin using your Level 3 Bros. Attacks on it. As the boss only has 34 HP, this should finish it in one turn if you're properly leveled. If not, which is all too possible, you just have to start from the beginning again.

Finally, a footnote to mention. Do not attack the head until it is YELLOW. Wiggler will counter with a shockwave attack. Just because it is simple to dodge doesn't mean to do it -- it will return to full redness and you'll have to start that bit over again.

#####  
#####

```
O-----O
|                                     |
|                               BOSS: Chuckolator                               |
|                               Location: Chucklehuck Woods                       |
O-----O-----O-----O-----O-----O-----O-----O-----O
| HP (boss)   : 300                 | Attacks:                               |
| HP (shield): 30                   | - Slime Attack: Hammer counter.       |
| EXP.        : 260                 | - Cannon: Jump over.                  |
| Coins       : 0                   | - Tackle: Hammer counter.            |
| Item Drops  : 1-Up Mushroom.      |                                         |
O-----O-----O-----O-----O-----O-----O-----O-----O
| Notices:                             |
| - The "Slime Attack" above will possibly cause its target to fall over if |
|   it makes contact.                 |
| - The "Tackle" attack above may poison you if it hits.                   |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

First things first - do not use a jumping-type attack on this boss. It will not hurt you, per se, but the boss takes very little damage this way.

Anyhow, for the start of the battle, just focus on attacking the shield. Use regular Hammer attacks to do so, as it isn't really worth the BP (the shield has a mere 30 HP). Dodge the attacks as they come at you and so on.

Once the shield is gone, we can focus on the Chuckolator itself. Much like with the shield, use Hammer attacks or, preferably, Level 3 versions of the Hammer Bros. Attacks. After dealing about 150 HP worth of damage this way, Bubbles will come in and tell jokes to his precious cola to heal it some. Just continue your pattern. Heal when needed, and that'll be it, pretty much.

#####  
#####

```
O-----O
|                                     |
|                               BOSS: Cackletta                               |
|                               Location: Woohoo Hooniversity                       |
O-----O-----O-----O-----O-----O-----O-----O-----O
| HP (boss)   : 200                 | Attacks:                               |
| EXP.        : 900                 | - Lightning Bolts: Jump over.         |
| Coins       : 300                 | - Holes: Jump over.                  |
| Item Drops  : 1-Up Super.         | - Batty Attack: Jump over.          |
O-----O-----O-----O-----O-----O-----O-----O-----O
| Notices:                             |
| - The "Holes" attack above can make you heavy if you're hit with it.     |
| - The "Batty Attack" above may poison you if it hits. It only occurs when |
|   you hit the incorrect clone when Cackletta has been cloned.             |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

After dodging Cackletta's initial attacks (which can last a while), you may want to heal up, if it is needed. If not, go ahead and start with your Level 3 Bros. Attacks to deal some fair damage. It'll be a dodge-and-hit series for a while like this.

Eventually, you'll have to deal with three clones of Cackletta. By my knowledge, you cannot tell them apart. So, initially, just use basic jumps to go for one of the clones and hope it is the correct one. If it is, the other clones disappear; if not, an "!" appears and the clone will charge you as a bunch of bats. Jump over them, of course. Continue the Bros. Attack thing when you find the real clone and just keep dodging those crazy attacks.

#####  
#####

```
O-----O
|                                     |
|               BOSS: Popple         |
|               Location: Woohoo     |
|               Hooniversity         |
O-----O
| HP           : 150                 | Attacks: |
| EXP.         : 120                 | - Hit-and-Run: Hammer counter. |
| Coins        : 33                  | - Rookie Pound: Jump over shockwaves. |
| Item Drops: Red Pepper.           |
O-----O
| Notices: |
| - The "Hit-and-Run" attack above, if it hits, can have Popple steal a |
|   Mushroom from you and later use it to heal. |
O-----O
```

```
O-----O
|                                     |
|               BOSS: Rookie         |
|               Location: Woohoo     |
|               Hooniversity         |
O-----O
| HP           : 250                 | Attacks: |
| EXP.         : 180                 | - Hammer: Hammer counter. |
| Coins        : 33                  | - Popple Toss: Hammer counter. |
| Item Drops: 1-Up Mushroom.       |
O-----O
```

Okay, this battle is pretty easy, although there are two ways to go about it. It's pretty much the same as before, so you know.

The first is the more rewarding, but dangerous, way. It requires you first defeat Popple. Do so by using (preferably) Level 3 Bros. Attacks. The reason why this is dangerous is really because that Rookie will toss two Hammers at you each time you hit Popple. Basically, if you can deal with them just fine, go ahead and keep using the Bros. Attacks. Once Popple is dealt with, focus on Rookie. Remember to heal your BP when needed.

The other method is safer, but less rewarding. Basically, you'll need to only focus Bros. Attacks on Rookie, initially. Of course, that does mean you'll have to deal with both of their attacks, eventually. Anyhow, after Rookie's done with, focus on Popple until you either miraculously defeat him or he flees.

#####  
#####

```
O-----O
|                                     |
|               BOSS: Mom Piranha   |
|                                     |
```

Location: Beanbean International Airport

```

O-----O-----
| HP      : 220      | Attacks:      |
| EXP.    : 400     | - Energy Ball: Hammer counter. |
| Coins   : 0       | - Vine Whip: Jump over with both bros. |
| Item Drops: Spiny Badge A. |
O-----O-----

```

```

| Notices:
| - This enemy is weak to Luigi's Thunder attack, and absorbs Mario's Fire
|   attack, WHEN IT IS RED. If it is blue, it swaps elements.
O-----O-----

```

SUB-BOSSSES: Piranha Plants

Location: Beanbean International Airport

```

O-----O-----
| HP      : 30      | Attacks:      |
| EXP.    : 6       | - Fireballs: Jump over. |
| Coins   : 1       |
| Item Drops: Spiny Badge A. |
O-----O-----

```

```

| Notices:
| - The above stats are individualized.
| - This enemy is spiked and jumping on it without a Spike/Spiny Badge will
|   result in some damage.
| - This enemy is weak to Luigi's Thunder attack, and absorbs Mario's Fire
|   attack, WHEN IT IS RED. If it is blue, it swaps elements.
O-----O-----

```

Begin the battle by focusing on the minor Piranha Plants. Have Mario use the Firebrand on blue ones, and Luigi use the Thunderhand on the red ones. If a color of them is not yet in battle, just have the left-out brother Hammer a Piranha Plant the other brother is not going to attack. This is meant to minimalize damage taken from counterattacks.

Afterwards, you focus on the Mom Piranha. Attack her in a similar manner: use Firebrand if she is blue, Thunderhand if she is red. If a brother is left out, have him resort to Hammering, non-jump Bros. Attacks, or healing. After that, just keep dodging attacks, healing when needed, and always take out any minor Piranha Plants that appear -- they will counterattack if they're there when the Mom Piranha is attacked.

```

#####
#####

```

BOSS: Trunkle

Location: Teehee Valley

```

O-----O-----
| HP (boss)      : 110      | Attacks:      |
| HP (head)     : 60       | - Inhale: Jump over all but regular |
| EXP. (boss)   : 1,000    |               Mushrooms, which heal you. |
| EXP. (head)   : 30       | - Boulder Fist: Hammer counter. |
| Coins (head)  : 188     | - Sand Attack: Hammer counter. |
| Coins (boss)  : 0       | - Rolling Tackle: Jump on/over. |
| Item Drops (boss): 1-Up Mushroom, |
|               Super Mushroom. |
| Item Drops (head): None. |
O-----O-----

```

```

| Notices:
|

```

| - The first two attacks above are only available to the large Trunkle. |  
| The other two are used only by the clones. |  
O-----O

There are two ways to go about this battle - the quick way, or the rewarding way.

The quick way is simple: use a bunch of Level 3 Hammer Bros. Attacks on the head. That'll end the battle fairly quickly. Not much else to say, as far as that goes. However, you won't get any stats accounted for by the boss itself.

The rewarding way is somewhat harder, but a fair deal longer. You basically use your Level 3 Hammer Bros. Attacks on the boss's body. While you do this, dodge the attacks as per the above and heal when needed. Around the time you get rid of 55 HP, the boss will split into four. One will hold an orange; find it and follow it. Afterwards, use the Bros. Attacks on it.

That's basically it for the latter method. Dodge attacks and heal when needed. Note that the boss will eventually regroup into his larger form.

#####  
#####

O-----O  
| BOSS: Hermie III |  
| Location: Gwarhar Lagoon |  
O-----O

HP (boss) : 220	Attacks:
HP (claw) : 80 each	- Claw Snap: Jump after the pulse.
EXP. : 450	- Poison Bubbles: Hammer counter.
Coins : 80	
Item Drops: Lucky Ribbon.	
O-----O

| Notices: |  
| - The "Claw Snap" attack is disabled if both claws have no HP. |  
| - The "Poison Bubbles" attack above, as expected, will possibly poison |  
| you if it hits. |  
O-----O

At the start of the battle, you'll probably notice that Hermie has two claws. Well, as said above, the Claw Snap attack will be disabled if you get rid of their HP. Should you? Nah. This is mainly, in my opinion, because the attack they cause is pretty easy to deal with, and it reduces the chances of having to deal with the potentially-poisonous Poison Bubbles attack. Of course, if you feel the need to, go ahead and get rid of them first.

Either way, you'll probably want to initially focus on the boss himself. Begin, when possible, by using the Level 3 variation of Thunder Bros. to hopefully lower Hermie's defense a great deal. From here on out, pretty much focus on using Level 3 Bros. Attacks on Hermie -- remember to refreshing the defense decrease every few turns, though!

The only other thing to worry about would be when Hermie decides to retreat into his shell. When he does, simply have Mario use his Hand attack to burn the Christmas tree, which angers Hermie enough to make him come out.

That's pretty much it. Keep Hermie's defense down, batter him with Level 3 Bros. Attacks, and heal when needed, of course.

#####

#####

```

O-----O
|
|                BOSS: Piranha Bean
|                Location: Northeast Beanbean
|
O-----O
|  HP           : 140           |  Attacks:
|  EXP.          : 150           |  - Spit: Just jump over it.
|  Coins         : 1             |
|  Item Drops: Piranha Swing,   |
|                Piranha Suit   |
|
O-----O
|  Notices:
|  - This enemy is weak to Luigi's Thunderhand.
|  - This enemy is spiked and shouldn't be jumped on without using a Spike
|    or Spiny Badge.
|
O-----O

```

Honestly, not much to say -- it is more of a miniboss than anything. Avoid jumping on it and instead stick to using your Thunderhand, as it'll probably deal more damage anyways. You also should beware of the enemy's spitting attacks -- there are two varieties, but they are handled in the same way.

Yeah, that's about it. Use the Thunderhand and heal when needed.

#####

```

O-----O
|
|                BOSS: Popple
|                Location: Chucklehuck Woods
|
O-----O
|  HP           : 500           |  Attacks:
|  EXP.          : 600           |  - Hit-and-Run: Hammer counter.
|  Coins         : 121+         |  - Hammer: Hammer counter.
|  Item Drops: Super Mushroom. |  - Item Toss: Jump over or avoid all but
|                               |    the regular Mushrooms and
|                               |    the Coins.
|
O-----O
|  Notices:
|  - The "Hit-and-Run" attack above, if it hits, can have Popple steal a
|    Mushroom from you and later use it to heal, or your Hammer, which he'll
|    use to attack you!
|  - If a Poison Mushroom hits you during the "Item Toss" attack above, you
|    could be poisoned.
|
O-----O

```

Not really much to say about this fight, offensive-wise. Begin by using a Level 3 variation of Thunder Bros. to lower Popple's defense for a few turns. After that, just focus on hitting him with Level 3 Bros. Attacks, using Thunder Bros. every few turns to refresh the defense deficiency. And, as usual, heal when needed.

#####

```

O-----O
|
|                BOSS: Jojora
|                Location: Joke's End
|
O-----O

```

```
| HP           : 50           | Attacks:           |
| EXP.        : 500          | - Ice Magic Attack: Hammer counter. |
| Coins       : 200          | - Blizzard: Rapid A and B tapping.  |
| Item Drops: 1-Up Super.   |                       |
```

-----O-----

```
| Notices:
| - If you counter his "Ice Magic Attack", Jojora will flee the battle for
|   a few turns to grab his wand.
| - The "Blizzard" is only available when Jojora's friend is still active.
|
```

-----O-----

-----O-----

```
| BOSS: Ckuckklissa / Oholina / Hoohoolia / Teeheena
| Location: Joke's End
|
```

-----O-----

```
| HP           : 500          | Attacks:           |
| EXP.        : 800          | - Snowball: Hammer counter.         |
| Coins       : 180          | - Hug: Hammer counter.              |
| Item Drops: Ultra Nut.    |                       |
```

-----O-----

```
| Notices:
| - Only one of the above names apply, depending on which you picked in the
|   scene prior to the fight. I'll refer to her as Jojora's friend.
| - The "Snowball" attack above may knock whoever it hits on his butt.
| - The "Hug" attack above may poison whoever it hits.
| - This enemy can have two hair colors. If it is red, she is weak to
|   electric techniques and absorbs fire techniques. It swaps for the
|   blonde-haired enemy.
|
```

-----O-----

Okay, first things first. If you want some extra EXP. and Coins, you will want to first get rid of Jojora. Of course, the problem is that he will only take one point of damage each turn. Consider using multi-hit Bros. Attacks, such as the Cyclone Bros., if you're good enough at them. Also consider this if hitting Jojora's friend's counterattacks are too tough to deal with.

The strategy will remain the same either way. After dealing with Jojora, if you did, focus on his friend. The offensive will be a bit more complicated, due to the hair color of the friend determining her elemental weaknesses. If she is a blonde, just focus on using powerful Bros. Attacks for a while -- again, the Cyclone Bros. is a nice one to consider. Another option, during this time, is to have Mario use Fire Bros., since she IS weak to fire at this time, anyways.

Whenever she DOES become a red-head, be ready to have Luigi use Thunder Bros. on his next turn to do extra damage AND lower her defense. For the rest of the time she is a red-head, use Thunder Bros. continually with Luigi, and your best non-elemental Bros. Attack with Mario. Keep this up until she becomes a blonde again, at which point revert to the previous paragraph's strategy.

Other than that, it is a heal when needed kind of deal. Once you defeat the friend, if Jojora hasn't fled, go ahead and use Cyclone Bros. (for the multiple hits) with Luigi and a basic jump with Mario until Jojora is gone due to fleeing or dying.

```
#####
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```

-----O-----

```
| BOSS: Popple
| Location: Teehee Valley Underground
|
```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| HP          : 500          | Attacks:          |
| EXP.        : 500          | - Hit-and-Run: Hammer counter. |
| Coins       : 99           | - Hammer: Hammer counter.     |
| Item Drops: 1-Up Super.   |                          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Notices:
| - The "Hit-and-Run" attack above, if it hits, can have Popple steal a
|   Mushroom from you and later use it to heal, or take away a brother's
|   Hammer and use it to attack.
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|
|                               BOSS: Birdo
|                               Location: Teehee Valley Underground
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| HP          : 450          | Attacks:          |
| EXP.        : 900          | - Egg Toss: Jump over.          |
| Coins       : 495          | - Vacuum: Hammer counter.      |
| Item Drops: Ultra Syrup,   | - Egg Bomb: Jump over Bob-ombs if a bad |
|               Sledge Heart. |               guess occurs.      |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

As per usual, begin by using Thunder Bros. to lower the defense of both of your opponents. Afterwards, use Level 3 Bros. Attacks on Popple (namely Cyclone Bros. for more hits) until he is defeated. This is because of the usual idea that he'll flee and deprive you of rewards if Birdo goes out first. Of course, to make the battle quicker, just focus everything on Birdo.

Afterwards, just do the same to Birdo. Yeah, there isn't much thought you need to put into this. The only thing to mention has to deal with when, near the time Popple is KO'ed, she'll put him in one of a group of eggs. Basically, you will want to attack the one think he is in. If you guess wrong, you need to jump over a Bob-omb.

Yeah, little thought is put into this. Dodge attacks, use Bros. Attacks, refresh the defense decrease every now and then, and heal when needed until you win.

```

#####
#####

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|
|                               BOSS: Iggy Koopa
|                               Location: Bowser's Castle
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| HP          : 550          | Attacks:          |
| EXP.        : 800          | - Fireball: Hammer counter.    |
| Coins       : 99           | - Spin Attack: Hammer counter. |
| Item Drops: Max Mushroom.  |                          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Honestly not a bunch to say about this battle, like with most of the Koopaling battles. Begin as you normally would by using Thunder Bros. to lower his defense, then start using Level 3 Bros. Attacks to deal heavy damage. Probably no need to refresh the reduction either. Just keep it up and heal when needed.

```

#####
#####

```

```

O-----O
|                BOSS: Morton Koopa, Jr.                |
|                Location: Bowser's Castle                |
O-----O
|  HP           : 500           |  Attacks:           |
|  EXP.         : 800           |  - Fireball: Hammer counter. |
|  Coins        : 99            |  - Shockwaves: Jump over multiple times. |
|  Item Drops: Max Nut, Bowser |  |
|                Fist.         |  |
O-----O

```

Honestly not a bunch to say about this battle, like with most of the Koopaling battles. Begin as you normally would by using Thunder Bros. to lower his defense, then start using Level 3 Bros. Attacks to deal heavy damage. Probably no need to refresh the reduction either. Just keep it up and heal when needed.

```

#####
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```

```

O-----O
|                BOSS: Lemmy Koopa                       |
|                Location: Bowser's Castle                |
O-----O
|  HP           : 380           |  Attacks:           |
|  EXP.         : 800           |  - Fireball: Hammer counter. |
|  Coins        : 102          |  |
|  Item Drops: Max Syrup.     |  |
O-----O

```

Honestly not a bunch to say about this battle, like with most of the Koopaling battles. Begin as you normally would by using Thunder Bros. to lower his defense, then start using Level 3 Bros. Attacks to deal heavy damage. Probably no need to refresh the reduction either. Just keep it up and heal when needed.

Of course, as a note, Lemmy will split into clones at one point in the battle, probably. The easy way to deal with this is to use Thunder Bros. to attack them all.

```

#####
#####

```

```

O-----O
|                BOSS: Ludwig von Koopa                  |
|                Location: Bowser's Castle                |
O-----O
|  HP           : 550           |  Attacks:           |
|  EXP.         : 800           |  - Fireball: Hammer counter. |
|  Coins        : 99            |  - Spin Attack: Hammer counter. |
|  Item Drops: 1-Up Super.     |  - Spin Around: Hammer counter. |
O-----O

```

Honestly not a bunch to say about this battle, like with most of the Koopaling battles. Begin as you normally would by using Thunder Bros. to lower his defense, then start using Level 3 Bros. Attacks to deal heavy damage. Probably no need to refresh the reduction either. Just keep it up and heal when needed.

```

#####
#####

```

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O-----O

```



```

|                               BOSS: Roy Koopa                               |
|                               Location: Bowser's Castle                       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| HP           : 550                | Attacks:                |
| EXP.         : 800                | - Fireball: Hammer counter. |
| Coins        : 99                 | - Shockwaves: Jump over them. |
| Item Drops: Max Syrup, Bowser | - Shell Tackle: Jump over the shell. |
|                               Fang                               |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

During this battle, you'll have to deal with a pink Bob-omb with a counter on it. This Bob-omb will explode in eight turns, dealing you an instant game over. Be sure to win before then!

Otherwise, not a lot to say about this battle, like with most of the Koopaling battles. Begin as you normally would by using Thunder Bros. to lower his defense, then start using Level 3 Bros. Attacks to deal heavy damage. Probably no need to refresh the reduction either. Just keep it up and heal when needed.

```

#####
#####

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                               BOSS: Wendy O. Koopa                               |
|                               Location: Bowser's Castle                       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| HP           : 350                | Attacks:                |
| EXP.         : 800                | - Fireball: Hammer counter. |
| Coins        : 102               | - Laser Ring: Jump over.    |
| Item Drops: Max Nut.            |                               |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Notices:                        |                               |
| - Wendy can't be put under a defense reduction. |                               |
| - If the "Laser Ring" attack hits, you can be made heavier. |                               |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

During this battle, you'll have to deal with a pink Bob-omb with a counter on it. This Bob-omb will explode in eight turns, dealing you an instant game over. Be sure to win before then!

Unlike the other Koopaling battles thus far, you can't reduce Wendy's defense. So just keep it short and simple for the most part and use your best Level 3 Bros. Attacks.

Also worth noting is that, during the battle, she can clone herself. At that point, feel free to use the Thunder Bros. attack to find the real Wendy. Other than that, heal when needed and don't get hit!

```

#####
#####

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|                               BOSS: Larry Koopa                               |
|                               Location: Bowser's Castle                       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| HP           : 550                | Attacks:                |
| EXP.         : 800                | - Fireball: Hammer counter. |
| Coins        : 99                 | - Spin Attack: Hammer counter. |
| Item Drops: Max Mushroom.       |                               |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

During this battle, you'll have to deal with a pink Bob-omb with a counter on it. This Bob-omb will explode in eight turns, dealing you an instant game over. Be sure to win before then!

Otherwise, not a lot to say about this battle, like with most of the Koopaling battles. Begin as you normally would by using Thunder Bros. to lower his defense, then start using Level 3 Bros. Attacks to deal heavy damage. Probably no need to refresh the reduction either. Just keep it up and heal when needed.

#####

```
O-----O
|                                     |
|                               BOSS: Fawful                               |
|                               Location: Bowser's Castle                   |
O-----O-----O-----O-----O-----O
| HP           : 400                | Attacks:                          |
| EXP.         : 1,500              | - Lone Energy Ball: Hammer counter. |
| Coins        : 365                | - Four Energy Balls: Hammer what you can |
| Item Drops: Golden Mushroom.    | and avoid the rest.                |
|                                     | - Laser: Jump over.                 |
|                                     | - Flying Tackle: Hammer counter.    |
|                                     | - Block-and-Laser: Lots of fast jumps!! |
O-----O-----O-----O-----O-----O
| Notices:                          |
| - The two "Energy Ball" attacks and the "Laser" attack only occur when |
|   Fawful is in the green dome. Likewise, the "Flying Tackle" attack and |
|   the "Block-and-Laser" attack only occur when he is outside the dome. |
O-----O-----O-----O-----O-----O
```

At the start of the battle, and at various intervals throughout the fight, Fawful will hide in some green dome. During this time, he cannot be hurt. There is not much I think you CAN do about this, because he seems to just come out after a certain attack. So, basically, heal on your turns and, if forced to do an attack, don't use a Bros. Attack.

After the "Four Energy Balls" attack, the dome will overheat and Fawful will start flying. Since he'll only be out for a short time, simply skip the Thunder Bros. thing if you want and start using the Level 3 variations of your best Bros. Attacks.

After a few more turns, Fawful will retreat into his dome. This cycle will pretty much repeat itself. Just remember to heal during the time Fawful is in the dome, and ... well, that's about it. Good luck.

#####

```
O-----O
|                                     |
|                               FINAL BOSS, PART ONE: Bowletta             |
|                               Location: Bowser's Castle                   |
O-----O-----O-----O-----O-----O
| HP           : 500                | Attacks:                          |
| EXP.         : 0                  | - Fireballs: Jump over.             |
| Coins        : 0                  | - Star Shower: Hammer counter.     |
| Item Drops: None.                | - Explosion: Jump repeatedly.      |
O-----O-----O-----O-----O-----O
| Notices:                          |
| - After the fireball attack ends, some of these "Flarets" will stay in |
```

| the fight. They are weak, having a mere 10 HP. |  
O-----O

Not exactly what you would call a complicated boss, I must admit. Begin your offensive by utilizing Thunder Bros. to lower defense. From there on out, it is pretty much Level 3 Bros. Attacks the whole way. Don't worry about healing yourself; you shouldn't take too much damage if you pay attack. And, finally, when the Flarets remain in battle, use Thunder Bros. to eliminate them. This is because Bowletta will use them to attack or heal herself.

#####  
#####

O-----O  
| FINAL BOSS, PART TWO: Cackletta |  
| Location: Bowser's Castle |  
O-----O

HP (heart): 1,200	Attacks:	
EXP. : 0	- Blue Energy Ball: Hammer counters.	
Coins : 0	- Electric Ball: Hammer counter(s).	
Item Drops: None.	- Arm Extension: Double Hammer counter.	
	- Fire Attack: Simultaneous jump-overs.	
	- Arm Sweep: Double-jump over low arms.	
	- Eye Lasers: Jump if needed. Left eye	
	down means Mario jump, and	
	the same for the right eye	
	and Luigi.	
	- Fawful: Jump over energy balls, then	
	Hammer Fawful quickly.	
	- Energy Balls: Mario Hammers the purple	
	ones; Luigi, the green.	
	Ignore the blue ones.	

O-----O  
| Notices: |  
| - If the flick from the "Arm Extension" attack hits, you may be stunned. |  
O-----O

Finally, the final boss has truly begun. If you have enough Speed, you'll get the first turn. Otherwise, you'll be at a HUGE disadvantage, because you only have 1 HP, and with Cackletta attacking... Anyhow, dodge what is thrown at you and, regardless of what you think should be done, the first thing to do is eat a Max Nut or an Ultra Nut (preferably the former).

Afterwards, time for your offensive. You'll start with three targets: the right and left arms, and the head. (I don't have HP values for them; sorry.) Forget about using Thunder Bros. for now and go straight into your most powerful Level 3 Bros. Attacks, whatever they may be. Begin by focusing on the arms.

After they're gone, simply start attacking the head with basic jumps. Have a character send in an Ultra Nut, too; you'll need it. After getting rid of the head, the heart will appear and the other body parts will regenerate.

At this point, forget everything and immediately start using your best Level 3 Bros. Attacks on the heart -- we have 1,200 HP to get rid of, and we don't get a long opening at any point. (Now you see why I demanded the Ultra Nut in the above paragraph.)

Eventually, the heart will retract (although it will remain with whatever HP it had), and the cycle will begin anew.

Honestly, that's pretty much it. Keep up the cycle and heal when needed. (Yes, I say that every battle, but I mean it in earnest here -- Cackletta can hurt you quite easily.)

Good luck!!

8. Item Listings \*\*\*\*\*SAGA\_8\*\*\*\*\*

=====  
Basic Items  
=====

[item name]

~~ Effect: What it does.

-----

1-Up Mushroom

~~ Effect: Revives a KO'ed brother with ~50% of their max HP.

-----

1-Up Super

~~ Effect: Revives a KO'ed brother with all of their HP.

-----

Chuckle Blend

~~ Effect: Raises a brother's Speed by four.

-----

Chuckoccino

~~ Effect: Raises a brother's Defense by four.

-----

Golden Mushroom

~~ Effect: Recover 999 HP and BP (in other words, all of it) to a brother.

-----

Green Pepper

~~ Effect: Raises a brother's Defense while lowering weight.

-----

Hoofoo Blend

~~ Effect: Raises a brother's max BP by four.

-----

Hoolumbian

~~ Effect: Raises a brother's Power by four.

---

Max Mushroom

~~ Effect: Restores all of a brother's HP.

---

Max Nut

~~ Effect: Restores all of Mario's and Luigi's HP.

---

Max Syrup

~~ Effect: Restores all of a brother's BP.

---

Mushroom

~~ Effect: Restores 25 HP to a brother.

---

Nut

~~ Effect: Restores 20 HP to both Mario and Luigi.

---

Red Pepper

~~ Effect: Raises a brother's Power while increasing their weight.

---

Refreshing Herb

~~ Effect: Cures all status ailments, except for KO, on a brother.

---

Super Mushroom

~~ Effect: Restores 50 HP to a brother.

---

Super Nut

~~ Effect: Restores 40 HP to both Mario and Luigi.

---

Super Syrup

~~ Effect: Restores 40 BP to a brother.

---

Syrup

~~ Effect: Restores 20 BP to a brother.

---

Teehee Blend

~~ Effect: Raises a brother's 'Stacke by four.

---

Teeheespresso

~~ Effect: Raises a random stat for a brother by six.

---

Ultra Mushroom

~~ Effect: Restores 120 HP to a brother.

---

Ultra Nut

~~ Effect: Restores 100 HP to both brothers.

---

Ultra Syrup

~~ Effect: Restores 100 BP to a brother.

---

Woohoo Blend

~~ Effect: Raises a brother's max HP by four.

---

---

---

Key Items

---

---

[item name]

~~ Information: What it does and how to get it.

---

Azure Neon Egg

~~ Information: Give a blue Yoshi some Bean Fruit. Used to decorate the Yoshi Theater sign.

---

#### Bean Fruit

~~ Information: Found in seven places around Beanbean; see walkthrough for details. Makes a Yoshi lay a Neon Egg.

---

#### Beanbean Brooch

~~ Information: Given by Queen Bean to allow you into Chateau de Chucklehuck.

---

#### Beanbean Map

~~ Information: Allows you to view the whole of the Beanbean region.

---

#### Beanlet

~~ Information: One of five green pets found in the Beanlet hunting sidequest. See the sidequests section for details.

---

#### Beanstar

~~ Information: Found after obtaining its four pieces. Meant to be given to Bowletta in exchange for Peach.

---

#### Beanstar Piece

~~ Information: One of the four pieces of the Beanstar.

---

#### Beanstone

~~ Information: One of ten such stones in the Beanbean Castle Town. See the sidequests section for details.

---

#### Blue Neon Egg

~~ Information: Give a blue Yoshi some Bean Fruit. Used to decorate the Yoshi Theater sign.

---

#### Crabbie Grass

~~ Information: Herb found in the Guffawha Ruins used to cure Mario's Bean Fever.

---

#### Fake Beanstar

~~ Information: Given you in an attempt to keep the real Beanstar and Peach during the exchange at Joke's End.

---

#### Green Goblet

~~ Information: A goblet found in the tutorial stage for the Mole and Mouse techniques.

---

#### Green Neon Egg

~~ Information: Give a green Yoshi some Bean Fruit. Used to decorate the Yoshi Theater sign.

---

#### Green Pearl Bean

~~ Information: Found during the tutorial for the fire-dash and shock-paralysis techniques at Gwarhar Lagoon.

---

#### Membership Card

~~ Information: Win the barrel minigame in the S.S. Chuckola to get this and be allowed access to the hold.

---

#### Orange Neon Egg

~~ Information: Give a orange Yoshi some Bean Fruit. Used to decorate the Yoshi Theater sign.

---

#### Peach's Extra Dress

~~ Information: Our impromptu method of tricking Bowletta into letting the real Peach go.

---

#### Peasley's Rose

~~ Information: Given atop Hoohoo Mountain, this allows access into the Beanbean Castle.



---

Purple Chuckola Fruit

~~ Information: One of three fruits needed for passage in the Chucklehuck Woods.

---

Purple Neon Egg

~~ Information: Give a purple Yoshi some Bean Fruit. Used to decorate the Yoshi Theater sign.

---

Red Chuckola Fruit

~~ Information: One of three fruits needed for passage in the Chucklehuck Woods.

---

Red Goblet

~~ Information: A goblet found in the tutorial stage for the Mole and Mouse techniques.

---

Red Neon Egg

~~ Information: Give a red Yoshi some Bean Fruit. Used to decorate the Yoshi Theater sign.

---

Red Pearl Bean

~~ Information: Found during the tutorial for the fire-dash and shock-paralysis techniques at Gwarhar Lagoon.

---

Secret Scroll 1

~~ Information: Found in the Hammerhead Bros. newer residence, along the west path east of the main room. Play the game there to find this and have Mario learn the Bros. Attack Swing Bros.

---

Secret Scroll 2

~~ Information: Found in the Hammerhead Bros. newer residence, along the east path east of the main room. Play the game there to find this and have Luigi learn the Bros. Attack Cyclone Bros.

---

Spangle

~~ Information: Bring to Hermie for a decoration. See the sidequests section for details.

---

White Chuckola Fruit

~~ Information: One of three fruits needed for passage in the Chucklehuck Woods.

---

Yellow Neon Egg

~~ Information: Give a yellow Yoshi some Bean Fruit. Used to decorate the Yoshi Theater sign.

---

=====  
Beans  
=====

[item name]

~~ Effect:

---

Chuckle Bean

~~ Effect: Used to make drinks in the Starbeans Cafe. See the sidequests section for details.

---

Hee Bean

~~ Effect: Used to make drinks in the Starbeans Cafe. See the sidequests section for details.

---

Hoo Bean

~~ Effect: Used to make drinks in the Starbeans Cafe. See the sidequests section for details.

---

Woo Bean

~~ Effect: Used to make drinks in the Starbeans Cafe. See the sidequests section for details.

---

9. Clothing Listings \*\*\*\*\*SAGA\_9\*\*\*\*\*

[clothing name]

~~ Max HP +/- : Change in max HP.  
~~ Max BP +/- : Change in max BP.  
~~ Power +/- : Change in Power.  
~~ Defense +/- : Change in Defense.  
~~ Speed +/- : Change in Speed.  
~~ 'Stache +/- : Change in 'Stache.

~~ Other Effects: Anything else that occurs?

~~ Mario Wear? : Can Mario wear this?

~~ Luigi Wear? : Can Luigi wear this?

~~ Location(s) : Where can this be found? Note that all costs don't take a discount into account.

=====

#1 Trousers

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +31  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Wearer always moves first.

~~ Mario Wear? : Yes.

~~ Luigi Wear? : Yes.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 250 Coins.

=====

Ancient Jeans

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +40  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Wearer always moves first.

~~ Mario Wear? : Yes.

~~ Luigi Wear? : Yes.

~~ Location(s) : -- Drop by Limbo Bros.

=====

Anuboo Jeans

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +40  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Wearer always moves first.

~~ Mario Wear? : No.  
~~ Luigi Wear? : Yes.

~~ Location(s) : -- Drop by Anuboo.

=====

#### B. Brand Jeans

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +55  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Slowly recover HP in battle.

~~ Mario Wear? : No.  
~~ Luigi Wear? : Yes.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 600 Coins.

=====

#### Bean Pants

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +12  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : No.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 100 Coins.

=====

#### Beanstar Pants

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +60  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Wearer always moves first.

~~ Mario Wear? : Yes.

~~ Luigi Wear? : Yes.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 500 Coins.

=====

#### Bean Trousers

~~ Max HP +/- : +4

~~ Max BP +/- : +0

~~ Power +/- : +0

~~ Defense +/- : +10

~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : Yes.

~~ Luigi Wear? : Yes.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 130 Coins.

=====

#### Blue Jeans

~~ Max HP +/- : +5

~~ Max BP +/- : +0

~~ Power +/- : +0

~~ Defense +/- : +16

~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : No.

~~ Luigi Wear? : Yes.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 220 Coins.

=====

#### Bubbles's Gear

~~ Max HP +/- : +6

~~ Max BP +/- : +0

~~ Power +/- : +0

~~ Defense +/- : +45

~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : Yes.

~~ Luigi Wear? : Yes.

~~ Location(s) : -- Drop by Fuzzbush.

=====  
Casual Coral

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +80  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Blocks poisoning 60% of the time.

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : Yes.

~~ Location(s) : -- Win the surfing minigame is less than 38 seconds.

=====  
Casual Slacks

~~ Max HP +/- : +20  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +70  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : Yes.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 550 Coins.

=====  
Hard Pants

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +14  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : No.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 130 Coins.

=====  
Harhall's Pants

~~ Max HP +/- : +60  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +46  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Creates a random gravity effect (heavy or light).

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : No.

~~ Location(s) : -- Make every kind of clothing for Harhall.

=====

#### Heart Pants

~~ Max HP +/- : +9  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +10  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : No.  
~~ Luigi Wear? : Yes.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 120 Coins.

=====

#### Heart Slacks

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +60  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Raises Defense in-battle.

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : No.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 520 Coins.

=====

#### Hermetic Pants

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +45  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: There is 60% chance of not being poisoned.

~~ Mario Wear? : Yes.

~~ Luigi Wear? : No.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 300 Coins.

=====

#### Iron Pants

~~ Max HP +/- : +0

~~ Max BP +/- : +0

~~ Power +/- : +0

~~ Defense +/- : +70

~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: Makes the wearer heavy.

~~ Mario Wear? : Yes.

~~ Luigi Wear? : No.

~~ Location(s) : -- A Monty Mole in North Beanbean. See the sidequests section for details.

=====

#### Mushluck Pants

~~ Max HP +/- : +0

~~ Max BP +/- : +0

~~ Power +/- : +0

~~ Defense +/- : +65

~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: Increases your luck based on the number of Mushrooms you own.

~~ Mario Wear? : Yes.

~~ Luigi Wear? : No.

~~ Location(s) : -- Little Fungitown clothing shop, 258 Coins.

=====

#### Mushwin Pants

~~ Max HP +/- : +0

~~ Max BP +/- : +0

~~ Power +/- : +0

~~ Defense +/- : +60

~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: Increases strength based on the number of Mushrooms you have.

~~ Mario Wear? : Yes.

~~ Luigi Wear? : No.



~~ Location(s) : -- Little Fungitown clothing shop, 264 Coins.

=====

Oho Jee Wear

~~ Max HP +/- : +6  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +13  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : Yes.

~~ Location(s) : -- Drop by Oho Jee.

=====

Parasol Pants

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : -4  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Raises Defense in battles.

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : No.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 180 Coins.

=====

Peachy Jeans

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +65  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Luigi always attacks after Mario.

~~ Mario Wear? : No.  
~~ Luigi Wear? : Yes.

~~ Location(s) : -- Little Fungitown clothing shop, 280 Coins.

=====

Peasley Slacks

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +70  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Wearer is lighter than usual.

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : Yes.

~~ Location(s) : -- Little Fungitown clothing shop, 450 Coins.

=====

#### Piranha Suit

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +30  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Wearer slowly recovers HP in battle.

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : Yes.

~~ Location(s) : -- Drop by Piranha Bean.

=====

#### Plaid Trousers

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +36  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : Yes.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 300 Coins.

=====

#### Queen B. Jeans

~~ Max HP +/- : +14  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +75  
~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : Yes.

~~ Luigi Wear? : Yes.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 550 Coins.

=====  
Random Pants

~~ Max HP +/- : +0

~~ Max BP +/- : +0

~~ Power +/- : +0

~~ Defense +/- : +60

~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: Wearer is given a random gravity effect (heavy or light).

~~ Mario Wear? : Yes.

~~ Luigi Wear? : Yes.

~~ Location(s) : -- Drop by Boo.

=====  
Safety Slacks

~~ Max HP +/- : +0

~~ Max BP +/- : +0

~~ Power +/- : +0

~~ Defense +/- : +31

~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: Blocks poison 60% of the time.

~~ Mario Wear? : Yes.

~~ Luigi Wear? : Yes.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 220 Coins.

=====  
Scandal Jeans

~~ Max HP +/- : +0

~~ Max BP +/- : +0

~~ Power +/- : +0

~~ Defense +/- : +70

~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: Luigi always attacks before Mario.

~~ Mario Wear? : No.

~~ Luigi Wear? : Yes.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 280 Coins.

-----  
School Slacks

~~ Max HP +/- : -5  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +18  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Luigi always attacks after Mario.

~~ Mario Wear? : No.  
~~ Luigi Wear? : Yes.

~~ Location(s) : -- Drop by Eeker.

-----  
Shroom Bells

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +50  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : Yes.

~~ Location(s) : -- Little Fungitown clothing shop, 180 Coins.

-----  
Shroom Pants

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +30  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: You may get more Mushrooms after battles.

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : No.

~~ Location(s) : -- Little Fungitown clothing shop, 200 Coins.

-----  
Shroom Slacks

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +35  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: More Mushrooms means more luck.

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : Yes.

~~ Location(s) : -- Little Fungitown clothing shop, 250 Coins.

=====

#### Smart Pants

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +50  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : Yes.  
~~ Luigi Wear? : No.

~~ Location(s) : -- Drop by Eeker.

=====

#### Street Jeans

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +60  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : No.  
~~ Luigi Wear? : Yes.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 400 Coins.

=====

#### Tropic Slacks

~~ Max HP +/- : +12  
~~ Max BP +/- : +0  
~~ Power +/- : +0  
~~ Defense +/- : +30  
~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : Yes.

~~ Luigi Wear? : Yes.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 280 Coins.

=====

#### Wool Trousers

~~ Max HP +/- : +0

~~ Max BP +/- : +0

~~ Power +/- : +0

~~ Defense +/- : +32

~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: Automatically recover HP in battle.

~~ Mario Wear? : Yes.

~~ Luigi Wear? : Yes.

~~ Location(s) : -- From a Monty Mole in North Beanbean. See the sidequests section for details.

=====

#### Work Jeans

~~ Max HP +/- : +0

~~ Max BP +/- : +0

~~ Power +/- : +0

~~ Defense +/- : +5

~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : No.

~~ Luigi Wear? : Yes.

~~ Location(s) : -- Luigi's initial equipment.

=====

#### Work Pants

~~ Max HP +/- : +0

~~ Max BP +/- : +0

~~ Power +/- : +0

~~ Defense +/- : +4

~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Mario Wear? : Yes.

~~ Luigi Wear? : No.

~~ Location(s) : -- Mario's initial equipment.

=====  
10. Badge Listings \*\*\*\*\*SAGA\_10\*\*\*\*\*

[badge name]

~~ Max HP +/- : Change in max HP.

~~ Max BP +/- : Change in max BP.

~~ Power +/- : Change in Power.

~~ Defense +/- : Change in Defense.

~~ Speed +/- : Change in Speed.

~~ 'Stache +/- : Change in 'Stache.

~~ Other Effects: Anything else that occurs?

~~ Location(s) : Where can this be found? Note that all costs don't take a discount into account.

=====  
Bean Badge

~~ Max HP +/- : +0

~~ Max BP +/- : +6

~~ Power +/- : +8

~~ Defense +/- : +0

~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Location(s) : -- Your first badge.

=====  
Bean B. Badge

~~ Max HP +/- : +0

~~ Max BP +/- : +6

~~ Power +/- : +10

~~ Defense +/- : +0

~~ Speed +/- : +0

~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 78 Coins.

=====  
Beauty Badge

~~ Max HP +/- : +0

~~ Max BP +/- : +0

~~ Power +/- : +28

~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 200 Coins.

=====

#### Bowser Fang

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +50  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Location(s) : -- Drop by Roy Koopa.

=====

#### Bowser Fist

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +10  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Automatically increase Power once in a battle.

~~ Location(s) : -- Drop by Morton Koopa, Jr.

=====

#### Brilliant Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +45  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 350 Coins.

=====

#### Bros. Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +8  
~~ Power +/- : +25



~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 150 Coins.

=====

Bros. Life

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +22  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Slowly recover BP in battle.

~~ Location(s) : -- Not sure; I had to hack this one in.

=====

Bros. Respect

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +72  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Slowly recover BP in battle.

~~ Location(s) : -- Not sure; I had to hack this one in.

=====

Bros. Rock

~~ Max HP +/- : +0  
~~ Max BP +/- : +20  
~~ Power +/- : +20  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Location(s) : -- Finish the Beanstone hunting sidequest. See the sidequests section for details.

=====

Castle Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0

~~ Power +/- : +10  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 75 Coins.

=====  
Charity Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +15  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 140 Coins.

=====  
Chuckola Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +28  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Location(s) : -- Drop by Gold Beanie.

=====  
Counter Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +8  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Increases counterattack power.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 140 Coins.

=====  
General Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +15

~~ Power +/- : +45  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 350 Coins.

=====  
Grab Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +45  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Increases item drop rate.

~~ Location(s) : -- Little Fungitown clothing shop, 400 Coins.

=====  
Hand Aura

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +20  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Get HP when performing Hand attacks.

~~ Location(s) : -- Drop by Starkiss.

=====  
High-End Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +12  
~~ Power +/- : +0  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Increase your Power once per battle.

~~ Location(s) : -- From a Monty Mole in northern Beanbean. See the sidequests section for details.

=====  
Lucky Bros.

~~ Max HP +/- : +0

~~ Max BP +/- : +0  
~~ Power +/- : +26  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Increases the rate of Lucky attacks.

~~ Location(s) : -- Drop by Trunkle.

=====

#### Lucky Ribbon

~~ Max HP +/- : +0  
~~ Max BP +/- : +22  
~~ Power +/- : +0  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Increases the rate of Lucky attacks.

~~ Location(s) : -- Drop by Hermie III.

=====

#### Mari-Lui Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +20  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Slowly recover BP in battle.

~~ Location(s) : -- Little Fungitown clothing shop, 190 Coins.

=====

#### Miracle Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +22  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: You gain HP for using Jump attacks.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 120 Coins.

=====

#### Muscle Badge

~~ Max HP +/- : +0

~~ Max BP +/- : +0  
~~ Power +/- : +25  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Increases counterattack power.

~~ Location(s) : -- Little Fungitown clothing shop, 220 Coins.

=====

#### Mush Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +20  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: More Mushrooms means more power.

~~ Location(s) : -- Little Fungitown clothing shop, 160 Coins.

=====

#### Mush Badge A

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +40  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: More Mushrooms means more power.

~~ Location(s) : -- Little Fungitown clothing shop, 300 Coins.

=====

#### Mush Badge AA

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +45  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: More Mushrooms means more power.

~~ Location(s) : -- Little Fungitown clothing shop, 480 Coins.

=====

#### Oh-Pah Badge

~~ Max HP +/- : +0

~~ Max BP +/- : +0  
~~ Power +/- : +35  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Increases counterattack power.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 280 Coins.

=====

#### Oho Jee Symbol

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +28  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Recover HP when using Hand attacks.

~~ Location(s) : -- Drop by Oho Jee.

=====

#### Ohoracle Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +22  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Recover HP when using Hand attacks.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 130 Coins.

=====

#### Pea Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +2  
~~ Power +/- : +12  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 80 Coins.

=====

#### Piranha Swing

~~ Max HP +/- : +0

~~ Max BP +/- : +0  
~~ Power +/- : +25  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Recover HP with Hammer attacks.

~~ Location(s) : -- Drop by Piranha Bean.

=====

#### Power Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +20  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Increases the power of counterattacks.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 160 Coins.

=====

#### Salvage Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +40  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Increases the item drop rate.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 320 Coins.

=====

#### Sarge Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +15  
~~ Power +/- : +0  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Increases your Power once per battle.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 300 Coins.

=====

#### School Emblem

~~ Max HP +/- : +0

~~ Max BP +/- : +0  
~~ Power +/- : +18  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Location(s) : -- Drop by Mecha-Chomp.

=====

Sledge Heart

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +25  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: HP is recovered when using Hammer attacks.

~~ Location(s) : -- Drop by Birdo.

=====

Soulful Bros.

~~ Max HP +/- : +0  
~~ Max BP +/- : +40  
~~ Power +/- : +0  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Slowly recover BP in battle.

~~ Location(s) : -- Bring Spangle to Hermie. See the sidequest section for details.

=====

Spike Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +8  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Allows jumping on spiky enemies for double damage.

~~ Location(s) : -- Drop by Gold Beanie.

=====

Spiny Badge A



~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +22  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Allows jumping on spiky enemies for double damage.

~~ Location(s) : -- Drop by Mom Piranha.

-----  
Spiny Badge AA

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +50  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Allows jumping on spiky enemies for double damage.

~~ Location(s) : -- Little Fungitown clothing shop, 280 Coins.

-----  
Steady Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +12  
~~ Power +/- : +25  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: None.

~~ Location(s) : -- Drop by Red Viruses.  
                  -- Drop by Blue Viruses.  
                  -- Drop by Yellow Viruses.

-----  
Tank Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +55  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Recover HP with Jump attacks.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 400 Coins.

-----

Wonder Badge

~~ Max HP +/- : +0  
~~ Max BP +/- : +0  
~~ Power +/- : +22  
~~ Defense +/- : +0  
~~ Speed +/- : +0  
~~ 'Stache +/- : +0

~~ Other Effects: Increases the rate of Lucky attacks.

~~ Location(s) : -- Beanbean Castle Town clothing shop, 140 Coins.

=====

11. Accessory Listings \*\*\*\*\*SAGA\_11\*\*\*\*\*

[accessory name]

~~ Effect: Anything else that occurs?

~~ Location(s): Where can this be found?

=====

Bonus Ring

~~ Effect: Doubles EXP. gained in battle, as long as you aren't damaged.

~~ Location(s): Make your second new drink in the Starbeans Cafe.

=====

Cobalt Necktie

~~ Effect: Doubles your 'Stache points.

~~ Location(s): Make your sixth new drink in the Starbeans Cafe.

=====

Excite Spring

~~ Effect: Float on the defense by holding the jump button.

~~ Location(s): Make your third new drink in the Starbeans Cafe.

=====

GameBoy Horror SP

~~ Effect: Always get rare items from battles!

~~ Location(s): Make your seventh (and final) new drink in the Starbeans Cafe.

=====

Great Force

~~ Effect: Doubles the damage you give and receive.

~~ Location(s): Make your fourth new drink in the Starbeans Cafe.

=====  
Greed Wallet

~~ Effect: Doubles the Coins received from a battle.

~~ Location(s): Make your first drink in the Starbeans Cafe.

=====  
Power Grip

~~ Effect: You'll never drop the Hammerhead on the defense.

~~ Location(s): Make your fifth new drink in the Starbeans Cafe.

=====  
12. Shop Documentation \*\*\*\*\*SAGA\_12\*\*\*\*\*

This section will list the several shops in Mario & Luigi: Superstar Saga. You will find base prices (those WITHOUT discounts), items, and when they are available. You won't find the item's effects -- look in a different section for that stuff. And, without further ado...

Beanbean Castle Town - Item Shop \		
Item Name:	Cost:	Availability:
Mushroom	24 Coins	Always.
Syrup	24 Coins	Always.
Refreshing Herb	30 Coins	Always.
1-Up Mushroom	80 Coins	After first town reconstruction.
Super Mushroom	60 Coins	After defeating the Mom Piranha.
Nut	50 Coins	After defeating the Mom Piranha.
Super Nut	80 Coins	After defeating the Mom Piranha.
Super Syrup	50 Coins	After defeating the Mom Piranha.
Ultra Nut	140 Coins	After curing Mario's Bean Fever.
Ultra Syrup	180 Coins	After curing Mario's Bean Fever.
Max Mushroom	180 Coins	After reuniting the Beanstar.
Max Nut	220 Coins	After reuniting the Beanstar.
Max Syrup	150 Coins	After reuniting the Beanstar.
1-Up Super	240 Coins	After defeating Popple and Birdo.

Beanbean Castle Town - Clothing Shop \		
Item Name:	Cost:	Availability:
Bean Pants	100 Coins	Always.
Bean Trousers	130 Coins	Always.
Blue Jeans	220 Coins	Always.
Parasol Pants	180 Coins	After first town reconstruction.
Hard Pants	130 Coins	After first town reconstruction.
Heart Jeans	120 Coins	After first town reconstruction.
Plaid Trousers	300 Coins	After defeating the Mom Piranha.

#1 Trousers	250 Coins	After defeating the Mom Piranha.
Safety Slacks	220 Coins	After defeating the Mom Piranha.
Street Jeans	400 Coins	After curing Mario's Bean Fever.
Tropic Slacks	280 Coins	After curing Mario's Bean Fever.
Hermetic Pants	300 Coins	After curing Mario's Bean Fever.
Beanstar Pants	500 Coins	After reuniting the Beanstar.
Peasley Slacks	450 Coins	After reuniting the Beanstar.
Queen B. Jeans	550 Coins	After reuniting the Beanstar.
B. Brand Jeans	600 Coins	After defeating Popple and Birdo.
Heart Slacks	520 Coins	After defeating Popple and Birdo.
Casual Slacks	550 Coins	After defeating Popple and Birdo.

Beanbean Castle Town - Badge Shop \

Item Name:	Cost:	Availability:
Castle Badge	75 Coins	Always.
Pea Badge	90 Coins	Always.
Bean B. Badge	78 Coins	After first town reconstruction.
Counter Badge	140 Coins	After first town reconstruction.
Charity Badge	140 Coins	After first town reconstruction.
Bros. Badge	150 Coins	After defeating the Mom Piranha.
Miracle Badge	120 Coins	After defeating the Mom Piranha.
Ohoracle Badge	130 Coins	After defeating the Mom Piranha.
Power Badge	160 Coins	After curing Mario's Bean Fever.
Wonder Badge	140 Coins	After curing Mario's Bean Fever.
Beauty Badge	200 Coins	After curing Mario's Bean Fever.
Salvage Badge	320 Coins	After reuniting the Beanstar.
Oh-Pah Badge	280 Coins	After reuniting the Beanstar.
Brilliant Badge	350 Coins	After reuniting the Beanstar.
Sarge Badge	300 Coins	After defeating Popple and Birdo.
General Badge	350 Coins	After defeating Popple and Birdo.
Tank Badge	400 Coins	After defeating Popple and Birdo.

Little Fungitown - Item Shop \

Item Name:	Cost:	Availability:
Mushroom	24 Coins	Always.
Super Mushroom	60 Coins	Always.
Ultra Mushroom	100 Coins	Always.
Nut	50 Coins	Always.
Super Nut	80 Coins	Always.
Syrup	24 Coins	Always.
Super Syrup	50 Coins	Always.
Refreshing Herb	30 Coins	After reuniting the Beanstar.
1-Up Super	240 Coins	After defeating Popple and Birdo.

Little Fungitown - Clothing Shop \

Item Name:	Cost:	Availability:
Shroom Pants	200 Coins	Always.
Shroom Bells	380 Coins	Always.
Shroom Slacks	250 Coins	Always.
Peachy Jeans	280 Coins	After reuniting the Beanstar.
Mushwin Pants	264 Coins	After reuniting the Beanstar.

Mushluck Pants	258 Coins	After defeating Popple and Birdo.
Scandal Jeans	280 Coins	After defeating Popple and Birdo.

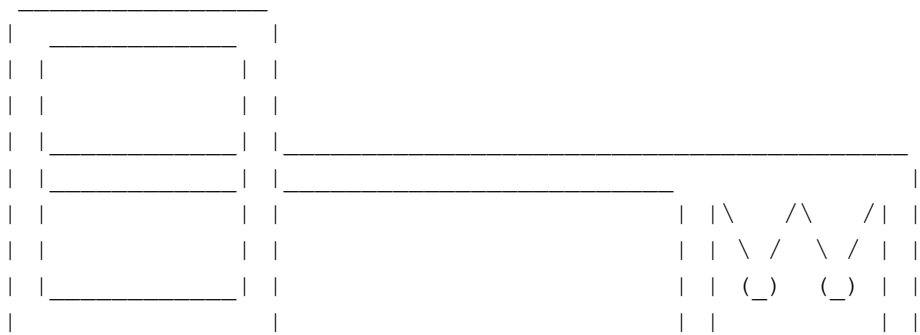
Little Fungitown - Badge Shop \

Item Name:	Cost:	Availability:
Mush Badge	160 Coins	Always.
Mari-Lui Badge	180 Coins	Always.
Muscle Badge	220 Coins	Always.
Spiny Badge AA	280 Coins	After reuniting the Beanstar.
Mush Badge A	300 Coins	After reuniting the Beanstar.
Grab Badge	400 Coins	After defeating Popple and Birdo.
Mush Badge AA	480 Coins	After defeating Popple and Birdo.

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