

# Mario & Luigi: Superstar Saga FAQ/Walkthrough

by THayes

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FAQ/Walkthrough for  
MARIO AND LUIGI: SUPERSTAR SAGA

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GUIDE INFORMATION

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#### VERSION HISTORY

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- 1.1: 18th June, 2008 (Format update)
- 1.0: 30th January, 2004 (First version)

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## 1. Introduction

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This is the first RPG on the Game Boy Advance to feature both Mario and Luigi as playable characters. It starts with a goodwill ambassador from the nearby Beanbean Kingdom coming to visit Princess Peach in her castle, but it turns out that the ambassador's only intent was to steal Peach's voice and replace it with words that explode when she speaks. Mario and Luigi decide to go off on another adventure to find the mysterious enemy that stole her voice. Using a simple command interface and graphics similar to those of the original Super Mario RPG on the Super Nintendo, this is a memorable and enjoyable game.

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## 2. Tips

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- 1: Battles can be started in three different ways. The first involves jumping on the enemy or hitting it with a hammer to start the battle, which takes off some HP for each enemy at the start of the battle. The second involves walking into the enemy face on, which will start the battle as normal. And the third is the one that should be avoided: Having the enemy walk into Mario or Luigi when their backs are turned. This causes either Mario or Luigi to skip a turn at the start of the battle, allowing enemies to inflict damage more easily. If possible, attempt to start battles in the first way.
- 2: Battles in the game are different from most Role Playing Games in that the player has lots of control over them. When the enemy advances, the player can jump to avoid the attack or even defend against the attack when the hammer becomes available in later parts of the game. When Mario or Luigi attack, make sure to press A or B when the character is just about to hit the enemy to score much more damage than with a usual attack.
- 3: Exploration is a main part of this game, and it can be frustrating to walk all the way to one side of the land only to find you have to travel back to the other side for the next section. This can be solved by using warp pipes: Green pipes located in nine different areas of the world which the player can use to select exactly where Mario and Luigi travel to next. Warp pipes

must be found to be activated, but are extremely useful for quick travel.

- 4: Not all locations can be visited to begin with. High ledges may require the High Jump, long gaps may require the Spin Jump, grey rocks the hammer and black rocks the hammer upgrade. If you find yourself in an area that seems to be impossible to get through early on in the game, then it probably is. Try again at later points in the game when powers have increased.
- 5: The Bros. Attacks are very powerful but seemingly complex moves that require accurate button presses at the exact time. They have three different levels, ranging from easy where the buttons are showed and the movement is slow, to difficult where no buttons are displayed and the speed is normal. Depending on what level you set the Bros. Attack will vary the damage that is done to the enemy, so it may be best to set it to a high level after practicing.
- 6: The controls are very simple in the game, though can be confusing at first. The A button is used to make Mario perform an action, the B button is used to make Luigi perform an action and the L and R buttons are used to switch between different actions. To start off with only the jump action can be used, but more actions are gained later on at different points in the game.
- 7: Though this RPG focuses more an exploration and battles, there is still some need for communication throughout the game. One example of this is on Hoohoo Mountain where players may find that the bridge leading to the next area will never be built, but this problem is solved by simply speaking to one of the bridge builders. If you find you can progress no further past a certain point of the game, make sure to talk to everyone in the area.

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3. Walkthrough  
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3.1. Mushroom Kingdom  
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MUSHROOM KINGDOM  
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At the start of the game, you will be playing as Toad in Mario's house. Walk to the shower door at the bottom-left corner of the house to find Mario, who after exiting the shower drags Luigi to the Mushroom Kingdom. Bowser is currently in the castle, but for once doesn't want to kidnap Peach. He does however want to fight with Mario, so the first battle in the game takes place here.

BOSS BATTLE 1: BOWSER  
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The command icon Solo appears above Mario's head, which is used for single attacks against an enemy. Select this Solo Attack by pressing A, and then select Bowser to attack. When Mario is near Bowser's head, tap A again to inflict double damage to Bowser. Bowser only has one defense in this boss battle, and that's to breathe fire. Simply press A to jump over the fire when it appears and continue attacking Bowser to defeat him.

## MUSHROOM KINGDOM

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After the battle, the mushroom explains that the Goodwill Ambassador from the Beanbean Kingdom has stolen Princess Peach's voice, and replaced it with explosive letters whenever she speaks. After the conversation, Mario will be left in the plaza outside the castle.

## PLAZA

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The plaza is a great place to get used to the basic controls of the game. The suitcase hasn't been given to Mario yet so items can't be viewed, but items can still be collected now for use later on. Walk up the steps at the right side of the plaza and jump (A) onto the hedge to collect the mushroom. When Toad asks if the mushroom is for him, select "Of Course" to get a Super Mushroom.

Two more mushrooms are found in the question blocks at the top-left and bottom-right corners of the plaza. After the three mushrooms in this area have been found, talk to Toad on the hedge at the top-left corner of the area and he will ask Mario to find his precious belonging. Select "Sure", then walk south to the bottom of the hedge to see the action icon change. Press A to get the precious item, then give it to Toad to get the 1-Up Mushroom.

There is nothing more to do in this area of the plaza, so continue north past Luigi to arrive in an area with a Save Album. Save if necessary, then walk to the top of this area to meet Toad, who will give Mario a suitcase for carrying items as well as 100 Coins. Walk north to the next area of the plaza to find Bowser on board his Koopa Cruiser. After the scene where Luigi 'volunteers' to be on Bowser's team, Mario and Luigi will both be on the Koopa Cruiser.

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### 3.2. Koopa Cruiser

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The green speaker on the wall explains that the ship is about to land in the Beanbean Kingdom. Hit the Save Album at the top of the room to save the game, then continue right along the path to the Koopas. The left Koopas say that the Start button is used to switch positions, and the right Koopas say that the A button is used for Mario's actions and the B button for Luigi's actions. Move over to the right side of the room to find two koopas near a Bros. Block.

Walk under the bottom Bros. Block and position Mario at the left side and Luigi at the right. Now just keep tapping A and then B to collect as many coins as possible from the block before it disappears. Walk to the bottom-right corner of the room to enter the next area of the ship, where a Koopa is currently standing behind a camera. Attempt to walk north, and the cameraman will call Mario and Luigi back so he can check their passports.

Press Select to open the luggage, and the cameraman will then take photos for the passports. Move Mario to the mat and either press a direction on the D-pad or stand still when the cameraman takes the picture. Switch characters and move Luigi onto the mat. After both pictures have been taken, continue north past the photo area and hit the question block between the crates to get a mushroom. Hit the question block at the bottom-right corner of the room for another

mushroom, then exit the room by walking up the steps at the top-right corner.

At the top of the steps, go to the right side of the room and push the barrel by walking into it. Walk south to find a Koopa, who offers to teach Mario and Luigi how to work as a pair. Select either speech option, then look at the barrel and select "Yes" when he asks if you'd like to break it. The dodging lesson will now start, featuring the Goombas. As they rush toward Mario, counterattack by jumping (A button) and landing on them. The same applies for Luigi, only the B button is used for the counterattack.

After the lesson is over, walk south and break the barrel to start the next fight against two Goombas. Use the dodging technique taught in the last lesson to counterattack, and make sure to press A (for Mario) or B (for Luigi) just before hitting the enemy to score double damage. After the battle, walk left to find a Koopa chasing two Goombas. Koopa will give you tips on how to stomp on an enemy before the battle, which will cause the enemy lose health at the start of the battle. Defeat the two Goombas to win this battle.

Walk up the steps at the bottom-left corner of the area and hit the Save Album near the right side of the sign. After saving the game, hit the red exclamation block near the left side of the sign, and a claw will pick up Luigi. We next find Luigi as a lookout, where a Koopa explains that the ship is now passing over the border before the Beanbean Kingdom. Luigi will soon see something rushing toward the ship, and the battle with Fawful will start.

#### BOSS BATTLE 2: FAWFUL

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Continue to Solo Attack until Fawful says "Fink-rat!!!". Look at the colour of the text when he does this. If the writing is green, then he will attack Luigi next. If it's red, then he will attack Mario. When Fawful says "Have you readiness for this?!?", objects are thrown at both Mario and Luigi, but the colour in the text still points out who is attacked first. After Fawful loses his jetpack, continue attacking him to win the battle. After the fight, Fawful shoots the ship, causing it to crash in the Beanbean Borderland.

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### 3.3. Beanbean Borderland to Hoohoo Village

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#### BEANBEAN BORDERLAND

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After landing, run left and hit the Save Album to save the game. Cross over the bridge and enter the castle on the other side to meet the border security, who ask Mario if he wants to do the Border Jump. Select "Yes" to start. Continue to jump over the moving rope until the border security let you pass. Though it's not necessary, the border security can be talked to again to play the next rounds of the border jump, where Hee Beans are rewarded.

#### STARDUST FIELDS

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After leaving the border security, walk left to the other side of the bridge to get the Beanbean Map. Pressing Select will now bring up a new map icon, which when selected will show the names of all the areas visited so far. Exit the map

to see a green pipe at the top-left corner of the area. This is a warp pipe, which can be used to transport to places where other warp pipes are found. As we haven't been anywhere else with a warp pipe, it can't be used yet.

Drop down the small step and continue south to the next area. The sign on the pillar explains that the spikes can be jumped. So stand near the spikes, then press A and B together while holding right on the D-pad to jump over to the other side. After passing the first three spikes, jump up and hit the question block to receive a mushroom. Drop down the three steps, jump over the next two spikes and hit the question block to get another mushroom. Cross over to the other side of the bridge and walk south to exit the area.

Walk to the bottom-left corner of the area and cross over the next bridge. Hit the Save Album to save the game, then jump up the three steps to see Bowser stuck in the cannon. Tolstar, the King of the Stardust Fields, will appear to explain that he must be given 100 coins in order to release Bowser. Walk down the steps and cross the newly made bridge at the bottom-right corner of the area. Walk north to the next area and jump the glowing spikes on the right.

Walk to the top of this area to find an arrow block and a question block. Hit the question block for a single coin, then stand under the arrow block and jump quickly, alternating between Mario and Luigi. Continue right to the next area, and walk down the steps to the question block at the bottom. Keep tapping A as quickly as possible under the block to collect as many as ten coins. Jump up the two steps on the right, drop off the cliff and hit the question block up on the small platform to collect a mushroom.

Some of the Fighter Flys in this area team up with Bill Blasters in battles, which gives greater coin rewards than any battle so far (6 coins). The Bill Blasters occasionally fire small bullets toward either Mario and Luigi, and these can easily be jumped. Unlike the Fighter Flys, a counterattack on the bullet will not damage the Bullet Bill. After the battle, jump up the four steps on the right, jump up to the ledge, then jump up the next two steps on the left to find the Bike Pads.

Jump on the Bike Pads, hold left on the D-Pad and keep tapping A and B to cross over to the other side of the gap. Quickly hit the switch block as many times as possible before it becomes blank, then ride the bike pads back over to the other side of the gap. Drop down the steps and cross over the bridge at the bottom-right corner of the area. Hit the question block after arriving in this new area to collect the Syrup. Climb up the slope on the right and walk onto the star to meet the Starshade Bros., who decide to train Mario and Luigi.

Select "Yes" to accept the training, and follow the commands shown at the bottom of the screen to learn the High Jump and the Spin Jump moves. Select "Yes" after completing the Spin Jump section to exit the basic training. The Starshade Bros. will now ask Mario and Luigi to touch the flag at the top of the cliff using the newly learnt moves. Walk down to the barrels on the right and make sure Mario is selected. Press L to enable Luigi's special move. Press B, then B again when Luigi jumps to bounce up to the top of the barrels.

Use the High Jump to bounce up to the next set of barrels on the right, then the ledge at the top. Now switch over to Luigi by pressing Select, and make sure Mario's Spin Jump move is selected by pressing L. Jump on top of Luigi by pressing B, then hold left on the D-pad and press B to float over to the other side of the small gap. Switch to Mario and High Jump up to the next ledge, then hit the question block after landing to collect a mushroom. Finally, select Luigi and Spin Jump over the gap to get the flag and complete the training.

Walk over the barrels on the left and hit the question block to get a syrup,

then walk south off the edge of the cliff and continue south to the next area. Cross over the bridge and hit the Save Album at the bottom-left corner. Walk up the three slopes on the right, and High Jump up to the ledge at the top. Hit the question block quickly as many times as possible to collect coins, then drop off the right side of the ledge and continue north.

High Jump up to the path on the left to find two question blocks. Hit the right block for a Syrup and the left block for a coin, and then drop off the left side of the path to land on the bridge below. Walk back to the bottom-left corner of the area, and High Jump up to the ledge north of the Save Album. High Jump up to the top of the barrels, High Jump up to the top of the ledge, then hit the arrow block with both Mario and Luigi.

Drop off the left side of the ledge and cross over the bridge to the next area. The Starshade Bros. will appear again to give another training session, this time on using the High Jump and Spin Jump techniques in battle. After the training, continue left over the next bridge. Check the coin status by pressing Select. If less than 100 coins are shown, then continue to defeat enemies until the coin count reaches 100 or more. After reaching this total, walk back to Tolstar at the left side of the Stardust Fields and give him the coins.

#### BOSS BATTLE 3: TOLSTAR

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Tolstar refuses to release Bowser after he is given the money, and decides to battle Mario and Luigi instead. Tolstar throws a mace, which can easily be avoided by jumping with both Mario and Luigi at the same time. About half-way through the battle, he throws a bouncing mace. Just stand still to avoid it. After Tolstar says "But how about THIS?!?", two maces are thrown randomly, so make sure to jump the low ones and stand still for the bouncing ones.

#### STARDUST FIELDS

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After the battle, one of the Starshade Bros. will appear to light the cannon, blasting Bowser away from the Stardust Fields. Spin Jump over the small gap to the path on the left, and walk left over the bridge. Cross the next bridge and hit the Save Album near the cave entrance to save the game, and then enter the cave. Jump up the three steps, and High Jump up to the left ledge. Hit the question block to collect a mushroom, then drop off the ledge and hit the next block at the top-left corner for another mushroom. Walk south to exit the cave.

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### 3.4. HooHoo Village and HooHoo Mountain Ascent

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#### HOOHOO VILLAGE

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Cross over the bridge at the bottom-left corner of the area to meet the guards, who accuse Mario and Luigi of kidnapping Prince Peasley. Tolstar will appear in the water to explain that Mario and Luigi are chasing Cackletta, and the guards will then let them go. Now that we can continue, cross over the bridge at the bottom-left corner of the area to enter the village. Walk south off the edge of the ledge, then walk down the steps on the left and cross over both bridges.

Hit the question block on the other side of the second bridge for a mushroom. Walk through the nearby entrance to enter a cave, where three question blocks are found. Hit the left and right question blocks for coins and the middle block for a mushroom, then exit the cave. Walk back up the steps on the right, High Jump up to the ledge and walk up the steps on the left. Walk left past both houses and walk to the path at the top-left corner to exit the area.

Hit the nearby Save Album to save the game, then walk south. Walk left across the bridge to the next area, then continue left across the small bridge at the other side of the area to see Fawful. Move near to him, and he will drop a big statue that blocks the path. Walk back through both areas on the right, jump up the step to see the Save Album and continue up the steps on the left. Walk left across the bridge to the next area, where a bridge is currently being built.

Talk to the bottom builder, who says that something is happening on top of the mountain. Enter the house to meet the Hammerhead Bros., who explain that they need Hoohoo Blocks from the mountaintop in order to make hammers. After the conversation is over, leave the house to see that the bridge has been finished (If the bridge isn't finished, talk to the bottom worker, enter the house, then exit). Walk left across the new bridge to start ascending Hoohoo Mountain.

#### HOOHOO MOUNTAIN ASCENT

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Walk over to the left side of the area to encounter the first enemy in the mountains: Beanie. This type of enemy is simple enough to defeat, but watch out for the two different kinds of attack that it uses. One is just a normal rush toward either Mario or Luigi, but in the other attack the Beanie pauses to lower its head first before the rush. After the battle, jump up the two steps on the left and hit the question block at the top-left corner for a mushroom.

Jump up the next four steps on the right, High Jump up to the ledge on the left, then High Jump up to the small ledge at the top-left corner of the area. Switch to Luigi and Spin Jump over the two gaps on the right. A question block containing a Syrup can be found by dropping off the left side of the ledge, so drop down and hit the block, then make your way back up to the ledge. Jump up the next two small steps to see a sign pointing to the Hoohoo Mountain Trail.

Instead of following the sign right, High Jump up to the path on the left and defeat the Beanie, then Spin Jump over the gap on the left. Hit the question block to receive a syrup, then Spin Jump back over the gap and continue right to exit the area. Jump up the seven steps at the left side of the area to find a sign and a whirlwind at the top. Spin Jump into the whirlwind, then tap right on the D-pad to float over to the other side of the gap.

Jump up the step and continue right to the next area. Walk up the steps to see a stone on fire. Jump up the four steps on the left and continue left to exit the area. Jump up the two steps on the left, High Jump up to the ledge and hit the question block to get a syrup. Drop off the left side of the ledge and walk over to the bottom-left corner of the area to see a fountain. Move Mario into the fountain to fill him with water, then move up to the nearby rock on fire. Tap B to have Luigi jump on Mario, which will put out the fire on the rock.

After the fire on the rock has been put out, a whirlwind will appear up on the right. High Jump up the two big steps on the right, then face left toward the whirlwind and select Luigi. Spin Jump into the whirlwind, and hold diagonally up and left on the D-Pad to float up to the ledge with the question block. Hit the block to collect a mushroom, then walk to the top-left corner of the ledge and Spin Jump over the gap to the next ledge on the left.



Hit the Save Album to save the game, then Spin Jump left off the left side of the ledge to land on the next ledge. Drop off the left side of the ledge and alternate between Mario and Luigi while jumping to hit the arrow block. Jump up the nearby steps and walk down the path at the top-left corner to exit the area. Walk to the right side of the area and walk into the fountain with Mario, then blow water at the burning rock on the left to make a whirlwind appear.

Walk into the water again, but this time walk right to exit the area. Blow water at the burning rock to create another whirlwind up above. Walk back to the area on the left and jump up the four steps on the left side, then select Luigi, Spin Jump into the whirlwind on the right and hold right to float onto the path. Walk right to the next area and Spin Jump into the next whirlwind, and then hold right to float to a small platform with a red exclamation block.

Hit the red block to make a fountain appear, then drop off the right side of the ledge and continue south to the next area. Drop off the end of the path and walk to the bottom of the steps to see the fountain that was just activated. Select Mario and walk into the fountain, then walk down the big steps on the right and spray the burning rock to create a whirlwind. Select Luigi, Spin Jump into the whirlwind and tap right to float into the second whirlwind.

From the second whirlwind, tap right again to float to the top of the steps at the right side of the area. Don't exit the area just yet. Instead, select Mario and High Jump up to the top of the small grass ledge. High Jump up the next normal ledge, then High Jump once more to land on a grass ledge with two question blocks. Hit the left block for a 1-Up mushroom and the right block for coins. Drop down the ledges and walk right to exit the area.

Hit the Save Album to save the game, then talk to Hoohooros in the middle of the area. Select "Yes" to accept his challenge, which involves catching ten Hoohoo Spirits in 30 seconds. When the challenge starts, quickly select Luigi and Spin Jump in the direction of the first spirit. Make sure that you don't land on the floor, or the first challenge will end. After collecting all ten of the spirits, Hoohooros will challenge Mario and Luigi to a battle.

#### BOSS BATTLE 4: HOOHOOROS

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At the start of the battle, two pillars can be seen. Jump on the pillar that Hoohooros is not hiding in, then jump on the pillar that Hoohooros is hiding in. Make sure to jump over the lasers that Hoohooros uses from this point on. When both pillars have been destroyed, Hoohooros will attempt to move back to his original pillar but will be unable to hide as it has been destroyed, so he can now be attacked normally. Keep following this method of destroying the empty pillar, then the pillar with Hoohooros in to stop him from hiding.

#### HOOHOO MOUNTAIN ASCENT

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After the battle, jump up the newly revealed step at the top of the area, then High Jump up to the ledge on the right. Walk down to the bottom-right corner of the ledge and Spin Jump over to the ledge with the question block, which holds a syrup. Jump up the newly revealed step again, and this time High Jump up to the ledge on the left. Spin Jump down to the ledge with the question block and hit it for a mushroom. Jump up the newly revealed step for the final time, High Jump to the ledge on the left, then High Jump up to the path to exit the area.

Walk up to the top-left corner and hit the red exclamation block to start the fountain. Jump up the small step on the right to encounter a Dry Bones, which from this point in the mountain upward will team up with Rex. Rex has 16HP, so he is by far the most powerful normal enemy found so far. To start with, Rex can't be counterattacked as he is too tall. After jumping on him once however, he can then be counterattacked and defeated in the normal way.

Walk up the steps on the left to see a burning rock. Spin Jump left over the gap, then Spin Jump over to the small ledge on the left. High Jump up to the green ledge above to see the gap between the spiked rocks. High Jump up to the next ledge on the left, then Spin Jump right and hold up to pass through the gap in the rocks. Select Mario and walk into the fountain that was activated by the red exclamation block at the start of this area.

Walk right through the tunnel to walk down some hidden steps, then drop off the path at the end. Walk up the steps and spray water at the burning rock to make the whirlwind appear above. Spin Jump over both gaps on the left, High Jump up to the green ledge, then Spin Jump into the whirlwind. Float up and right out of the whirlwind to land on a ledge with the question block. Hit the block to collect a syrup, then Spin Jump off the ledge to land back in the whirlwind.

Float right to land on a ledge, then High Jump up to the small platform at the bottom of the steps. Run up to the top of the steps and hit the question block on the right to receive a syrup. Walk north up the path to exit the area. Walk all the way over to the left side of the area and hit the question block to get the 1-up mushroom, then walk back to the right side of the area and High Jump up to the path at the bottom of the steps.

Climb to the top of the steps, select Luigi and Spin Jump into the horizontally moving whirlwind on the left. Float left from the whirlwind to land on a small ledge, and then Spin Jump left to land on the next ledge. Run up to the top of the steps on the left and walk up the path to exit the area. Jump left up the four big steps on the left, and climb up the small steps on the right to see another horizontally moving whirlwind.

Spin Jump into the whirlwind when it moves near the top of the steps. Float right away from the whirlwind, then float back into it before Mario and Luigi drop down to the floor. After the whirlwind moves as far right as it can, float right to land in the second whirlwind. Float down and right to land on a small grass area with a question block. Hit the block to receive a mushroom, jump up the small step on the left and High Jump up to the ledge near the whirlwind.

Spin Jump into the whirlwind and float back over to the ledge on the right. Jump up the two big steps and run left up to the top of the small steps. Select Luigi and Spin Jump down to the small ledge on the left, then Spin Jump left again to land on some steps near to a whirlwind. Run to the top of the steps and Spin Jump into the whirlwind, and then float left out of the whirlwind to land on a small grassy ledge with two question blocks.

Hit the left block for a syrup and the right block for a mushroom, then select Mario and High Jump back up to the ledge on the right. Drop off the right side of the ledge and walk up the steps to arrive at the summit of the mountain. A telescope is found at the bottom of the area, which can be used to view the land below. Tap A to exit the view. Hit the Save Album on the left, walk down the steps to the middle of the area and kick the purple HooHoo Block in front of Blablanadon to start the battle with Dragohoho.

BOSS BATTLE 5: DRAGOHOGO

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After Mario first attacks, Dragohoho will spit two fireballs. The fireballs move fast and take off up to 6 HP per hit, so be sure to jump over them. After Luigi attacks, Dragohoho decreases in height; though fireballs still appear at this point, they are slower and can be easily avoided. After the next two hits, Dragohoho spits a Hoho Stone, which he uses as a platform to shoot fireballs from a closer range. The Hoho Stone only has 4 HP, so make sure to destroy it as quickly as possible. After the battle, Dragohoho transforms into Prince Peasley. He will give Peasley's Rose to Mario and Luigi, then Blablanadon will carry them back down to the village.

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### 3.5. Hoofoo Village and Hoofoo Mountain Descent

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#### HOOHOO VILLAGE

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Walk left to the next area, hit the Save Album to save the game and continue left to the next area. Enter the house to see the Hammerhead Bros., who explain that they have just retrieved a Hoofoo Block from the waterfall. They make two hammers out of the block and give them to Mario and Luigi, then give a short tutorial on how to use them. After the tutorial, walk over to the right side of the house and then select the Hammer by using the R button. Hit the rock (A) to break it, then select the normal jump (R) and hit the question block for a nut.

Exit the house and walk right to the next area. Walk down off the edge of the cliff, and walk left to the next area. Walk over the bridge at the left side of the area to find the statue that was put there by Fawful. Select the hammer and hit the statue to break it, then High Jump up to the platform on the left. Walk over to the left side of the bridge and hit the question block to receive a nut. Drop off the bridge and continue south to start descending the mountain.

#### HOOHOO MOUNTAIN DESCENT

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Select the hammer and hit the first rock that blocks the path. Walk down to the grass at the bottom-right corner of the area and hit the rock, then jump up the small step and hit the next rock at the left side of the pillar. Hit the pillar to activate the fountain at the top of the area. Select Mario, walk into the fountain and spray water at the burning rock at the bottom-left corner of the area. Hit the rock with the hammer and continue south to the next area.

Walk down the path to the small grass platform and hit the arrow block quickly to receive as many coins as possible before it becomes blank. Run down the steps on the right and hit the Save Album to save the game, and then continue down the steps on the right to an area with a bridge. Hit the four question blocks in this area to receive two mushrooms and two syrups, then walk left back to the previous area. Hit the rock in front of the entrance and walk through to arrive in the cave with two mine carts.

Talk to the old man at the end and select "Yes" when he asks if you'd like to ride in the carts. The D-pad controls the flashlight beam, and the A and B buttons are used to make Mario and Luigi jump along the way. Make sure to collect at least ten jewels on the journey along the mine cart track in order to progress through to the other side of the track. Though it's not necessary, the old man can be talked to again to play the next rounds of the mine cart ride where Hee



small room with an arrow block. Hit the arrow block as many times as possible, then walk north to the previous room and talk to the person on the platform to meet Lady Lima, who drops Mario and Luigi into the sewers of the castle.

#### BEANBEAN CASTLE SEWERS

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Hit the nearby Save Album to save the game after landing in the sewers, then jump up to the green pipe on the left. Walk left, up and left along the pipe to encounter the first leak. To fix it, simply select the hammer with either Mario or Luigi and hit the stopper. Do the same thing with the second leak down on the left, and then the final leak down on the right. After all three leaks have been fixed the door to the next area will open, so walk through it.

After arriving in the second area, jump over the pipe on the left and walk up to the top-left corner of the area to see a red valve wheel. Select Luigi, choose the Spin Jump and then spin toward the wheel to create two additional leaks in the area. Ignore the leak at the top-right corner of the area (as this only leads to a battle), and hit the two new leaks with the hammer to open the door to the next area. Walk through it.

After arriving in the third area, walk right to enter an area with four valves and a red wheel. Select Luigi and Spin Jump into the wheel to create four leaks which need to be hit in order to open the next door. Hit the top-left stopper first, the bottom-left stopper second, the top-right stopper third and the bottom-right stopper fourth. Select Mario and High Jump up to the newly raised platform, High Jump again up to the red path and walk north to the next area.

This is a small room with two question blocks and a red valve wheel. Hit both of the blocks for two mushrooms, then select Luigi and Spin Jump at the valve wheel to create leaks in the third area. Walk south to exit this small room, walk west to the third area and fix the new leaks by hitting the stoppers with the hammer. After both leaks have been fixed, drop off the pipe and walk north through the newly opened door to the fourth area.

There is only one leak in this room, so jump on top of the green pipe and hit it with a hammer to fix it. Two gates will open at this point - the left gate revealing the real Lady Lima and the right gate which exits the sewers. Watch the long conversation with Lady Lima to find out that Cackletta has decided to steal the Beanstar from the castle. After the conversation, walk through the big left gate to arrive in a small room with five question blocks.

Hit the bottom three question blocks for three mushrooms, the top-left block for coins and the top-right block for a syrup. Exit the room, jump right over the pipe and hit the Save Album to save the game, then jump up the step and walk north through the door to exit the sewers. Walk up the three sets of steps and continue right at the top to enter the castle, where Cackletta and Fawful appear. After a short conversation, the boss battle with Queen Bean will start.

#### BOSS BATTLE 6: QUEEN BEAN

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This boss battle starts with Queen Bean sending a purple arc of lightning toward both Mario and Luigi: Press A and B at the same time to jump over it. Now it's very easy to attack Queen Bean and take only minimal damage off, so make sure to attack both of her arms first (using either the jump or a Bros. Attack) until they become weaker. Along the way Queen Bean will try to squash both Mario and Luigi by hitting them with her arm, but this can be avoided

simply by hitting the arm with the hammer as it is about to strike.

When both arms have become weaker, Queen Bean's crown will fall off of her head and now she can be attacked normally. At this point though Queen Bean will now start to spit beans toward Mario and Luigi; try to jump over these if you can, as if you land on them the beans will transform into Beanies that must also be defeated in the battle. Use as many Bros. Attacks as possible while Queen Bean is in this state, as her arms will soon grow back to normal size and the purple arcs of lightning will continue to be thrown.

#### BEANBEAN CASTLE SEWERS

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After the battle, Lady Lima will appear to explain that Cackletta forced Queen Bean to eat a Belly Belch worm, which was what turned her into the monster we just faced. Lady Lima explains that there is only one way to cure Queen Bean, which is to drink the legendary Chuckola Reserve from Chucklehuck Woods. Mario and Luigi agree to go to the woods to save Queen Bean. Before they go, Lady Lima gives Mario the Beanbean Brooch and tells him to head south-west from the castle toward Chateau de Chucklehuck. Walk south, east and then south twice.

#### BEANBEAN CASTLE TOWN

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Walk south after exiting the castle, and one of the inhabitants of the town will arrive to give Mario a Bean Badge, which increases strength in battle. Press Select to open the suitcase, select the Equipment icon, select the Badge icon and then select the Bean Badge to equip it. Luigi finds out that he's not getting a badge and refuses to move, so after Mario pushes him off screen walk south and enter the nearby shop where we can buy Luigi a badge as well.

Talk to the left shop assistant behind the counter, then select Buy to be given two options of items: Clothes and badges. Select the Badge icon first of all, buy the Pea Badge and equip it to Luigi, which will raise both his Bros. power and attack power. Now select the clothes icon and have a look at the three items that are displayed. Ideally the Blue Jeans are the best bet, as they give tremendous power and defense, though they are very expensive.

If you seem to be lacking coins at the moment, just leave the town and battle enemies to gain enough coins to buy them. If the Blue Jeans seem to much hassle to buy at this point, then don't worry about them for now and buy either the Bean Pants or Bean Trousers. After buying two pairs of clothes, equip them to Mario and Luigi and then exit the shop. There's nothing else to do here at the moment, so walk along the bridge at the left side of the area to exit the town.

#### WEST BEANBEAN

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Walk south down the first bridge on the left to enter the next area, then walk south to the bottom of the area. Jump up the four grass steps on the left, cross over the bridge to arrive in the next area, and walk west to the grass platform at the left side of the bridge. Select Luigi, walk to the top edge of the platform and Spin Jump north to land in an area near two guards. Talk to them and Mario will show the guards the Beanbean Brooch, who then quickly open the gate. After the guards open the gate, jump up the small step in front and follow the grass path along to the top-left corner of the area. Walk north up the path to the next area and walk through the door to the castle.



explain that the Chuckola Reserve is hidden in the woods. Walk north after the conversation to meet Cork and Cask again, who agree to teach Mario and Luigi new hammer techniques. Select "Yes" to start the tutorial.

Follow the instructions displayed on screen and hit Mario once to make him smaller, then hit him again to return him to normal size. Press Start to switch to Mario, hit Luigi with the hammer to hide him, then press A to jump back out. These two characters then challenge Mario and Luigi to find two cola goblets hidden in the next room. Walk right to the next room and drop down the big step to see a small tunnel between the two statues.

Select Luigi and hit Mario with the hammer to make him smaller. Walk through the small tunnel to the room on the other side, and jump up to the table near the top of the room to collect the red goblet. Walk back out through the small tunnel, and have Luigi hit Mario with the hammer to return him to normal. Walk right along the purple hall to see a gate which even Mario in his small size can't pass under. Select Mario and hit Luigi with the hammer, then select Luigi and have him tunnel under the gate to the room on the other side.

Jump up after arriving in the room to see a green goblet on a high platform at the right side of the room and a red button at the top-left corner. Jump up the small step at the top-left corner and hit the red button on the wall with the hammer to open the gate. Walk south to meet Mario, then return to the platform with the green goblet on it. Select Mario and High Jump up to the top of the platform to collect the green goblet. Exit the room, walk left and High Jump up the step, then continue north to the top of the hallway.

Though this is a dead end, there is a small raised circle at the top of this hall which contains a bean below. There are many of these circles in the game, and all nuts which are found below can be used in the shop later on to buy certain drinks which give powers. To get this bean simply select Mario and hit Luigi with the hammer, have Luigi tunnel under the circle and jump up under it to collect the nut. Exit this room at the bottom-left corner and wait for Cork and Cask to leave, then walk south twice to exit Chateau de Chucklehuck.

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### 3.9. Chucklehuck Woods to Chuckleroot

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#### CHUCKLEHUCK WOODS

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Walk west to the next area, High Jump up to the platform and hit the question block for a mushroom. Drop off the platform and walk to the top-left corner of the area to see a thin path with a rock at the end of it. Hit the rock with a hammer to break it, then continue north along the path to arrive in an area with three question blocks and a warp pipe. Hit the three blocks from left to right for syrup, coins and a mushroom, then walk through the pipe to create the warp point for Chucklehuck Woods on the map.

Exit the view of the map and exit the area, then walk west to arrive in an area with a gate. Select Mario and hit Luigi with the hammer, then have Luigi tunnel under to the other side of the gate to see a red button on the wall. Jump up and hit the red button with the hammer to open the gate and walk south to team up with Mario. Select Mario, High Jump up to the path at the top of the area and continue north to arrive in the next area.

High Jump up to the ledge at the bottom-left corner of the area and hit the



Save Album to save the game, then drop off the ledge and walk to the gate at the top of the area to see a rock on each side. Hit both rocks to see two small tunnels leading under the hedge. Let Luigi hit Mario with the hammer, then have Mario walk under the right tunnel to arrive in a small area with three question blocks. Hit the blocks for two syrups and a mushroom, then exit the small area. Walk through the left tunnel to arrive in a small area with a red button.

Hit the red button to open the gate and walk out through the tunnel to team up with Luigi. Have Luigi hit Mario with the hammer so that he returns to normal size, then High Jump up the big step at the top of the area and go north to the next area. Select Mario and hit Luigi with the hammer, then move Luigi under the barrel and make him jump to land in it. Move onto the small green face on the floor so that the fire rebounds off the barrel and creates a new step. Jump out of the barrel, High Jump up both steps and continue north to the next area.

Jump up the steps at the right side of the area, hit the rock with the hammer at the top of the steps and then continue right to arrive in an area with three question blocks and an arrow block. Hit the question blocks from left to right to receive coins, a refreshing herb and a mushroom, then hit the arrow block with Mario and Luigi for coins. There are also two Chuckle Beans in this area that Luigi can find when he tunnels under the circles. Exit the area.

Drop down the four steps, walk over to the left side of the area and jump up the four small steps to see a rock. Ignore the rock and continue left to the next area, where a barrel can be seen up on a high platform. Climb up the small steps south of the platform with the barrel, select Luigi and Spin Jump up and right to land on the barrel platform. Hit Luigi with the hammer, then have him tunnel under the barrel and jump up to land in it.

Drop off the platform and walk over to the red button at the left side of the area. Stand under the red button, and scroll through Mario's action icons until the barrel icon is displayed. Select A to jump on top of the barrel, then hit the red button with the hammer to create a step leading up at the left side of the area. Scroll through the command icons again and press A at the barrel icon to jump down, then High Jump up the steps and continue north to the next area.

#### CHUCKLEHUCK WOODS CHUCKLEROOT

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Walk north and hit the Save Album to save the game, then jump up the two steps at the left side of the Save Album and continue north to meet Chuckleroot. He explains that he will let Mario and Luigi pass only if he is given three kinds of Chuckola Fruit: White, Red and Purple. Chuckleroot then opens two gates at the left and right sides of the area, leaving us to continue on our quest. Pass through the gate at the left side of the area and walk left to the next area.

#### ----- 3.10. Finding the three Chuckola Fruits -----

#### CHUCKLEHUCK WOODS: RED CHUCKOLA FRUIT

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High Jump up to the ledge near the entrance to this area and hit the question block above for a refreshing herb. Drop off the platform and walk down the path at the bottom-left corner of the area. The granddaughter of Chuckleroot will appear in this next area, who agrees to open the gate providing that five of

the hidden beans are found. Hit Luigi with the hammer, then have him tunnel under the ground and jump up under all five of the circles to find the beans.

Talk to the granddaughter of Chuckleroot again, then walk south to the next area. Drop down the big step and walk to the south side of the hedge to see Wiggler. Jump on him three times and he will go under the hedge. Select Luigi and hit Mario with the hammer, then have Mario go under the gap in the fence, who quickly runs back out again. Wiggler will emerge looking extremely annoyed, so walk up to him to start the boss fight.

#### BOSS BATTLE 8: WIGGLER

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Wiggler will start off by charging toward either Mario or Luigi. Jump over his head as he charges and land on any of the four circles that make up his body to turn them yellow. Continue jumping on the red sections of his body, and when they are all yellow Wiggler will become normal. At this point just use a Bros. Attacks or jump on his head. He will become angry again at this point and, after raising up, will crash down creating an arc that heads toward Mario and Luigi. Just press A and B at the same time to have Mario and Luigi jump over this and his following charge. Jump on the four sections of his body again and then keep attacking his head to defeat him.

#### CHUCKLEHUCK WOODS: RED CHUCKOLA FRUIT

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After the battle, hit Mario with the hammer and have him walk under the arch in the hedge to find the red chuckola fruit on the other side. Walk back out the arch, have Luigi hit Mario with the hammer to return him to normal size, then High Jump up the step at the top of the area and walk north to the next area. Walk north through the area where Chuckleroot's granddaughter used to be, walk east after arriving in the next area and then walk south down the next path. Walk east and enter the cave at the right side of the area.

#### CHUCKLEHUCK WOODS: PURPLE CHUCKOLA FRUIT

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Walk north to find three question blocks and hit them from left to right to get coins, a mushroom and syrup. Continue east to the second section of the cave. Walk over to the right side of the area and hit the block for a mushroom, then move to the middle of the area and jump up the small step. Select Mario and High Jump up the two big steps on the right, then hit the block for coins. Drop back down the two big steps and jump up the five smaller steps on the left.

Jump on the Bike Pads, hold right on the D-Pad and tap A and B to cross over to the other side of the gap, then walk right to the third area. Drop off the ledge and hit the two question blocks for a mushroom and coins, then High Jump up the step on the left and High Jump north back to land back on the ledge. Select Luigi, walk to the edge of the gap on the right and Spin Jump over to the other side, then continue right after landing to get the purple chuckola fruit. Walk down the path at the bottom-right corner to exit the cave.

#### CHUCKLEHUCK WOODS: WHITE CHUCKOLA FRUIT

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Hit the rock with the hammer to break it and continue left to the next area.

High Jump up the step at the left side of the area and continue north to return to the area with Chuckleroot. Hit the Save Album to save the game, pass through the gate at the right side of the area and walk right to the next area. Walk up the path at the top-right corner to enter a small area with six rocks. Break all of the rocks with the hammer to reveal four raised circles, and have Luigi tunnel under these circles to collect four Chuckle Beans. Exit the area.

Walk to the path at the bottom-right corner of the area, drop down the big step on the right and walk through the gate to arrive in an area with a small tunnel under a hedge. Select Luigi and hit the Mario with the hammer, then have Mario walk under the tunnel in the hedge and hit the red button with the hammer on the other side, which will open the next gate. Walk back out through the tunnel to team up with Luigi, have Luigi hit Mario to return him to normal size, then walk through the newly opened gate to find another red button.

Hit this red button to open the gate on the left, hit Mario with the hammer and have him walk through the tunnel under the hedge. Walk through the newly opened gate and hit the red button on the other side, return to Luigi and walk through the newly opened gate. Hit Mario with the hammer to return to normal size, hit Luigi with the hammer and then have Luigi tunnel under the gate to the area on the other side. Hit the red button at the top-left corner to open the final gate in the area and start the fifteen second countdown.

Quickly jump on the arrow platform to bounce to the other side of the hedge and team up with Mario. Walk south through the two gates, select Luigi and hit Mario with the hammer. Walk under the tunnel in the hedge and go north through the before the final gate closes. Collect the white chuckola fruit, hit the red button at the top-right corner and walk south through the hedge to team up with Luigi. Hit Mario with the hammer so that he returns to normal size, then High Jump up the ledge at the bottom-left corner, walk west to exit the area and continue west through the next area to return to Chuckleroot.

#### CHUCKLEHUCK WOODS CHUCKLEROOT

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Walk south and hit the Save Album to save the game, then jump up the steps on the left to give the three chuckola fruits to Chuckleroot. Just as the path is revealed, Poppo and Rookie appear and rush down it before Mario and Luigi. Chuckleroot is now silent and will let Mario and Luigi pass, so walk around either side of him and continue north to exit the area.

#### CHUCKLEHUCK WOODS CHUCKALOLA

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Walk north through the next area hitting the question blocks along the way for coins, a mushroom, a refreshing herb and a 1-up mushroom. Hit the Save Album near the top of the area to save the game, then jump up the next four steps and continue north into the entrance of the tree. Walk north to find Bubbles, who is currently telling jokes to the chuckola reserve. After the conversation with Bubbles, the barrel of soda will transform into the Chuckolator.

#### BOSS BATTLE 9: CHUCKOLATOR

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Chuckolator will start by sending out soda which can be avoided by using the hammer on it. Use the hammer to break the shield that is held by Chuckolator, then continue attacking Chuckolator with either the hammer or the secondary

Bros. Attacks. At this point Chuckolator will start shooting bubbles, which must be jumped over as landing on them will inflict considerable damage to Mario and Luigi. Near the end of the battle Chuckolator will shrink in size, and when he moves toward Mario or Luigi just use the hammer to defend. After the battle, Mario and Luigi fall down a pit to an area below the woods.

#### CHUCKLEHUCK WOODS UNDERGROUND

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Mario will have landed in a different area of the cave, so for now we're just controlling Luigi. Walk right to the other side of the bridge and hit the Save Album to save the game, then walk north to the second area. Hit the two blocks on the left for two mushrooms and walk over the bridge on the right, then hit the bottom rock with the hammer and continue south to the third area.

Cross to the other side of the bridge, walk south and hit either rock. Move down to the bottom-left corner of the area and hit the question block for a mushroom, then walk up to the top-left corner to enter the fourth area. Hit the two question blocks below for coins, then walk over to the barrel at the left side of the area to find Mario and exit the cave.

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#### 3.11. Beanbean Castle to Woohoo Hooniversity

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#### BEANBEAN CASTLE

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Luigi will ride the barrel all the way back to the castle, where Mario once again reappears. The guards take the Chuckola Reserve-filled Mario into the castle, where Queen Bean is lying down in front of her throne. When Lady Lima asks if the Chuckola Reserve really was found, press B to have Luigi jump on Mario, who will give the Chuckola Reserve to the queen. After the Belly Belch worm exits the queen and bounces away, she will return to her place on the throne and Mario and Luigi will explain about Cackletta's evil plan. A guard will arrive to say that Prince Peasley has arrived, and Queen Bean asks Mario and Luigi to go out and meet him.

Walk south twice to meet Peasley, who since we last saw him has been trying to discover the location of Cackletta. He explains that he last saw Cackletta sneaking into Woohoo Hooniversity, which is found south-east from the castle. The queen says that she will now allow access to Woohoo Hooniversity. Walk south to exit the castle, walk south and hit the Save Album, then walk west and enter the house to see four pipes. Enter the green pipe to get the Castle Town on the map. Exit the house, walk east to return to the path and then walk down the bottom-left path to the Castle Town.

#### BEANBEAN CASTLE TOWN

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Things have definitely changed since our last visit to this town, where shops were closed and inhabitants were scattered all over from Cackletta's attack. Now all of the shops are open, so we can now explore the area and pick up a few important items before continuing onto Woohoo Hooniversity. Walk through the first entrance on the left to enter Starbeans Cafe. Here you can select a drink by trading in beans that have been found so far in the game. At this early

stage it's unlikely that many beans will have been found, but it's worth talking to the owner behind the counter just to see what drinks can be bought.

Exit Starbeans Cafe and enter the house at the bottom-right corner of town. Hit the question block for a mushroom, then exit the house and enter the shop at the top-right corner of town. Talk to the owner and view the new clothes and badges that are available. For clothes, if you bought the Blue Jeans or Bean Trousers last time I'd recommend staying with them; if you only bought the Bean Pants then buy the Hard Pants or Parasol Pants for both Mario and Luigi now. For badges, the Pea Badge should still be fine at this point in the game. After buying the new items, exit the shop and walk east to the next section of town.

Visit the information shop at the bottom-left corner of the town first of all, and talk to the owner behind the counter. At the moment buying information will only give a message on how Cackletta went to Woohoo Hooniversity after stealing the Beanstar, so don't bother buying information now. But this is an excellent place to come for hints if you find yourself getting confused about where to go in the game later on. Exit the shop and enter the long house near the top of town to see four question blocks. Hit the blocks from left to right for a Hoo Bean, syrup, another Hoo Bean and a Super Mushroom. Walk out of the right exit of the house and walk along the bridge at the right side of town.

#### EAST BEANBEAN TO SOUTH EAST BEANBEAN

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Walk south down the next bridge to arrive in the second area, continue south down the path with the guards at the end to the third area, and then follow the path down to the bridge at the bottom-right corner to enter the area outside of Woohoo Hooniversity. Before walking east, walk north up to the top of this area to find two question blocks. Hit the left block for coins and the right block for coins and super syrup. Walk south to the bottom-left corner of the area, then continue east to find two more question block, which both contain coins. Walk north over the next bridge, jump up the steps in front and hit the Save Album at the top to save the game, then walk through the entrance.

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#### 3.12. Woohoo Hooniversity

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#### WOOHOO HOONIVERSITY

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Walk north to see a number of students rush out of the hooniversity, along with one that trips over at the end. Continue north and talk to the professor on the floor to find out that Cackletta is in the hooniversity and has transformed all of the professor's into monsters. After this conversation, the professor on the floor will transform into a Laser Snifit and a battle will start. The Laser Snifit attacks by firing a ring, which can easily be jumped through but which takes off massive damage if it hits Mario or Luigi. Other than this the Laser Snifit is easy to defeat, and Bros. Attacks aren't even needed here.

After the battle, continue north through the arch to enter a blue room where a laser beam is active on the left. High Jump to the high ledge at the top-left corner of this area and hit the two question blocks for a super mushroom and syrup. Drop off the ledge and continue north to the next area. High Jump to the ledge on the left, hit the question block to receive a Hoo Bean and the exclamation block to rotate the statue so that the 'O' is facing south. High

Jump to the ledge at the right side of the room, hit the question block for a mushroom and the exclamation block to deactivate the laser in the first area.

Drop off the ledge and walk south to return to the first area, then walk to the bottom-left corner of the room to enter the third area. There are lots of Laser Snifits in this area which can be easily avoided, but you may want to fight them as they give lots of EXP per battle. Walk to the bottom-left corner of this room and hit the Save Album to save the game, take the first exit on the left and continue left through the next area to enter the block research room. There are two new blocks here which are frequently seen later on in the game: Random Blocks and Rally Blocks, so make sure to talk to the robot in front of these blocks to learn what they do and how to use them.

Exit the block experiment room and continue north to the next area. Walk north and take the first exit on the right to enter a small room with a random block. To use this block hit it with either Mario and Luigi, and it will then change to say either 'M' or 'L'. Quickly hit it with Mario whenever it says 'M' and Luigi whenever it says 'L' to get as many coins as possible. High Jump up to the ledge at the top of this room and hit the three question blocks from left to right for a nut, a mushroom and a Hoo Bean. Drop off the high ledge and walk west to exit the area, then walk north through the arch in the next area. Take the first exit on the right, then walk north through the next big door to enter a room with twelve statues and the Sun Door.

To change the colour of a statue, just hit it with a hammer. Change the statues so that the top line from left to right is red, red, blue and blue. The middle line should be red, blue, red and red. The bottom line should be red, blue, red and red. After solving this puzzle, a beam of light will shine from the sun door, reflect off the two mirrors in the previous rooms and open a new door. Walk south to exit the room, walk west to the next room and High Jump up to the high ledge. Walk north through the newly opened door, go to the top-left corner to enter the next area and hit the Save Album on the left to save the game.

Nearby is one of the rally blocks mentioned in the block research room earlier on in the hooniversity. Hit the block, and Mario and Luigi will stand at each side of it. As the block moves toward Mario, jump and hit it to send it back toward Luigi. Hit it with Luigi to send it back toward Mario, and so on. The speed of the block increases with each successful hit, but each successful hit also rewards Mario and Luigi with a coin. After the rally block has disappeared off the side of the screen, walk south to the next area.

Select Luigi, hit Mario with the hammer and then have Mario jump through the gap in the wall near the left side of the area. Select the hammer and hit the red button. Select Luigi, walk through the newly opened gate and hit the red button on the other side to create a red exclamation block near Mario. Select Mario and hit the exclamation block to display a message, which says that 30 points must be scored in 25 seconds to open a new gate. Press A to start this mini-game, where horizontally moving blocks of different speeds appear above Mario and Luigi. Hit the required number of blocks to open the gate.

Have Mario jump back out through the small gap, then walk through the gate on the left to team up with Luigi. Walk south and jump through the newly opened gap to land in a small room with a question block and some steps leading up on the left. Hit the question block for a mushroom, then jump up the steps on the left to land on the ledge that leads around the edge of this area. Walk north to the top-left corner, walk east and jump over the gap in the ledge, then drop down to the room with the red button. Hit the red button to open the gate leading to the small room with the barrel.

Jump back up the steps, drop off the ledge and go to the bottom-left corner of

the area to team up with Luigi. Have Luigi hit Mario with the hammer to return him to normal size, then walk through the newly opened gate to the room with the barrel. Select Mario and hit Luigi with the hammer, have Luigi tunnel under the barrel and then jump up to land in it. Walk to the high red button at the top of the area, have Mario jump on top of the barrel and hit the red button with the hammer to open a new gate. Let Mario jump off the barrel, have Luigi jump out of the barrel and walk to the top-right corner to exit the area.

Select Mario and High Jump up the big step, walk east to exit the area and walk south to exit the area. Continue south through the next two areas and walk east through the next area to arrive in the room with the newly opened gate. Hit the Save Album to save the game, then walk south through the gate to enter an area with four question blocks and one random block. Hit the four question blocks for a Hoo Bean, a mushroom, syrup and super mushroom, and then hit the random block using the method described in the block research room to get as many coins as possible. Walk west through the next two areas. Walk north through the tunnel, jump up the step on the left and hit the Save Album to save the game.

Walk down the slope on the left and continue west to the next area, then hit the nearby red button to drop a barrel down into the area we passed through earlier. Walk east, go back up the steep slope and walk south to return to the area with the red exclamation block. Select Mario and High Jump to the platform with the blue arrow pointing left. Select Luigi and Spin Jump over the two gaps on the left, then hit the button to open a new gate. Spin Jump over the gap on the left and drop off the left side of the ledge to land near the newly opened gate. Hit Mario with the hammer and have him walk through the gate to the maze.

Navigate through the simple maze and hit the button on the wall to drop another barrel down in the room we passed earlier, then exit the maze. Select Luigi and hit Mario with the hammer to return him to normal size, then High Jump up to the ledge on the right. Spin Jump over the two gaps on the right and drop off the right side of the final ledge to land on the path below the red exclamation block. Walk left and go through the tunnel at the end of the path to arrive in an area with the crane, then walk east to the next area and walk up the steep slope. Walk south at the top of the slope, then walk east to the barrel room.

Select Mario and hit Luigi with the hammer, then have Luigi tunnel under the left barrel and jump up to land in it. Move the barrel onto the small pad at the left side of the room, and electricity will shoot out from the face on the wall. The electricity will bounce off the first barrel, bounce off the second barrel on the right and hit the control panel on the wall, which causes the crane to be raised from one of the previous rooms. The crane reappears in the barrel room and takes Luigi's barrel, leaving Mario alone in the barrel room.

Jump up the small step at the bottom-left corner and exit the barrel room, then walk north through the tunnel and hit the Save Album at the top of the slope to save the game. Walk down to the bottom of the slope and continue west to the next area, where a new path is available where the crane has been raised. Jump up the five steps on the left to find three question blocks over the gaps on the left. Hit the three blocks from right to left for a refreshing herb, syrup and a mushroom. Drop off the platform and walk south to the next area.

After arriving in this area, the camera will scroll up to reveal Luigi at the top of the area. Make your way up the slope while jumping over the barrels that roll down. Walking into or jumping on any of the barrels will return Mario to the start point of the area. At the top of the slope, jump up to the platform with the crane to see Luigi's barrel being taken away, which reveals a button. Hit the red button with the hammer to lower a block at an earlier section of the area. Luigi's barrel will roll down the slopes to hit the red exclamation block seen earlier, which opens a new gate.

After the gate has opened, Luigi will join Mario in the barrel room. Select Mario, High Jump up to the high ledge on the right and walk east to exit the barrel room. High Jump up the ledge at the top of the area and continue north to the next area. Hit the Save Album to save the game, then exit the area at the top-right corner to return to the blue area with the stars on the floor. Walk to the bottom-right corner of the area and go through the gate that was opened when Luigi hit the red exclamation block.

Drop off the ledge after arriving in the area and walk over to the pipe with the water pouring out of it at the top-left corner. Have Mario walk into the pipe so that he becomes filled with the water, then walk south to the next area to see a mechanical mouse over the gap on the left. Position Mario so that he faces left toward the mouse, and have Luigi hit him with the hammer; the water will hit the mouse which causes the red exclamation block to move south. Drop down the step and hit the red block, then walk north twice to exit the area. After returning to the area with the blue floor with the stars on it, continue north through the exit at the top of the area.

Hit the red block at the left side of the room to open the new door and view a small scene with the Beanstar. Fawful tells Cackletta to unleash Princess Peach's voice on the Beanstar when she is ready, and then the game returns to Mario and Luigi. Walk north through the door and hit the two question blocks for a super mushroom and a Hoo Bean, then High Jump up the two steps at the top of the room. Hit the question block for a Hoo Bean, hit the Save Album to save the game and then walk north through the door. Mario and Luigi arrive just as the peach-bots start talking to the Beanstar, but it becomes angry and escapes from Woohoo Hooniversity. The battle with Cackletta will then start.

#### BOSS BATTLE 10: CACKLETTA

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The battle starts with Cackletta making six holes appear and advance toward Mario and Luigi. Make sure to jump over these, as landing in one of them can take off lots of HP and can also cause the character to become heavier during the battle. Cackletta will then raise one of her hands, causing lightning to strike the floor: If she raises her left hand then have Mario jump first to avoid the lightning, then Luigi.

For her right hand do the opposite, and for both hands have both characters jump at the same time. Occasionally she will make two copies of herself, leaving two fake Cacklettas and one that is real. There is no correct method for finding the real Cackletta when she does this, and the best thing to do is to guess at random. Near the end of the battle, Cackletta will keep making holes appear after each time Mario or Luigi attack, so make sure to jump over these in the same way as the holes that appeared at the start of the battle.

#### WOOHOO HOONIVERSITY

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After the battle, Fawful will take Cackletta's energy into his headgear and she will ask him to give one final attack to Mario and Luigi. Just as he is about to attack, Prince Peasley appears to blast Fawful out of the hooniversity. He tells Mario and Luigi to go down to the bottom floor in search of the Beanstar, and then floats away on his green cushion. After he leaves, High Jump up to the ledge at the top-left corner of the room and walk through the door to the first area. Hit the nearby Save Album to save the game, High Jump up the step, hit the question block for a nut and then walk west to the second area.



Walk down the steps and walk south at the bottom to find an arrow block at the bottom-right corner. Alternate between Mario and Luigi while hitting the block to get as many coins as possible, then continue west to the third area. Walk down the long set of steps and hit the Random block at the top-left corner, remembering to switch characters depending on the colour of the block. Go down the next set of steps and walk east to the fourth area. Hit the top question block for a mushroom, walk south to the snow-covered floor and hit the question block for a super net, walk west to the fifth area and north to the sixth area.

Jump up the big step at the top-left corner and walk east to the seventh area. Drop down the two big steps and hit the question block on the left for syrup, then walk east to the eighth area. Hit the question block near the left side of the Save Album for a super mushroom, then hit the Save Album to save the game. Walk east to the ninth area, and then walk up to the top-right corner of this area to see a mechanical mouse on the path on the left, similar to the one seen earlier on in Woohoo Hooniversity.

Have Mario drink the water from the pipe, then position him so that he faces the mouse when it stops for the first time. Have Luigi hit Mario with the hammer so that the water sprays on the mechanical mouse and pushes it into the gap between the pipes. The other two mouse also need to be put into the gaps between the pipes, but this is made more difficult as the second mouse doesn't stop moving like the first one did, and the third mouse will move from side to side. After all three mechanical mice have been put in the gaps, walk west to the eighth area and go through the newly opened doors. High Jump up the step in this new area and walk north to start the second battle with Popple and Rookie.

#### BOSS BATTLE 11: POPPLE AND ROOKIE

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As with the previous boss battle against Popple and Rookie, this battle first starts with Popple advancing toward either Mario or Luigi, which can be avoided by using the hammer at the correct moment. After this, Rookie will breathe flame which must be jumped over to be avoided. After the initial attacks are over, just keep using Bros. Attacks on Rookie and defending against the hammers that are thrown. When Rookie says "Master Popple!", then he and Popple will perform their own Bros. Attack. In this, he throws Popple up and launches into the air, then lands and causes two waves of flame to move toward Mario and Luigi. When Rookie says "I got heartburn...", Popple will perform one more basic attack and then the battle will end.

#### WOOHOO HOONIVERSITY

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After the battle, Popple and Rookie will be left lying on the floor, and the beanstar will be at the right side of the room. Suddenly a peach-bot falls onto the floor and starts talking, which enrages the beanstar again. As it starts to float away, Popple jumps up and grabs onto the star, followed by Rookie, Mario and Luigi. It floats out of Woohoo Hooniversity and as it starts rising up into the sky, everyone but Rookie drops off the star. Rookie finally remembers that he is in fact King Bowser, when the beanstar explodes into four separate pieces which drop down to the land below.

## OHO OASIS

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After landing on the beach, Luigi jumps up and looks around for Mario, who he finds in the sand a little way north. After Luigi scares the crabs away, tap A to have Mario jump out of the sand and team up again with Luigi. Hit the nearby Save Album to save the game, then continue north twice to enter a palace with a lightning symbol on the front. Jump up the two steps and walk east to find an arrow block at the right side of the palace. Hit this with both Mario and Luigi to get coins, then High Jump back up the big step on the left and walk through the entrance with the lightning symbol above it at the left side of the area.

## THUNDER PALACE

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The first gate in this area can't be passed just yet, so walk east to the next area to find a gate which Luigi can pass under. Have Mario hit Luigi with the hammer, then have Luigi tunnel under the gate to the other side. Jump up and walk through the doorway to the next area. Walk up the steps in the middle of the area and break the lightning block with the hammer to reveal the guardian, who declares these are the training grounds of the lightning palace. Continue up the next set of steps and look at the glowing blue orb to meet the guardian again, who decides to teach Luigi the Thunderhand skill. Listen to the tutorial and then wait for the guardian to stop talking.

Press R until the new thunderhand skill is selected on the command menu, hold A to charge the power and then release A to master the thunderhand skill. After the tutorial is finished, walk to the exit at the bottom-left corner to enter an area with a blue thunder orb. Face the orb, charge up the thunderhand power and then release it to activate the orb, which will open the gate. Walk out through the gate and walk east to team up with Mario. Walk west, south, High Jump up the step on the right and walk south to exit the thunder palace. Walk down the steps after exiting the thunder palace and continue south to the next area, walk west and then walk north to enter the fire palace.

## FIRE PALACE

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Jump up the two steps on the right and continue north through the entrance with the fire symbol above it. Walk west to the next area, have Luigi hit Mario with the hammer and then have Mario jump through the small hole in the wall. Walk north through the doorway, jump up the steps in the middle of the area and hit the fire block with the hammer to meet the guardian. Continue up the next set of steps and look at the glowing pink orb to meet the guardian again, who decides to teach Mario the Firebrand skill.

Listen to the tutorial and then wait for the guardian to stop talking. Press R until the new firebrand skill is selected on the command menu, hold A to charge the power and then release A to master the firebrand skill. After the tutorial is finished, walk to the exit at the bottom-right corner to enter an area with a fire symbol and an alcove. Face the alcove, charge up the firebrand power and then release it to set fire to the alcove, which will open the gate. Walk out through the gate and walk east to team up with Luigi. Walk east, south, High Jump up the step on the left and walk south to exit the fire palace.

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After exiting the fire place, walk south and then east. Hit the Save Album to save the game, then jump up to the grass on the right to see a small building with a fire symbol on the left side and a lightning symbol on the right side. Have Mario perform his new Firebrand skill on the alcove below the fire symbol, and have Luigi perform his new Thunderhand skill on the orb below the lightning symbol to create a bridge leading over the water. Walk east over the newly made bridge and enter the yellow pipe. Mario and Luigi will fall down to the bottom of the pipe. It can be climbed by holding the A button, B button and up on the D-pad at the same time, though for now tap down to arrive at the seabed.

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### 3.14. Seabed to Beanbean Airport

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#### SEABED

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Hit the nearby Save Album to save the game, then walk west to the second area to see a flame on the left and a blank alcove on the right. Have Mario use the Firebrand skill on the right alcove, which will remove the yellow coral on the left. Continue north to the top of the area and walk west to the third area. Walk south down the second path on the left, jump up the small step and tap A and B to float over to the top-left corner of the area. Walk through the green arch to the third area, have Luigi jump onto the ledge and use the Thunderhand skill on the orb. Walk through the newly opened doors to enter the fourth area.

Float over to the top-left corner of the area and walk through the entrance to arrive in an area with a red button and five shelves. Hit the red button and make note of the order that the fire burns on the shelves. Have Mario use his Firebrand skill to light fires on the shelves in the same order, and the nearby yellow coral will disappear. Walk south to the fifth area, then walk to the bottom-left corner to arrive in an area with a yellow pipe. Hit the Save Album to save the game, then enter the pipe and climb it by holding the A button, B button and up on the D-pad at the same time.

#### EAST BEANBEAN TO SOUTH BEANBEAN

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After exiting the pipe, hit the red button and then walk south through the gate to meet Prince Peasley, who says that Princess Peach will soon be landing at Beanbean Airport. Mario and Luigi agree to help search for the four pieces of the beanstar, but first Peasley wants them to head to the airport. Before we do that though, walk north, jump up the two steps and enter the cave. Walk through the green warp pipe in the cave to make the 6th warp appear on the map. Exit the cave and walk along the path at the bottom-left corner of the area.

Walk south along the first bridge to arrive in the next area, then walk down to the bottom-left corner to see three guards. Jump up the two steps near the left side of the guards, drop down on the other side and continue north to see a fence. Have Mario hit Luigi with the hammer, then have Luigi tunnel under the fence and jump out on the other side. Jump up the four steps and walk west over the bridge to the next area, drop south off the top of the tree and hit the red exclamation block and then walk south through the newly opened gate.

Walk east to the next area and move north to team up with Mario, then walk west to return to the previous area. Walk north over the bridge and continue walking west past the Boo switch to the next area, then High Jump over the bush on the left and walk south down the path to see two blue orbs. Select Luigi and have him use his Thunderhand skill on both orbs, which will create a bridge over the water. Walk south over this newly made bridge to the next area. Hit the random block using Mario or Luigi depending on the letter on the block, hit the Save Album to save the game and then continue south to enter Beanbean Airport.

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3.15. Beanbean Airport to Teehee Valley

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BEANBEAN AIRPORT

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Talking to the various people in the airport shows that they are excited about the rumours of Princess Peach's visit, but some wonder why her plane has been delayed. There's nothing else to do in here, so walk south down the bridge at the bottom-left corner of the area to meet Lady Lima, who says that there is a slight problem, as a number of Piranha Plants seem to have dug their roots into the runway where the plane was supposed to be landing. Avoid the Piranha Plants for now, walk west to the next area and hit the Save Album to save the game.

Select Mario and have him walk into the water pouring out of the pipe so that he inflates, then walk south to the single Piranha Plant in this area. Have Luigi jump on Mario so that the water hits the plant and freezes it. Select Luigi and have him use the Thunderhand skill on the frozen plant to defeat it, which will cause a single crack in the large egg on the right. Defeat the other four Piranha Plants on the runway in the same way, walk west and hit the Save Album again to save the game, then walk south to start the next boss battle.

BOSS BATTLE 12: MOM PIRANHA

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Start by jumping over the fireballs shot by the normal piranhas, then defeat the piranhas using hammer attacks. Mom Piranha will spit out a massive pink ball at this point, which can be hit back with the hammer by tapping A and B at the same time when the ball gets near. When both normal Piranhas have gone, use Luigi's Thunderhand skill on Mom Piranha and have Mario use his most powerful Bros. Attack. Next, Mom Piranha will swipe vertically with her vines. She pauses slightly before doing this, so make sure to jump over them.

After a while, Mom Piranha will change from red to blue and the normal Piranhas will also reappear. Defeat the normal piranhas in the same way as before, but for Mom Piranha switch to using Mario's Firebrand skill on her instead of Luigi's Thunderhand skill, and also use Luigi's most powerful Bros. Attack on her. Keep attacking in this way to defeat her, remembering to switch from Firebrand to Thunderhand when she changes back from blue to red. After the battle, walk east and talk to Lady Lima at the start of the bridge to view a scene where Peach's plane lands on the runway.

BEANBEAN CASTLE

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After the long conversation, Prince Peasely will talk to Mario and Luigi in the

castle to say that he is going off to look for the four pieces of the beanstar. After he leaves, walk north twice to the throneroom to talk to Princess Peach, who says that she wants to go to Little Fungitown, but to get there she has to pass through the dangerous Teehee Valley. After Queen Bean orders Mario and Luigi to go to Teehee Valley to protect the princess, walk south three times to exit the castle. Hit the Save Album and then continue south to the town.

#### BEANBEAN CASTLE TOWN

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There are a number of new items to be found here, in both the equipment shop (located just south of where Mario and Luigi currently stand) and also the item shop (which is found across the bridge to the east). For the equipment shop I'd recommend picking up two pairs of Plaid Trousers: One for Mario and the other for Luigi, and if you have enough money left over buy two Bros. Badges. For the item shop just get a good amount of Super Nuts and Super Syrup. After buying all of the items, walk east to exit the castle town.

#### EAST BEANBEAN TO NORTH EAST BEANBEAN

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Follow the yellow path north to the next area to find a familiar-looking blue orb near a gate. Have Luigi use his thunderhand skill on the orb to open the gate, then walk through, follow the yellow path along through the next three areas and go through the entrance to the cave. Hit the Save Album to save the game, drop down the six small steps on the right.

Continue east at the bottom of the steps to find the Hammer Bros. in the next area, who offer to reforge the hammers. Select "Yes" to their question, and they will make the Super Hammers for Mario and Luigi. Walk west, jump up the small steps and exit the cave, then follow the path all the way back along to the gate near the blue orb. Walk north up to the top of the area, break the rock with the Super Hammer and continue north to Teehee Valley.

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3.16.

Teehee Valley

#### TEEHEE VALLEY

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Walk north after arriving in the valley to see Toad appear with Princess Peach. He explains to Mario and Luigi to take very good care of the Princess, and they then walk off screen. We're left with Toad, thinking about something important that he forgot to say. He remembers, rushes north and explains that if Mario and Luigi let the Princess out of their sight she will be kidnapped. As he says this, the Princess is carried off by some Gritty Goombas into a nearby yellow pipe. Toad asks Mario and Luigi to rescue her, and then leaves.

Walk into the yellow pipe at the left side of the area and Mario and Luigi will fall down to the bottom. Tap down to exit the pipe, walk west to the next area and jump up on the table to find the Princess. Talk to her, and Mario and Luigi will take her back up to the top of the yellow pipe, where she begins walking to the other side of the area. As she walks, Gritty Goombas will approach her in an attempt to take her back down the pipe. Make sure to battle the various enemies that get near until she makes it over to the other side of the area.

Talk to her, and then walk east to the second area.

Follow the Princess through this area, again making sure to attack any of the Gritty Goombas that move too close. When she reaches the gate, Peach will turn around and start heading back the other way. Quickly hit the red exclamation block to open the gate, then talk to the Princess to have her turn back the other way; she will walk through the newly opened gate and continue north to the top of the area. Talk to her, and then walk north to the third area.

Start by following the Princess north until you see some steps leading up on the right. Ignore these steps for now, and make sure to walk around the area defeating all of the enemies. Peach can still be caught if she walks off the screen, so make sure to keep her near to Mario and Luigi. Hit the red button at the right side of the area to create a barrel on the path at the top of the steps, then talk to the Princess so that she walks back the other way.

Return to the steps that we passed earlier and jump up to the top, then walk east and hit the rock with the hammer to break it. Peach should still be moving right on the floor below, but she won't be there for long. Quickly have Mario hit Luigi with the hammer, then have Luigi tunnel under the barrel and jump up. In the barrel, drop off the end of the path to land near the Princess, then move down and right to the red button at the bottom-right corner of the area. Have Mario jump on top of the barrel and hit the button with the hammer, then drop off the barrel and go through the newly opened gate to the fourth area.

As with the previous areas, defeat all of the Gritty Goombas to ensure that Peach doesn't get taken down the yellow pipe in this area. When she reaches the gate at the left side of the area and turns back the other way, follow her back to the right side of the area. When she turns the other way again, jump up the first step on the left, High Jump up the next step and then jump up the third step to land on the high platform. With Peach still in view, Spin Jump over the platforms on the left and hit the red exclamation block, then continue north through the newly opened gate to the fifth area. Hit the Save Album and save the game, and continue north to start the boss fight against Trunkle.

#### BOSS BATTLE 13: TRUNKLE

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Trunkle will start off by either throwing rocks toward Mario and Luigi (which can be hit with the hammer), or by sucking in various objects like mushrooms and Gritty Goombas in from the side of the area. Jump over the Gritty Goombas and green mushrooms when this happens, but try to get the normal mushrooms. After the initial attack, continue using Bros. Attacks on Trunkle. Half-way through the battle, Trunkle will divide into four small parts. Attack any one of the four smaller Trunkles, and they will attack in one of two ways.

The first way is to roll toward Mario or Luigi much like the rock attacks that the large Trunkle uses. The second way involves the attacked Trunkle tunnelling toward Mario or Luigi and appearing in front of them. When it does this, hit it with the hammer and it will move vertically toward the next character (so if it goes for Mario first, it will move toward Luigi next). Just continue hitting it with the hammer until it moves back, and then defeat the other small Trunkles using in the same way. Continue using Bros. Attacks on the larger Trunkle to win the boss battle. After the battle, Mario, Luigi and Peach will ride the lift up to Little Fungitown.

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## LITTLE FUNGITOWN

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Walk north into the item shop first of all, and talk to the owner at the right side of the shop to buy some items. The only new item here which hasn't been seen in any of the previous shops is the Ultra Mushroom, which recovers 120HP to a character. If Mario and Luigi aren't at a high enough level to use these though, you'd probably be best stocking up on some Super Nuts, though make sure to leave at least 300 coins. Exit the item shop, walk north over the bridge and enter the equipment shop at the top-left corner.

Walk up the steps to the top of the equipment shop and talk to the owner to buy items. Select Clothes first of all to view three items of various prices. The best option here is the Shroom Bells, though if money is lacking then either of the other options are fine. Select Badges next to view three options that don't vary greatly in price, but do vary a lot in their abilities. The Musclebadge is the best option as it has high power, but also increases counterattack power in battles. After buying the new equipment, walk south to exit the shop.

Walk east outside the shop and hit the Save Album to save the game, then jump up to the purple platform on the right and continue east over the bridge. Walk north into the game arcade, jump up the three steps and play on the free arcade at the top-right corner to play 'The Star 'Stache Smash' game. Press the start button first of all to find out the values of the items. These are one point for bombs and mushrooms, three points for flowers and five points for stars.

Tap the start button again and the arcade game will start. Various items will rain down onto the platform in the middle of the area, and gaps will appear and disappear at either side. When the gap appears on the left, tap B to lower the platform down to the left. If it appears on the right, tap A. Sometimes the gap will seem too high for the items to go in, but this is solved by lowering the platform and then raising it so that the items are boosted into the gap. Keep playing until the score reaches 200, and the game will then end.

The owner will give Mario an invincishroom. Mario eats this strange mushroom, and then falls over. Luigi takes him to the nearby Mushroom Embassy where the doctor explains that Mario has Bean Fever caused by the invincishroom, and will soon be transformed into a bean. The doctor then explains that Crabby Grass may cure Mario, but it is located in a dangerous place named Guffawha Ruins. To inspire confidence, the doctor lowers a drawing of a fierce-looking enemy and explains that these are frequently seen in Guffawha Ruins.

Luigi hides in the corner until Peach convinces him to go, but it now seems as if Luigi can hardly move due to fright. Exit the embassy, continue south twice and enter Psycho Kamek's hut at the bottom-right corner. Talk to Kamek and he will hypnotise Luigi into believing that he is Mario. Luigi looks in the mirror to see Mario's reflection, and due to his new found confidence he is now no longer scared of the enemies in Guffawha Ruins. Walk west along the bridge at the left side of the area, hit the Save Album and walk south over the bridge. Walk left onto the lift and select "Yes" to travel down to Teehee Valley.

## TEEHEE VALLEY

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Walk south to the next area and jump on top of the elevator on the left. This wouldn't work earlier, but as Luigi is now alone it will take him up to the

ledge above. Drop down to the next ledge and continue west to the next area. Follow the path down to the next area, hitting both rocks with the hammer along the way, and then continue following the path down and along to exit the area at the bottom-left corner. Jump over the various steps and ledges on the left, jump on the blue arrow platform and then continue west to exit Teehee Valley.

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3.18.

Guffawha Ruins  
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GUFFAWHA RUINS  
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Walk west over the bridge and go north to find a question block. Hit the block for a 1-up Mushroom, then walk south and hit the Save Album to save the game. Continue south to the next area, walk down the steps and hit the three question blocks for two mushrooms and syrup. Walk west and jump up the four big steps, continue north to the next area and jump up the next two steps. Hit the red statue in the middle of this area with a hammer.

After the statue has been destroyed, a bubble will start bouncing near to Luigi. There are eight bubbles in all, and each bubble that is successfully popped will cause one of the statues in the area to be highlighted. The first bubble just needs to be hit with the hammer (A button). Bubbles 2-4 need to be popped in the same way, but each moves slightly faster than the one before it. Bubble 5-8 will alternate between being red and blue: Always hit them when they are blue, as hitting the bubbles when red will restart this sequence.

After the eight bubbles have been popped, a new statue will appear which has a red button in the middle of it. Hit the button with the hammer and continue north through the newly opened doors. Walk north to the blue door at the top of the area and use the Thunderhand skill on both glowing orbs. Hit the Save Album to save the game and then continue north through the blue door. Drop down the steps at the top-right corner and continue through the door to the second area.

Jump up the four big steps and hit the red exclamation block to raise the six yellow platforms on the left. Jump across these platforms to the ledge at the other side, remembering that they will drop whenever Luigi stands on them. If you do fall off any of the platforms, just jump up the steps at the top-right corner of the area and hit the red exclamation block to raise the platforms again. After making it across the platforms, walk north to the third area.

Walk down the steps at the top-right corner and continue east to the next area. Hit the question block near the two red pillars for a Super Mushroom, then walk west back to the previous area and north through the door. Jump up the six big steps to see some moving platforms on the left. Jump on the first horizontally moving platform, jump left to the vertically moving platform, then jump left across the next three platforms. Walk north to the next area. Hit the Save Album to save the game, and then walk north toward the blue button on the wall.

Hit the button with the hammer to lower all of the blue platforms in the area. Jump on the blue platform, jump east to land on top of the wall, jump east to land on the green platform and jump north to land on the second floor. Hit the green button and jump up the various platforms to the right section of the fourth floor. Hit the red button, drop down to the right section of the second floor and hit the green button. Jump over the wall on the left and hit the blue button, then jump up the various platforms to the exit at the top-left corner. Drop down the nine steps on the right and walk north to the next area.



Jump up the steps to the top of the area and hit the red exclamation block to reveal three platforms on the left. A talking rock will drop down asking Luigi to help escape his stress by jumping over flames for 30 seconds. Select "Yesss" and jump left, right or straight up to avoid the flames shot by the rock. After completing the mini game, walk south off the ledge and go through the newly opened blue door. Walk north and get the Crabbie Grass, go through the door at the top of the area and then walk into the yellow pipe. Hit the Save Album and walk east through the next pipe to return to Little Fungitown.

#### LITTLE FUNGITOWN

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After exiting the yellow pipe, drop off the ledge and walk across the bridge at the bottom-right corner of the area. Hit the Save Album at the right side of the equipment shop to save the game, then walk over the bridge at the top-right corner of the area. Jump up the steps on the right side of this area and Luigi will get struck by lightning, which stops him from thinking that he is Mario.

He walks over the next bridge and a shape appears which looks like Bowser, but it turns out to be Bowletta - Cackletta's mind in Bowser's body. Bowletta will then fly away in his ship, along with Princess Peach. Walk north to the next area, jump up the small purple step and continue north into the embassy. Go through the right doorway and Luigi will give the Crabbie Grass to Mario, which will stop him from transforming into a bean.

#### BEANBEAN CASTLE

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Mario and Luigi return to Beanbean Castle, where Lady Lima shows up to give a message from Bowletta. The message says that if the Princess is to be returned safely, then the four pieces of the Beanstar must be found and returned. The message ends, and Prince Peasley marks the locations of the pieces on Mario and Luigi's map. Toad then indicates the piece that he recommends getting first, which is the one we are about to head for. Walk south four times to enter Beanbean Town, buy some new items in the equipment shop if you want, and then walk east to exit the town. Walk north twice to return to Teehee Valley.

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### 3.19. Finding the First Beanstar Piece

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#### TEEHEE VALLEY

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Walk north, jump up the two steps and hit the Save Album to save the game. High Jump up to the ledge at the bottom-right corner of the area and continue east twice to arrive in an area with a large ship, the S.S. Chuckola. High Jump up the three big steps at the right side of the ship, then select Luigi and Spin Jump left to land on the deck of the ship. After landing, two of the crew members will rush out to grab the first beanstar piece, who will then take it down to the hold. Walk north to enter the ship.

#### S.S. CHUCKOLA

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Hit the Save Album to save the game, then walk down the steps on the left. Walk south twice and west to see the Beanstar piece being carried into the hold. Talk to the guard blocking the door and he will explain that a membership card is needed to access the hold. Walk east and then north twice. Talk to the guard at the door and say "Yes" when he asks if you're ready to take on work. Walk north through the doorway to meet Bink, and say "Yes" to start the barrel game.

Make ten lines consisting of either red or blue barrels within three minutes, and Mario and Luigi will be given the membership card. Walk south twice, west down the steps and talk to the guard, who will then allow Mario and Luigi to pass. Walk north to the hold and continue north to see one of the crew members holding the Beanstar piece. Talk to him, and he will agree to hand the piece over providing that Bloat is pushed out of the wall at the top of the hold.

Talk to the crew member standing at the left side of Bloat. Walk south, east, north, walk up the steps on the left and continue north to the next area to see some new floorboard's outside of the captain's room. Hit the floorboards with the hammer and some dynamite will drop to the hold below. Walk south twice, west and then north to return to the hold. Use Mario's Firebrand skill on the dynamite and Bloat will get blown out of the wall. This will also cause a hole to appear in the ship, which sinks to the bottom of the ocean.

#### SEABED

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High Jump up the nearby steps and walk left to land on the deck of the ship. Go to the top-right corner of the ship and hit the Save Album to save the game, then jump over the gap and continue right to the next area, where the Beanstar piece can be seen floating away. Jump over the next gap on the right, follow the path around to the end and jump over three gaps to land near an alcove. Have Mario use his Firebrand skill on the alcove, then pass through the newly opened gate at the bottom-left corner of the area. Hit the question block at the bottom-left corner of the area for a Hoo Bean, High Jump over the wall on the right and walk east to the next area.

Have Luigi hit Mario with the hammer, then have Mario jump through the gap. Walk down the next gap on the right to arrive on the other side of the previous area. Use the Firebrand skill on the alcove at the bottom-left corner of the area to remove the coral and walk north to team up with Luigi. Hit Mario with the hammer to return him to normal size, have Luigi use his Thunderhand skill on the orb at the bottom-right corner of the area and walk north through the newly opened gate. Select Mario and High Jump up the nearby ledge, walk east into the yellow pipe and climb up to the top to arrive in Gwarhar Lagoon.

#### GWARHAR LAGOON

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Walk south after exiting the yellow pipe and hit the arrow block as many times as possible. Walk east twice, and someone will shove Mario and Luigi out of the way to explain that a creature named Hermie has found a strange "bean-thing" and decorated his shell with it. After everyone rushes off to see Hermie, hit the Save Album to save the game, walk north to the next area and enter the green pipe to make warp point 8 appear on the map. If you have less than 200 coins at this point, just travel to other locations and either battle enemies or sell items in shops until you have the required amount of coins. Walk south, east, and north twice to enter the Jellyfish Sisters' Relaxation Room.

## JELLYFISH SISTERS

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Walk right and talk to the woman at the counter, then select "Please!" when she asks if you'd like to pay 200 coins to see the Jellyfish Sisters. Walk right to sit in the two chairs in the waiting area, and the two sisters (Gigi and Merri) will appear to massage Mario and Luigi's hands. In doing this, they activate the Firebrand and Thunderhand skills, and ask to teach Mario and Luigi advanced versions of these skills. Select "Teach us", and the two chairs will be lowered down to a secret cave below the relaxation room.

The Jellyfish Sisters will arrive to give a tutorial on these new skills, the first of which enables Luigi to electrify Mario and move him around. Press the L button to select the Thunderhand skill, press the B button to charge up the power and then release B to electrify Mario. When this happens, hold left on the D-Pad to back into Merri. Gigi will then teach Mario an advanced version of the Firebrand skill, which enables him to run much faster with Luigi. When the explanation is over, press the start button to switch positions, press the B button to charge up the Firebrand skill and then release A to use it on Luigi. When this happens, run right into the rock to complete the tutorial.

The Jellyfish Sisters then explain that they need Mario and Luigi to collect the two Pearl Beans from the next room. Walk north along the bridge to the next area, then walk north along the left bridge to arrive in an area with a Boo statue. Have Mario stand at the right side of the statue, and have Luigi use the Thunderhand skill on him. When this happens, back left into the statue to move it left, which causes a bridge to appear. Cross over this newly made bridge and move the second Boo Statue in the same way. Cross over the next bridge to arrive in an area with rolling bars. Have Luigi use Thunderhand on Mario and then walk carefully through the gap to the other side of the bars. Walk north to the next area and get the green Pearl Bean.

After returning to the Jellyfish Sisters, walk north over the bridge again to the next area, but this time take the right bridge to arrive in an area with a large Koopa. Have Mario use Firebrand on Luigi, then run right to knock down the Koopa. Do the same thing with the next Koopa and run north to arrive in an area with some rolling bars. Have Mario use Firebrand on Luigi, then go through the gap between the rolling bars and get the red pearl bean from the shell in the next area. After both beans have been collected, Mario and Luigi will be returned to the relaxation room. Run to the left side of the room and hit the Save Album, then walk south to exit the Jellyfish' Sisters' Relaxation room.

## GWARHAR LAGOON

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Walk south, then east across the bridge to see a large Koopa. Have Mario use Firebrand on Luigi, then run right into the large Koopa to knock him down. Walk east to the next area and knock down this Koopa in the same way, then walk into the yellow pipe and tap down at the bottom to enter an underwater area. Walk through the green arch at the bottom-right corner of the area and hit the three question blocks for a Hoo Bean, super mushroom and coins, then go north to exit the area. Select Luigi and Spin Jump into the waterspout at the top of the area to float up, and tap right at the top to land on the ledge. Walk south, enter the yellow pipe and climb up to the top to exit the underwater area.

After exiting the yellow pipe, hit the Save Album to save the game and walk south to the next area. Have Luigi use the Thunderhand Skill on Mario, then move carefully down and left through the gap in the rolling bars to the path on

the other side. Walk south to the next area, have Mario use the Firebrand skill on Luigi and quickly dash south through the gap in the rolling bars. Walk south through the next two areas, and then walk over to the left side of the beach to see a spin block. Have Luigi Spin Jump into this block from the right side, and push it over to the grass ledge on the left. Select Mario and High Jump up to the spin block, then jump up to the grass ledge and walk west to the next area.

Hit the Rally Block at the bottom-left corner of the beach, then exit this area at the top-left corner to arrive in an area with a Boo statue on a high ledge. Walk west twice, enter the yellow pipe at the bottom-left corner of the area and tap down to arrive in an underwater area. Walk north and hit the question block for a Hoo Bean, then continue north to the next area. Walk north to the top of the area and Spin Jump into the waterspout, then tap up at the top to land on the ledge. Walk through the next two areas, enter the yellow pipe to exit the underwater area and climb up to the top of the pipe.

After exiting the yellow pipe, go to the right side of the Boo Statue and have Luigi use Thunderhand on Mario. Back into the Boo statue to push it left, which will create the first section of a bridge in one of the previous areas. Drop off the grass ledge and walk south down the path on the left to the next area, then jump up the four steps on the right and hit the red exclamation block at the top to reveal a ball near the end of the grass path. When the 10 second countdown starts, quickly select Luigi and have Mario use Firebrand on him, then run right and hit the ball. Jump and hit the red exclamation block, then drop off the ledge and walk east over the newly made bridge to the next area.

Walk south and hit the Save Album to save the game. Walk west to the next area and jump up the four steps at the bottom-right corner. Hit the red exclamation block at the top to start the 20 second countdown, which makes a ball appear on the grass path. Have Mario use Firebrand on Luigi and run left down the path to push the ball out of the way. Hit the second exclamation block, then Spin Jump north over the gap and hit the third exclamation block to reveal another ball. Quickly use Firebrand on Luigi again and run east down this path to push the ball out of the way, then hit the fourth exclamation block.

Drop off the ledge and walk west over the bridge to the next area. Walk west to the right side of the Boo statue, have Luigi use Thunderhand on Mario and back into the statue to create a bridge leading north, which also creates the second section of a bridge in one of the previous areas. Walk north three times and then east once to arrive in an area with a spin block. Select Luigi and Spin Jump to push the block north, east until it hits the pillar, then north until it hits the blue wall. Jump up the steps on the left and Spin Jump onto the spin block, then Spin Jump right to land on a grass ledge with a Boo statue.

Have Luigi use Thunderhand on Mario and back into the statue to create the third and final section of the bridge in one of the previous areas. Drop off the ledge and walk west to the next area, walk north along the bridge and hit the Save Album to save the game, then continue north along the bridge to arrive in an area with Hermie III, a large crab with the Beanstar piece visible at the top of his decorated shell. The people that are decorating his shell jump off rush toward Mario and Luigi. This makes Hermie III angry that his shell is no longer being decorated, so he charges toward Mario and Luigi.

#### BOSS BATTLE 14: HERMIE III

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There are three places where Hermie can be attacked: His head or either claw. Just continue to attack his head during the battle, as when he attacks with the claws they can be jumped on to cause damage to Hermie. Any of the jumping Bros.

Attacks work well here, so use them to start with. Hermie will then extend with claw toward Mario or Luigi, which will shake slightly, then get bigger. When the claw gets slightly bigger, jump shortly afterward to land on the claw when it advances forward. When Hermie says that it's time to speed things up, he will start shooting bubbles which can be hit with the hammer. When he retreats into his shell and starts to heal, use Mario's Firebrand skill to get him out, then continue attacking as normal to win the battle.

#### GWARHAR LAGOON

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After the battle, the decorators will run back to comfort Hermie. Mario and Luigi explain that they need the suspiciously Beanstar-shaped decoration at the top of Hermie's shell, and after a quick conversation Hermie will give the first Beanstar piece to them. Walk west to the next area, select Mario and have Luigi use the Thunderhand skill on him, then back into the Boo statue to create a bridge leading over the water on the left. Cross over the newly made bridge and continue north to the next area, then hit the Save Album to save the game at the Cross Beach. Walk north to the next area, enter the green warp pipe and select warp point 5 to travel to Chucklehuck Woods.

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### 3.20. Finding the Second Beanstar Piece

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#### CHUCKLEHUCK WOODS

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You should have at least 500 coins at this point. If you don't, then go to the shop in castle town and sell items to get this amount of money before returning to Chucklehuck Woods. Go south after exiting the warp pipe, walk west to the next area and pass through the gate. High Jump up the ledge and continue north to the next area. High Jump up to the ledge at the bottom-left corner, hit the Save Album to save the game and walk west to arrive in an area with three question blocks. Hit the blocks from left to right for a 1-up mushroom, coins and a refreshing herb, then approach the big Koopa at the top of the area.

Select Luigi, have Mario use Firebrand on Luigi and then run north to knock the Koopa out of the way. Continue north along the path to enter a cave. Hit the two blocks at the right side of the cave for coins and a mushroom, then walk over to the left side of the cave and hit the random block above the small ledge. Walk south to exit the cave and arrive in the Winkle area. Hit the Save Album to save the game, then High Jump up to the ledge at the left side of the area to hit the arrow block as many times as possible. Walk south to the next area and follow the path west to enter the Winkle Colosseum. Talk to the snail with the blue shell behind the counter and select "Yes" when he asks if you're up to the challenge, then say "We'll pay" to pay the 500 coin entrance fee.

Walk north to the doors at the top of the area and talk to the snail, select "Yes" when he asks if you want to try and then go north through the doorway to enter the arena. Select "Yes" to start the Chuckola Bounce game. Use the d-pad to move around the arena, use the B button to rotate left and the A button to rotate right. The aim is to deflect the fireballs off the pole so that they hit the enemies at the side of the arena. Make sure to get the golden mushroom if it appears, as this will make one of the characters glow, so if any fireball hits them it will automatically bounce off to hit an enemy. Continue to deflect or avoid the fireballs until over twenty enemies have been hit.

After completing the Chuckola Bounce game, the snail outside of the arena will give Mario the Winkle Card. Walk south to exit the Colosseum, High Jump up the big steps on the right and continue north to the next area. Hit the Save Album to save the game, then talk to the snail blocking the path at the top of the area. Mario will show him the Winkle card, and the snail will acknowledge Mario and Luigi as being Colosseum champions. Walk north to the next area and hit the question block on the left for a nut. High Jump up the steps at the right side of the area and walk left to find the second Beanstar piece, as well as Popple. He sees Mario and Luigi and then challenges them to a boss battle.

#### BOSS BATTLE 15: POPPLE

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Popple will start by backing slowly toward the middle of the area. He will then quickly move his feet on the spot before grinning and rushing toward either character. As soon as he moves his feet, tap A and B at the same time to have both Mario and Luigi start to use their hammers, then release both buttons at the same time to defend against Popple when he attacks. If he does manage to avoid the attack, he will steal the hammer and use it on Mario and Luigi, which can cause massive damage. The stolen hammer will be unavailable for the rest of the battle. Apart from the amount of HP that Popple has this is similar to earlier battles, so just keep using Bros. Attacks to win.

#### CHUCKLEHUCK WOODS

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After the battle, Popple will run off and Mario and Luigi will get the second beanstar piece. Drop off the high ledge and continue south down the path to exit the area, hit the Save Album at the bottom-right corner to save the game and walk north to enter the cave. Jump over the small ledges on the right and walk south down the path at the right side of the cave to return to the area with the big Koopa, then walk east, south and east. Jump up the steps at the top of the area and continue north along the path, then enter the warp pipe and select warp point 4 to warp to the area south of the castle.

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### 3.21. Finding the Third Beanstar Piece

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#### SOUTH BEANBEAN

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Walk north to the second area and follow the path northeast to the third area. Jump over the bushes on the right and continue east to the fourth area with the Boo statue. Move to the right side of the statue, select Mario and have Luigi use Thunderhand on him. Move back to push the statue, then walk south over the newly made bridge and east over the next two bridges. Hit the two question blocks for coins and a Hoo Bean, then walk west back over the two bridges and south to the next area. High Jump up to the bush on the right and hit the Save Album to save the game, then walk south and jump up the bushes on the right to see the third Beanstar piece in the cage. Walk east to enter Harhall's studio.

Harhall thinks that Mario and Luigi have arrived to be his Splart Assistants, and the payment will be the Beanstar piece. Select Mario and walk into the water pump, then walk onto the footprints to watch Harhall's explanation of

Splart. Press B to shoot water at the blue designbomb, which will dye the fabric blue. Two or three designbombs can be shot toward the fabric at the same time to mix different colours, and other designbombs can then be shot toward the fabric to create different patterns. After the tutorial, Harhall says that he wants Mario and Luigi to make four different designs for him.

- 1: Watch the different speeds of the designbombs: Yellow moves fastest, blue moves at medium speed and red moves the slowest. Wait for the yellow and blue designbombs to float off to the side, then tap the B button when the red designbomb is in the middle to dye the fabric red. Walk into the water pump again and return to the footprints, then shoot any of the patterned designbombs to create a pattern on the red fabric.
- 2: Shoot the yellow designbomb onto the fabric to dye it yellow, then shoot the checked designbomb onto the yellow fabric.
- 3: Wait for the red and blue designbombs to float in line with the fabric, then shoot them toward the fabric to dye it purple. Shoot the polka-dot designbomb onto the purple fabric.
- 4: Shoot all three designbombs toward the fabric at the same time to dye it brown, and then shoot two or more designbombs toward the fabric to make a star pattern on the front.

After creating all four of the patterns, walk west to get the third beanstar piece from Harhall. Drop down the steps at the on the left and walk north over the two bridges to exit the area. Walk north over the next bridge and continue west to the next area, then High Jump up the bush on the left and walk west to exit the area. Walk down the bridge at the bottom-right corner of the area and enter the green warp pipe, and select warp point 3 to warp to the castle town.

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### 3.22. Finding the Fourth Beanstar Piece

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#### WEST BEANBEAN TO NORTH BEANBEAN

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Exit the Pipe House, walk east and down the first path to the castle town, then walk west to exit the town. Walk north to the next area and jump over the steps at the top of the area to find a gate. Have Mario use the hammer on Luigi and have Luigi tunnel under the gate. Jump out on the other side and hit the red button on the wall to open the gate. Walk south to team up with Mario and High jump up to the ledge on the right. Walk north to enter the warp pipe, which makes warp point 2 (north of the castle area) appear on the map. Select point 2 to return to this pipe and walk south to return to the previous area.

High Jump up to the top of the steps and walk south through the gate, then go east to the next area and follow the path northeast to see a blue orb. Have Luigi use Thunderhand on the blue orb to make a ledge appear on the right. Select Mario and High Jump up to the top of the ledge, then jump up the small step and walk north through the entrance to arrive in a cave. This cave has a new type of block in it called the simu-block, which appears in sets of two. Both blocks must be hit together at the same time to make the bridge appear.

For the first set of simu-blocks, walk east and have Mario jump up the two small steps so that he lands under the top simu-block. Next, move Luigi along until he is under the second simu-block, and then tap the A and B buttons at

the same time to hit both blocks. Cross over the newly made bridge to arrive in the second section of the cave. Start by having only Mario jump onto the lowest ledge at the right side of the area. Jump up the next two ledges and walk left so that Luigi positions himself under the bottom simu-block.

Have Mario walk south until he is standing under the top simu-block, then have Mario and Luigi jump together to make another bridge leading over to the third section of the cave. Jump up the two ledges at the right side of the area and then jump over the gap with Mario so that Luigi falls down the gap. Jump to hit both simu-blocks, cross over the third bridge and talk to the mole to get the wool trousers. Walk west and exit the cave. Drop off the ledge after exiting the cave and walk up the path on the left to find a big Koopa. Select Luigi, have Mario use Firebrand on him and then run north to knock the Koopa out of the way. Continue north to enter the theater.

#### YOSHI THEATER

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Walk north and talk to Boddle, the younger brother of Bubbles the soda maker. Mario and Luigi point out the beanstar piece on the sign, and Boddle agrees to hand it over providing that Mario and Luigi give him seven Neon eggs. Go north to enter the lobby and hit the Save Album to save the game, then go through the doorway at either side of the lobby to enter the theater. Walk north and talk to Fava on the stage, who explains that to get Neon eggs, the Yoshi's in the theater must be fed Bean Fruits. Fava marks the seven points on the map where Bean Fruits can be found. Walk south three times to exit the theater area.

#### BEANBEAN (ALL AREAS)

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- 1: Walk east twice to see some steps leading up near the top-right corner of the area. At the right side of these steps are four small flowers forming a circle on the grass. Have Mario hit Luigi with the hammer, then have Luigi tunnel under the flowers and jump up in the middle to find the bean fruit.
- 2: Walk east to the next area and High Jump up to the high grass ledge in the middle of the area. Hit the red exclamation block to create a new platform. Spin Jump north from the grass ledge to this newly made platform and Spin Jump right over the next small gap to land near a big Koopa. Select Luigi and have Mario use Firebrand on him, then run right to hit the Koopa out of the way. Continue east to the next area and jump up the four grass steps to land near a fence. Select Mario and hit Luigi with the hammer, then have Luigi tunnel under the fence. Jump out on the other side and hit the Save Album, then walk east to see the second bean fruit being eaten by a Bean Piranha. Luigi runs toward it and the boss battle starts.

#### BOSS BATTLE 16: PIRANHA BEAN

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Piranha Bean will start by shooting two fireballs at an extremely fast speed. As soon as you see the fireball appear from his mouth, make sure to tap B at that point to jump over it. Bros. Attacks can't be used here as Mario is back on the other side of the fence, but the Thunderhand attack works very well against the Bean Piranha. After being attacked a few more times, the Piranha Bean will spit out a miniature Prince Peasley which rolls toward Luigi. This takes off more damage than the fireballs, but moves slower and so can be more easily jumped. After the battle, tap A to hit Peasley and return him to his



normal size. Peasley gives Luigi the bean fruit and then floats away.

#### BEANBEAN (ALL AREAS)

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- 3: Walk west over the bridge and walk south on the other side to drop down to the steps below. Jump up the steps to team up with Mario at the top, then walk west to exit the area. High Jump up to the ledge in front of the big Koopa and walk west over to the other side of the bridge. Drop down to the sand on the other side and walk south to the next area. Walk west along the path at the bottom-left corner of the area and continue south to the next area. Walk down to the bottom-left corner of this area to see three guards standing at the side of the path. Near the right side of the guards are a rectangle of flowers. Hit Luigi with the hammer and have him jump up at the right side of the left flower in the rectangle to find the bean fruit.
  - 4: Walk west twice and walk south down the bridge to find a rock blocking the way. Hit the rock with the hammer, then continue south to see a cactus near six blue flowers. Hit Luigi with the hammer and have him jump up under the middle of the blue flowers to find the bean fruit.
  - 5: Walk north over the bridge and High Jump over the bush on the left. Walk west to the next area and jump up the four grass steps at the bottom-left corner. Spin Jump right to the next ledge, hit Luigi with the hammer and have him jump up in the middle of the flowers to find the bean fruit.
  - 6: Drop off the ledge and walk north over the bridge to the next area. Walk up to the top-left corner of the area and hit the rock with the hammer, then continue north to find eight blue flowers. Hit Luigi with the hammer and have him jump up in the middle of the flowers to find the bean fruit.
  - 7: Walk north to the next area and walk near the top-left corner to see four blue flowers. Hit Luigi with the hammer and have him jump up in the middle of the flowers to find the bean fruit. After collecting all seven bean fruits, walk east to the next area and walk north along the path at the top of the area to return to the Yoshi Theater.

#### YOSHI THEATER

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Enter the theater and talk to all seven of the hungry yoshis (there are four in the lobby and three in the theater) to give them the bean fruit and get a neon egg in return. After getting all seven of the neon eggs, exit the theater and talk to Boddle to get the fourth and final beanstar piece. Walk south to exit the theater area, west and south through the next two areas and then east over the bridge to enter the castle town. Walk north up the steps at the top-right corner of the area and go north again to enter the castle.

#### BEANBEAN CASTLE

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Walk north twice to enter the throne room and join the four pieces of the beanstar together. Lady Lima enters the room and announces that a message has been sent from Bowletta. She explains that she wants Mario and Luigi to bring the beanstar to place at the far end of the ocean called Joke's End. Prince Peasley appears and gives Mario and Luigi a fake beanstar to take with them, and Toad gives Peach's extra dress. Before leaving, Peasley explains that it

may be possible to surf to Joke's end from a beach. Walk south twice to return to the town, and then walk east twice to exit town.

#### EAST BEANBEAN

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Follow the yellow path north and go through the gate at the right side of the glowing blue orb. Follow the path along through three areas and enter the Hammer Bros. cave. Hit the Save Album to save the game, drop down the steps on the right and continue east to wake up the Hammer Bros., who give Mario and Luigi the Ultra Hammer upgrade. Walk west, jump up the steps and exit the cave. Follow the yellow path back along through the three areas and out of the gate.

Walk south to the next area and then east at the bottom to arrive in an area with a yellow pipe on the right. Walk through the gate at the left side of the yellow pipe and drop down off the ledge to land on the beach. Use the ultra hammer to break through the black rock on the right, then have Luigi stand on top of the slot with the yellow arrow. Hit Luigi with the hammer and he will transform into a surfboard, which Mario rides out onto the ocean.

#### OHO OCEAN

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Move south once and east four times to find a small island with a save album on a ledge. Hit the save album to save the game, then talk to the green creature on the beach and say "Yes" to play the surfing mini-game. Make your way around the track jumping the barrels and hitting the blocks as quickly as possible, and make it to the other beach in 38 seconds or less to get the Casual Coral. Equip this item to either Mario or Luigi, then have Luigi stand on the slot and have Mario hit him with a hammer to change him into a surfboard. Move north four times, west once and north two times to land on the beach. Walk north, break the black rocks with the hammer and walk north twice to enter Joke's end.

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3.23.

Joke's End  
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#### JOKE'S END

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Use Mario's Firebrand skill on the right alcove and then walk through the newly opened door. Hit the Save Album to save the game and High Jump up the two big steps on the left. Walk left at the top of the steps to arrive in the next area, where a whirlwind is currently moving on the left. Spin Jump left into the whirlwind when it appears, and then continue floating away to the left and back into the whirlwind before Mario and Luigi drop down. Continue doing this to land on the ledge at the left side of the area, and talk to the mole to get a green and red pepper. Walk east up the steps and exit the area.

Walk north through the doorway to meet Jojora, who wonders if Mario and Luigi can make it up to the high ledge at the top-right corner of the area. Enter the room on the left and hit the two question blocks for a super syrup and super mushroom, then hit the Random blocks until it turns blank. Walk east to exit the area and go north to see a door on the wall with a crack in it. Hit the door three times with the hammer and then continue north to the next area. Go up the two sets of steps and walk west at the top.

Walk south through the gate, then walk west to arrive in a room with five question blocks. Hit the blocks from left to right for a Hoo Bean, refreshing herb, coins, another Hoo Bean and a super mushroom. Walk east twice and move to the right edge of the path. Select Luigi and Spin Jump over the gap on the right, then walk north through the arch to arrive in an area with some rolling bars. Select Mario and have Luigi use Thunderhand on him, then go carefully through the gap to the other side of the bars. Walk north to the next area and move through these bars in the same way. Hit the red exclamation block after arriving in this area to open a door in the main area of Joke's end.

Jump to the platform at the top of the area and follow the gap between the fast rolling bars along to the left, making sure to drop down to the next path on the left before the rolling bars get near. Go south to the next area to see some bars that move, stop, move and stop. When the bars stop, use thunderhand on Mario and then move into the gap between the bars. Move left when the bars move, and when the thunder energy wears off then use thunderhand again on Mario. Walk west once more when the bars move and go south down the path. High Jump over the two steps on the right and continue south to the next area. Walk east twice and drop south off the ledge to land in the main area.

Walk through the newly opened door at the top-right corner of the area and hit the Save Album at the top-left corner to save the game. Hit the nearby door three times to break through, then walk north to the next area to find an arrow block and a rally block in the room on the left. Hit both of these blocks to get as many coins as possible. Walk south to exit the area, east to the next area and west at the bottom of the steps. Jump up the step and hit both blocks for two Hoo Beans, then walk over to the left side of the area and use Mario's Firebrand skill on the logs to make steam rise from the joke broth soup. Jump back up the steps on the right and go south to return to the main area.

High Jump up the two steps on the left to land on top of the joke broth soup. Select Luigi and Spin Jump into the steam to make a whirlwind rise up to the grate above. Drop off the ledge and walk through the first doorway on the left. Climb up both sets of steps, go through the gate and go east to the next area. Walk to the right edge of the path and Spin Jump into the whirlwind, then tap right to float over the big gap to the path on the right. Continue east to meet Jojora again, who claims that this is where the real challenge starts. Drop off the ledge on the right and hit the Save Album to save the game.

Walk to the bottom-right corner of the area and hit Luigi with the hammer, then have him tunnel under the gate, jump out on the other side and hit the nearby red exclamation block to open the door in this area. Press the start button to switch over to Mario and walk north through the newly opened door. Walk up both sets of steps and go through the next door, and hit both question blocks in this room for a Hoo Bean and an ultra mushroom. Walk west to the next area and hit the Save Album to save the game, then walk south to arrive in an area with two simu-blocks. Press start to switch over to Luigi.

Walk east, climb up the two sets of steps and walk west at the top. Go south to the next area and hit the question block up on the high ledge for an ultra nut. Walk west to the next area, then go through the doorway at the top-right corner of the area to arrive in the same room as Mario. Have Mario stand under the left simu-block, Luigi under the right simu-block, then press A and B to have both brothers hit the blocks at the same time. This will open the gate on Mario's side, so select Mario and go through the gate to the next area. Stand under the red exclamation block and select Luigi.

Walk west to arrive in an area with a high red button on the wall. Select Mario and hit the red exclamation block, then select Luigi, have him jump on top of

the barrel and hit the red button with the hammer to open the door on Mario's side of the room. Walk north through the door and walk to the top of the area to stand under the left simu-block. Select Mario and walk north to stand under the right simu-block. Press A and B at the same time to hit both blocks, and Jojora will appear to say that she will open the door to the next area if you can hit 30 blocks within 25 seconds. Continue to try this mini-game until it's complete, and then walk north through the door with Mario to the next area.

Walk north again and jump up the steps. Go through the door at the top of the steps and walk up the three sets of steps to arrive in a room with four big candles. Use Firebrand on all four of the candles to move a green block in one of the previous rooms. Walk west down the three sets of steps and walk south at the bottom to return to the room with the recently moved green block. Select Luigi, walk north twice and west to arrive in the room with Mario. Have Luigi stand under the yellow block, and Mario on top of the yellow block.

Select Mario, tap B to have Luigi jump under the yellow block, and as soon as he does this tap A and left on the d-pad to make it up to the top of the green block. Hit the question block above the green block for coins, then walk west to the next area. Hit the three question blocks from left to right for an ultra mushroom and two Hoo Beans, then continue east to the next area. Have Mario stand under the left simu-block, then select Luigi. Walk south down the left path to arrive in the same room as Mario, and stand under the right-simu block.

Have both brothers jump at the same time to open the gate on the left side of the room. Select Mario and walk south through the newly opened gate to arrive in an area with a red exclamation block. Select Luigi and walk south to the next area, then select Mario and hit the red exclamation block so that the barrel falls on top of Luigi. Select Luigi, walk north to the next area and stand on the pad on the floor. A flame will shoot out of the face on the wall which rebounds off the barrel and hits the face, creating a green bridge across a gap in one of the previous rooms. Tap A to jump out of the barrel. Walk north and south down the path on the right to arrive in the area with the bridge.

Select Mario and walk north, west, east at the top-right corner of the room and then south at the bottom-right corner of the room to arrive in the same area as Luigi. Select Luigi and walk east over the bridge to team up with Mario, then walk south down the right path to the next area. Walk east, north through the doorway and then High Jump up the steps at the top of the area. Walk through the doorway and climb up the three sets of steps. Walk west at the top to enter the area with the four burning candles that were lit by Mario earlier. High Jump up the big step on the right and walk down the two sets of steps.

Walk south at the bottom to arrive in a room with a joke broth soup. Walk east, drop down the steps and walk west to the next area. Hit the random block at the left side of the room for coins and use Mario's Firebrand on the logs to make steam rise from the joke broth soup. Walk east, jump back up the steps and walk west at the top to return to the area with the joke broth soup. High Jump up the steps at the right side of the soup and select Luigi. Spin Jump into the steam to make a whirlwind rise up to the candles above.

Walk north through the top-right doorway and go up the two sets of steps to return to the area with the candles. Select Mario and walk into the waterfall to drink the water, then walk south and face the whirlwind in the middle of the candles. Have Luigi hit Mario with the hammer to spray water at the whirlwind, which will throw water on the four candles causing the door at the top of the area to open. Jump up the steps at the top-left corner of the area and walk north through the newly opened door.

Walk east to the next area and hit the save album to save the game, then jump

up the steps to find a red exclamation block at the top. Select Luigi and make sure Mario's Firebrand skill is selected. Hit the block, use Firebrand on Luigi and quickly run east over the newly made bridge before it disappears. Continue east to the next area to meet Jojora again, who tells Mario and Luigi that she is inviting a special friend over. When she asks who to invite, select any of the four names. Jojora's friend will appear, and the boss battle will start.

#### BOSS BATTLE 17: FRIEND AND JOJORA

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The battle will start with Jojora advancing toward either Mario or Luigi. When she gets close and lowers her staff, defend with the hammer to knock the staff away. Jojora will exit the area for a while, leaving her friend alone on the battle area. The friend will then walk toward Mario or Luigi with her arms stretched out in front of her. Wait until she pauses and starts walking again before jumping to avoid being grabbed.

Mario's Firebrand attack will work well, but if you have enough BP it may be worth just using Bros. Attacks as they will inflict more damage unless Mario or Luigi are at very high levels. Luigi's Thunderhand attack will actually heal Jojora's friend, so make sure not to use that for the moment. Jojora will return around this point, and her friend will exit the area. She soon returns though, and rolls toward Mario or Luigi as a massive snowball. This can take off lots of HP, so be sure to use the hammer to defend.

With Jojora back in the playing area, don't attack her friend as Jojora will perform an attack that can take off up to half the HP of Mario and Luigi. So make sure to attack Jojora until she advances toward Mario or Luigi with her staff, then just use the hammer defense to knock it out of the battle area again. Near the end of the battle, the friend's hair may turn pink. At this point use Luigi's Thunderhand attack instead of Mario's Firebrand attack. Continue to attack Jojora's friend in this way to win the battle.

#### JOKE'S END

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After the battle, select Mario and use Firebrand on the two pillars that don't have flames in them to open the pink gate at the right side of the area. Walk east to the next area to see Fawful, who wants Mario and Luigi to send the Beanstar to the top of the pedestal. Drop off the ledge, hit Luigi with the hammer and have him tunnel under the gate at the right side of the area. Jump out to land in the room with Fawful, where Luigi puts the fake beanstar on the pedestal. Fawful notices this and shoots Luigi off the pedestal, where he then opens Luigi's suitcase and takes the real beanstar.

After Luigi stands up, walk north through the doorway at the top of the room, jump up the small step and hit the red button with the hammer. Luigi will exit the room to talk to Mario, who gets the Fake Peach Dress from the suitcase and gives it to Luigi. Hit the Save Album at the top-right corner of the room to save the game, High Jump up the ledge on the right and continue east to the next area. Walk up the steps on the right and continue east at the top to see Fawful and Bowletta. Mario arrives to trick Bowletta into taking the wrong Princess Peach. Bowletta throws the real Peach off his ship and then leaves for the Koopa Cruiser. Talk to the real Peach to exit Joke's End.

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We next find the fake Princess Peach is standing in the room with Bowletta and Fawful. Bowletta says something to frighten her. Peach jumps up in the air to reveal a mustache, a Fawful shoots at her to reveal that the fake Peach was in fact Luigi in disguise. Bowletta and Fawful chase him out of the room, where he stops under a red exclamation block. Press the A button to hit the block, which makes some crates drop down to stop Bowletta and Fawful from going any further.

Walk north and hit the Save Album to save the game, then walk east to the next area to see three blue orbs. Use Thunderhand on the left and right orb to make a question block appear which can be hit five times for five Hoo Beans. Walk down the steps on the right to the next area, walk over the bridge and hit the question block above the crates for a Super Mushroom. Use Thunderhand on the three orbs to reveal another question block on top of a crate which contains five Hoo Beans. Walk west down the steps to the next area.

Hit the three question blocks from right to left for a super mushroom, super nut and another super mushroom. Walk west to the next area and use Thunderhand on the three orbs, then hit the new question block for five more Hoo Beans. Hit the Save Album to save the game and continue west to arrive in an area with the beanstar. Use Thunderhand on the orb at the top of the room and Luigi will get the beanstar before jumping out of the Koopa Cruiser. Luigi floats down on his parachute and gives the Beanstar to Prince Peasley. Shortly after, a small bird appears and nibbles on the rope of the parachute, making Luigi fall.

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3.25. Teehee Valley to Bowser's Castle

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TEEHHEE VALLEY

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Mario, Peach and Toad are all waiting at Luigi's predicted landing sight, which is indicated by a small bullseye drawn in the desert sand. The sound of Luigi falling is soon heard, but he lands a short way off the bullseye in some sand at the left side of the area. As he tries to get out of the sand, he suddenly falls down to a cave below. Peach and Toad walk off to Beanbean Castle, leaving Mario in Teehee Valley to help rescue Luigi. Hit the black rock at the top-left corner and continue north up the path to the next area.

Walk over to the left side of the area and hit the three question blocks from left to right for a super mushroom, coins and a 1-up mushroom. Walk east and down the first path leading south and hit the red exclamation block to lower a ledge in the previous area. We next see Luigi in the cave under Teehee Valley, where Popple appears. He shouts for Rookie to tie Luigi up, and then control returns to Mario. Walk north to the next area and jump over the newly lowered ledge, then walk west to the next area.

Go through the yellow pipe at the left side of the area and tap down at the bottom to enter the cave. Walk north to the second area and use Firebrand on the left pillar. Go through the newly opened blue door, jump up the steps at the top of the area and hit the Save Album to save the game. Continue north to the next area to find Luigi tied to a pillar. Hold A to charge up Mario's Firebrand attack and then release A to burn the ropes. Popple enters the area with his new Rookie: Birdo, and the boss battle will start.

## BOSS BATTLE 18: BIRDO AND POPPLE

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Popple will start off by advancing toward Mario and Luigi in an attempt to steal either a mushroom or hammer. If he steals the hammer, he will use it on both Mario and Luigi, so make sure to have the brother whose hammer wasn't stolen use it on Popple to defend against the hammer attack. When Popple advances forward, just jump to land on his head. Use Bros. Attacks and hand attacks on Birdo until she says "I will protect you" to Popple. At this point she will spit out four big eggs, which roll toward Mario and Luigi.

Defend against the eggs and hit them with the hammer when they stop moving to reveal the enemy inside. If it's the small pink bomb, jump over them when they move forward as these can take off lots of HP. If it's Popple, the eggs disappear and the battle will continue. Keep attacking Birdo and defending against Popple in this way to win the battle. After the battle, walk through the yellow pipe at the top-right corner of the area and walk south to exit Teehee Valley. Walk south to the next area and cross over the bridge at the bottom of the area to return to Beanbean Castle Town.

## BEANBEAN CASTLE TOWN

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Walk north up the steps at the top-left corner of town, then go down the next path on the left to find that the equipment shop is still open. Enter the shop and talk to the owner to view the new clothes and badges that are available. The casual slacks for both Mario and Luigi are a good choice here, and either the General or Tank badge should be equipped as well. Exit the shop and walk north twice to enter Beanbean Castle.

## BEANBEAN CASTLE

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Queen Bean appears to say that Bowser's Castle is attacking Beanbean Kingdom from the skies. Mario and Luigi agree to go to Beanbean Castle, but Prince Peasley appears and decides to go there first. After he leaves, try to walk south to exit the castle and Lady Lima will appear to ask if there is someone that could fly up to the castle. Walk south to exit the castle, hit the Save Album to save the game and walk west to the next area. Enter the Pipe House and walk into the green pipe, then select warp point 1 to warp to Stardust Fields.

## STARDUST FIELDS

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After exiting the green pipe, walk south to the next area and jump over the five sets of spikes. Walk east along the bridge at the bottom of the area and then go south to the next area. Walk west at the bottom-left corner of the area, jump up the steps on the left and walk west over the bridge. Go north and hit the Save Album outside of the cave to save the game, then walk north to enter the cave. Jump over the steps on the left and walk south down the path at the bottom-left corner of the area to exit the cave. After arriving in Hoohoo Village, walk west to the next area and talk to Blablanadon on the nest. Select "Yes" when he asks if you are ready to fly to Bowser's Castle.

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## BOWSER'S CASTLE

Hit the question blocks at the side of the area for an ultra mushroom and ultra syrup, hit the Save Album to save the game and then continue north through the big red doors to the second area. A small scene is shown where Fawful tells Bowletta that Mario and Luigi have made it into the castle. Bowletta releases the seven Koopalings into the castle, and the game returns to Mario and Luigi. Jump up the steps on the right and go through the doors to the third area. Jump up the next four steps on the right and jump over the gap at the top by tapping A and B together. Jump the next four gaps in this way, Spin Jump over the fifth gap and then walk through the door to Iggy's room.

Hit the Save Album to save the game and walk north over the bridge to see Iggy, who spins around Mario and Luigi to make them dizzy. Now the controls will be changed, so left on the d-pad will make the brothers walk south, up will make them walk left, and so on. Walk east (down on the d-pad) over the bridge and watch the flame that forms the number eight. When it moves up past the middle of the eight, walk down and right (left and down on the d-pad) to the next platform which also has a flame on it. This flame moves randomly and so is more difficult to avoid. Wait for it to move away from Mario and Luigi, then walk down and left (left and up on the d-pad) to make it onto the small bridge. Walk north on the other side of the bridge to start the boss battle with Iggy.

## BOSS BATTLE 19: IGGY

Iggy will start off the battle by spinning quickly toward the brothers in an attempt to make them dizzy. As soon as he gets near, just hit him with the hammer to stop him from spinning. Iggy will then shoot slow fireballs toward either Mario or Luigi, which can be hit back with the hammer. Just keep using Bros. Attacks and the hammer to defend against his spin to defeat Iggy.

## BOWSER'S CASTLE

After the battle, a blue warp field will appear and a bridge will be made in one of the previous areas. Walk into the warp field to transport back to the previous area, then walk east over the newly made bridge and go through the big red doors on the other side. Jump over the four spikes on the right and cross over the bridge. Jump over the next four spikes on the left and walk through the door to the next area. Jump up the purple steps and jump onto the pedal pads at the top. Hold right on the d-pad and keep tapping A and B to cross over to the other side of the lava.

Do the same thing on the second set of pedal pads, then walk north through the door to Morton's room. Take the first path on the right, jump up the steps and hit the Save Album at the top to save the game. Drop back down the steps and walk west along the path, then go north over the bridge and east along the next path to see Morton firing arcs of lightning. Walk east along the path, jumping over the various arcs along the way by tapping A and B at the same time. Walk or jump into Morton at the end of the path to start the boss battle.



## BOSS BATTLE 20: MORTON

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Morton will start by jumping up in the air and flipping a number of times. The number of flips he does in the air will indicate the number of arcs that he will create when he lands. When he lands, an arc will launch out toward Mario and Luigi which must be jumped by pressing A and B together. Like Iggy, Morton shoots fireballs which can be hit back toward him with the hammer. Continue jumping the arcs and using Bros. Attacks to defeat Morton.

## BOWSER'S CASTLE

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After the battle, walk into the warp field to transport back to the previous area, then High Jump up the two steps on the right and continue east to the next area. Jump up the six steps on the right, and the four steps on the left. Walk west to the next area, select Luigi and Spin Jump over the gap on the left to land on the small ledge. Drop off the left side of the ledge and go through the red doors to the next area. Select Mario and High Jump up the four large steps on the right, then Spin Jump right over the gap at the top. High Jump up the next three steps, Spin Jump right over the gap and go through the doorway.

Jump up the two small steps and Spin Jump into the whirlwind. Tap right on the d-pad to float through the next four whirlwinds on the right, then walk right after landing to arrive in an area with some horizontally moving whirlwinds. Stand at the right edge of the path and wait for the nearest whirlwind to start moving back to the left. Quickly Spin Jump right to land in the whirlwind, then tap right to land on a ledge. Walk through the door to arrive in Lemmy's room, who starts by spinning around Mario and Luigi and then making three fakes of himself. This leaves three fakes in the area plus the real Lemmy. Continue attacking the four Lemmy's until the real one is found.

## BOSS BATTLE 21: LEMMY

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Lemmy will start by dividing into four sections. Attack the fakes until the real one is either found, or wait until he attacks by shooting a fireball, which can be hit back with the hammer. When the real Lemmy reveals himself, keep using the most powerful Bros. Attacks on him until he divides into four sections again. Use the same method at the start of the battle to find which one is real, and then continue attacking to defeat Lemmy.

## BOWSER'S CASTLE

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After the battle, walk into the warp field to transport back to the previous area. Select Mario and drop off the left side of the ledge, then walk into the water coming out of the pipe. Face the flames on the left, have Luigi High Jump on Mario so that the water is sprayed on the fire and then walk west to the next area. High Jump up to the ledge on the left and go through the red doors. Jump up the two steps on the left and hit the question block for an ultra syrup, then continue west to the next area. Walk to the top of the area and have Mario walk into the water coming out of the pipe, then face the fence on the left and spray the mechanical objects into the gaps between the pipes.

Walk north through the newly opened doors and face the two small Piranha Plants on the sand. Have Luigi use Thunderhand on Mario, which will make Mario spray

water over the left Piranha Plant to reveal a red exclamation block. Hit the red exclamation block to open the door at the top of the area. This can also be done on the right Piranha Plant, although hitting the second exclamation block will start a battle with a Magikoopa. Walk north through the newly opened door to enter Ludwig's room. Hit the Save Album to save the game and then walk north over the bridge to see Ludwig, who will start spinning in his shell. Continue jumping over the shell when it gets near, and Ludwig will jump out of the area. Try to walk south over the bridge and the boss battle will start.

#### BOSS BATTLE 22: LUDWIG

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Ludwig will start off by spinning around Mario and Luigi, so make sure to use the hammer to defend as soon as possible to prevent him from taking off any HP. Ludwig will then start spinning slowly in his shell toward Mario and Luigi. Make sure to jump over the shell by tapping A or B whenever it gets near, and then continue using Bros. Attacks to defeat Ludwig.

#### BOWSER'S CASTLE

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After the battle, walk into the warp field to transport back to the previous area. Drop off the left side of the ledge, select Mario and then have Luigi hit him with the hammer. Walk under the small gap in the fence and hit the red button with the hammer on the other side. Hit the two question blocks for an ultra syrup and a super mushroom, then walk back out of the gap in the fence to team up with Luigi. Hit Mario with the hammer to return him to normal size and then High Jump up the two big steps on the left. Walk north through the red doors, jump up the two steps on the left and continue west to the next area.

Select Luigi and hit him with the hammer, then have him tunnel north under the three fences. Move left and tunnel south under the next gate, then jump out and hit the red button to open the gate. Jump on the arrow platform and return to Mario. Select Luigi and hit Mario with the hammer, then have Mario walk north under the two gaps, walk west, and then walk south through the next two gaps to arrive in the room at the left side of Luigi. Hit the red button with the hammer to open the gate at the top of the area. Walk back through the four gaps to team up with Luigi, then walk through the newly opened gate.

Hit Mario with the hammer to return him to normal size. Hit the button at the top-left corner of the area to lower the spikes at the bottom-right corner. Hit Mario with the hammer again, and walk through the gap in the fence where the spikes have just been lowered. Jump up the four small steps on the right to land on top of the purple wall. Jump over the gap on the left, walk north to the corner and jump the next two gaps on the left. Walk north to the corner and jump over the six gaps on the right. Walk south at the corner and go east to arrive in a side-scrolling 2D platform area.

Jump up the four small steps on the right and jump over the first gap on the right. Wait for the vertically moving fireball in the second gap to go down, then jump right to the other side of the gap. Jump over the next gap and avoid the fireball in the fourth gap, then jump right to land on the path below. Go right along the path and wait for the circling ball to move over to the right. Jump right over the ball when it moves down to the left and quickly continue right to avoid the second ball as well. Jump up the six blue steps and drop down to the path below. Jump up the next three steps and jump onto the red platform, which starts moving right. Jump over the first three blue platforms along the way, and then jump on top of the fourth ledge.

Jump right over the spiked platform to land on the sixth platform, drop back down to the platform and jump right to land on the path. Jump up the next small step on the right to see some blue platforms leading up to the left. Following these will lead to two question blocks which contain an ultra mushroom and an ultra nut. Jump down the two steps on the right to land near a dummy of Bowser. Get the axe on the right to drop the Bowser dummy into the lava. Hit the red exclamation block on the right to open the gate in the room with Luigi. Jump on top of the green pipe on the right and tap down to return to the start of the area, then walk left to exit the area and return to the room with Luigi.

Walk to Luigi to team up, then have Luigi hit Mario with the hammer to return him to normal size. Walk through the newly opened gate at the top-left corner of the area, High Jump up the ledge and hit the Save Album to save the game. Walk through the doorway and jump up the first step to see a simu-block. Jump up the first step with Mario, leaving Luigi on the step below. Walk right and hit both simu-blocks at the same time to create a bridge leading over to the next section of the area. Walk right and hit the next three sets of simu-blocks at the same time to lower the two spikes on the right and show Roy. High Jump up the two big steps on the right and walk into the warp field. Walk west over the bridge, and then north to start the boss battle.

#### BOSS BATTLE 23: ROY

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A Bob-omb will be slowly counting down throughout this battle, but providing Bros. Attacks are used on Roy the Time Bob-omb should not explode. As with Morton, Roy will jump into the air and do a number of flips before landing, which will cause arcs to advance toward Mario and Luigi. These take off lots of HP, so be sure to jump over them. Jump over his shell when it starts to spin, and then continue using Bros. Attacks to defeat Roy.

#### BOWSER'S CASTLE

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After the battle, walk south and hit Luigi with the hammer. Tunnel under the barrel and jump up to land in it, and then walk north toward the red button on the wall. Have Mario jump on top of the barrel and hit the red button with the hammer. Air will rush out of the grate causing the barrel to be launched up to the high ledge above. Jump off the barrel with Mario, have Luigi jump out of the barrel and then continue east to the next area. Walk through the red doors, jump up the two steps on the left and walk west to the next area. Hit Luigi with the hammer and have him jump up under the barrel.

Move to the red button at the top-left corner of the room and have Mario jump on top of the barrel to hit the red button with the hammer. Jump off the barrel and continue north through the newly opened door to the next area. Luigi should still be in the barrel at this point. If he isn't, just return to the previous area to tunnel into the barrel and then return to this room. Move over to the left side of the room and have Mario jump on top of the barrel to use Firebrand on the statue. Jump off the barrel and use Firebrand on the statue at the right side of the room in the same way. Jump off the barrel, have Luigi jump out of the barrel and then walk through the newly opened door at the top of the area.

Select Mario and use Thunderhand on Mario, then move into the gap between the rolling bars. Move right and walk north on the right path to enter the next area. Break the three rocks on the right and hit the red button on the wall with the hammer to start the rolling bars moving the other way in the previous

area. Walk south to the previous area, use Thunderhand on Mario and then move into the gap between the rolling bars. Walk to the first path leading south, which is when the Thunderhand energy should run out. Use it again and move into the gap between the bars. Walk up the left path to arrive in the next area.

Hit the two question blocks for an Ultra Mushroom and an Ultra Syrup, then hit the red button on the wall to make the rolling bars in the previous area start moving right. Hit the Save Album to save the game and then walk north through the doorway to enter Wendy's room. High Jump up the nearby step to see Wendy in the left green pipe at the top of the area. Walk south to the red fence and hit Luigi with the hammer, then have him tunnel under the fence and jump out on the other side. Walk to the right pipe at the top of the area, select Mario and walk to the left pipe at the top of the area. Hit Wendy in the left pipe, then select Luigi and hit Wendy in the right pipe to start the boss battle.

#### BOSS BATTLE 24: WENDY

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Wendy will start by shooting two yellow rings which advance toward both Mario and Luigi. Jump over the rings when they get near to land in the middle of them, wait until they get slightly larger, and then jump to avoid them before they shrink. As with the previous boss battle a Time Bob-omb is featured, so use powerful Bros. Attacks to defeat Wendy quickly.

#### BOWSER'S CASTLE

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After the battle, walk into the warp field to transport back to the previous area. High Jump up the two big steps on the right and use Thunderhand on the blue orb to make a small purple platform appear. Spin Jump onto the platform, Spin Jump right to land on the path and then walk north through the red doors to the next area. Hit the red exclamation block to open the gate and start a thirteen second countdown. Select Luigi and have Mario use Firebrand on him, then run north through the walls to the top of the area. Hit the exclamation block and go through the newly opened door to the next area.

Hit Mario with the hammer and have him walk through the small gap under the fence. Continue north up the path to the next area and jump up the five steps to land on the yellow platform. Select Luigi and walk north up the path to arrive in the same area as Mario. Select Mario, tap B to make Luigi jump under the platform to raise it, then tap A and hold right on the d-pad to land on the next ledge. Do the same thing for the next two yellow platforms and then hit the red exclamation block at the top to make a bridge in the previous area. Return to the previous area with Luigi and cross over the newly made bridge.

Walk north to the next area. Jump up the steps to team up with Mario. Hit Mario with the hammer to return him to normal size and then High Jump up the four big steps on the right. Walk through the doorway at the top to enter Larry's room. Hit the Save Album to save the game and then walk north to the other side of the bridge. Hit Luigi with the hammer, have him tunnel under the red fence and jump out on the other side. Jump over the small step on the right to drop down to the path near Larry, where a barrel will land on Luigi. Move left and right to deflect the fireballs shot by Larry until it hits him. Select Mario and walk right to team up with Luigi. High Jump up the ledge to start the boss battle.

#### BOSS BATTLE 25: LARRY

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Larry will start off by using the spinning attack, which can be defended against by using the hammer when he gets near. He shoots more fireballs than any other Koopaling, so make sure to defend against these as he shoots them randomly toward either character. As with the previous boss battle a Time Bob-omb is featured, so use powerful Bros. Attacks to defeat Larry quickly.

#### BOWSER'S CASTLE

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After the battle, walk into the warp field to transport back to the previous area. High Jump up the step on the right and continue east to the next area. Jump up the ten steps and walk left to the next area, then walk west over both bridges and hit the two question blocks for an ultra mushroom and an ultra nut. Hit the Save Album to save the game, then walk east over the first bridge and north along the second bridge to arrive in the next area. Walk to the broken bridge at the top of the area to start the boss battle against Fawful.

#### BOSS BATTLE 26: FAWFUL

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Fawful will start off by shooting rocks toward Mario and Luigi. These will hover at the top of the screen for a short while before dropping down to land on the brothers. As soon as the rocks get near, hit them back toward Fawful with the hammer. A lid will then close forming a green dome around Fawful. Attacking the dome does no damage to Fawful, but he can still attack with laser beams. The beams will either start in the middle and go out toward the side of the area, or start at the side and move to the middle. Tap A and B at the same time to have both brothers jump over the beams.

Another attack that Fawful does is to start spinning the dome, which causes balls to start circling around the battle area. One ball alone won't take off much HP, but when hit by one ball it can be difficult to avoid the rest. As soon as the balls appear they won't get near Mario and Luigi, so take this time to hit as many of the balls as possible with the hammer. After a while, the balls will move closer toward the brothers, so just jump over them until the balls disappear. After the balls have gone, attack the dome until Fawful appears, and then keep using Bros. Attacks to defeat him.

#### BOWSER'S CASTLE

-----

After the battle, walk north through the doors at the end of the path. Jump up the two steps and hit the two question blocks for an ultra syrup and ultra mushroom, then jump up the next step and hit the Save Album to save the game. Walk north through the big red doors and jump up the steps to meet Bowletta at the top of the room, where the penultimate boss battle will then start.

#### BOSS BATTLE 27: BOWLETTA

-----

Near the start of the battle, Bowletta will make two blocks appear above the brothers. The blocks will have numbers on them, which indicate how many times they have to be hit before they disappear. There will also be a counter above Bowletta's head, which shows how long it will be before she shoots fire. Quickly tap A and B to hit the blocks the required number of times to make them

disappear, then press A and B at the same time to jump over the flame.

Bowletta will soon begin to shoot out fireballs, some which fly toward Mario and Luigi, and some that settle on the floor as Flarets. After the fireballs have stopped being launched, there will be three Flarets. Bowletta can use these to restore her HP, so be sure to destroy as many of the Flarets as possible with the hammer before Bowletta next attacks. Near the end of the battle, Bowletta will cause stars to rain down. Have Mario hit the red stars, Luigi the green stars and just ignore the purple stars. Continue attacking Bowletta in this way to win the boss battle.

#### BOWSER'S CASTLE

-----

After the battle, a Time Bob-omb will appear behind Mario and Luigi to explode. Bowletta then sucks them into her belly, where Cackletta in her true form can be seen. The final boss battle will then start.

#### BOSS BATTLE 28: CACKLETTA

-----

Due to the Time Bob-omb exploding before the battle, Mario and Luigi have only 1 HP each. Use the hammer to defend against Cackletta's arms when they reach out, and press A and B at the same time to jump over the spinning fire. As soon as the fire stops spinning, use an Ultra Nut or Max Nut to recover HP. Use Bros. Attacks on Cackletta's arms to remove them, and then use Bros. Attacks on her head. At this point Cackletta may shoot out an energy ball which will float over the top of either Mario or Luigi.

Hit the ball four times with the hammer to destroy it. When Cackletta's head has disappeared, her heart will become larger and Cackletta's arms and head will reappear. Now just use the most powerful Bros. Attacks on her heart until it disappears. Cackletta will now begin to swing her arms around at different heights. At this point, the first arm has to be jumped (A and B at the same time), and just remain still to avoid the second arm.

Continue to follow the same pattern of destroying the arms first, head next, and using Bros. Attacks on the heart. Near the end of the battle, Cackletta will freeze the screen for a second before shooting a powerful laser. The destination of the laser can be revealed by looking at Cackletta's eyes: If the left eye is looking down and the right eye is looking up, this is a clue to have Mario jump and Luigi stand still. Continue using Bros. Attacks on Cackletta's heart to win the battle.

#### BOWSER'S CASTLE

-----

After the battle, walk south to meet Prince Peasley, who explains that he is going to destroy Bowser's castle. This leaves Mario and Luigi three minutes to escape from the castle. High Jump up the step at the top-right corner of the area and walk north through the doorway. High Jump up to the ledge, drop off the right side and continue south to the next area. Walk down the top set of steps to find a barrel at the bottom. Hit Luigi with the hammer, then have him tunnel under the barrel and jump up to land in it.

Drop south off the ledge and walk up the top set of steps on the right. Drop south at the top to land on a small ledge with a red button. Face the button,

jump on top of the barrel and hit the button with the hammer. Jump off the barrel with Mario, have Luigi jump out of the barrel and then walk through the newly opened door at the left side of the area. Jump up the two steps at the top-left corner and walk south to the next area. Drop off the ledge and walk south over the bridge, then talk to Blablanadon to complete the game.

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4. Item List

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1-Up Mushroom	Revive with 50% Health
1-Up Super	Revive with 100% Health
Chuckle Blend	+4 maximum Speed
Chuckoccino	+4 maximum Defense
Golden Mushroom	Max HP and Bros. Points
Green Pepper	Increase defense and decrease weight
Hoo-hoo Blend	+4 maximum BP
Hoolumbian	+4 maximum POW
Max Mushroom	Recover all HP
Max Nut	Recover all HP each
Max Syrup	Recover all Bros. Points
Mushroom	+25 HP
Nut	+20 HP each
Red Pepper	Increase POW and Weight
Refreshing Herb	Cure status ailments
Super Mushroom	+50 HP
Syrup	+20 Bros. Points
Super Nut	+40 HP each
Super Syrup	+40 Bros. Points
Teehee Blend	+4 maximum Stache
Teeheespresso	+6 maximum any stat
Ultra Nut	+100 HP each
Ultra Mushroom	+120 HP
Ultra Syrup	+100 Bros. Points
Woohoo Blend	+4 maximum HP

---

5. Key Item List

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#### BEAN FRUITS

After talking to Boddle and Fava in the Yoshi Theater, Mario and Luigi will need to go on a quest for seven Bean Fruits. They are located in secret spots around Beanbean, but Fava will mark the areas on the maps to indicate where they can be found. They are given to the hungry Yoshi's in the Yoshi Theater.

#### BEANBEAN BROOCH

Lady Lima gives this to Mario and Luigi shortly after defeating Queen Bean. It is shown to the guards outside the gate near to Chateau de Chucklehuck.

#### BEANBEAN MAP

The Hammerhead Bros. will give this map to Mario and Luigi after they exit border security at the start of Stardust Fields. It will appear on the start screen, and is used to point out current destinations and important objects.

#### BEANLET

After talking to the man at the right section of Castletown, there will be five Beanlets scattered around various locations in Castle Town. They are returned to the man, who will give Mario and Luigi a golden mushroom.

#### BEANSTAR

Made by returning to Beanbean Castle after the four beanstar pieces have been found. It is taken to Fawful at Joke's End.

#### BEANSTAR PIECES

One of the many quests in the game is to find four pieces of the beanstar. The first is found on top of Hermie's shell at Gwarhar Lagoon, the second by battling Popple in Chucklehuck Woods, the third by dying Harhall's farbics the correct colours and the fourth by finding seven Bean Fruits. The four pieces of the beanstar are then returned to Beanbean Castle.

#### BEANSTONE

After talking to the man at the left section of Castletown, there will be ten Beanstones scattered around various locations in Castle Town. They are returned to the man, who will give Mario and Luigi the Bros. Rock badge.

#### CRABBIE GRASS

After jumping the flames shot by the rock in Guffawha Ruins, a blue door will open leading to the area with the Crabbie Grass. It is given to Mario in the Mushroom Embassy of Little Fungitown to prevent him changing into a bean.

#### FAKE BEANSTAR

Peasley will give Mario and Luigi the fake beanstar after they bring four beanstar pieces back to Beanbean Castle. It is taken to Fawful at Joke's End.

#### GREEN GOBLET

Found by Luigi on the other side of a gate in Chateau de Chucklehuck. It is given to Cork and Cask.

#### MEMBERSHIP CARD

Found by completing the barrel game on the S.S. Chuckola. It is given to the guard so that Mario and Luigi can access the hold.

#### NEON EGGS

Found by giving the bean fruits to the hungry Yoshis in Yoshi Theater. The seven Neon eggs are given to Boddle for the fourth beanstar piece.

#### PEACH'S EXTRA DRESS

Toad will give Mario and Luigi the fake dress after they bring four beanstar pieces back to Beanbean Castle. It is used by Luigi to board the repaired



Koopa Cruiser after Joke's End.

PEASLEY'S ROSE

Found after defeating Dragohoho at the summit of Hoohoo Mountain. It is shown to the guards outside the castle entrance to gain access to Beanbean Castle.

PURPLE CHUCKOLA FRUIT

Found at the right side of a cave at Chucklehuck Woods. It is one of three Chuckola Fruits given to Chuckleroot.

RED CHUCKOLA FRUIT

Found on the other side of the hedge after defeating Wiggler in Chucklehuck Woods. It is one of three Chuckola Fruits given to Chuckleroot.

RED GOBLET

Found by Mario on the other side of a tunnel in Chateau de Chucklehuck. It is given to Cork and Cask.

SECRET SCROLL 1

Found by talking to the Thwomp in the second room of the Hammer Bros. cave at East Beanbean. It is read to learn a new jump attack.

SECRET SCROLL 2

Found by talking to the Thwomp in the second room of the Hammer Bros. cave at East Beanbean. It is read to learn a new hammer attack.

SPANGLE

Found by walking east to the next area after smashing the black rocks at the bottom-right corner of Gwarhar Lagoon. It is given to Hermie III at the top of Gwarhar Lagoon to get the Soulful Bros. badge.

WHITE CHUCKOLA FRUIT

Found by jumping over the hedges and hitting the red buttons in Chucklehuck Woods. It is one of three Chuckola Fruits given to Chuckleroot.

WINKLE CARD

Found by completing the Chuckola Bounce game at the Winkle Colosseum in Chucklehuck Woods. It is given to the snail at the top of the area, who will then let Mario and Luigi pass to the area with the second beanstar piece.

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6. Badge List

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1. BEAN BADGE

-----

Result: +6 BP, +8 Power

2. BEAN B. BADGE

-----

Result: +6 BP, +10 Power

3. BEAUTY BADGE

-----

Result: +28 Power

4. BOWSER FANG

-----

Result: +50 Power

5. BOWSER FIST

-----

Result: +10 Power

Information: Increases attack power in battles

6. BRILLIANT BADGE

-----

Result: +35 Power

7. BROS. BADGE

-----

Result: +8 BP, +25 Power

8. BROS. LIFE

-----

Result: +22 Power, Recover BP

9. BROS. RESPECT

-----

Result: +72 Power, Recover BP

10. BROS. ROCK

-----

Result: +20 Defense/Power

11. CASTLE BADGE

-----

Result: +10 Power

12. CHARITY BADGE

-----

Result: +7 Power

13. CHUCKOLA BADGE

-----

Result: +28 Power

14. COUNTER BADGE

-----

Result: +8 Power

Information: Increases counter attack damage

15. GENERAL BADGE

-----

Result: +15 BP, +45 Power

16. GRAB BADGE

-----

Result: +45 Power

Information: Occasionally collects items from enemies

17. HAND AURA

-----

Result: +20 Power

Information: Recover HP with hand attacks

18. HIGH-END BADGE

-----

Result: +12 BP

Information: Increases attack power in battles

19. LUCKY BROS.

-----

Result: +26 Power

Information: Increases lucky attacks

20. LUCKY RIBBON

-----

Result: +22 BP

Information: Increases lucky attacks

21. MARI-LUI BADGE

-----

Result: +20 Pow

Information: Automatically gain Bros. Points

22. MIRACLE BADGE

-----

Result: +20 Pow

Information: Recover HP with jump attacks

23. MUSCLE BADGE

-----

Result: +25 Pow

Information: Increases counter attack damage

24. MUSH BADGE  
-----  
Result: +20 Pow  
Information: Mushrooms increase attack in battles
25. MUSH BADGE A  
-----  
Result: +40 Pow  
Information: Mushrooms increase attack in battles
26. MUSH BADGE AA  
-----  
Result: +45 Pow  
Information: Mushrooms increase attack in battles
27. OH-PAH BADGE  
-----  
Result: +35 Pow  
Information: Increases counter attack damage
28. OHO JEE SYMBOL  
-----  
Result: +28 Pow  
Information: Recover HP with hand attacks
29. OHORACLE BADGE  
-----  
Result: +22 Pow  
Information: Recover HP with hand attacks
30. PEA BADGE  
-----  
Result: +2 BP, +12 Pow
31. PIRANHA SWING  
-----  
Result: +25 Pow  
Information: Recover HP with hammer attacks
32. POWER BADGE  
-----  
Result: +20 Pow  
Information: Counterattacks monsters in battles
33. SALVAGE BADGE  
-----  
Result: +40 Pow  
Information: Attracts monsters with items

34. SARGE BADGE  
-----  
Result: +15 BP  
Information: Increase power in battles
35. SCHOOL EMBLEM  
-----  
Result: +18 Pow
36. SLEDGE HEART  
-----  
Result: +25 Pow  
Information: Recover HP with hammer attacks
37. SOULFUL BROS.  
-----  
Result: +40 BP  
Information: Increase BP in battles
38. SPIKE BADGE  
-----  
Result: +8 Pow  
Information: Double damage to spiny enemies
39. SPINY BADGE A  
-----  
Result: +22 Pow  
Information: Double damage to spiny enemies
40. SPINY BADGE AA  
-----  
Result: +50 Pow  
Information: Double damage to spiny enemies
41. STEADY BADGE  
-----  
Result: +12 BP, +25 Pow
42. TANK BADGE  
-----  
Result: +55 Pow  
Information: Recover HP with hand attacks
43. WONDER BADGE  
-----  
Result: +22 Pow  
Information: Increases lucky hits frequency
- =====

7. Clothes List

=====

1. #1 TROUSERS

-----  
Result: +31 Def  
Worn by: Both  
Information: Always move first in battles

2. ANCIENT PANTS

-----  
Result: 40 Def  
Worn by: Both

3. ANUBOO JEANS

-----  
Result: +40 Def  
Worn by: Luigi  
Information: Always move first in battles

4. B. BRAND JEANS

-----  
Result: +55 Def  
Worn by: Luigi

5. BEAN PANTS

-----  
Result: +12 Def  
Worn by: Mario

6. BEAN TROUSERS

-----  
Result: +10 Def, +4 HP  
Worn by: Both

7. BEANSTAR PANTS

-----  
Result: +60 Def  
Worn by: Both  
Information: Always move first in battles

8. BLUE JEANS

-----  
Result: +16 Def, +5 HP  
Worn by: Luigi

9. BUBBLES GEAR

-----  
Result: +45 Def, +6 HP

Worn by: Both

10. CASUAL CORAL

-----

Result: +80 Def

Worn by: Both

Information: Dodges 60% of Poison

11. HARD PANTS

-----

Result: +12 Def

Worn by: Mario

12. HARHALL'S PANTS

-----

Result: +46 Def, +60 HP

Worn by: Mario

Information: Random gravity in battles

13. HEART PANTS

-----

Result: +10 Def, +9 HP

Worn by: Luigi

14. HEART SLACKS

-----

Result: +60 Def

Worn by: Mario

Information: Increases defense

15. HEAVY SLACKS

-----

Result: +48 Def

Worn by: Both

Information: Increases weight

16. HERMETIC PANTS

-----

Result: +50 Def

Worn by: Mario

Information: Dodges 60% of Poison

17. IRON PANTS

-----

Result: +70 Def

Worn by: Mario

Information: Increases weight

18. JEANIE JEANS

-----

Result: +65 Def

Worn by: Both

19. JEANIEST JEANS

-----  
Result: +74 Def  
Worn by: Both

20. LIGHT SLACKS

-----  
Result: +48 Def  
Worn by: Both  
Information: Decreases weight

21. MUSHLUCK PANTS

-----  
Result: +65 Def  
Worn by: Mario  
Information: Mushrooms increase luck

22. MUSHWIN PANTS

-----  
Result: +60 Def  
Worn by: Mario  
Information: Mushrooms increase power

23. OHO GEAR

-----  
Result: +28 Def  
Worn by: Both

24. OHO JEE WEAR

-----  
Result: +13 Def, +6 HP  
Worn by: Both

25. PARASOL PANTS

-----  
Result: -4 Def  
Worn by: Mario  
Information: Increase defense

26. PEACHY JEANS

-----  
Result: +65 Def  
Worn by: Luigi  
Information: Attack after Mario

27. PEASLEY SLACKS

-----  
Result: +70 Def  
Worn by: Both



Information: Decreases weight

28. PIRANHA SUIT

-----

Result: +30 Def

Worn by: Both

Information: Recover HP

29. PLAID TROUSERS

-----

Result: +36 Def

Worn by: Both

30. QUEEN B. JEANS

-----

Result: +75 Def, +14 HP

Worn by: Both

31. RANDOM SLACKS

-----

Result: +60 Def

Worn by: Both

Information: Random gravity in battles

32. SAFE GUARD

-----

Result: +78 Def

Worn by: Both

Information: Dodges 60% of Poison

33. SAFETY SLACKS

-----

Result: +31 Def

Worn by: Both

Information: Dodges 60% of Poison

34. SCANDAL JEANS

-----

Result: +70 Def

Worn by: Luigi

Information: Attack before Mario

35. SCHOOL SLACKS

-----

Result: +18 Def, -5 HP

Worn by: Luigi

Information: Attack after Mario

36. SHROOM BELLS

-----

Result: +50 Def

Worn by: Both

37. SHROOM PANTS

-----

Result: +30 Def

Worn by: Mario

Information: Win mushrooms in battles

38. SHROOM SLACKS

-----

Result: +35 Def

Worn by: Both

Information: Mushrooms increase luck

39. SMART PANTS

-----

Result: +50 Def

Worn by: Mario

40. STREET JEANS

-----

Result: +56 Def

Worn by: Luigi

41. TROPIC SLACKS

-----

Result: +26 Def, +14 HP

Worn by: Both

42. WOOL TROUSERS

-----

Result: +32 Def

Worn by: Both

Information: Recover HP

43. WORK PANTS

-----

Result: +4 Def

Worn by: Mario

44. WORK JEANS

-----

Result: +5 Def

Worn by: Luigi

=====

=====

## 1. ????

-----

Coins: 14

EXP: 285

HP: 25

Location: Gwarhar Lagoon

Description: This strange creature is found lurking at the top-left corner of Gwarhar Lagoon, and is seen in battles as the fin of a shark. When it advances toward Mario and Luigi, it will either jump out of their heads as a small Blooper or appear as a large shark. If the Blooper appears then stand still, while if the shark appears just wait for it to attack and then jump on its head. The enemy will keep changing positions in battles, so make sure to remember which fin has a Blooper lurking below and which one has the fierce shark.

## 2. ANUBOO

-----

Coins: 15

EXP: 120

HP: 60

Location: Teehee Valley

Description: This is a black creature with red eyes which can be attacked normally with jump and Bros. Attacks, but Firebrand and Thunderhand should not be used as it increases the Anuboo's HP. Before the Anuboo attacks, it will quickly morph into the character it is going to attack before going back to its normal shape. So if it changes to Mario, make sure to press A to avoid the beam that the Anuboo shoots. If it changes to Luigi, then press B.

## 3. BEANIE

-----

Coins: 2

EXP: 8

HP: 6

Location: Hoohee Mountain

Description: This green enemy has two attacks which can be difficult to avoid. The first is where he runs toward Mario or Luigi and pauses slightly before attacking, and the second is where he charges and pauses for an extra second before the attack (this is recognised by him lowering his head after charging). As both attacks have a pause in them, watch closely to see if he lowers his head to figure out which attack he will use, and then jump to defend.

## 4. BILL BLASTER

-----

Coins: 2

EXP: 6

HP: 5

Location: Stardust Fields

Description: Big black cannon that fires out Bullet Bills as its only defense. The Bullet Bills can be jumped on, but this does no damage to the Bill Blaster.

#### 5. BLOOPER

-----

Coins: 10

EXP: 70

HP: 60

Location: Seabed

Description: White squid-like creature that moves diagonally up and then vertically down three times before it reaches its chosen character. When it moves down above the character, defend with the hammer to avoid its attack.

#### 6. BLUE VIRUS

-----

Coins: 4

EXP: 44

HP: ?

Location: Woohoo Hooniversity

Description: This enemy will walk toward either character, move forward or back quickly five times (which makes it difficult to use the hammer), and then attack by biting either Mario or Luigi. All viruses fight in twos, and to defeat them hit one of the viruses until it matches the colour of the one next to it.

#### 7. BOB-OMB

-----

Coins: 1

EXP: 32

HP: 30

Location: North East Beanbean

Description: A small flashing bomb which moves toward either character, pauses and then explodes. It can be extremely difficult to avoid the Bob-omb, as even when it is hit with the hammer at close distance it would still explode. The only way to avoid it is to hit the Bob-omb at just the right moment when it is far enough away, at which point it will back away.

#### 8. BOO

---

Coins: 10

EXP: 80

HP: 10

Location: Bowser's Castle

Description: Small ghost that seems to be strong due to some of even the most powerful Bros. attacks taking off only a few HP, but the Boo actually only has 10 HP. It has two attacks. One is where the Boo flies toward either Mario or Luigi, pauses and then swoops quickly down. And the second attack is where the Boo disappears and then reappears in front of either brother. The first attack can be jumped and the hammer can be used to defend against the second attack.

9. BOOMERANG BRO

-----

Coins: 20

EXP: 238

HP: 60

Location: Gwarhar Lagoon

Description: Tall turtles with sunglasses and a boomerang. When attacked, these enemies will attack with their boomerangs in two different ways: The first way involves the boomerang flying toward either character (Mario for example), which will arc behind them and return toward the other character (Luigi). In the second attack the boomerang will fly high, and will then swoop low from behind one of the characters to return to the Boomerang Bro.

10. CHEEP CHEEP

-----

Coins: 15

EXP: 120

HP: 50

Location: Gwarhar Lagoon, Seabed

Description: Small blue fish that attacks by swimming slowly toward either Mario or Luigi. When it is successfully jumped on, it will change into a Puffa-Cheep, which is the same enemy inflated to twice its normal size, and due to its spikes jump attacks will no longer work on it. The Puffa-Cheep attacks in the same way as the Cheep Cheep, but the hammer must be used to defend.

11. CHOMP BRO

-----

Coins: 8

EXP: 256

HP: 130

Location: Bowser's Castle

Description: Big green enemy that holds a Chomp in it's hands. The Chomp Bro will swing around when it attacks, gradually gaining speed with each rotation. It will then let go of the Chomp after the eleventh spin, where it will fly toward either Mario or Luigi. Make sure and jump to avoid the Chomp, as it can take off lots of HP if it hits. If you land on the Chomp, the Chomp Bro will be defenseless for the rest of the battle making him much easier to defeat.

12. CHUCK GUY

-----

Coins: 3

EXP: 15

HP: 22

Location: Chucklehuck Woods, Guffawha Ruins

Description: This purple enemy has two main attacks, both of which are easy to avoid. Both attacks start with the Chuck Guy moving slowly forward and spinning his spear for a second. When the spear has stopped spinning, the Chuck Guy will either run forward, swipe with the spear and run back or run forward through to the other side of the area. The first attack can only be jumped, but the second attack can be defended against by

landing on the Chuck Guy when he runs.

13. CLUMPH

-----

Coins: 8

EXP: 200

HP: 200

Location: Joke's End

Description: Large round green creature holding a club. The Clumph will attack by bashing his club against the floor, which causes an arc of lightning similar to that seen in the boss battle against Queen Bean: The purple lightning moves slow and the yellow lightning moves extremely fast. Tap A and B to jump over the arc and keep using Firebrand and Thunderhand skills to defeat the Clumph.

14. DRY BONES

-----

Coins: 2

EXP: 12

HP: 8

Location: Hoohoo Mountain

Description: Skeleton of some type of animal, the Dry Bones will rush toward the middle of the area and start to spin it's head. After the head has rotated three times, it will roll toward either Mario or Luigi, and can be avoided with a jump. As the destination of the head is random, it's best to have both characters jump at exactly the same time by pressing the A and B buttons together.

15. DRY BONES

-----

Coins: 26

EXP: 68

HP: 40

Location: Teehee Valley

Description: A more powerful version of the Dry Bones found on Hoohoo Mountain. The strategy for defeating it is the same.

16. EEKER

-----

Coins: 0

EXP: 56

HP: 20

Location: Woohoo Hooniversity

Description: An angry-looking beaker-shaped enemy with arms on fire. The Eeker will slowly advance toward Mario or Luigi and start to fill with lava. Hit it twice with the hammer and it will back off. If the lava does rise all the way to the top, then four fireball will shoot out which take off masses of damage. Another attack that the Eeker uses is recognised by it advancing forward and clapping the tips of it's arms. When it shakes after the final clap, jump to land on the enemy as it moves toward the character.

17. FIGHTER FLY

-----

Coins: 2

EXP: 4

HP: 5

Location: Stardust Fields

Description: Small, grinning fly with green eyes. They take one big jump toward Mario or Luigi, then slow down and take a second jump before attacking. Jump shortly after the Fighter Fly has taken its second jump to defend against the attack.

18. FUZZBUSH

-----

Coins: 5

EXP: 24

HP: 15

Location: Chucklehuck Woods

Description: Green tree that spits out small creatures after it has been attacked. The creatures can be jumped, but when they hit Mario or Luigi that character will lose HP for the rest of the battle unless a refreshing herb is used.

19. GLURP

-----

Coins: 10

EXP: 140

HP: 50

Location: Joke's End

Description: Small blue enemy that shoots poison clouds toward Mario and Luigi. Only the middle of the cloud is harmful, so wait until the front of the cloud actually touches the character it's aiming for before jumping. Jump and Bros. Attacks do little damage to this enemy, but Mario and Luigi's special Firebrand and Thunderhand skills work very well.

20. GOOMBA

-----

Coins: 0

EXP: 4

HP: 4

Location: Koopa Cruiser

Description: Small, brown dome-shaped enemy, the Goomba is the first enemy seen in the game and is one of the easiest to defeat. They attack by moving toward Mario and Luigi, pausing for a moment, then rolling the rest of the way toward them taking off only 1 HP for every successful hit. They are easily defeated thanks to their low HP amount, but are good for getting EXP early on in the game.

21. GOOMDIVER

-----

Coins: 8

EXP: 50

HP: 30

Location: Seabed

Description: Small enemy wearing a yellow scuba diving helmet. The

Goomdiver will advance toward either character in a wavy line, so until the enemy gets close it can be difficult to judge exactly which character it's going to attack. When it does get close and pauses over the top of either Mario or Luigi, quickly hit the Goomdiver with the hammer to defend.

## 22. GRITTY GOOMBA

-----

Coins: 4

EXP: 60

HP: 30

Location: Teehee Valley

Description: These Goomba-like monsters have spikes on their heads, so jump attacks can't be used on them; hammers, non-jumping Bros. Attacks and Hand Powers will work well though. Before they attack, they will make a sandstorm fill the area to reduce visibility, and they will then advance toward either Mario or Luigi. Though it can be difficult to make out which character the Spiky Snifit will attack, just tap A and B at the same time when they get near to have both characters defend with the hammer.

## 23. GUNNER GUY

-----

Coins: 25

EXP: 180

HP: 60

Location: Bowser's Castle

Description: Small enemy with a yellow mask, green cloak and a big gun. The attack starts with a Shy Guy coming up and moving them in front of the brother they are going to attack, and then the Gunner guy will either fire a small bullet or bowling ball. Both can be jumped, although the bowling ball is harder to avoid as it moves much more slowly than the bullet.

## 24. HAMMER BRO

-----

Coins: 25

EXP: 264

HP: 100

Location: Bowser's Castle

Description: A vicious looking green-shelled turtle that holds a hammer. This enemy will attack by doing one fake quick throw, and then the real throw with the hammer which goes high above the battle area. When the hammer is out of sight, watch the shadow on the floor to see which brother it's aiming for. When it moves down toward either Mario or Luigi, press A or B to defend against it.

## 25. ICE SNIFIT

-----

Coins: 18

EXP: 136

HP: 60

Location: Joke's End

Description: These snifits are seen wearing thick orange coats in the icy



depths of Joke's End, so Mario's Firebrand skill is the best thing to attack them with. They start by shooting snowballs toward Mario and Luigi which can take lots of damage off if they hit, but fortunately the snowballs move quite slowly and cause no damage if they are jumped on. This enemy also causes ice spikes to move across the floor, which can be avoided by using the hammer.

26. LAKIPEA

-----

Coins: 14

EXP: 40

HP: 40

Location: North East Beanbean

Description: A small enemy that floats on a cloud and throws down numerous Sharpea. The best way to start a battle with a Lakipea is to jump up to a high area and wait for it to move toward Mario and Luigi. In battles, there will usually be two Sharpeas in the front row and the Lakipea will be in the back row, who will start by throwing a spiked ball toward Mario and Luigi. Hit the ball with the hammer, and use jumps or Bros. Attacks to defeat the Lakipea.

27. LASER SNIFIT

-----

Coins: 4

EXP: 40

HP: 25

Location: Woohoo Hooniversity

Description: These are Woohoo Hooniversity professors that have been transformed into Laser Snifits by Cackletta. They have two attacks, both of which involve shooting a circular laser toward either Mario or Luigi. When the Laser Snifit is very close to the character, then there is no need to jump as the laser will be at a low height. When the enemy is slightly further back though, then Mario or Luigi will need to jump through the laser to avoid getting hit.

28. LIMBO BRO

-----

Coins: 35

EXP: 105

HP: 40

Location: Guffawha Ruins, Teehee Valley

Description: A big turtle that carries a burning torch. It will move toward Luigi and bend backwards as if doing the limbo, then will strike the ground with the torch. Jump as soon as this happens to avoid the flame, or if the Limbo Bro is doing the limbo longer than usual before attacking, use the hammer to defend.

29. MAGIKOOPA

-----

Coins: 20

EXP: 220

HP: 100

Location: Bowser's Castle

Description: Small magician that wears a blue cloak. The Magikoopa shoots fire out of his wand that changes into a circle of fire. This fire can then do two things. The fire may move to the side of the area, in which case it will move toward Mario and Luigi so that both brothers must jump when it gets near. The second thing the fire does is move toward only one brother. Jump when the circle gets near and jump again when it moves back toward them to avoid being hit.

30. MALIBUT

-----

Coins: 15

EXP: 134

HP: 60

Location: Seabed

Description: Strange enemy found on the seabed that attacks by blowing yellow bubbles. These can be large bubbles which should be hit with the hammer, or smaller bubbles that should be jumped. When the Malibut is hit, it will come out of its shell to throw a spiked object, which should be hit with the hammer.

31. MECHA-BLOOPER

-----

Coins: 2

EXP: 272

HP: 80

Location: Gwarhar Lagoon

Description: Large underwater enemy with glowing eyes and a white hood, with bullets visible at the front. The Mecha-Blooper shoots these bullets toward either Mario or Luigi, but as they move quite slowly they can be easily jumped. After it has used all six bullets up, it will be defenseless for a few battle turns, but the bullets will soon reappear after it is attacked.

32. MECHA-CHOMP

-----

Coins: 6

EXP: 52

HP: 35

Location: Woohoo Hooniversity

Description: Big black mechanical dinosaur robot which has a flashing panel on it's head. When the enemy attacks, it will pause in front of Mario or Luigi and the panel will begin to flash red and green, stopping eventually on one of these colours. If it stops on red, then have Mario jump to avoid the attack, and if it stops on green have Luigi jump. When the Mecha-Chomp is glowing blue after being attacked, the colours are reversed (Green = Mario, Red = Luigi).

33. OHO JEE

-----

Coins: 1

EXP: 8

HP: 70

Location: Oho Oasis

Description: Found by using Mario's Firebrand or Luigi's Thunderhand on any

of the Oho Jee people at Oho Oasis. Though they have 70 HP, they are easy to defeat as their only attack consists of a run around Mario and Luigi (which takes off small amounts of HP for each hit), and in some cases they will even restore some of Mario and Luigi's HP.

34. OUCHER GLASS

-----

Coins: 22

EXP: 105

HP: 40

Location: Guffawha Ruins

Description: A large green hourglass. When attacked, the Oucher Glass will turn over and stomp the ground, which will cause the ground to shake under Luigi. Quickly jump when this happens to avoid the sand fist that rises out of the ground below Luigi. Another attack that the Oucher Glass uses is to make a large sand ball that moves toward Luigi; this can be avoided by using the hammer.

35. PARABEANIE/BEANIE

-----

Coins: 2

EXP: 8

HP: 10/10

Location: South West Beanbean

Description: A winged version of the Beanie seen earlier at Hoohoo Mountain. They have two attacks: The first is where they fly toward Mario or Luigi, pause slightly and then move down toward them. As soon as they start to float down after the pause, quickly tap A or B to hit them with the hammer. The secondary attack is similar, but after the pause they will drop down to the floor and run toward Mario or Luigi; this can be avoided with a simple jump. After 10 HP of damage is inflicted on this enemy, they will change into a normal Beanie.

36. PARATROOPEA/TROOPEA

-----

Coins: 3

EXP: 32

HP: 30/20

Location: South West Beanbean

Description: Winged version of the normal Troopea enemy, this turtle hovers in the air and swoops toward either Mario or Luigi frequently in battles. It's sometimes hard to see which character the Paratroopea is aiming for, so make sure to tap A and B at the same time to have both Mario and Luigi jump. This enemy can heal itself, so be sure to use as many Bros. Attacks as possible to defeat it before it has the chance to restore its maximum HP.

37. PESTNUT/BEANIE

-----

Coins: 4

EXP: 38

HP: 16/6

Location: Chucklehuck Woods

Description: Beanie covered with green spikes that has two attacks. The first attack is when the Pestnut simply rolls toward either character, pauses slightly and then continues rolling to attack. The second attack is difficult to avoid, as the Pestnut rolls off the opposite side of the screen and reappears on the side behind Mario and Luigi. In both attacks simply jump over the Pestnut to avoid its attack. Make sure to hit it with the hammer while it's a Pestnut, and then jump or perform Bros. Attacks on it after it changes into a Beanie.

38. PESTNUT/BEANIE

-----

Coins: 2

EXP: 8

HP: 50/0

Location: Seabed

Description: A more powerful version of the Pestnut/Beanie found in Chucklehuck Woods. The strategy for defeating it is the same.

39. PESTNUT/GOLD BEANIE

-----

Coins: 32

EXP: 130

HP: 20/10

Location: Chucklehuck Woods

Description: The Gold Beanie is found after attacking some of the Pestnuts in Chucklehuck Woods. It has slightly more HP than the regular Pestnut/Beanie, but follows the same attack pattern and gives many more coins and EXP when defeated.

40. PIRANHA PLANT

-----

Coins: 1

EXP: 12

HP: 30

Location: Beanbean Airport

Description: Small plants found on the runway of Beanbean airport. They are defeated by first being frozen with water, and then by Luigi's Thunderhand skill.

41. RED VIRUS

-----

Coins: 4

EXP: 44

HP: ?

Location: Woohoo Hooniversity

Description: This enemy will walk toward either character, move forward or back quickly five times (which makes it difficult to use the hammer), and then attack by biting either Mario or Luigi. All viruses fight in twos, and to defeat them hit one of the viruses until it matches the colour of the one next to it.

42. REX

---

Coins: 3

EXP: 16

HP: 16

Location: Hoohee Mountain

Description: Large, blue dinosaur found near the summit of Hoohee Mountain. Rex decreases with size whenever he is hit, and to start with it is impossible to defend against him by jumping as he is so tall. After the first two or three hits he will be much easier to avoid, and can be jumped on like a normal enemy.

#### 43. SCARATROOPEA/TROOPEA

-----

Coins: 28

EXP: 260

HP: 40/30

Location: Joke's End

Description: Winged version of the normal Troopea enemy, this turtle hovers in the air and swoops toward either Mario or Luigi frequently in battles. It's sometimes hard to see which character the Paratroopea/Scaratroopea is aiming for, so make sure to tap A and B at the same time to have both Mario and Luigi jump. This enemy can heal itself, so be sure to use as many Bros. Attacks as possible to defeat it before it has the chance to restore its maximum HP.

#### 44. SHARPEA

-----

Coins: 1

EXP: 4

HP: 8

Location: Beanbean (All areas)

Description: Found in all four corners of Beanbean, this is the first enemy in the game that can't be defeated using a normal jump due to the spikes on it's shell. When it gets near Mario or Luigi, it will jump. After the jump, hold the hammer until it shakes and then release it to defend against the Sharpea.

#### 45. SNIPER BILL

-----

Coins: 10

EXP: 160

HP: 80

Location: Bowser's Castle

Description: A big bullet that holds a sniper rifle. The Sniper Bill will set a target on one of the brothers and then shoot a small bullet toward them. Two things can then happen. In the first attack, the small bullet will move slowly and the Sniper Bill will then launch itself toward either Mario or Luigi, reaching them before the small bullet does. Jump early to Sniper Bill, then jump again after landing to avoid the small bullet. In the second attack, the small bullet will reach the brother first with the Sniper Bill close behind. In both attacks make sure to jump quickly to avoid the bullet and Sniper Bill.

#### 46. SPIKY SNIFIT

-----  
Coins: 5

EXP: 134

HP: 80

Location: Teehee Valley

Description: A large green Snifit which has spikes on its head, so jump attacks shouldn't be used against this enemy. They will attack by shooting small spiky balls, which will either bounce over Mario or Luigi's head or will bounce low. Just stand still to avoid the high bouncing spiked balls, but make sure to jump the low ones. Occasionally, the Spiky Snifit will shoot mushrooms, but like the spiked balls sometimes these can bounce over the top of the character.

47. SPINY

-----

Coins: 1

EXP: 30

HP: 14

Location: Beanbean Castle Sewers

Description: This spiky-shelled enemy is similar to the Sharpea in appearance, but it is far more difficult to defeat. It has two attacks: In the first the Spiny will curl into its shell and move quickly toward Mario or Luigi. It will pause slightly before the character, and will then move on again to attack and take off considerable damage. The second attack the Spiny will walk toward the character, pause slightly and then continue on. In both attacks, make sure to attack with the hammer as soon as the enemy pauses to defend well.

48. STARKISS

-----

Coins: 1

EXP: 116

HP: 30

Location: Seabed

Description: Orange, star-shaped enemy that blows hearts toward either character. These can be difficult to avoid as they move in a wavy pattern, but they gradually aim more toward the chosen character as they get close. Avoid using Luigi's Thunderhand on these enemies as it increases their HP.

49. SUPER FLY

-----

Coins: 2

EXP: 24

HP: 10

Location: Beanbean Castle Sewers

Description: This blue fly is similar to the Fighter Fly with the exception that the attack is faster, the enemy has double the HP and gives double the EXP.

50. SWORM

-----

Coins: 4

EXP: 28

HP: 14

Location: North West Beanbean

Description: Big black worm with an orange grin, the Swarm will start by tunneling under the ground and disappearing off the screen for a second. The Swarm has two attacks: One where it will make a hole in front of Mario and Luigi which will slowly move toward them. In this attack, jump when the hole is directly under the character to land on the Swarm. In the second attack the Swarm will make a hole but jump out of it near the character; make sure to quickly use the hammer to hit the Swarm when it appears in this version of the attack. Unlike the Sharpea, hammers and jumps work equally well against the Swarm.

51. TANOOMBA

-----

Coins: 0

EXP: 40

HP: 30

Location: North East Beanbean

Description: Resembling the Goomba in appearance, the Tanoomba's attacks are different. It will start by advancing toward either Mario or Luigi and spinning. When it spins, tap A (Mario) or B (Luigi) to jump over the tail until the Tanoomba stops spinning. Other ability the Tanoomba has is to change it's appearance to be one of the brothers, where it will then bounce toward either Mario or Luigi. Just use the hammer when it gets near to defend.

52. TROOPEA

-----

Coins: 3

EXP: 32

HP: 20

Location: South East Beanbean

Description: Blue-shelled turtle that attacks by walking slowly toward Mario or Luigi, pausing for a second and then continuing toward them. After jumping on the Troopea when it's attacking, the shell will start to fly around the battle area, rebounding off other enemies and coming back toward Mario or Luigi; Make sure to jump the shell on it's return. The Troopea also can heal itself by spraying water up every so often and restoring about 8-12 HP, but the enemy is so easy to defeat at higher levels that this shouldn't be a problem.

53. YELLOW VIRUS

-----

Coins: 4

EXP: 44

HP: ?

Location: Woohoo Hooniversity

Description: This enemy will walk toward either character, move forward or back quickly five times (which makes it difficult to use the hammer), and then attack by biting either Mario or Luigi. All viruses fight in twos, and to defeat them hit one of the virsuses until it matches the colour of the one next to it.

54. YO BRO

-----

Coins: 10

EXP: 60

HP: 40

Location: Woohoo Hooniversity

Description: This is a large green frog-like enemy that holds a ball in either hand: One ball is green and the other is red. When it's his turn to attack, he will move forward and rotate one of the balls once. Watch the colour of the ball that moves: If it's red then Mario will have to jump, green means that Luigi will have to jump to avoid being hit by the ball.

-----  
8.2.

Bosses  
-----

1. BOWSER

-----

Coins: 0

EXP: 0

HP: 10

Location: Mushroom Kingdom

2. FAWFUL

-----

Coins: 0

EXP: 0

HP: 30

Location: Koopa Cruiser

3. TOLSTAR

-----

Coins: 100+

EXP: 60

HP: 52

Location: Stardust Fields

4. HOOHOOROS

-----

Coins: 24

EXP: 60

HP: 45

Location: Hoohoo Mountain

5. DRAGOHOHO

-----

Coins: 34

EXP: 100

HP: 76

Location: Hoohoo Mountain

6. QUEEN BEAN



-----  
Coins: 16  
EXP: 308  
HP: 118  
Location: Beanbean Castle

7. POPPLE AND ROOKIE

-----  
Coins: 34  
EXP: 220  
HP: 120  
Location: Chateau de Chucklehuck

8. WIGGLER

-----  
Coins: 0  
EXP: 240  
HP: 34  
Location: Chucklehuck Woods

9. CHUCKOLATOR

-----  
Coins: 0  
EXP: 520  
HP: 340  
Location: Chucklehuck Woods

10. CACKLETTA

-----  
Coins: 300  
EXP: 1800  
HP: 300  
Location: Woohoo Hooniversity

11. POPPLE AND ROOKIE

-----  
Coins: 33  
EXP: 360  
HP: 240  
Location: Woohoo Hooniversity

12. MOM PIRANHA

-----  
Coins: 0  
EXP: 800  
HP: 220  
Location: Beanbean Airport

13. TRUNKLE

-----  
Coins: 188  
EXP: 1000  
HP: 300

Location: Teehee Valley

14. HERMIE III

-----

Coins: 80

EXP: 900

HP: 540

Location: Gwarhar Lagoon

15. POPPLE

-----

Coins: 100+

EXP: 1200

HP: 520

Location: Chucklehuck Woods

16. PIRANHA BEAN

-----

Coins: 1

EXP: 150

HP: 180

Location: North East Beanbean

17. FRIEND AND JOJORA

-----

Coins: 180

EXP: 1600

HP: 500

Location: Joke's End

18. BIRDO AND POPPLE

-----

Coins: 495

EXP: 1800

HP: 450

Location: Teehee Valley

19. IGGY

-----

Coins: 99

EXP: 1600

HP: 550

Location: Bowser's Castle

20. MORTON

-----

Coins: 99

EXP: 1600

HP: 500

Location: Bowser's Castle

21. LEMMY

-----  
Coins: 102  
EXP: 1600  
HP: 550  
Location: Bowser's Castle

22. LUDWIG

-----  
Coins: 99  
EXP: 1600  
HP: 550  
Location: Bowser's Castle

23. ROY

---  
Coins: 99  
EXP: 1600  
HP: 550  
Location: Bowser's Castle

24. WENDY

-----  
Coins: 102  
EXP: 1600  
HP: 350  
Location: Bowser's Castle

25. LARRY

-----  
Coins: 99  
EXP: 1600  
HP: 550  
Location: Bowser's Castle

26. FAWFUL

-----  
Coins: 365  
EXP: 3000  
HP: 400  
Location: Bowser's Castle

27. BOWLETTA

-----  
Coins: 0  
EXP: 0  
HP: 550  
Location: Bowser's Castle

28. CACKLETTA

-----  
Coins: 0  
EXP: 0  
HP: 2400

Location: Bowser's Castle

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