

Mario & Luigi: Superstar Saga FAQ/Walkthrough

by Super Slash

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Mario & Luigi: Superstar Saga
FAQ/Walkthrough
By: Super Slash
Version: 1.2
Email: ganonpuppet@yahoo.com

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VERSION HISTORY
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- v 1.0 - Submitted the guide
- v 1.1 - Updated the Credits section
- v 1.2 - The Credits section has been updated again, because someone informed me on a Monty Mole I didn't list

NOTE: To find what you're looking for, hold Ctrl and press F, and type in, for example "IV. Walkthrough", without the quotations. Do this for any section you may be looking for.

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I. Story
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Princess Toadstool is inside the Mushroom Kingdom, then suddenly, someone comes in disguised. Then, that person reveals itself as the witch known as Cackletta. Cackletta steals Princess Peach's voice, and then plans to head to the Beanbean Kingdom to steal the Beanstar. With a lovely and kind voice (Princess Peach's), the Beanstar will grant the person with a gentle voice any wish he/she wants. Cackletta plans to use Peach's voice so that she can get her wish using the Beanstar. Mario and Luigi then both head to Beanbean Kingdom, with the help of their rival, Bowser, in an attempt to stop the evil witch from taking over the entire world!

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II. Controls
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- "A" Button: Makes the character in the front jump, confirms stuff, selects commands in-battle.
- "B" Button: Makes the character in the back jump, cancels stuff, selects commands in-battle.
- "L" Button: Switches level of Bros. Attacks in-battle, shows another brother's status on the Bros. Info screen.
- "R" Button: Switches level of Bros. Attacks in-battle, shows another brother's status on the Bros. Info screen.
- "Start" Button: Confirms certain stuff, switches the brother in the lead.
- "Select" Button: Brings up the Menu Screen.
- D-Pad: Moves character, chooses commands in-battle.

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III. Game Basics
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In this section, I will list the basics of the game. Read this section if you are unfamiliar with the battle system, and how the game works. This section will help you with that kind of stuff.

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Battle Overview

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Solo Attack

During battle, if you select this command, you get to perform a Solo Attack on the enemy, with that single brother instead of Mario and Luigi both. The bro that used this command will attack an enemy that you choose. This command is good for basic battles and such. When you select the Solo Attack, a list of currently available attacks appear. Then, when you choose what Solo Attack you would like to use, you will use the chosen attack.

Timed Hit

When you use a Solo Attack in-battle, you will proceed to attack the enemy with the chosen attack. However, you can time your attacks to make them hurt more! To do this with Jumps, press A just before you land on the enemy to cause more damage. For the Hammer, hold down B, and when you begin to shake, release the button to perform the timed hit. For the Fire/Thunder Hand, press the button when the attack is fully charged to cause more damage. This is a very useful thing to do in the game.

Timed Dodge

This is sort of like a timed hit, only you use it to dodge instead. When an enemy attempts to attack you, press A/B to dodge the attack (you have to time it just right to dodge it). However, sometimes you will have to dodge attacks using a Hammer, rather than your Jump. Time it just right, and if you dodge the attack correctly, you will even cause the enemy some damage! This is another very useful aspect to use throughout the game.

Bros. Attack

When this command is selected, a list of currently learned Bros. Attacks will appear. Bros. Attacks, when used, make Mario and Luigi both do certain things to perform one powerful attack. There are three levels of Bros. Attacks. The first level of a Bros. Attack make Mario and Luigi go in a slow-motion. Then, as they are about to perform the move, the buttons you need to press will appear on-screen. Press the buttons you're prompted to press in order to use the Bros. Attack successfully. The second level of a Bros. Attack is in the normal speed, with buttons that appear on-screen.

Once you've gotten used to how to perform a certain Bros. Attack, you should use the most powerful type: the third level. The third level is a normal speed with no buttons that appear. You have to know when to press the buttons! But, this is the best form of a Bros. Attack, because you can attack at an insane speed at times, which you normally cannot do with Level 1-2 Bros. Attacks. These attacks are most useful for Boss battles. Bros. Attacks cost a certain amount of BP to use (Bros. Points).

Run Away

Once you select this command in-battle, it cannot be undone until you run away, so be careful not to accidentally choose this command! When you begin running away from a battle, you rapidly lose coins as you run away. You have to tap the button depending on the brother you ran away with to run away. After one bro has ran away, the other must do the same. And yes, both brothers will rapidly lose coins as they run away. You cannot run from a Boss battle, however, so take note of that!

Item

Pretty much self-explanatory. When selected, a list of the current items you own will be brought up. You can then select an item and use it on a brother. Items are very good for recovering HP/BP on a certain brother, or both bros.

Hit Points

This is one of the most basic things in any RPG. Hit Points (HP) are given to each brother, and the enemies attack, to take off some of your HP. If your HP lowers down to zero, the brother that reaches zero HP dies. However, if a bro does die, you can restore the bro's HP, thus reviving him, by using a certain item. You can recover HP by using Mushrooms and such.

Bros. Points

The Bros. Points are basically this game's Magic Points. Bros. Points are also known as BP. These points drain when you use a Bros. Attack, and the amount of BP you have currently goes down by a certain amount. However, it can be restored using certain items. This is another basic aspect of this game.

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Outside of Battle Overview

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Bros. Abilities

Throughout the game, both brothers will learn various abilities that they will have to use in order to proceed any further. You learn these abilities for completing certain tasks, and such. Below, I will list each attack that the brothers learn, how to perform them, and when you learn them. Press L and R to switch between the brother's abilities.

High Jump

Brother Who Can Use It: Luigi

When You Learn It: Stardust Fields

How To Perform: When Luigi is placed in the back, switch to this command, and use it. Luigi will bounce on Mario's head. Press B just as Luigi begins going down on Mario to jump high.

Spin Jump

Brother Who Can Use It: Mario

When You Learn It: Stardust Fields

How To Perform: Put Mario behind Luigi to use this. When selected, press B, and Mario will be on top of Luigi. Press B again, and Mario and Luigi will spin around. Then, you can move around as you are in the air.

Hammer

Brother Who Can Use It: Both

Where You Learn It: At the Hammerhead Bros. 1st House

How To Perform: Press the button that has the Hammer selected, and the brother will use this. Use it to break rocks blocking your path. You get different types of Hammers as you go through the game.

Mole

Brother Who Can Use It: Luigi

Where You Learn It: Chateau de Chucklehuck

How To Perform: With Mario in the back, smash Luigi with the Hammer. This will make Luigi go into the ground, leaving only his hat remaining. In this state, Luigi can pass through certain areas that you cannot normally pass through. However, in this state, he cannot pass over metal floors! Press A to return to normal.

Mouse

Brother Who Can Use It: Mario

Where You Learn It: Chateau de Chucklehuck

How To Perform: With Luigi in the back, smash Mario with the Hammer. This will make Mario be smushed, and really tiny. In this state, Mario can enter through areas not normally accessible. To have Mario returned to his normal self, make Luigi hit him with the Hammer again.

Firebrand

Brother Who Can Use It: Mario

Where You Learn It: Fire Palace

How To Perform: With Mario in the front, hold A. When the fire is fully charged up, release A to release a burst of fire. This ability can be used to light stuff up in certain areas.

Thunderhand

Brother Who Can Use It: Luigi

Where You Learn It: Thunder Palace

How To Perform: With Luigi in the front, hold B. When the lightning is fully charged up, release B to release a burst of electricity. This ability can be used on blue orbs and such.

Fire Dash

Brother Who Can Use It: Mario

Where You Learn It: Gwarhar Lagoon

How To Perform: With Mario in the back, select the Firebrand ability, and then charge it up. Release it, and Mario and Luigi will dash across the room. While in this state, you can slow down with the D-Pad or run into giant Koopas, knocking them over! If you bump into an object while in this state, you stop dashing.

Thunder Shock

Brother Who Can Use It: Luigi

Where You Learn It: Gwarhar Lagoon

How To Perform: With Luigi in the back, select the Thunderhand ability, and then charge it up. Release it, and Mario will be shocked and stunned for a short time. While in this state, you can only move towards the direction you're facing, and cannot change directions. However, you can move up, down, left and right. Use this ability to get past spiked logs and such.

Save Album

Throughout the game, you will find several of these. They're self-explanatory. When you find one, go under the shadow and jump with the brother that is in the lead to hit it. Then, you will be prompted to save your game progress. Do this every time you see one, and save often, as you never know when you'll die at an upcoming fight! If you die, you can restart the file from the last place you saved your game at.

Item / Bros. / ! Blocks

As you go through the game, you will find several different types of blocks. An Item Block is a block with a ? Mark imprinted on it, and a Bros. Block comes in various types. An ! Block triggers something important around that area, or possibly another area. You have to use the ! Blocks. Item Blocks contain items when you hit them. The first type of a Bros. Block is a small block with an arrow by it. Position Mario or Luigi under the shadow of the block, and then hit the block. The block will change to a letter of the different brother.

So, for an example, if you hit the block first with Mario, the block should move under Luigi, and the block will have an "L" on it. This means Luigi has to hit it next. Hit it with him, then with Mario, and keep alternating. After a few seconds have passed, the block isn't hittable. Another type of the Bros. Block is a wide block. Position both Mario and Luigi under the big shadow, and hit the block with any brother. The block will change to either an "M" or an "L" letter on it. Hit the block with the correct brother.

The last type of the Bros. Blocks (and probably the most rare) is one with a "0" imprinted on it. Hit it, and then Mario and Luigi will be positioned far off from each other. The block will then move to one brother. When it comes towards you, hit it. The number on the block changes each time you hit it. The number indicates the amount of coins you'll receive as soon as you miss the block one time. After you hit it with one brother, it goes to another one. Hit

it with each brother, and you'll probably miss eventually. However, once you fail, you can try it again two more times! An Item Block can contain an item, and even some coins, sometimes!

Stache

When you level up, you get to choose a stat to upgrade. They are all pretty much self-explanatory, except for the Stache. When you upgrade this, you have a better chance of getting a "Lucky!" hit during battle. Not only that, but the more Stache you have, the more discounts you'll get at certain shops! This is a pretty cool stat in the game.

Beans

Throughout the game, you will notice a circle with an "X" on the center of the circle. You must have Luigi's Mole ability before you can erase these from the ground. When you have that ability, have Mole-sized Luigi go onto the X, and pop back up. These will make the X's disappear, and give you a Chuckle Bean. The X's on the ground always have Chuckle Beans. Beans are useful in this game. With them, you can make a drink at the Starbeans Cafe in Beanbean Castle Town. There are a few types of Beans. They are: Chuckle Bean, Hee Bean, Hoo Bean, and Woo Bean. Hit every Item Block and stuff, and try to find those Beans!

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The Menu Screen

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Items

Pretty self-explanatory. When you select this option on the Menu Screen, it brings up a list of the items you currently have. You can use these on your brothers if one (or both) of them are damaged, or have lost some BP. You can also check how many Key Items you have by pressing R once. Press R again to see how many Beans you currently own, and what type.

Equipment

This brings up the Equipment screen. On this screen, you can equip Armors, Badges, and Accessories. These things, when equipped, will really help you on your journey. Equipment is pretty much essential in order to even stand any chance at all in the game.

Bros. Info

Brings up the status for your brothers, basically. You can switch between brothers on this screen using L and R. At the bottom left corner, you can see the Boots, Hammer, and type of glove you are currently using. In the southeast corner of the screen, you can see how much Experience Points you need until you gain the next level, and can also see how many Experience Points that brother

has gained altogether. Towards the top-right corner, you can see the brothers current HP/BP, and his current level. At the top-right corner, you can see the current stats for each stat in the game. Finally, at the left part of the screen, you can see your current equipment that you have equipped.

Beanbean Map

This shows a map of your current location, and a map of the whole Beanbean Kingdom. You don't obtain this right away, however. Press A to show where you are currently at, and press A to turn it off. This map can be very useful for finding certain things. It also shows locations of required items that you will have to find eventually.

IV. Walkthrough

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In this section is a complete walkthrough of the game, from the beginning to the end. When you start the game, the game shows the Mushroom Kingdom. Then, a strange lady walks in with a partner by her side, then walks up to Princess Peach. She then sprays some form of gas at her mouth, and steals her voice! She reveals herself as the evil Cackletta, with her partner, Fawful. The castle guards then run away. Cackletta and Fawful run away, too. Then, Toad rushes to Mario's house.

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Mario's House

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When Toad enters this place, you can control him, but can't do much besides walk around the area. Go to the southwestern part of this room, and then head north towards the shower. Toad will rush in after Mario, then Mario comes out. Toad mentions Peach, and Mario immediately rushes off outside, gets his overalls on, and grabs Luigi with him. Another adventure begins. Mario and Luigi both go to the Mushroom Kingdom.

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Mushroom Kingdom

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Here, Bowser sees Princess Peach crying, and Mario and Luigi arrive. Bowser will think you're trying to attack him, then he'll attack the Mario Brothers! During your first battle, just simply attack Bowser. Toad will teach you the basics of battle if you do not know them. Just simply keep attacking Bowser until the battle ends. Once the battle ends, some more dialogue will commence. Then, Peach will attempt to speak, but instead of speaking, bombs drop down, due to her having no voice! After some more dialogue, Bowser, Mario and Luigi leave because of more bomb-dropping.

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Toadtown Square

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When you arrive here, feel free to walk around and speak with the villagers. Some of them even teach you some more basics of the game. However, for now, head northeast and go up the stairs there. On the nearby patch of grass, you'll see a Mushroom. Jump on it and pick it up. Now, the nearby Toad will ask you if you got that Mushroom for him. Tell him yes, but he'll insist you keep it. Then he will give you a Super Mushroom! Now, head towards the northeast and you'll see a small patch of green grass. Jump on it, then jump on the dark grass.

Go south, and hit the block there for a Mushroom. Drop off of the ledge, then head back to the start of the town. Head to the western part of the town, this time. Then, head to the northwestern part of the town, and jump onto the small green patch of grass. Jump to the higher, darker part of the grass, then jump to the eastern grass ledge. Hit the block there to get a Mushroom. Now, go back west and jump onto the light green grass, then onto the dark green grass. Head north and speak with the Toad there. He'll ask you if you will help him find his precious item. Say yes, and then he'll tell you about the Action Icon.

Head all the way south, and then press A. It will say that you found something precious. Head back north and speak with the Toad, then in return for finding his lost item, he'll give you a 1-Up Mushroom! Now, head all the way to the northeastern part of the village, and speak with the Koopa there. Tell him you know where Bowser went, and tell him he went north. He will thank you, and run off towards where Bowser went. We're pretty much done here now. So, head to the northern part of town, then speak with Luigi. He'll tell you where Bowser is.

Proceed into the next area. In this area, save your game at the Save Album, then head north and speak with the two Toads if you wish. Regardless, continue north. Toadsworth will call out Mario's name, and then come with a suitcase. He'll give it to you, as it is basically the thing that holds all of your items and equipment throughout the game. He also gives you 100 Coins! When you regain control, head into the next area. Here, head north and Bowser will stop you. He tells Mario to get on board, and he does so. He asks Luigi to get on board, but he refuses and attempts to run away!

Bowser's Koopa army appears, and Luigi gets cornered. The Koopa Cruiser then takes off. Bowser grabs Luigi and puts him in the Koopa Cruiser.

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Koopa Cruiser
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A green thing talks to Mario and Luigi and tells them how to open your suitcase (Select). He tells you to go to the deck pronto. When you regain control, save your game at the Save Album, then head east and into the next area. In this room, talk to the Koopas if you want to know about how controlling both of the brothers works. Otherwise, continue north, and then head east. Speak with the Koopas there if you want to know about how Bros. Blocks work. If you do not know, I suggest speaking with them. Now, head south and use the Bros. Block there to get some coins. Head south, then east and into the next area.

In this area, head north, and a photographer will speak to you. He'll say you need Passports to enter the Beanbean Kingdom, then he'll tell you to open up your suitcase now. Press Select to open it, then he'll tell you that you already have some, but with no pictures. He'll tell you that there's no way to get into the Beanbean Kingdom without any photos, so he'll tell you to stand on that footpad right there. Do so. He'll make Luigi go back, and tell you not to move a muscle (don't press any buttons). He then takes a picture of Mario. Once

he does that, he'll make Luigi stand on the footpad for his picture.

Switch to Luigi in the front by pressing Start, then stand on the footpad with Luigi. He'll take Luigi's picture. Once he's taken photos of both brothers, go northeast and hit the block there for a Mushroom. Continue, and head south. Hit the block next to the Koopa for yet another Mushroom. Speak with the Koopa. He is the same Koopa you helped in the Toadtown Square. As a reward for telling him the correct direction Bowser went in, he gives you a 1-Up Mushroom! Now, head north and go up the stairs into the next area.

Here, head all the way east until you see a barrel blocking the path. Approach the barrel and push Down on the D-Pad to push it down, breaking it. Follow the path, and a Koopa will tell you not to break stuff like you just did then. He will ask you if you want to learn how to fight as a pair before you leave. Say yes if you don't know how, and no if you do. Regardless if he teaches you or not, head east and examine the shaking barrel there. If you want to learn how to dodge attacks and such, say you wish to break the barrel.

A Goomba will come out and you'll enter battle. A Koopa will teach you how to dodge attacks. He'll then tell you to practice yourself. Simply jump on the two Goombas until both of them are dead. When you win the fight, head south. You'll see another shaking barrel. Break it, and then another Goomba appears. After you defeat the Goombas, head west. A Koopa will chase around a Goomba, and then spot you. He'll offer you to teach you how to enter a battle by damaging the enemy. He'll teach you some other stuff about battling, too.

When the tutorial's over, he'll capture one of the Goombas in a barrel. Then, he'll want you to kill the other one. Enter combat against it and win. When you defeat the Goomba, he'll capture that one in a barrel too. Now, head south and go up the stairs and into the next area. Here, save your game at the Save Album to the north, then head west. Hit the "!" Block nearby, and a crane will come down. It will carry Luigi up to the deck, and then Mario and Luigi will both be on the deck.

Then, someone will fire a fireball onto the deck of the ship. The person that fired the fireball is none other than...Cackletta! Her pupil, Fawful, is also with her. Fawful will attack, and shoot Bowser. Bowser falls down on the deck, and then Fawful wants to take care of Mario and Luigi! You'll enter in combat against him. As you fight him, Bowser will help you dodge attacks. Just keep attacking Fawful until you defeat him. When he's defeated, he will fire tons of fireballs at the deck of the ship. The ship crashes, then Mario and Luigi fall down into the Stardust Fields.

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Stardust Fields
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When you get here, Luigi will find no sign of Mario. But, he'll look around and spot him, then pull him up from the ground. When you regain control, head west and then north. Save your game at the Save Album there, then head west. Drop off of the platforms and speak with the Koopas injured on the ground, if you wish. Regardless, continue west and into the next area. In here, you'll see two Koopas. They will be guarding the area, and not let you pass unless you win their "mini-game". If you need help, ask them to explain it, or read the Mini-Games section of this guide.

Once you complete the mini-game, they will let you pass. Back outside, head west. One of the Koopa guys that made you play that mini-game will appear. He will give you a Beanbean Map! When you regain control, head west and go through

the green Warp Pipe there to activate Warp Pipe #1. Now, head south, and head into the next area. Here, follow the path, and you'll see some spikes. Jump over them with Mario, then immediately do it with Luigi to get across. Continue down the path, and jump over the spikes until you come to a block. Hit it to get a Mushroom.

Now, head south, then west. Jump across the spikes you'll see, then continue west. Drop off the ledge and hit the block for another Mushroom. Continue down the path, and go across the bridge, and proceed into the next area. In this area, head south, and follow the path. Defeat the enemies here if you wish. You will come to a bridge at the end of the path, so cross it into the next area. Save your game at the Save Album here, then head south. Jump up the steps with both Mario and Luigi to get across, then head west. You will see Bowser stuck inside of a cannon!

Mario pounds Bowser into the cannon, and Bowser pops out his head. A weird creature known as Tolstar will come down, and insult Bowser. He says he will release Bowser, if you give him ALL of your coins! Mario does so, without any hesitation! But Tolstar states that these are Mushroom Kingdom coins, not Beanbean coins. They are only worth 10 Beanbean coins! He'll create a bridge for you. Now, head to the southeastern part of this area, and cross the next bridge. In this area, follow the path north into another area. In here, follow the path, and jump over the spikes.

Continue down the path, then head north. Defeat the enemy nearby if you want, then head west. Hit the block there for a coin. Go northeast, and use the Bros. Block there for a few coins. Then, proceed into the next area. Here, drop down the ledges, and keep dropping down the ledges and you'll reach a block. Hit the block several times for several coins. Jump up the ledges, then head east. Jump onto the nearby ledge there, and hit the block for a Mushroom. Now, head east, and defeat the enemies here. Then, jump up the nearby ledges to the east.

Head north, and jump up the ledges there. Read the sign on the wall to learn how to use the two nearby blocks. Then, use the blocks to get across. When you get across, use the Bros. Block there to get a few coins. Drop off of the ledge you're on, then head east. Jump up the ledges to the east again, then drop off of the eastern side of the ledge. Cross the bridge and into the next area. In this area, hit the nearby block for a Syrup. Now, head east, and then go up the sandbags there.

Step on the nearby yellow star, and then Mario and Luigi will hear a noise and step off. Two Mushroom guys will appear, and some dialogue will commence. After some dialogue, they will ask you if you are ready for some training. Tell them yes, and you'll end up in some small training area. Follow their instructions, because they are going to teach both brothers a new ability that you'll need! After some training, unless you need more explanations, tell them you're ready to go. They'll want you to reach a certain flag at the top by using your new abilities now!

So, head south, and then use a High Jump to get on top of the barrels. Head east and use a High Jump to get onto the next set of barrels, then use another High Jump to reach the platform there. Use a Spin Jump to reach the ledge to the left, then use a High Jump to reach the ledge above you. Hit the block there for a Mushroom, then head west. Spin Jump to the ledge across, and then you will be by the flag. The Toads will be impressed, and leave. Now, drop off of the west side of the ledge, then hit the block for a Syrup. Head south and drop off of the platform.

Now, head south and go into the next area. Follow the path, and cross the bridge, then continue south. Defeat the nearby enemy for some coins and EXP,

then head all the way south. Save your game at the Save Album there, then head east and run up the sandbags. Head east up the next set of sandbags, and then defeat the enemies here. High Jump to the ledge nearby, then hit the block a few times for some coins. Now, go all the way north and High Jump up onto the platform there. Hit the two blocks for a Syrup, and one coin. Now, drop off of the western part of this ledge.

Back here, head southeast and go up one set of sandbags. High Jump onto the platform there, then stand on the northwestern corner. Spin Jump, and move northwest and land on the platform there. High Jump onto the two barrels, and then High Jump onto the high platform. Use the Bros. Block there to get some more coins, then drop off of the west side of the platform, and proceed into the next area. In here, the two Mushroom guys will appear again. They will say that they forgot to tell you something last time, and will now teach you about the new attacks you have in battle.

You're forced to listen to the tutorial, just like the last one. After the tutorial of Bros. Attacks is over, head west and go into the next area. In here, head west and drop off of the platform. Examine the area and fight all of the enemies around the area. Once they're all gone, go to the eastern part of the area. High Jump onto the first ledge there, then Spin Jump to the next one. Do the same for another platform, then Spin Jump to the north onto that ledge there. Spin Jump to the ledge to the left, then hit the block there to get a few coins. Now, Spin Jump to the next ledge, then to the western platform.

Use the Bros. Block there to get some more coins, then head up the path. At the end of the path, use the two platforms to get across to the other side. Then, hit the block there a few times to get a few coins. Use the two platforms you just came off of to make it back to the previous ledge, as the other two yellow platforms take you back to the previous area. Now, drop off of the western part of the ledge, then head west and cross the bridge into the next area. Here, go north and save your game at the Save Album.

Go back south, and jump up the ledges there with Mario and Luigi. By now, you should have more than 100 Coins, so head west back to Tolstar again. He will not release Bowser even though you have enough coins, and he said he would. Instead, he will attack you! This is the first boss, so read the Bosses section to see how to defeat Tolstar. When he's defeated, one of the Mushroom guys that teach you tutorials come once again. He's mad at Bowser for yelling so much, so he lights the cord on fire, and Bowser blasts away! Once you regain control, go west, and then High Jump into the next ledge. Head into the next area. Here, go north, and cross the bridge. Save your game, then go through the cave there.

In this area, High Jump onto the ledge to the north, then do the same with the next ledges. Then, Spin Jump to the west and get on the platform there. Hit the block there for a Mushroom, then drop off of the platform. Head west and drop down the ledges, then hit the block for another Mushroom. Proceed south, and you'll now be in Hoohoo Village.

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Hoohoo Village
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Starting here, head south and cross the bridge to the west. Some guards will think that Mario and Luigi are criminals, then they will run to the entrance of this town. They'll accuse the Mario Bros. of kidnapping this "Prince Peasley"! After some dialogue, they'll no longer think you're a criminal. Now, head south and cross the bridge again, into the actual village itself. Here, drop off of the southern ledge, then follow the path west. Go into the cave entrance that

you will come to. In the cave, head all the way north and ignore the rocks. Hit the blocks for some coins, a Mushroom, and five coins.

Now, head south and exit the cave for now. Back outside, continue west, and then hit the block nearby for a Mushroom. Head all the way east, and then do a High Jump onto the platform at the end. Head west, and feel free to speak with the villagers here, and inside the buildings. Regardless, continue west, and then enter the next area. In here, go down the steps and save your game at the nearby Save Album. Then, head south and drop down the ledge, then proceed west and enter the next area. In this area, continue following the path west, then enter the next area.

Here, head west, and you'll spot Fawful! He's the one who captured the prince! After some dialogue, Fawful will put a huge stone by the path, blocking your way! Then, Fawful leaves. Since we can't do much in this area, for now, head east and go back into the previous area. Head all the way back east into the previous area, then continue down the path. At the end of the path, jump up the ledges again, then save your game again if you wish. Continue west and head up the steps, then cross the bridge into the next area. Now, go west and enter the house through the curtain-like thing.

Inside here, you'll see the Hammerhead Brothers. They will attempt to make a new hammer, but due to the incorrect stone, they fail. Mario and Luigi will ask them to make hammers for them! When you see the A Button appear, press A to jump. Do the same for Luigi (but press B). The Hammerhead Bros. need Hoohoo Blocks to make hammers, and they'll want you to climb the mountain up to the summit! When you regain control, exit this house. Outside, head west, and you will see that the bridge leading to the mountain is broken! Speak with the four people here, then they'll tell you to come back later for the bridge.

So, for now, head east and go into the previous area. Back here, enter the nearby cave there. Inside, speak with the villager if you wish, then head north and hit the block a few times for some Coins. Go west and cross the bridge, and follow the path. Jump up the ledges, and hit the block you'll find to get a Mushroom. When you get to the top ledge, head east, and then Spin Jump to the platform. Spin Jump to the next platform after that, then continue following down the path. Head into the next area. In this area, drop down the ledges, and then use the Bros. Block there for a few coins.

Now, head north, and hit the block there for a Mushroom. Continue south, and go to the next area there, leading back outside. Outside, head south and hit the block there for a Mushroom. Head east and go across the bridge, then hit the two blocks for a Syrup, and some coins. Continue down the bridge, and then speak with the two people there if you wish. Continue, and hit the two blocks for more coins and another Mushroom. With Mario in front, stand on the water fountain to fill Mario up with water. Now, walk southwest, and you'll find a fan thing.

Perform a High Jump with Luigi, and Mario will spit the water out. The fan will spit out a Mushroom! Now, make your way back to the bridge, and then cross it. Enter the cave again, and then make your way back outside where the broken bridge was being repaired at. In the area where the broken bridge was at, head west. By now, the bridge should be repaired. If it isn't, wander around the town some more and speak with villagers, then come back here. When the bridge is repaired, proceed west and into the next area.

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Hoohoo Mountain
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On this mountain, head west. Jump up the ledges, then head west, and north. Hit the block you'll see for a Mushroom, then head back southeast and jump up the ledges. Now, jump to the higher platform, and continue west. Use a High Jump to jump up the ledges ahead, then jump to the next platform. Now, go to the edge of the platform on the right. Spin Jump across to the next platform, then go to the edge of that platform. Spin Jump again to another platform, then drop off of the southern part of the ledge. On this platform, hit the block there to get a Syrup. Now, drop off of the western side of the platform.

Make your way back up to the last platform you Spin Jumped to, then jump up the ledges ahead to the next platform. The sign there tells you to go east, but go left and High Jump onto the platform there. Continue west, and then Spin Jump to the next platform you'll see. Hit the block there to get a Syrup, then Spin Jump back to the east. Continue east until you enter the next area. In this area, head east and then north. Drop off of the ledges there until you get to the bottom floor. Defeat the enemies here, then head north and jump back up the ledges (one you need to use a High Jump to reach).

Head back to the entrance of this area, and then jump up the ledges until you get to the top. Now, get on the edge of the platform, and Spin Jump into the whirlwind there. When you enter it, move east, and then you'll emerge from the whirlwind. Land on the platform across, then head east and into the next area. In this area, head east and go up the stairs. Jump up the ledges nearby, then go west and jump up the ledges there. Enter the next area. In this area, head west, and jump up the ledges. High Jump onto the platform there, then go east and hit the block for a Syrup.

Now, go back west, and then head all the way southwest until you see a water fountain. Step in it with Mario in the front to fill him with water. Now, go east, and then north. You should see something with fire. Stand next to it, and use a High Jump with Luigi to make Mario spit out the water. The water will put out the fire, and a mouth will open, releasing a whirlwind. Now, go southeast and High Jump on the platform. High Jump to the other platform to the east, and then Spin Jump into the whirlwind. Right when you enter the whirlwind, move to the west and land onto the platform across.

Go north, and save your game at the Save Album there. Now, go east and stand on the edge of the platform. Spin Jump across to the platform there, then hit the block there for a Mushroom. Spin Jump back to the western platform, then head southwest. Spin Jump to the western ledge, then drop down to the lower platform to the south. Use the Bros. Block there for some coins, then High Jump back on the previous platform. High Jump onto the ledge to the west, then make your way up the ledges. Then, head north and into the next area. Here, head east, and you will find another water fountain.

Make Mario stand into it to fill him up with water, then head west and north. Face the red fire, then High Jump onto Mario to spit out the water, putting out the fire. This also makes another whirlwind appear. So, head back east and fill up Mario with more water. Now, head east and into the next area. In this area, head east and put out the next fire there. Another whirlwind appears, so head west and back into the previous area. Back here, head all the way west, and then jump up the ledges there. Spin Jump into the whirlwind, then move east and land on the platform there.

Continue east and into the next area. In this area, Spin Jump to the whirlwind, then move east and land on the platform ahead. Hit the ! Block there, and then a water fountain will start pouring in another area. Now, stand on the southern edge of the platform, and Spin Jump. Quickly move towards the part of the ledge that's behind the spikes to reach the block. Then, hit the block to get a

Mushroom. Now, Spin Jump back to the platform, then Spin Jump to the platform to the east. Drop off of the southern part of the platform, then continue south into the next area.

In this area, go south, then go west and down the stairs. Fill up Mario with water on the nearby fountain, then head southeast to the fiery thing. Put out the fire, and then a whirlwind will appear nearby. Head east, and use the whirlwind. Move to the east to enter another whirlwind, then move east again to reach the platform on the other side. Head north, and High Jump up the next few platforms. Hit the blocks for a 1-Up Mushroom, and some coins. Now, head south, and east and into the next area. In this area, save your game at the Save Album nearby, then head east. Go into the middle of this area, and speak with the sparkly-eye statue. He puts you up to a challenge, because he says that it gets much more dangerous ahead.

So, tell him you're ready for the challenge, and he will make you play some sort of mini-game. Read his instructions for help, or read the Mini-Games section for help on this. When you beat the Mini-Game, he will put you up to another challenge. This time, he wants you to fight him! Refer to the Bosses section if you need help with this fight. When you defeat him, he'll make a platform appear to the north, and let you pass. Now, save at the Save Album again if you like, then head north. High Jump onto the platform, then do another High Jump onto the eastern platform.

Now, head to the southeastern edge of the platform, and then Spin Jump south to another platform. Hit the block there to get a Syrup, then go back north and High Jump onto the platform. Then, High Jump onto the western platform, and go to the southwestern part of the platform. Spin Jump southeast to another ledge, then hit the block there to get a Mushroom. Now, make your way back onto the previous platform you were on. On the northern side of that platform is another platform. High Jump to it and enter the next area.

In this area, head northwest and hit the ! Block there. Doing this will cause a water fountain to pour out somewhere. Now, head east, and jump onto the ledge you'll come to. Now, continue east, and then go up the stairs to the west. Spin Jump across to the ledge to the west, then go up to the top of the stairs. Spin Jump again to another platform to the west, then High Jump onto the platform. Now, High Jump again, and while in the air, move towards the northeast to get on the next platform. Then, fill Mario with water on the nearby fountain. Now, head northeast, and you'll go through a secret passageway.

Keep going through the passage, then head south and drop off of the platform. Head south after dropping off of the platform, then head west and go up the stairs again. Face the fiery thing and put out the fire again. It will cause another whirlwind to appear, so make your way back onto the small blue ledge that you were on earlier. Now, Spin Jump into the whirlwind, then head north and hit the block there for a Syrup. Spin Jump back into the whirlwind, then head east and land on the platform there. High Jump onto the platform to the north, then head west and up the stairs. Hit the nearby block you will see to get a Syrup.

Then, proceed north and into the next area. In this area, head all the way west, then hit the block at the end to get a 1-Up Mushroom. Now, make your way to the start of this area, then go north. High Jump onto the platform there, then head west. Get the Spin Jump ready, and wait until you see a whirlwind go towards you. Then, immediately Spin Jump into it. Now, alternate with the D-Pad. What I mean is, move left, then right, then left, then right, and keep doing that until you are far enough to reach the platform ahead. Once you have done that, head west and Spin Jump to the next platform.

Now, go up the stairs, and then head north and enter the next area. Here, go up the ledges to the west, then go east and up the stairs. Spin Jump into the whirlwind when it comes towards you, then alternate in and out of it by rapidly pressing Right and Left. Enter and exit the whirlwind, is what I'm saying. When you see another stationary whirlwind. Enter the whirlwind, then land onto the eastern platform. Drop off of the western side of the platform, then hit the block for a Mushroom. Now, jump up the platform to the west, and then Spin Jump across the platforms. Then, head all the way west.

High Jump back onto the platform, then enter the whirlwinds again. When you get on the eastern ledge at the end this time, jump up the ledge to the north, then go to the end of the stairs. Spin Jump onto the small ledge, then Spin Jump to the blue stairs across. Then, Spin Jump into the whirlwind and move all the way left. You'll see two blocks. Hit them to get a Mushroom and a Syrup. Now, head east, and High Jump onto the ledge there. Head east, and drop to the lower platform. Now, head northwest and go up the stairs, then proceed north and then enter the next area.

Here, head west and cross the bridge. Examine the telescope there, if you want to look down at the Beanbean Kingdom. Regardless, head west, and go around the mountain. Heal up Mario and Luigi, then save your game at the Save Album. Head east, and then keep going until you see a bird-looking thing, and a dark purple ball next to it. Run up to the ball, and it will push. It turns out that this bird is Blablanadon! After some dialogue commences, the egg that Blablanadon was sitting on will hatch. However, it reveals a huge monster! The Hoohoo Block will fall down into the water, then go down the waterfall.

It will fall into the chimney of the Hammerhead Bros. house! Then, the screen switches back to Blablanadon, Mario and Luigi, and the big monster. After the monster blows Blablanadon away, it attacks you! Read the Bosses section of this guide for help on winning the battle. Upon defeating it, it vanishes, and then a green guy appears. This green guy is none other than Prince Peasley! Some dialogue will commence. Prince Peasley will give you a rose needed to enter the Beanbean Castle, which is where we're going next. Blablanadon will take you off of this mountain, and you'll be back in the village.

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Hoohoo Village
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Back here, head all the way west until you come to the Hammerhead Bros. house (it is next to the bridge leading to the mountain). When you come to it, enter it. Once inside, the Hammerhead Brothers will use the Hoohoo Block to make both Mario and Luigi some Hammers! Then, they'll give a tutorial on how to use them. You can also use them during a battle. Anyway, when you regain control, head northeast. Smash the rock there with the Hammer, then head south and hit the block to get a Nut. Now, exit this house. Back outside, head east and into the previous area. Back here, go all the way east and go southwest of the Save Album. Then, enter through the next area.

In this area, go all the way west into the area where you met Fawful earlier. Back in this area again, since you now have Hammers, walk up to the big rock Fawful placed, and hit it to break it. Now, head west, and High Jump onto the ledge there. Go west and across the bridge, then hit the block for a Nut. Now, drop off of the ledge, then proceed south into the next area.

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Hoohoo Mountain Descent

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Here, head towards the southeast, and use your Hammer to break all of the rocks on the way. Continue southeast, and when you see a path going south, take the path and break the rock. High Jump onto the ledge there, and break the rock, then smash down the brown log with your Hammer. Doing this will cause a water fountain to pour out water. Now, drop off of this ledge and head north. Jump up the ledge there and fill Mario up with water, then head to the southwestern part of this area. When you see a rock on fire, have Luigi do a High Jump on Mario to spit out water. Make sure you're facing the fire, and the fire will be put out.

Now, break the cracked rock, then follow the path into the next area. Here, go south and drop down to the Bros. Block there. Use it for some coins, then head east, and jump up the ledge there. Go down the stairs, and save your game at the Save Album. Then, break the rocks there, but don't go into the nearby cave. Instead, go all the way east and into the next area. In here, hit the four blocks on the bridge for two Mushrooms and two Syrups. Then, head west and back into the previous area. Back here, head west and enter the cave this time.

Once inside the cave, head directly north and speak with the old man sitting in the chair. He'll ask you if you want to use the mine carts (you have to in order to go any further). If you don't know how to do the mini-game coming up in the mine cart ride, tell him "Explain". Regardless, whether or not you need an explanation, tell him "Yes" when you're ready to ride. If you still need help with the mini-game, please refer to the Mini-Games section of the guide. Anyway, when you win the mini-game, you'll end up on the other side of this cave. Somehow, the green old man is here, too.

When you regain control, head south and exit the cave. Outside, save your game at the Save Album nearby, then head south. Hit the two blocks you'll see for a Mushroom and a Nut. Now, head east and smash the rocks there using your Hammer, then head east and go into the next area. Here, follow the path, and then you will hear a voice. The Hammerhead Bros. appear, and say that they forgot to tell you how to use the Hammers in-battle. Tell them to teach you; you have no other choice, sadly. When the tutorial's over, head northwest and go up the stairs. Then, go into the next area.

Here, hit the block to the north for a Syrup. Then, head around the trees and go south. Hit that block for a Mushroom. Now, head north and use the Bros. Block you'll come to for some coins. After that, head north and into the next area. In this area, go north and hit the nearby block for a Mushroom. Now, exit this area. Back here again, head all the way back to the area where the Hammerhead Bros. stopped you, then head south to Northwest Beanbean.

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Northwest Beanbean
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When you get out here, head all the way east and drop down onto the ledge to the south. Then, keep dropping down the ledges until you see the path split to the left. Take that path and jump on the platform there, then head west and continue heading south, then proceed into the next area. In this area, simply continue south, and then go into the next area.

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West Beanbean
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Here, head all the way southeast. Eventually, you should see a big bridge with two green heads by it, and a sign nearby on the wall. If you see this, then head across the bridge, because this is where you need to go.

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Beanbean Castle Town
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Once you arrive here, you'll notice (and so will Mario and Luigi) that this town is an utter mess. Almost everyone is lying on the ground, and all of the buildings are half-destroyed! Anyway, when you gain control, walk around this place and speak with the people if you wish. Apparently, Cackletta and Fawful have been here, and they're the ones who did all of this! You cannot enter any building at this present moment, aside from the Equipment Shop, which is located at the eastern part of this area. Head there, and stock up on anything you may need.

There's also an Item Shop on the eastern side of town, which we can not go to at this moment. On the eastern side of town, there is also an Information Shop at the southwestern part of that area. Anyway, whenever you're ready, head to the northeastern part of this town, then go up the stairs and to the next area.

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Beanbean Castle Gates
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When you get here, head north. Since most areas right now are blocked off, there isn't too much we can do. Keep going north, and save your game at the Save Album along the way. At the end of the path, approach the entrance of the castle. The two guards will stop you, and not let you pass. After they talk a little bit, they'll want you to jump for them, to prove you're Mario. Do so, and they'll say they believe you...when they really don't. They still won't let you pass, so Luigi shows them Peasley's rose from earlier. Then, they will finally be convinced, and let you pass. Enter the castle.

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Beanbean Castle
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Inside the castle, head all the way north, then jump onto the platform and head into the next area. In this area, head west and follow the path into another area. Then, head west and follow the path. You will find another Beanbean guy lying on the ground there. Speak to him, and then someone comes to talk to Mario and Luigi. This is Lady Lima. She'll ask if they are the Mario Bros., but she won't even let THEM see the queen! Instead, she'll make them fall down into a trap, straight into the sewer.

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Beanbean Castle Sewers
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Here, Lady Lima will tell you that if you want to visit the queen of the castle, that you must repair the castle's plumbing first. Now, when you regain control, head down the path, and then save your game at the Save Album. Head to the pipe you'll see, and jump onto it. Now, head southwest while on the pipe,

and you will come to some water with a yellow thing floating on it. Hit the yellow thing with your Hammer to stop the water. Continue down the path on the pipe, then smash the next yellow thing you'll come to. Head northeast, and smash the last yellow thing. This will cause a gate to open on the western side of this area.

Now, defeat the enemies in the room if you wish. Otherwise, head to the western part of this room, then go through the gate and into the next area. In this area, head north, then jump onto the pipe. Now, head to the northern part of the area to find another yellow thing with water on it. Pound it into the pipe with the Hammer, and two enemies will appear! Defeat them, and then head west. Jump onto that pipe there, and you'll see a valve. Perform a Spin Jump on the valve to spin it. Doing this will cause two yellow things to pop up in the area. Now we must smash them.

Head southeast on this pipe, and when you come to a yellow thing, smash it down using the Hammer. For the next one, head to the southern part of the pipe to find another one. Smash it down, and the gate at the northern end of the room will open. Head to the northern end of the room, and go through the gate and into the next area. In this area, head all the way to the northeastern corner of the room. Jump onto the pipe, and you'll be near another valve. Spin Jump on it, and an enemy will get spit out of the pipe above you! Defeat the enemy, then jump onto the platform to the west. Hit the three blocks on this platform for two Mushrooms, and a Syrup.

Go all the way to the southeastern part of the room, and go to the next area. In this area, head east and jump onto the pipe. Turn the valve wheel by using a Spin Jump. Doing this will cause a yellow thing to the north to pop up. Smash it in, and two other ones will pop up. Hit the one to the southwest, then hit the one to the northeast and to the southeast, in that order. Doing this will cause a platform nearby to rise. High Jump onto it, and then to the ledge above you. Then, enter the next room. In this area, jump onto the pipe and go north. Hit the block there for a Mushroom, then go west and hit the other block there to get another Mushroom.

Jump back onto the pipe, and activate the valve to the south with a Spin Jump. This will cause some other yellow things to pop up in another room. Now, exit this room, then head all the way west in the previous room, back to the big room with the yellow things. Back in this room, get back on the pipe, and head to the west. Smash the two yellow things you'll come across, and another gate will open at the northwestern side of the room. Go through it and into a new room. Here, jump on the pipe and smash the yellow thing. Two gates will open. The one at the northern side Lady Lima will come out of.

Apparently, she never even told you to come repair the plumbing, and she never sent Mario and Luigi down there! The one that sent you down here and ordered you to fix the plumbing was...Cackletta! Fixing the plumbing not only freed the real Lady Lima, but it also disabled the security system on the Beanstar! After the dialogue is over, and you regain control, head east and save your game at the Save Album there. Go through the northernmost gate, first. In here, hit the blocks in the area for three Mushrooms, some coins, and a Syrup. Speak with the two people here if you want, then exit this room. Back here, go back to the Save Album to the east, then go through the gate north of the Save Album.

In this area, go north and follow the path of stairs going up. Then, proceed into the next area.

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Beanbean Castle

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Once here, you'll see that the Beanstar is now gone! That means Cackletta has it now! Cackletta and Fawful appear, and taunt the Mario Bros. for a bit. Then, Queen Bean appears, but she's gone mad! You now have to fight her, so read the Bosses section for help on winning. Once you win, Lady Lima will come in and say that Cackletta made her swallow a Belly Belch worm, which explains why she's in the current state. In order to make her spit out the worm, she needs some Chuckola Reserve from the Chucklehuck Woods.

Mario and Luigi agree to go to the Chucklehuck Woods, so Lady Lima gives them a Beanbean Brooch. The area we need to go to is southwest of Beanbean Castle. Once you regain control, head south and into the next area. In this area, head east and down the corridor, and into the next area. Here, proceed south to the next area, then just keep heading south until you exit the castle.

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Beanbean Castle Gates
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Here, go south. Eventually, the small guy that was with Lady Lima will come. He will give you a Bean Badge; your first Badge in the game! He'll give you a tutorial on how to equip Badges, so follow his instructions. I recommend that you keep the Badge on Mario. You automatically leave this area, but head back to the previous area again. Back here, save your game at the Save Album. Now leave this area.

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Beanbean Castle Town
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In the town, head south and enter the Equipment Shop. Talk to the shop owner to the left, and buy some equipment. If you have a spare 200 Coins, pay up and buy two Bean Trousers for Mario and Luigi; one for each brother. Then, equip this stuff on them. After this, buy the Pea Badge for Luigi, if you still have any money. Equip it on him; it lowers your BP by a little, but raises Power. Now, exit the shop, and go southwest and out of town.

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West Beanbean
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Outside at West Beanbean, head west, and then south, and cross the bridge into the next area.

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Southwest Beanbean
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In this area, head all the way to the southern part of the area. Then, head west and jump up the ledges, then cross the bridge to the next area. In the next area, get on the northern edge of the platform across the bridge, then do a Spin Jump to the north to land on the platform there. Now, speak with the two guards. They won't let you pass, but Mario will show the Beanbean Brooch, then they'll let you proceed. When the gate opens, jump on the platform ahead. Make your way west and jump up and down the platforms until you reach the end of the

path. Then, head north and into the next area. Here, go north and through the door, to your next destination.

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Chateau de Chucklehuck
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Once inside this place, save your game at the Save Album nearby, then go down the corridor. Examine the statues by the wall if you wish, then at the end of the corridor, enter the next area. In this area, you'll see a ton of barrels. Head east, and you will come to an opening in the barrels. This room is a maze, literally. Here is the correct path to get out of the maze, from where the opening is at: northeast, northwest, southwest, southwest (again), northeast, northeast (again), northwest, southwest, southeast, and southwest. Once you take this path, you will notice that some strange thing is following you around! When Luigi reappears and you regain control, High Jump atop the three ledges you see.

Now, head to the north, then walk across the wooden plank to the west, and enter the next area. In this area, you'll see that shadow thief again. His name is apparently "Popple". He will run away when he's caught again, and call someone named "Rookie". Then, after some dialogue, Popple and Rookie (Bowser, in case you haven't figured it out by now) attack you! Read the Bosses section if you need help with this battle. When you win, some more dialogue will occur. After some short dialogue, Popple and Rookie run away (for now). Once you regain control, proceed northwest and enter the next area. In this area, head to the northern part of the area, and save your game at the Save Album.

From there, head southwest, and run up to the barrel blocking the way to push it, breaking it open. Two people will come out from the barrel! These people talk strange. Their names are Cork and Cask. After some dialogue, show them Mario's jump with A, then Luigi using his Hammer with B. After that, they will run off to the north. When you regain control, head north and save your game at the Save Album there. Then, proceed into the next area to the north. In this area, you'll see Cork and Cask again. You apparently will need some Hammer techniques that they're going to teach you, so tell them you're ready to learn.

Follow their instructions on the tutorial for both Mario and Luigi. They will then want you to put the abilities to the test, by obtaining two items in a different room. When you regain control, head east and proceed into the next area. In this area, head east and drop off of the ledge there. Now, stand on the metal floor, and then make Mario micro-sized by hitting him with the Hammer with Luigi. Then, walk through the northern hole, and go down the path. Jump onto the table at the end, and take the Red Goblet. Make your way out of the room that Mario is in to reunite with Luigi. Now, return Mario to normal size, then head east.

You will find a gate. So, have Mario placed in the back and Luigi placed in the front. Then, hit Luigi with the Hammer to make him be under the floor. Now, go north and proceed under the gate, into the new room. Press A to return Luigi to normal, then head northwest. At the northwestern corner of the room, jump onto the table there, and hit the red button on the wall with the Hammer. This will open the gate that was blocking your path. Now, head south and reunite with Mario, then head back north. Use a High Jump to reach the table to the east, and then take the Green Goblet from the table. Now, head back south, then west. High Jump onto the platform above, then head west and exit this area.

Back in this area, you'll automatically be showing Cork and Cask the Red and Green Goblet. They'll be amazed and say that you can enter the Chucklehuck

Woods now, then they leave. When you regain control, head south and exit this area. In this room again, head south and save your game at the Save Album, then head to the southwestern part of the room. You'll see a Bros. Block. High Jump onto the platform with the block, then use the block for some coins. Now, head to the southern part of this room, and head all the way south, and go into the next area. This is the Chucklehuck Woods.

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Chucklehuck Woods
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Upon arriving here, head west and go into the next area. In this room, you will see a big platform with a block on it to the left. High Jump onto the platform, and hit the block for a Mushroom. Now, go to the northern part of this room, and jump up the ledges there. Break the rock blocking your path, then proceed into the next area. In this area, hit the three blocks to the north to get some coins, a Mushroom, and a Syrup. Then, walk into the Warp Pipe to activate Warp Pipe #5. Now, head south and exit this area. Back here, head south and drop off of the platform, then head west and go to the next area. In this area, head west and go to the gate nearby.

Have Mario hit Luigi with the Hammer to make him go underground, then go north and go through the gate. Have Luigi return to normal size, then head northwest and hit the red button there with the Hammer. This will make the gate lower, so head south and reunite with Mario. Now, head back north, and High Jump onto the ledge at the end. Then, head into the next area. In this area, head north, and step on the metal floor. Break the rocks to the left and right with the Hammer, to reveal two holes. Now, go to the hole to the east, and have Mario turn micro sized by having Luigi hit him with the Hammer. Then, proceed through the hole.

Hit the three blocks to get two Syrups, and a Mushroom. Now, head south and exit the hole. Then, head west and go through the next hole. At the western end of the wall, hit the red button with your Hammer. Doing this will cause the gate in the middle to lower. Now, return Mario to normal size, and then head to the southwestern part of the room. High Jump onto the ledge there, then save your game at the Save Album. Proceed west and into the next area. In this area, you'll see three blocks, and a fat Koopa Troopa. You can't do anything to the Koopa Troopa right now, so hit the three blocks to get a Refreshing Herb, a coin, and a 1-Up Mushroom.

Go east, and exit this area. Now, head back to the northern part of the room, and follow the path there. Then, at the end of the path, High Jump onto the ledge there, and head into the next area. In this area, hit Luigi with the Hammer to make him go underground. Now, with Luigi, go under the wooden barrel in this room. Then, press A while under it to get inside of it. While inside of it, head west, and stand on the face on the floor. Face the northern wall while on it, and the mask will shoot a fireball, and backfire off of the barrel. The mask will burn, and a platform will rise.

Head east, and press A to get out of the barrel and break it. Now, High Jump onto that platform, then High Jump to the next platform. Head into the next area. In this area, head east and jump up the ledges. Defeat the enemy there, then at the end of the path, break the rock in your way and head into the next area. In here, hit the blocks for a Refreshing Herb, coins, and a Mushroom. Then, use the Bros. Block to the north. After that, exit this area. Back in the previous area, head southwest, and go to the western part of the area. Jump up the ledges there, then break the rock blocking your path. Don't bother going down the path, though, as it leads to a dead end.

Now, proceed west and enter the next area. In this room, head west and defeat all of the enemies, as they will get in the way. After they're gone, head south and jump up the ledges there. At the top ledge, Spin Jump towards the northeast and land on the platform there. Have Mario make Luigi a Mole (hit him with the Hammer), then go under the barrel and press A to enter it. Now, while inside of the barrel, head west until you see a red button on the wall you cannot reach. Have Luigi face the wall, and make sure he's below the button. Then, press L until you see a new command available. Then, press B to jump onto the barrel. Then, hit the red button with your Hammer.

Doing this will cause a platform to the left to rise. Now, get off of the barrel, then press A to get out of the barrel with Luigi. High Jump onto the platform nearby, then High Jump onto the other platform. Proceed into the next area. In this area, save your game at the nearby Save Album, then jump up the northern ledges. Continue north, and you'll spot a big tree. It wants you to find it three Chuckola Fruits. If you do so, then it'll let you proceed. The tree will open a gate on the left and right side of the room. When you regain control, head south, then west. Jump up the ledges there, then proceed west and into the next area.

Here, High Jump onto the platform to the left, and hit the block to get a Refreshing Herb. Now, head to the southwestern part of the room, then enter the next area. In this area, head south, and a tree will come out of the ground. She wants you to find five beans in this area, and tells you how to find them. In case you didn't listen, you have to make Luigi a Mole, then walk over the "X" spots on the ground, and press A. Doing this removes the X spot, and gives you a bean. Go around this area, and collect all of the beans. Once you've gotten all five, head north and speak with the tree again.

She will open the gate to the south for you. When you regain control, head south, and into the next area. In this area, continue south, and you will see a Wiggler that is stuck, to the left. Go towards the Wiggler, and Mario and Luigi will jump by the sides of the Wiggler. Press B and A to jump on it, until it enters the hole. Heal up Mario and Luigi, because a boss battle is coming up. Now, make Mario micro-sized with Luigi, then go through the hole. Mario runs away, and the Wiggler comes out of the hole, ticked off. Return Mario to normal size, then touch the Wiggler to begin a boss battle. Read the Bosses section for help on defeating it.

When the Wiggler is defeated, it will run off, crying. When you regain control, have Luigi hit Mario with the Hammer, then walk into the hole. Take the Red Chuckola Fruit from the plant, then head south to reunite with Luigi. Return Mario to normal size, then head northeast and High Jump onto the ledge. Now, exit this area. Back here, proceed north, and exit this area. Now, go east, and you'll see another path going down. Take the path to a new area. In this room, drop down the ledges and head east. Go down the path, and you'll see two ledges nearby. High Jump onto the lowest one.

Now, jump up to the next ledge, then Spin Jump to the northwest. On the next platform, hit the block there for a Syrup. Now, drop off of the platform, then go north and into the next area. In here, go north and hit the three blocks for some coins, a Mushroom, and a Syrup. Now, go east and enter the next area. In this area, follow the path, and then jump on the lowest ledge when you see it. High Jump onto the next two ledges to the right, then hit the block a few times to get a few coins. Now, head to the southeast, and hit the block to get a Mushroom. Now, get back on the low ledge to the north, then head west and up the ledges. Head south and get on the yellow platform.

In case you've forgotten how to use them, simply hold the D-Pad to the right, and then press A and B alternately. When you make it across, head east and go

into the next area. Here, go south and drop off of the platform, then hit the blocks to get a Mushroom, and some coins. High Jump back onto the platform to the left, then High Jump back to the top platform. Now, head east, and then get on the edge of the platform. Do a Spin Jump to the other platform to the right. When you're on that platform, go east and take the Purple Chuckola Fruit from the plant. Now, head south and drop off the ledge, then go into the next area.

Back outside, head all the way west and enter the next area. Back in this area once again, head all the way west again, and High Jump onto the next two ledges there. Then, go into the next area. Here again, save your game at the Save Album, then take the eastern path. Jump up the ledges, then head east and go into the next area. In this area, head all the way east, then north and into the next area. Here, break all of the rocks around the area, then make Luigi a Mole, and pop back up while on the X's around the area for some Chuckle Beans. Then, exit this area. Back here, head all the way southeast into another area.

In this area, head east, and then north. Now, go onto the metal floor to the left, then make Mario micro-sized. Proceed through the nearby hole, then go to the eastern part of the wall and hit the red button with the Hammer. Doing this will cause a gate to lower. Now, press Start to switch to Luigi, then go east, then head north and go through the new path. Hit the button on the wall nearby with the Hammer, and a gate will open for Mario. Press Start to gain control of Mario, then head through the new path. Hit the red button on the wall with the Hammer, and another gate will lower for Luigi. Switch back to Luigi, and go through yet another path.

Then, you'll see another gate blocking your path, but will find no way to open it. So, control Mario, and head south and exit the hole. Then, head east and take the northern path, and reunite with Luigi. Return Mario to normal size, then make Luigi a Mole. Go through the gate, then press A to return to normal. Now, hit the red button on the wall with the Hammer. Doing this will make a gate open back in the other path to the left, but you only have 15 Seconds to go through the gate! Quickly jump on the spring to get out of this area, then make Mario micro-sized. Quickly head south and out of the path, then head west and north and through the hole again. Make your way up the path, and then go through the opened gate. Take the White Chuckola Fruit from the plant.

Hit the red button on the wall to the right using the Hammer. If the time ran out when you entered the room, the gate will lower again. Now, reunite with Luigi, then return Mario to normal size. Now, go southwest, and then High Jump onto the platform. Then, exit this area. Back here, go to the northwestern part of the room, then exit this area. Now, head southwest and save your game at the Save Album if you wish. Then, jump up the ledges to the north, and go north. The tree will be fed all of the Chuckola Fruit, and will let you pass. However, Popple and Rookie appear!

You don't have to fight them, though. They will run off into the next area. So, go behind the tree, then go north and into the next area. In this area, hit the two blocks for some coins, and a Mushroom. Then, take the western path and go up. Hit the block in the path for a Refreshing Herb. Continue north, then hit the next block for a 1-Up Mushroom. Continue down the path, and then jump up the ledges. On the way, save your game at the Save Album, and heal up all the way. Make your way up the ledges, then proceed north into the next area. In here, go down the path, and you'll meet Bubbles, the soda maker.

He will tell the Chuckola Cola some jokes, as it bubbles up. Mario and Luigi go up to Bubbles. Popple and Rookie appear to be captured in barrels, and Popple says that this is no ordinary soda! Eventually, the soda will come to life, and attack you! Read the Bosses section for help. When you win, Bubbles will get upset, and then pound the floor, creating a hole! Mario and Luigi fall down to

the bottom floor, along with the Chuckola Reserve. Mario falls down to the very bottom, and into the Chuckola Reserve. Luigi falls down near a bridge, and you gain control of him only. When you gain control, follow the path and cross the bridge. Save your game at the Save Album, then head north into the next area.

In this area, hit the two blocks around this area for two Mushrooms. Then, break the rocks blocking your path. The enemies in here will be hard with just Luigi alone, so I recommend avoiding them at all costs. Anyway, once you break the rocks, cross the bridge and head south. Break the next rock, then enter the next area. Here, head south and cross the bridge to the east, then head south some more and break the rocks there. Continue breaking the rocks, and go to the southwestern corner of the room. Hit the block there for a Mushroom, then head northwest and into the next area.

In this room, head south and hit the two blocks for a lot of coins, then head north and follow the path. Walk up to the barrel you'll come across, and then it rolls into the water! This is actually the Chuckola Reserve. Luigi uses it as a platform to get across the water. Luigi will ride all the way to the Beanbean Castle gates, and the barrel breaks, and they both land. Mario has swallowed some Chuckola Reserve! They enter Beanbean Castle.

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Beanbean Castle
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Here, Lady Lima will be next to Queen Bean, who is lying on the ground. When prompted, press B to make Mario spit out the Chuckola Cola, and enter Queen Bean's mouth. The queen will spit out the Belly Belch worm! Queen Bean will then return to her normal self, and some dialogue will commence. Cackletta apparently stole the Beanstar, so that she could awaken it with Peach's voice to grant her own desires! Queen Bean wants you to see Prince Peasley, so when you regain control, head south and exit the throne room. In the next area, just keep heading south to the next area. In here, you'll see Prince Peasley. He knows the whereabouts of Cackletta!

Apparently, her and Fawful snuck into the Woohoo Hooniversity, which is just southeast of here. Prince Peasley swears he's going there this instant. Queen Bean will tell you that she'll tell the guards to let you enter inside of the Hooniversity. When you regain control, head south and exit the castle.

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Beanbean Castle Gates
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Head south and down the stairs, then save your game at the Save Album. Now, go south, and then take the western path to a new area. In this area, enter the nearby house; this is a Pipe House. Inside, walk into the green Warp Pipe to activate Warp Pipe #3. Now, exit this house and go back east into the previous area. Back in this area, head south into the town.

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Beanbean Castle Town
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At the town, go ahead and enter the Item Shop if you want. There are some new equipment for you to buy, if you want it. Also, enter the several buildings on both sides of town, and hit all of the blocks there to get some items. When

you're ready, exit this town by going west and crossing the bridge.

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West Beanbean
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Outside, head west, then south. Cross the bridge into a new area.

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Southwest Beanbean
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Now, head all the way to the southeastern part of this area. When you see a bridge, cross it into a new area. In this area, enter the Warp Pipe nearby to activate Warp Pipe #4. Exit the area after this. Back here again, go towards the northeastern part of the area, then enter the next area.

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South Beanbean
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In this area, head east and go down the path. Just keep going east, and jump up the platforms on the way. Ignore the bridge you'll come to, then just keep going east. Then, enter the next area. In this area, go down the east path. Keep heading east, and eventually you'll come to an ! Block. Hit it, and a gate south of here will open. Now, head south and cross the bridge, then head east and into the next area.

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Southeast Beanbean
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Here, High Jump onto the ledge nearby. Then, head east. You'll see some guards, so head south of them, and then enter another area. In this area, just simply keep heading towards the southeast, and defeat the enemies if you wish. You will eventually see a bridge, so cross it and proceed east into the next area. Now, go southeast on the beach, and you'll come to two blocks. Hit them both a few times for a few coins. Now, continue east, then head north. Jump up the ledges and save your game at the Save Album. Now, go through the entrance, which leads to the Woohoo Hooniversity.

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Woohoo Hooniversity
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Once inside the Hooniversity, head north, and you will hear a rumbling, and somebody screaming. A bunch of people from Beanbean will run out of the place! When you regain control, head north and go down the corridor. You will see a person lying on the ground. Speak with him, and he'll tell you that Cackletta has turned every professor in here into a monster! He turns into a monster, and you have to fight him, but it's just a normal enemy; it's not hard to kill. When you kill the enemy, go north and into the next room. In this room, head to the northwestern part of the room to find a platform with two blocks. High Jump onto the platform, then hit the two blocks for a Syrup, and a Super Mushroom.

Now, head all the way east of this platform to find another small platform. Jump onto it, and keep jumping around on that platform. Eventually, you'll hit a block and get a Hoo Bean from it! Now, go to the northern part of the room and enter the next room. In here, jump onto the two ledges to the west, then hit the ! Block on the platform. This will cause something nearby to turn around, and reveal an "O" instead of an "X". Now, head south and hit the block for a Hoo Bean. Go all the way east and jump up the ledges there to another platform. Hit the ! Block on the northern part of the platform. Doing this will cause a laser to deactivate in the previous room.

Head south, and hit the block for a Mushroom. Now, continue south and then exit this room. Back in this room, head all the way southwest, then enter the next area. In this room, defeat all of the enemies if you wish. After that, head southwest and enter the next room. Here, defeat the enemies if you wish, then head all the way west into another room. In this room, you will see a Bros. Block. However, it doesn't produce coins; it's merely a prototype, as the small robot in here states. Anyway, head north and into the next room.

This room is interesting...if you hit the block on the left, the game will tell you it is a block used in Super Mario 64, and will tell you about the block. If you hit the block on the right, you'll learn it is a block that is used in Paper Mario, and learn about the block. The one in the top-right corner is a block used in Super Mario World, and the one to the top-left is used in Super Mario Bros. When you're done, head west and enter the next room. In here, speak with the robots and use the prototype Bros. Blocks if you want, but they do not give any coins.

Whenever you're ready, head back out of this prototype room completely, and go back into the room where we last saw some enemies. Once there, take the north path to a new room. In this room, go northeast and into another room. Use the Bros. Block in this room, then High Jump to the ledge to the north. Hit the blocks for a Hoo Bean, a Mushroom, and a Nut. Now, drop off of the ledge and head west, and leave this room. Back in the previous room, just simply keep going north and into the next room. Here, go down the path, and defeat the enemies if you want to. Then, head to the northeastern part of the room, and enter the next area.

In the next room, go down the path and kill all of the enemies, then go north and enter the next room. This room is a puzzle. As you can see, around this room, there are green things with buttons on them with different colors. You have to make each of the green statues have the correct button color. So, to make the statues have different colors, you have to hit them with your Hammer. Below, I will make a map describing how to get past this particular part. If you use the map, you will complete the puzzle. Here is what you have to do.

Key:

R = Red Button Color
B = Blue Button Color

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    R R    B B
      R B  R R
      R B    R R
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If you followed my instructions that's listed on the map above, all of the statues will disappear. The sun at the northern end of this room will create a beam of light, and it will reflect on two mirrors, opening a door in another

room. Exit this room, then in the previous room, head southwest to the next area. Back here again, go west, then north. High Jump onto the platform there, then head north and into the next area. In this area, head northwest and fight the enemies if you want, then enter the next area. Here, go west, and use the Bros. Block nearby, then save your game at the Save Album.

Head south and drop off of the ledge, then continue into the next area. In this room, head southwest until you see a hole in the wall leading to a new room. Then, turn Mario micro-sized, and then jump through the hole. Go north, and hit the red button on the wall. Doing this will cause a gate to open nearby, and the hole to close where Mario is at! So, press Start to switch to Luigi, then head west and go into the small room there. Hit the red button using the Hammer, then the gate behind Luigi will close again! An ! Block also appears in Mario's room. Switch to Mario, and hit the ! Block. You will have to play some kind of Mini-Game.

You have to get thirty points within twenty-five seconds. The object is to hit the M and L blocks as they come to Mario and Luigi. Jump with Mario when you see an M block go under him, and jump with Luigi when you see an L block go under him. It's a little difficult to do, and will probably take more than one try. Once you do it, however, the two gates locking Mario and Luigi in will open, plus another gate will open in this room! Now, with Mario, head south and jump back through the hole, then head south some more and jump through the hole in the wall, leading to a new room. Now, hit the block here for a Mushroom.

Then, jump up the steps just west of the hole, then jump onto the top part of the room. Walk around the beam (or whatever you want to call it), and go northeast. When you come to another beam across from you, jump to it. Then, drop into the small room there. Once in there, hit the red button to open another gate. Just left of the button are three platforms. Jump up these platforms, then drop off of the left side of the beam. Go northwest and through the passage there, then reunite with Luigi. Return Mario to normal size, then head east.

Then, go south to a small area where you will find a barrel. Make Luigi in Mole size, then walk under the barrel and press A. While inside the barrel, head in between the area that Mario played that block mini-game in, and the room that Mario hammered the red button in. Then, go north and go to the switch. Jump onto the barrel with Mario, and hit the switch with the Hammer. Doing this will cause more light to reflect onto more mirrors, causing another door to open up in another area. Head northeast and leave this room. Now, High Jump back onto the platform, then head east to the previous room. Back here once again, just simply keep heading all the way south into previous areas.

When the beam of light starts going east, follow it east. In this room, head south and save your game at the Save Album, then head south into the next room. In here, go south and drop down the platform. Hit the four blocks for a Hoo Bean, a Mushroom, a Super Mushroom, and a Syrup. Also, use the Bros. Block in the middle to get some coins. After that, head west into the next room. In this room, go west, and then go to the southwestern corner of the room. High Jump onto the ledge there, then head west and into the next room. In the next area, you'll see an ! Block, but you cannot hit it yet.

So for now, proceed north into the next area. Here, go west and jump on the platform, then save your game at the Save Album. Proceed down the hill, then go into the next area. Now, nearby you will see a red button on the wall. Hit it, and a barrel will drop in another room. To the left, there is a crane blocking the path, so head back east into the previous area. Go back up the ramp, then drop off of the platform, and go south into the last area. In this area, go

west and High Jump onto the platform there. Stand on the pad that has an arrow on it, then Spin Jump across to the next platform.

Drop off of the western side of this platform, then High Jump up to another one. Hit the red button on the wall. Doing this will cause some spikes to lower, which gives you an entrance to a hole. Drop off of the west part of the platform, then High Jump to the next one. Drop off of the western side of this platform, too. Then, make Mario micro-sized, and enter the hole. Inside here, make your way around the maze. It's seriously not very difficult to get through. At the end of the maze, hit the red button to lower the small platform things in this maze.

Also, another barrel will appear in another room. After you do that, make your way back out of this maze, which should be even easier. When you exit the maze, make Mario return to normal size, then do a High Jump to reach the platform to the right. Make your way back to the start of this room, and do a Spin Jump to reach the first platform. Once you make it back, head east and into the next room. Now, drop off of the ledge, then make Luigi go into a Mole size. Walk under the first barrel (NOT the one next to the green guy), and press A to enter it.

Stand on the pad in this room, and the electricity shot out from the mask will backfire onto an electrical thing. This causes a crane to move in another room. The crane will take Luigi! When you regain control, head southwest and jump on that ledge, then enter the next room. Here, go north and enter the next area. Jump onto the platform and save your game, then go down the ramp and into the next room. Once here again, go west and down the path. Jump up each ledge, and you'll come to three blocks.

One contains a Refreshing Herb, while the other one contains a Syrup. The last one has a Mushroom. Once you get these items, drop back down and continue south from the last platform, into the next area. In this area, you'll see a barrel with Luigi inside! Now you have to make your way to the top. You have to play a DK Arcade-esque kind of game in here. Make your way down the path, and jump over the barrels. Jump onto each platform and continue making your way up until you reach the top. If you get hit by a barrel, you start at the entrance of the room. When you reach the top, go to where Luigi is.

The crane will take him away again! Hit the red button on the wall, and a big platform lowers in this area. The crane will drop Luigi, and the barrel he is in will roll all the way to the ! Block we saw earlier! It will hit the ! Block and Luigi will pop out of the barrel. More light reflects on mirrors, and then another door opens. Now, Mario magically appears where Luigi is, and they then reunite once again. You end up back in the barrel room. When you regain control of the brothers, head east and High Jump onto the platform. Go into the next area. Back here, go north, and High Jump to the platform.

Go into the previous area. Here once again, follow the beams of light to new areas. When the beams of light come to an end, go south and through the dor. In this room, drop off of the ledge and stand by the water pipe with Mario. When Mario is filled up with water, head south and into the next room. Here, you will see a mouse to the left. Stand exactly where the mouse is across from you, and then face the mouse. Hit Mario with the Hammer to send the mouse in between the electrical pipe. A fan will be activated and blow an ! Block away. Now, keep smashing Mario until he has no more water in him.

Head southwest, and hit the ! Block. Doing this will cause more beams of light to reflect off of more mirrors. Make your way out of this room, and make your way to the room with the blue floor. Then, go all the way north into the next area. In here, head west and jump up the platforms there, then go north and hit

the ! Block. This will cause the light to reflect onto the big thing on the wall. It then opens, revealing a new entrance to a new room. You will now see a scene with Cackletta and Fawful. They are about to awaken the Beanstar! Now, proceed north and into the next room. In here, hit the two blocks for a Hoo Bean and a Super Mushroom.

Go north, and then High Jump onto one of the platforms there. Then, High Jump to the top platform. Hit the block nearby to get a Hoo Bean, then save your game at the Save Album after healing the brothers up. After this, proceed north and into the next area. Here, you'll see Cackletta and the Beanstar, along with three Peach bots! Cackletta tells the bots to speak, but the Beanstar gets angry and smashes the floor, causing the bots to fall. Looks like things didn't quite go as well as Cackletta had planned. Mario and Luigi spot Cackletta and Fawful. After some dialogue, you have to fight Cackletta!

Read the Bosses section for help on defeating her for the first time. When you defeat her, she will be lying on the ground. Fawful will reappear, and suck up Cackletta using his headgear! When Fawful attempts to attack the Mario Bros., Prince Peasley suddenly steps in, and knocks down Fawful! Then, Fawful gets hit all the way out of the Hooniversity. When the dialogue ends and Prince Peasley leaves, head west, and High Jump onto the platform there. Then, head north and go into the next room. Here, go down the path and save your game at the Save Album. Then, go up to the platform there and High Jump onto it. Hit the block nearby to get a Nut.

Now, head west and enter the next area. In here, go south and follow the path. You'll come to a Bros. Block, so use it to get some coins. Now, head west, and then enter the next area. Here, go down the stairs and use the nearby Bros. Block for some coins. Then, head south and go down the stairs, and enter the next area. Here, follow the path, and hit the block for a Super Mushroom. Head south and drop off of the platform. Hit the block for a Super Nut. Proceed west, and into the next area. In this area, follow down the path and defeat the enemies if you wish. Then, enter the next room. In this room, head all the way to the northwest, and High Jump onto the platform there.

Then, continue east and into the next area. In here, go south and drop down the ledges, then hit the block for a Syrup. Now, go east and into the next area. In this room, go down the path, and then hit the block to the north to get a Super Mushroom. Save your game at the Save Album, then head east and go to the next area. Head north, and then follow the path. At the end of the path is a water pipe. Fill Mario up with water, and look at the platform across you. You will see mice running down. They stop at a certain point. Stand where the electric pipe across from you is disconnected. When the mouse stops by where the pipe disconnects, hit Mario with the Hammer to send the mouse in between the pipes.

Now, do the same for every other part where the pipe is disconnected, and refill Mario with water if needed. When you get three mice to connect in between the pipes, electricity flows to the previous room, and opens a door. When you regain control, head out of this room. Back in the previous room, heal up your brothers, then head west. Save your game and enter the opened door. In this room, High Jump onto the northern platform, then head north. You will spot Poppo and Rookie, and the Beanstar! After some dialogue, Poppo and Rookie attack you again, so read the Bosses section for help on winning.

Once you win, Poppo and Rookie will be lying unconscious. Suddenly, a Peach bot comes in and speaks. This obviously makes the Beanstar mad (again)! Poppo and Rookie quickly wake up and grab onto the angry Beanstar. Mario and Luigi do the same. Then, the Beanstar flies out of the Hooniversity. Mario, Luigi, and Poppo fall off of the Beanstar, but Rookie remains on the Beanstar. He then comes to his senses, and remembers that he is Bowser! He then falls off of the

Beanstar, and the Beanstar shatters into four pieces! You will appear in the Oho Oasis.

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Oho Oasis
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When you arrive here, Luigi finds no sign of Mario. Eventually, he sees him, and scares the crabs away. Then, Mario and Luigi reunite. When you regain control of Mario and Luigi, head north and save your game at the Save Album. Go north and head into the next area. In the next area, proceed up the stairs, then enter the Thunder Palace.

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Thunder Palace
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Inside this place, head up the ledges, then go east. Use the Bros. Block there for some coins, and then go west and High Jump back onto the platform. Now, go west, and drop off of the platform. Head north and enter the next area. In this room, you'll see a gate. Ignore it, and then go east into another area. Here, you will see another gate. Make Luigi become a Mole, then go through the gate. Once you're through the gate, press A to return to normal. Now, go north and then enter the next room. In this room, go north and jump up the ledge. You will see a cracked rock nearby.

Break the rock using your Hammer, then some sort of spirit-like thing will appear, and some dialogue will occur. This spirit dosen't want Luigi here, so he wants us to leave. When you regain control, head north, and examine the electrical orb. The spirit appears again, and you'll learn the Thunderhand ability. Listen to his tutorial on how to use the Thunderhand. You can also use this ability in-battle! Once you regain control, head to the southwestern part of this room, then continue southwest, and into the next area.

Here, you should see a nearby orb in an alcove. Go to the orb, and charge up the Thunderhand ability. Use the Thunderhand on it to electrify the orb. Doing this will cause the gate to the south to open. Now, head south and out of this room, then go east and to the next area. Back here, walk up to Mario to reunite with him, then go back into the previous area. Then, head south and go to the next area. High Jump onto the eastern platform, then take the southern exit leading back outside.

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Oho Oasis
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Outside in the oasis, simply keep heading south back to the previous area. Save your game at the Save Album if you wish, then head east, and north. Enter the next area. Here, go north and jump up the platform there, and go northwest. Then, enter the next area. In this area, continue following the path, and then use the Bros. Block there three times for some coins. After that, simply keep following the path, and eventually, you'll see a green platform to the right. Jump to it, then proceed north and enter the Fire Palace.

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Fire Palace

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Here, go up the ledges, then head east and drop off of the platform. Head north and enter the next area. In this area, ignore the gate, and proceed west and into another area. In here, you'll see a small hole. Make Mario micro-sized, then jump through the hole. Then, proceed north, and enter the next room. In this room, go north and jump onto the platform, then break the cracked rock using your Hammer. Then, Mario will automatically return to normal size, and the Fire spirit will appear. After some dialogue, the spirit leaves. When you regain control, head north and examine the Fire orb there.

After Mario touches it, the spirit reappears, and will teach you how to use the Firebrand ability. You can use this ability in-battle, as well! Follow the instructions the spirit gives you. Once you learn the Firebrand ability and you regain control, head to the southeastern part of the room, and enter the next area. In this area, go to the alcove in the wall to the right, and face it. Charge up the Firebrand and release it, causing the alcove to have a flame in it. The gate nearby will also open.

When the gate opens, go south, then west and into the next area. Here, walk up to Luigi. When you reunite with him, proceed back to the previous area. In this area again, continue south and into the next area. In this area, go west and High Jump onto the platform there, then go through the southern exit. You will be back outside.

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Oho Oasis
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Back here again, just head south and to the next area. Once in this area, go southeast and enter the next area. In this area, save your game at the Save Album, then head east. High Jump onto the platform there. Now, with Mario, light the first alcove using the Firebrand ability. With Luigi, head east, and electrify the blue orb using the Thunderhand ability. Once you do that, three platforms will rise from the water, forming a bridge. Now, head east and go across the platforms, then enter the yellow pipe. When you fall to the bottom, press Down to proceed.

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Seabed
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When you get in this underwater area, take note that you have to swim across certain things, and to hit Save Albums. To swim with Mario, tap A. For Luigi, tap B. With that explained, save your game at the Save Album nearby, then go west and enter the next area. Here, go northeast and light the alcove using the Firebrand ability. Doing this will cause the yellow coral-like thing to be removed, revealing a path. Now, proceed north, then go west and enter the next area. In this area, follow the path, then swim onto the platform there. You will notice purple spike things on the floor in this room.

You have to swim with both brothers at once to get around this room. If you touch the spikes, then you'll go back near the entrance of the room. So, swim with both brothers to the southwestern part of the room, then land onto the platform there. Continue south into another area. In the next area, swim onto the only platform in this room. With Luigi, face the thing that looks like a jellyfish, then charge up the Thunderhand ability. Release it when it is charged to light the orb, opening a door.

Go through the door that just opened, and enter the next area. In here, swim all the way to the northwestern part of the room, then continue swimming to the north. Eventually, you should see a floor that you can land on. Land on it, and proceed into the next area. In this room, go northwest, and hit the red button on the wall with the Hammer. You will see the alcoves light up in a certain order. You have to light the alcoves in that exact order, but I will just tell you the order. For the first one, light the last one on the west side.

For the second one, go right, and light the second one to the left. Then, light the third one to the left, then the first one near the red button. Then, light the last one remaining. If you lit them all in this order, a yellow coral thing will lower to the south. Head south, and go into the next area. In here, make your way to the southwestern part of the room, then enter the next room. Here, go north, and save your game at the Save Album. Then, enter the yellow pipe. To climb up, hold Up, and hold A and B, all at the same time. Keep doing this until you climb out of the pipe.

Once you climb out of the pipe, you will see a scene with Fawful. Watch it; I don't want to spoil it. When the scene ends, you'll be in East Beanbean.

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East Beanbean
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Outside in Beanbean, head west and hit the red button on the wall, with the Hammer. The gate to the south will open, so proceed south. Continue down the path, and then Prince Peasley comes. Some dialogue will commence. Peasley wants Mario and Luigi to head to the Beanbean Airport, which is south of Beanbean Castle. When you regain control, head all the way north. Jump up the ledges you will come to, then enter the cave there. In this small area, walk through the Warp Pipe to activate Warp Pipe #6. Now, exit the cave, and head all the way back south to where Prince Peasley came.

Then, go west of where you came out of the pipe, and enter the next area. In this area, simply head west until you spot a bridge. When you see the bridge, continue south into the next area.

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Southeast Beanbean
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Follow the dirt path going southwest. When you see three guards, jump up the ledges to the left, then drop off of the western side. Head north, and then make Luigi turn into a Mole. Go through the gate, then press A to get back onto the ground. Now, go north and jump up the nearby ledges, then proceed west. Cross the bridge into a new area.

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South Beanbean
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In this area, jump across each of the green ledges to the left. The last ledge has a block. Hit the block for a Hoo Bean. Now, go south and drop off of the ledge, then head all the way east, then south. Enter the next area, and then go north and reunite with Mario. After that, head back to the previous area. Back here, just head all the way west and enter the next area. In the next

area, High Jump onto the platform to the west, then continue heading west and drop off of the platform. Go south, and you'll see two orbs. Electrify them using Luigi's Thunderhand. Doing this will make a bridge appear. Cross it, and continue heading south into the next area.

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Beanbean Airport
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At the airport, use the Bros. Block to get some coins, then save your game at the Save Album. Now, continue south and enter the next area. Here, head to the southwestern part of the airport. Then, someone comes and tells Mario and Luigi that Lady Lima is waiting on them. When you regain control, proceed south and into the next area. In this area, continue south and across the bridge. You'll spot Lady Lima. Princess Peach's airplane cannot land, due to the Piranha Plants spreaded throughout this area! When you regain control, head northeast. You should come to a water fountain.

Have Mario step in it to fill him with water, then head west of Lady Lima. Now, you will see two Piranha Plants. Use the Hammer on Mario while facing the plant to make it turn blue. Do the same for the next Piranha Plant, then hit Mario with the Hammer until he has no more water in him. Now, with Luigi, charge up for the Thunderhand, then release it to zap the Piranha Plant. This kills it, and causes an egg to crack in another area. Kill the next Piranha Plant with the Thunderhand, and the egg will crack some more. Now, go west and then enter the next area. In this area, go northwest and save your game at the Save Album.

Then, step into the water fountain with Mario. While he's filled with water, head south, and then make Mario spit out water on the Piranha Plant. Zap the plant with Luigi's Thunderhand, and the egg nearby will crack some more. Now, head west and enter the next area. Here, head northwest, and you'll see another water fountain. Fill up Mario with water, and then head southeast. Make Mario spit water on the Piranha, then go west and do the same for the next Piranha. With Luigi, zap both Piranha Plants. Then, once all of the Piranha Plants are dead, the giant egg will crack open!

This reveals a giant Piranha Plant! Head south, then use the Bros. Block there to get some coins. Once that is done, head east and back to the previous area. Here, go northeast and heal up the brothers all the way, then save your game at the Save Album. Now, go southeast and touch the Piranha Plant to start a fight. Read the Bosses section for help on winning the fight. When you defeat it, the plant disappears, and Luigi finishes it off. When you regain control, head east and into the next area. Go east in this area, and speak with Lady Lima. After some dialogue, you'll see Princess Peach's plane land.

You will now see a scene in the gardens. Princess Peach appears, but she can actually talk; she has a voice! Cackletta stole it, remember? Toadsworth says that Princess Peach's voice never got stolen, and Prince Peasley explains. You see a flashback of what happened at the start of the game, and something else that wasn't shown during the scene at the beginning. The Peach that got her voice stolen was really a Birdo, which explains why the Beanstar got mad when it heard the voice at the Woohoo Hooniversity. After some more dialogue, Mario, Luigi and Prince Peasley will be in Beanbean Castle.

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Beanbean Castle
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Some more dialogue will commence. Prince Peasley leaves, to go and find the four pieces of the broken Beanstar. When he leaves and you gain control, go all the way north through the next couple of areas until you're in the throne room. Head towards the throne, and another scene commences. Our next destination is Little Fungitown, but to get there, we need to go through Teehee Valley first. After all of the dialogue, head south until you exit the castle.

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Beanbean Castle Gates
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Out here, simply keep heading south. Save your game at the Save Album there, then go south and into the town.

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Beanbean Castle Town
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Be sure to enter the Item Shop this time around, as there are tons of new equipment and Badges for you to buy! Stock up on any recovery items you may need, then exit the town via the eastern bridge of the town.

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East Beanbean
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Outside, go all the way north. Follow the small dirt path into a new area.

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Northeast Beanbean
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Go north, and you'll see a blue orb. Electrify the orb using the Thunderhand ability. Doing this will cause the gate nearby to open. Now, go through the path where the gate was, then follow the dirt path to the next area. Just keep following the dirt path until you see a cave. Then, enter it.

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East Beanbean
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Once inside the cave, go north and save your game at the Save Album. Then, proceed east and down the steps, then cross the bridge into a new area. Here, you will see the Hammerhead Bros.! Some dialogue will occur. They will offer to reforge your Hammers and make them more powerful. Accept their offer. They will then reforge your Hammers, and make them Super Hammers! Now, when you regain control, head southeast. Break the rock there, then go north and cross the bridge there. Break the next rock, then proceed into the next room. In this room, talk to the Thwomp, and pay up 200 Coins to play some sort of mini-game. Three stone slabs will drop down, and you have to hammer one of them. One of them may contain a Secret Scroll #1.

If you get the Secret Scroll, you'll get a new Bros. Attack in battle! If you don't get it, you can keep trying, but I suggest only trying it once. Anyway, whether you have it or not, make your way out of this place. Back in the cave,

jump up the ledges and leave this place. Back outside, head east and keep following the dirt path back to the place where the blue orb was.

=====
Northeast Beanbean
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When you're back where the electrical orb is, head north and jump up the ledges there. Then, smash the rock there with the Hammer to break it open. From there, proceed north and into Teehee Valley.

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Teehee Valley
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In the valley, head north, and then Mario and Luigi will look around for a bit. Then, they'll hear a voice. Toadsworth and Peach appear. Everyone will then be on the east side of the valley. After Mario, Luigi and Peach leave, Toadsworth will notice he forgot to say something important. He rushes to Peach, Mario, and Luigi, and Peach runs off and gets captured! Toadsworth tells you to NOT let the princess out of your sight, or she'll get captured immediately. And, he's right. Even if you kill every enemy in the area, she will get captured if she is out of your sight for more than one second. So, with that explained, Toadsworth leaves.

When you regain control, since Peach is captured, head to the west. Enter the yellow pipe you see. When you fall to the bottom, press Down. Now, in the next area, head down the path and into the next area. In this area, go north and you will see two enemies near the pedestal Peach is on. You CAN avoid the enemies; you can just jump onto the pedestal Peach is on, and talk to her to rescue her. If you want to, fight the enemies and then rescue Peach. You will have to enter one of the yellow pipes in this place, and rescue her each time she gets captured. Anyway, once you've rescued her, you'll end up back in the last area.

In this area again, you should take note of something. If Peach goes near an enemy, she will get captured, even if she's in sight. If she is going in the opposite direction you're going in, run to her and talk to her. She'll change her direction. Always make sure she is following the same direction you're going in, or she will most likely get captured. Anyway, go north, and follow Peach; she'll go in that direction. Eventually, you'll reach the end of the area, and she'll say to proceed. Do so, and enter the next area. In this area, head southeast. Peach will follow this direction.

Defeat the enemies along the way. At the end of the path, hit the ! Block to open the nearby gate. Now, make sure Peach is going north, then you do the same. When Peach leaves into the next area, go into the next area. Now, in this room, head north. Go up the ledges while Peach goes east, and then go down the path. Break the rock you'll see, then drop down the platform. Talk to Peach to make her go back north, then head north. Hit the red button on the wall. Doing this will make a barrel drop down. Now, when Peach goes all the way west, talk to her again to make her go east.

Go back up the steps, and don't let Peach out of your sight. Then, go east and down the path, then have Luigi enter the barrel at the end. Quickly drop down, then have Luigi stand near the red button to the east. Make Mario jump on it, then hit the red button with your Hammer. Doing this will cause the gate to open. Jump off of the barrel, and then make Peach go north. Do the same, then proceed into the next area. This area is the hardest area in this level, by

far. You have to do everything very quickly, or Peach will get captured. Follow Peach and defeat the enemies in this area.

Then, once they're gone, have Peach go back east. Follow her. At the start of the room, there are some ledges going up. Jump up the first ledge, and High Jump onto the next one. Quickly do a Spin Jump to the west, over to the next platform. Spin Jump very quickly to the western platforms. When you get to the last one, hit the ! Block. The gate at the end will open. Hopefully, you still have Peach in sight, so follow her to the end of the area. At the end of the area, you'll automatically follow her into the next area. They'll jump up some ledges, and read a sign that points to Little Fungitown.

Peach proceeds into the next area. When you regain control, heal up all the way and save your game at the Save Album to the east. Then, go north and enter the next area. In this area, you'll see that Peach is cornered by a big tree! Two Toads will be watching, but refuse to rescue her. Then, Mario and Luigi step in with no fear. After some dialogue, the big monster attacks you! Read the Bosses section to see how to defeat it. When you win the battle, Trunkle vanishes. Now, after some dialogue, Mario, Luigi and Peach ride an elevator to your next destination: Little Fungitown.

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Little Fungitown
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When you arrive at this town, the trio step off of the elevator and get in the town. Then, two Toads see Mario, Luigi, and Peach, and some dialogue occurs. Then, the two Toads will show Peach around the town. When you regain control, head north and enter the building there. This is the Item Shop, but they only sell items. So, stock up on items if need be, then exit. Outside, head up and cross the bridge there. Then, jump up the nearby ledge to the west, then enter the Fashion Shop there. Inside this shop, buy any armors you may need for the brothers, then exit the shop. Once outside again, head west and drop off of the ledge, then enter the next area.

In this area, there's not much stuff of interest. If you want, examine around this area and talk to the villagers. Otherwise, leave this area. Back in the previous area, head east and go past the Fashion Shop, then save your game at the Save Album. Now, head east and jump onto the platform, then cross the bridge and enter the next area. Here, go east and drop off of the ledge, then go to the southwest and enter the next area. In this area, High Jump onto the ledge and walk into the Warp Pipe. This will activate Warp Pipe #7. When you activate the Warp Pipe, leave this area.

Back in the previous area, go east, then north. Now, go to the eastern part of this area, and jump up the ledges there. Then, cross the bridge and go into the next area. Here, go north, and enter the next area. In the next area, go all the way north, then jump up the platform there. You will notice a flag from the original Super Mario Bros. game to the right. You can jump on it, but nothing will happen. Anyway, head north and enter the building there. Inside, head to the northwest, and then use the nearby Bros. Block there to get some coins.

Then, go into the area west of the Bros. Block. In this area, go north and you will see another Bros. Block. Use it to get some coins, then leave this area. Back here again, head to the northeastern part of the area, and enter the next area there. In this room, go north and speak with the Toad if you wish. Then, speak to Peach, and she'll say something about a Game Arcade. Now, exit this room, then exit the building. Back outside, head south through the next couple of areas. When you reach the actual part of town again, head all the way down

the steps, then head to the southeastern part of the area.

Drop down the platform there, then enter the building. In here, ignore the Magikoopa, and go north. Jump up the ledges there, then High Jump onto the platform. Use the Bros. Block there three times for some coins, then exit this house. Once back outside, go north and jump onto the platform there. Now, go west and jump onto the platform there, then enter the nearby building. Inside this area, go north and jump across the ledge there. Now, go east and jump up the ledges there, then examine the Arcade Machine there. Say that you would like to play.

You have to complete a mini-game to proceed further. The Geno doll (from Super Mario RPG) will tell you to press Start to view the rules. Do so if you do not know how to play. Or, you can refer to the Mini-Games section of this guide, too. When you clear the mini-game, you'll win an Invincishroom. Mario will eat it, but then he'll turn green and pass out! You'll end up in a house where Mario is lying in the bed. The doctor says that Mario has Bean Fever from eating the Invincishroom! The doctor is all out of the antidote needed to cure Mario, and he says you need to go to the Guffawha Ruins. If Mario isn't cured in three days, he'll turn into a bean, the doctor says!

You need to get the Crabbie Grass found in the Guffawha Ruins, to cure Mario. Peach asks if Luigi will go to the ruins, and he says yes. However, the doctor shows him a picture of the rumored monsters in the ruins. Then, Luigi gets frightened, and refuses to go! After some dialogue, you gain control of a rather frightened Luigi, and he can't do much. Now, head south and exit this room. In this room, make your way out of the building. Once outside, head south and enter the next two areas.

In the second area, head all the way south. In the southeastern corner, there is a building on a lowered platform. Enter it. Once inside, speak with the Magikoopa there. The Magikoopa will attempt to hypnotize Luigi, so that he will think he is just like Mario! Then, Luigi looks in the mirror, to see that he really looks like Mario. You'll automatically appear outside, so head north and jump on the ledge there. Then, head west and jump onto the platform there, then continue west and into the next area. In this area, head west and save your game at the Save Album. Then, head all the way south.

Head west, and then walk onto the lift that Mario, Luigi, and Peach used to get here. Say that you want to go down, and you'll be in Teehee Valley.

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Teehee Valley
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Back in the valley, head all the way south and into the next area. In this area, head west, and then jump onto the small lift right there. You'll elevate to the top platform. Now, go southwest, and head into the next area. In this area, go down the path, and you'll come to a rock. Hit it with your Hammer, and then you'll be in a maze-like area. Take the southern path to a new area. Here, break the rock with your Hammer, and then simply go around the zig-zag path, and then enter the next area you'll come to. In this area, go west, and jump up the ledges there. Then, just keep heading west and jump on the ledges.

You will come to a spring. Jump onto it, and you'll spring to the platform nearby. Now, head west, and then head into the next area.

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Hooahoo Mountain

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When you get here, go north and hit the block there to get a 1-Up Mushroom. Now, head south, and then save your game at the Save Album you'll come to. Now, proceed into the next area. In this area, go down the stairs, then hit the three nearby blocks to get two Mushrooms, and a Syrup. Head west, and jump up the ledges you'll come to. Enter the next area. Here, go north, and then you'll see a big red statue that is cracked. Hammer it, and it will break open. You now have to play some sort of mini-game. Luigi takes out his Hammer, and then a white energy ball appears.

The object is to hit the ball by pressing A when it is near your Hammer. This will make a statue have a circle of energy around one, if you hit the energy ball. Keep doing this. Eventually, you'll see that the energy ball is red. Do NOT hit this one, or you have to start over. Instead, wait until it turns blue, and then quickly hit it before it turns red again. When you clear this game, the statues fire lasers in the middle. A big statue appears with a red button on it. Hit the red button with your Hammer, and the entrance to the actual ruins will open. Head inside the entrance.

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Guffawha Ruins

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Once inside this place, go all the way north. You will see two blue orbs. Light both of them using the Thunderhand, and then the big mouth will open nearby. Save your game at the Save Album, then proceed into the next area. In this area, head east. Defeat the enemies if you wish. Then, head northeast and drop down the steps, then enter the next room. In this room, go up the steps there, then hit the ! Block. This will cause some small, yellow platforms to rise. Then, you have to jump across them. If you're on them for more than a second, they fall along with you!

Jump across each platform carefully, until you make it to the other side. Then enter the next area. Here, simply head northeast, and defeat the enemies if you want to. Then, go down the steps and go east and into the next area. Defeat the enemy in this area if you want, then go south. Hit the block there to get a Super Mushroom. Now, exit this area. Back here, go north and enter the next room. In this room, go up the nearby steps. You will see a yellow platform come to you. Jump to it, then wait until it carries you to the next one.

Jump from each platform, and eventually you'll make it to the other side. From there, proceed into the next area. In here, go west, and save your game at the Save Album there. Go north to spot a blue button on the wall. Hit it with your Hammer. Doing this will cause the blue platform nearby to lower. Now, jump onto the blue platform, then jump up the ledges to the east, then get onto the next platform. Now, go north and hit the green button to lower the green platforms. Next, jump from each ledge to the west, then get on the western platform.

Then, jump up the ledges to the east, and then get on the eastern platform. Hit the red button on the wall to lower the red platforms. Now, go south and drop down the next two platforms, until you're on the platform with the green button. Hit the green button to make the green platforms rise, and then jump up the ledges to the left. On the other side of the platform, hit the blue button. Then, the blue platforms rise. Now, jump up the eastern ledges, then get on the higher platform again. Jump up the ledges to the west, then onto the highest platform. Finally, enter the next area.

In the next area, go east and drop down the steps. Defeat the enemies if you want, then go north and enter the next room. In this room, jump up the ledges to the north, then on the next platform, jump up the next ledges to the east. Now, hit the ! Block nearby. A big stone head will drop down to the west, and three yellow platforms will appear. This is the thing that everyone thinks is a frightening monster. He is stressed out because of it, because he isn't a bad guy. He will want you to dodge his flames for 30 seconds to ease his pain. You have to play yet another mini-game. Getting tired of them yet?

If you get hit by the flames or fall off, you lose and have to retry. It isn't actually too difficult to do this. Hold the D-Pad in the direction of a ledge, then press A to jump to that ledge. Jump over the flames you see. If you jump in a direction where there's no platforms nearby for you to land on, you fall off and lose. When you win, the big stone head will open an entrance for you below. Now, when you regain control, head south and drop off of the platform. Now, head north and go into the next area. In this area, head north, and then examine the small green thing stuck in the ground.

This is the Crabbie Grass. When you examine it, you'll automatically pick it up. Now, head south and exit this room. Back in the previous room, head east, and south back into the previous area. From here, simply make your way out of this place; you should be able to figure it out easily. When you're back outside, head all the way south and back into the next area. Here, drop down the ledges, then head east and go up the stairs, into the next area. In this area, save your game if you wish, then head northeast and cross the bridge. Enter Teehee Valley again.

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Teehee Valley
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In the valley, go east and jump on the spring. Continue east and jump up the ledges, then enter the next area. Back here again, take the eastern path, and go around the path. Eventually, you'll see a path leading to the next area. Go into the next area. Once in the next area, simply head all the way northeast, then enter the next area. Now, head east and drop off of the platform, then go north. In the next area, head all the way north, and jump onto the lift at the end. Take it up to Little Fungitown again.

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Little Fungitown
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Once in the town again, head northeast and cross the bridge. Then, head east and jump onto the platform there. Then head into the next area. In this area, head all the way east, then jump up the ledges. As you go forward, you will hear a rumbling noise. The Toad asks Luigi if he even remembers what he went to do. Luigi doesn't remember, but then he checks his suitcase for the Crabbie Grass. Then, he takes it out and shows the Toad. As Luigi rushes off to Mario to give him the Crabbie Grass, a Toad rushes to tell Luigi something about Peach. She has...been kidnapped. Suddenly, the area turns dark, and lightning bolts strike everywhere. Then, you will see a Koopa Copter.

Inside the copter, it isn't Bowser. However, you see Princess Peach get pulled down by who looks like Bowser. This isn't Bowser; it is Bowletta! Remember when Fawful put Cackletta in Bowser's body? Then, Peach asks for help, and Bowletta and Fawful fly away. When you regain control, head north and into the next area. In this area, keep heading north, then enter the building again. In here,

take the northeastern door to a new room. In this room, Luigi sees Mario. He then uses the Crabbie Grass on Mario. Mario gets recovered! Mario finds out about Peach getting kidnapped. You'll be in Beanbean Castle.

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Beanbean Castle
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Inside the castle, some dialogue will commence. Lady Lima will appear, and say that Bowletta has a message. Bowletta wants you to bring her the four Beanstar pieces if you want Princess Peach back. Peasley knows where they are, so he marks the location of piece on your Beanbean Map. He wants to 'race' you, to see who will find the pieces first. However, we're not actually timed. So, Toadsworth shows you what Beanstar piece he thinks you should go for first. When you regain control, head south through the next few areas.

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Beanbean Castle Gates
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Just head all the way south. Save your game at the Save Album if you want to, then continue into the town.

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Beanbean Castle Town
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In the town, you should know that there's no new equipment, currently. So, just exit the town via the eastern exit.

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East Beanbean
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Once outside, go all the way north. Follow the path into a new area.

=====
Northeast Beanbean
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Head all the way north. Then, jump up the ledges there. From there, simply go north and walk into the entrance to Teehee Valley.

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Teehee Valley
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In the valley, go north and jump up the ledges. Head all the way east, and then High Jump onto the platform there. Head to the southeastern part of the room, and enter the next area. In the next area, go east, then use the nearby Bros. Block for some coins. Then, continue east, and enter the next area. Here, go east, and drop off of the platform. Continue east, past the big boat. Then, jump up the ledges there. At the top ledge, Spin Jump onto the deck of the ship. You will see a Beanstar piece there! Approach it, and two skeletons will

come out of the ship. They'll take the Beanstar piece and head inside. Follow them inside the ship.

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S.S. Chuckola
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Once you get inside this ship, save your game at the Save Album, then go west and go down the stairs. In the next area, speak with the person there if you wish. Then go north and into the next area. In this room, speak with the captain if you like, then continue north. In the next area, go north, and you will see three blocks. Hit them to get a Refreshing Herb, and two sets of coins. Now, jump on top of the boxes nearby, then hit the block there to get a 1-Up Mushroom. Now, head south two more areas. Back in that room, continue south into a new area.

In this area, head south, then go down the stairs to the east. Then, go north and enter the door there. Here, go down the hallway and speak with the person guarding the door. He won't let you pass right now, so head south into the previous area. Back in the previous area, go east and up the stairs there, then go north and into the next area. Here, go north and use the Bros. Block three times for some coins. Then, head south and back to the previous area. Now, go southwest and down the stairs, then go south and into the next area. In this room, save your game at the Save Album, then head west.

Go down the stairs, and into the next area. In this area, you'll see a person carry the Beanstar piece into the next room. And, the door leading to that room is blocked off! Talk with the person guarding the door, and he'll tell you that you need a Membership Card to get inside. Exit this room via the stairs to the east. In the previous area, head north into the next area. Now, simply go all the way north. Enter through the door you see. In this room, some person from Beanbean will run out of the room to the north. When you regain control, go north and speak with the person guarding the door there.

The guard will ask you if you're ready for some work. Say yes, and he'll tell you to follow him into the room ahead. Do so. In the next room, you'll meet some skeleton guy named Bink. You have to get 10 Barrel Points in yet another mini-game, before you can progress with the story. If you don't know how to do it, tell him to explain. You should also visit the Mini-Games section of this guide to see how to play it. When you win the mini-game, the guard will give you a Membership Card! Now, when you regain control, exit this room.

In the next area, just head south and go into the next area. Once there, save your game at the Save Album if you wish, then head west and down the stairs. In the next area, speak with the guard that is guarding the door. You'll show the guard the Membership Card automatically, and the guard will let you pass. Go through the door and enter the next area. In this room, go north. You will see someone holding the Beanstar piece. Mario and Luigi try to convince him to give it to you, but he says that if you want it, you'll have to save some guy named Bloat, who is stuck in the wall.

Go north and speak with the guy stuck in the wall, if you want. This is Bloat. Regardless, go south and exit this room. Back here, go east and up the stairs. In the next area, save your game and head north once again. In this room again, head northwest and go up the stairs. Now, go north and enter the next area. In this area, go north, and you'll see a wooden board on the floor. Hammer the wooden board, and a dynamite will fall down to the room where Bloat is. Make your way back to the room where he is (you should know how to, by now).

Once you're in Bloat's room, go north and you'll see the dynamite next to him. Go to the cord on the dynamite, and with Mario in the front, use the Firebrand ability. Doing this will light the cord, causing the dynamite to explode. This will blow up the wall, and Bloat will be free. However, sand gushes out of the wall, and goes into the ship! The boat moves back into the water once again. However, the boat crashes and sinks, and you'll be in the Seabed.

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Seabed
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The Beanstar piece will come out of the hole in the ship, and float up! When you regain control, swim onto the ledge to the north. High Jump up the next ledges, then get on the deck of the sunken ship. Go all the way north, then save your game at the Save Album. Now, swim to the platform to the east, and head into the next area. In this area, you'll notice that the Beanstar piece floats all the way to a new room, above a closed door! When you regain control, go east, and swim to the platform there. Now, swim all the way northeast, and get on the platform in the corner.

Light the alcove using Mario's Firebrand ability. Doing this will cause the red door at the southwestern corner to open. When you regain control, swim all the way to the southwestern corner of the room. Land on the platform, then head south and enter the next area. In the next room, simply keep heading south, and kill the enemies if you wish. Then, drop off of the platform, and hit the block nearby to get a Hoo Bean. Now, High Jump to the ledge to the east, then keep heading east. Enter the next area.

Here, go east, and you'll see an alcove. Make Mario turn micro-sized, then swim into the hole, and go into the next area. Now, go east, then south, then enter the next area. In this area, head all the way to the southwestern corner of the room. You'll see an alcove. Use the Firebrand on it to light it up, removing the nearby yellow seaweed. When it's removed, head all the way north, then reunite with Luigi. Return Mario to normal size, then head southeast. Then, go north, and swim onto the platform there. With Luigi, use the Thunderhand on the jellyfish thing to electrify it.

Doing this will cause a door to open. Now, head north and go through the door, then proceed into the next room. In this room, go east, and High Jump onto the platform. Now, go north and save your game at the Save Album, then proceed through the yellow pipe. Hold Up, A, and B at the same time to climb up the pipe. When you exit the pipe, you'll be in the Gwarhar Lagoon.

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Gwarhar Lagoon
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When you arrive here, go south and use the Bros. Block there to get some coins. Then, head east and proceed into the next area. In this area, go down the path, and then save your game at the Save Album. Then, head north and go into the next area. Here, walk into the green Warp Pipe to the north. This will activate Warp Pipe #8. Exit this area. Back in the previous room, head all the way to the southeast. Go across the stone bridge east of the Save Album, then try to go into the next area. Someone will come rushing in, knocking back Mario and Luigi. Then, they start talking about the Beanstar piece.

Apparently, some crab named Hermie has it, as a decoration on his shell. Then, the three people run off to go visit Hermie, to see the new decoration. When

you regain control, go east and enter the next area. In this area, simply go north and into the next area. Here, go north and use the Bros. Block to get some coins. Then, continue north and enter the next area. In here, save your game at the Save Album there, then go east and down the path. Now, speak with the little girl on the counter. She'll say to pay 200 Coins for a massage. Pay up, because you have to in order to advance.

She'll tell you to go sit in the chairs ahead, and wait. So, head east, and then Mario and Luigi will automatically sit in the chairs. Two mermaid-looking girls will appear. Their names are Gigi and Merri. They'll try to stop the pain on Mario and Luigi's hands. Then, Gigi finds out about Mario's Firebrand, and gets burnt by the flame. Merri also finds out about Luigi's Thunderhand, and gets shocked. Then, since they are apparently 'masters' with the two hand abilities, they say that they're going to teach you a new Hand ability!

Tell them to teach you. Then, Mario and Luigi will fall down into a cave of some sort. Gigi and Merri appear, and then they'll start teaching both of the brothers a new Hand ability. Follow their instructions for each brother. But they'll both want you to test out your abilities after using them with each brother. So, first test out Luigi's Thunder Shock ability. This ability will be proved very useful. Then, you'll be taught the Fire Dash ability, with Mario. After showing you how it's done, you'll have to dash into the black rock to the east. Simply do the Fire Dash, and dash right into it.

Gigi and Merri will say that is all they can teach you, but then they will remember one thing they forgot to tell you. They tell you how to stop using these abilities while they're in effect. Now, they'll want you to test your abilities again, by collecting the two Pearl Beans inside of this cave. When you regain control, head north and cross the bridge. In the next area, go north. Take the western bridge, first. In this room, go behind the Boo statue. When it is visible, make Luigi use his Thunder Shock ability. While in the Thunder Shock mode, walk back towards the Boo statue.

Have Luigi's back push up against the statue. Doing this will make a bridge appear. Now, head northeast, and cross the bridge into a new room. In this room, go behind the Boo statue. Use the Thunder Shock ability, and push up against the statue. When you push it, another bridge appears. Head northwest, and cross the bridge. In the next area, head to the western side of the area. Have Mario and Luigi facing north, then get in Thunder Shock mode. Walk in between the spiked logs, and slowly move to the east.

If you touch any of the spiked logs at all, you have to retry. It IS a bit hard to do, but it's possible. When you make it, quickly head north and enter the next area. In here, go north and take the Green Pearl Bean there. You will automatically be taken back to Gigi and Merri. After some dialogue, you will regain control, so cross the bridge to the north again. In the next area, head northeast, then cross the bridge to another area. Here, go north, then when the first bridge comes to an end, face the eastern side, and use the Fire Dash ability with Mario.

As you're dashing, head all the way east, and bump in to the huge Koopa Troopa there. You will knock him over, and he'll let you pass. Now, use the Fire Dash and knock down the fat Koopa Troopa to the north. After that, go to the next room. In this room, go to the middle of the area. Charge up for the Fire Dash, and when you can dash directly north without hitting the spiked logs, dash up to the north. If you did it right, you'll make it across safely. In the next area, go north and take the Red Pearl Bean. You'll end up back in the area with Gigi and Merri.

After some dialogue, you'll end up back in the Relaxation Room. When you regain

control, head all the way west. Save your game and exit the house. Once back outside, head south and go into the next area. Here, head southeast, and then cross the stone bridge. You'll see a Koopa Troopa there. Knock him over using the Fire Dash. Once he lets you pass, continue northeast, then south. Then, proceed east into the next area. In this area, knock over the Koopa Troopa with the Fire Dash, then go north and enter the yellow pipe. Press Down when you land, and you'll be back in the Seabed.

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Seabed
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Inside here, head east, then south, and into the next room. In this room, go south, and then hit the three blocks for a Super Mushroom, a Hoo Bean, and a few coins. Now, go north and exit this area. Back in this room, go all the way north, and you'll see a whirlpool. Spin Jump into it to be sent up. Then, hold Right and land on the platform there. Now, swim all the way to the left, then hit the block to the south for a Mushroom. Make your way back over to the east platform, then go south, and enter the yellow pipe. Climb it to the top, and then you'll be in Gwarhar Lagoon again.

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Gwarhar Lagoon
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Back here, go east and save your game at the Save Album. Now, proceed south, and enter the next area. In the next area, use Luigi's Thunder Shock ability to walk in between the rolling logs. Make your way over to the left side of this area, and then go south and enter the next area. In this area, go south, and use Mario's Fire Dash ability. Go directly south and in between the rolling logs, then enter the next area. In this area, just keep heading south, then enter the next area. In here, head to the southwestern part of the area.

You will come to a floating platform in the air. So, use the Spin Jump, but make sure you're standing on the east side of the platform. While Spin Jumping, hit the east side of the platform to send it flying to the left. It will bump into the platform to the left. High Jump onto it, then jump onto the next platform. Now, drop down the steps and enter the next area. In this area, head west, and use the Bros. Block there three times for some coins. Then, go north, and then west. Enter the next areathere. Here, follow the path south, then go west, and into the next area.

In this area, follow the path to the south. You'll come to a yellow pipe. Enter the pipe, and then press Down when you fall to the bottom.

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Seabed
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Here once again, head north. Hit the nearby block you'll come across to get a Hoo Bean, then continue north. In the next area, head all the way north. At the end of the path, you'll come to another whirlpool. Spin Jump into it, then land onto the platform to the north. Proceed north, and enter the next area. In this area, go down the path, and head all the way east. Then, go south and into the next area. In this area, go south, and you'll come to a yellow pipe. Enter it, then climb it to the top.

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Gwarhar Lagoon
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Back in the lagoon, head east, and you'll see a Boo statue. Stand behind it, and then charge up for the Thunder Shock. Push the back of the Boo statue. Doing this will cause a few stones to appear across the water in another room. Now, go east, and continue into the next area. In this area, head all the way east. Then, enter the next area. In this room, go east, and Spin Jump to the floating platform. Hit the southern side while Spin Jumping, then it'll go north. Now, hit the west part of the platform with the Spin Jump to send it east.

Then, hit the southern part of the platform with the Spin Jump again to send it up. Now, go northwest and jump up the ledges there. Then, Spin Jump onto the floating platform, then to the platform to the east. Use the Thunder Shock ability to push the Boo statue to the left. Doing this will cause stones to appear across the water some more. Now, drop off of the eastern side of the platform, then go south and into the next area. Here, go southwest, and hit the right side of the floating platform.

High Jump onto the platform after hitting it with the Spin Jump, then jump on the platform, and continue west and into the next area. In the next area again, go west, then northwest and to the next area. In that area, head to the south western part of the area, then go south and enter the next area. In this new area, head east and jump up the steps there. Now, hit the ! Block. Doing this will cause a rock and an ! Block to appear. Quickly do a Fire Dash to the east, push the rock, then hit the ! Block at the end. You only have ten seconds to do this.

Once you hit the ! Block at the end, some rocks will appear, forming a bridge in this area. Drop off of the southern part of the platform, then head east and cross the stone bridge, and proceed into the next area. Here, go all the way south. At the end of the path, save your game at the Save Album, then head west and go into the next area. In this area, go south and jump up the ledges there. Then, go west and hit the ! Block. Doing this will cause a rock and an ! Block to appear. You have twenty seconds to complete this part. Quickly Fire Dash to the west, and you'll push the rock out of the way.

Then, hit the ! Block at the end of the path. This will make another ! Block appear on the other platform across from the one you're on. Now, quickly Spin Jump north, and land on the platform. Hit the ! Block VERY quickly, and then another rock and another ! Block appears at the eastern end! Now, Fire Dash all the way to the eastern side, then push the rock out of the way. Hit the final ! Block, and if you did it within the time limit, rocks will rise from the water. Now, drop off of the platform, then go all the way west and cross the stone bridge, and enter the next area.

In this area, go west, and you'll see another Boo statue. Have Luigi use the Thunder Shock ability, then push the Boo statue. This will cause rocks to appear in this area, and in another area. When you regain control, head north for the next two areas. After you head north for two areas, head northeast and enter the next area. Back here, head east, then cross the long stone bridge. Save your game at the Save Album, and continue down the stones into the next area. In this area, you'll see Hermie, that crab. He has the Beanstar piece on top of him, too.

Some dialogue will commence. When you're prompted to jump, press the A button to do it. Then, some more dialogue occurs. After awhile, Hermie the Crab gets

ticked off, because they ignored him and stopped decorating him. Then, you engage in a fight against him. Read the Bosses section to see how to defeat Hermie. When Hermie is defeated, some dialogue will occur again. Mario will ask for the Beanstar piece, and then Hermie will give it to him. That's one; only three more to go!

When you regain control, head west and enter the next area. In this area, go west, and you'll see another Boo statue. Push it using the Thunder Shock. Doing this will cause some stones to form a bridge in this area. Now, head northwest and cross the bridge, then go north and enter the next area. Here, go north and save your game at the Save Album, then continue north and go into the next area. Here, go north and enter the Warp Pipe. Warp to Warp Pipe #3, which takes you to the Beanbean Castle Gates.

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Beanbean Castle Gates
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Here, exit the Pipe House, then go east and into the next area. In this area, go ahead and save your game at the Save Album above if you wish. Then, go south and enter the town.

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Beanbean Castle Town
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In the town, there's not that much new equipment to buy, but if you haven't bought too good of equipment, enter the Equipment Shop and buy some equipment. Then, head over to the Item Shop on the eastern side of town, and stock up on any items you may need later on. Then, whenever you're ready to go, exit this town via the eastern exit on the eastern side of the town.

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East Beanbean
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Outside, head east. You will see a bridge. Go south, and cross it. Enter the next area.

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Southeast Beanbean
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Here, go southwest, and you'll see three guards. Jump onto the ledge where they are, then continue west, and into the next area.

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South Beanbean
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In this area, go north, and cross the bridge. Then, head all the way west until you see a Boo statue. Have your back facing the back side of it, and have Luigi do the Thunder Shock ability. While in Thunder Shock mode, push on the left side of the statue. Doing this will cause a bridge to appear. Now, head south, and then head east. Cross the bridge, then continue east and cross the next

bridge. In this small area are two blocks. Hit them to get some coins, and one Hoo Bean. Now, continue west and cross the two bridges. Then, proceed south and enter the next area.

In this area, head south, then High Jump onto the platform to the east. Save your game at the Save Album there, then head southwest, and cross the two bridges you'll come to. After that, head east and jump up the ledges, then continue east. You will see two Beanbean people run off. Now, continue east, and enter the next area. In this area, you'll see Harhall. He may look like a woman, but it's really a man. Harhall will give you a Beanstar piece, if you do something for him.

He summons three Bob-omb things. Follow Harhall's instructions. In case you did not listen or have forgotten exactly what to do, have Mario stand by the water pump to get him water-filled. Then, stand on the footpad west of the water pump. When you do this, Harhall will explain how to make a design for him, by using the Designbombs. You have to hit Mario with the Hammer to hit each one of the Designbombs, and have to make the design that Harhall wants you to make. After you make the color of the fabric, you have to make an actual design.

There are three (well, four) types of designs to make, and they are: checkered, tropical, polka-dot, and a star. You only get the star if you hit more than one Designbomb, and they hit the fabric. Also, you can make different colors with the Designbombs by hitting more than one (when you're making the color of the fabric; NOT the actual design) at once. Below is a list of what Designbombs you have to hit at once to make a specific color.

Red Designbomb + Blue Designbomb = Purple Fabric
Red Designbomb + Yellow Designbomb = Orange Fabric
Yellow Designbomb + Blue Designbomb = Green Fabric
Red Designbomb + Yellow Designbomb + Blue Designbomb = Brown Fabric

Harhall wants you to make a specific color/design each time. You have to make him four designs in total to make him satisfied. First, he wants you to make a red color, and any design. For the next one, he wants a yellow color, and a checkered design. For the third one, he wants a purple color, and a polka-dot design. For the fourth one, he wants a brown color, and a star design. Make all of these designs, in that order. Once you do so, Harhall will say to come get the Beanstar piece. Go west, and enter the previous area. Once there, Harhall will give you the Beanstar piece! That wasn't so difficult.

When you regain control, make your way out of this area (start by heading to the southwest). Save your game on the way, then go north of the Save Album and enter the next area. Back here again, simply keep heading north. Now, from here, go east and make your way back to the Beanbean Castle Gates. You should very well know how to reach it by now.

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Beanbean Castle Gates
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Once here, enter the Pipe House in the western area. Inside the Pipe House, enter the Warp Pipe, and warp to the Chucklehuck Woods.

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Chucklehuck Woods

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Inside the woods, head south and into the next area. In this area, head to the southwestern part of the area, then go into the next area. In the next area, drop off the ledge, then go north. High Jump onto the platform, then go north and enter the next area. In here, go west and High Jump onto the ledge. Save your game at the Save Album, then go into the next room. In this room, go north, and use the Fire Dash to knock down the fat Koopa Troopa. When he lets you pass, go into the next area. Inside this cave, go north and jump up the ledges. Hit the two nearby blocks for some coins, and a Mushroom.

Now, go all the way west. Then, use the Bros. Block there for some coins, then head south and enter the next area. Outside, go south and save your game at the Save Album, then head west. Jump onto the ledge there, then High Jump onto the platform. Use the Bros. Block there for some coins, then go south and enter the next area. In this area, go south, and then east. High Jump onto the small ledge there, then jump into the middle of it to reveal a block. Hit the block to get a Hoo Bean.

Drop off of the platform, then head to the southwestern part of the room. Go north and up the platform, then head north and enter the next area. Inside this building, speak with the snail by the desk. He'll ask you if you're ready for the challenge. Tell him yes, and he'll say you have to pay 500 Coins! You have to do this, sadly. So, pay up. Then, head all the way north, and speak with the snail guarding the big door. He'll open the door for you, so head inside. In this place, you'll have to play some mini-game. Read the Mini-Games section of this guide if you need help, or ask the snail to explain.

When you win the mini-game, you'll get a Winkle Card for a reward. When you regain control, head south and exit this building. Back outside, head southeast and north. Then, High Jump up the two platforms, then proceed into the next area. Back here, head east, then north. Speak with the snail there, and he'll let you pass since you have the Winkle Card. Now, head south and save your game, then go north and enter the next area. In this area, go west and hit the block for a Nut. Now, go east, and then north. Jump up the ledges there, and High Jump onto the last one.

Heal up your brothers all the way, then proceed west. You will see Popple trying to get the Beanstar piece! He takes the Beanstar piece, and Mario and Luigi gang up on him. Eventually, he gets cornered. Then, you engage in battle with him once again. Read the Bosses section to see how to defeat him. When Popple is defeated, you will get the next Beanstar piece! Then, Popple goes underground and vanishes. When you regain control, head south and drop off of the platform. Now, go east, then south, and back to the previous area. Head southeast, and save your game at the Save Album.

Then, head north and enter the next area. In the cave again, simply head all the way east, then south and out of this area. Back outside, head southeast, and to the next area. In the next area, save your game if you want, then head south and to the next area. In this area, head all the way south, then east. High Jump onto the platform, then go into the next area. In this area, go all the way north, and enter the next area. Then, enter the Warp Pipe, and warp to the Castle Town. Then, make your way to the town itself.

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Beanbean Castle Town
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At the town, there are no new equipment for us to buy. So, enter the Item Shop,

and stock up on any items you might need. Then, exit the town via the western exit, and you'll be outside.

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West Beanbean
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Outside, go west, then head all the way northwest. Then, proceed all the way north, and you'll see a rock. Break it with the Hammer, then ignore the path for now. Head east, then continue north. Enter the next area.

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Northwest Beanbean
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In this area, go all the way north, and jump up the ledges. Eventually, you'll come to a gate. When you see it, make Luigi mole-sized, and go through the gate. Press A to return Luigi to normal, then hit the red button on the wall with the Hammer. When the gate opens, reunite with Mario. Then, go east, and High Jump onto the platform there. Proceed into the next area. In this area, go north and enter the Warp Pipe. This activates Warp Pipe #2. Now, go south and exit this area. Head west, and go down the path. High Jump onto the platform there, then head east and enter the next area.

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North Beanbean
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In the next area, head all the way north. You'll come to a fat Koopa Troopa. Knock it down using the Fire Dash ability. When it lets you pass, head north and enter the next area.

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Yoshi Theater
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When you get here, you'll see someone decorate the Yoshi Theater sign using the last Beanstar piece! When you regain control, head north, and speak with the guy wearing an eggshell. Some dialogue will then commence. This guy is Bubbles' younger brother (the soda maker), and his name is Boddle. Mario and Luigi will ask for the Beanstar piece. He says he will give it to you, only if you do him a favor, and get something else to decorate the sign with. He wants you to get seven Neon Eggs for him. There are seven hungry Yoshis inside, and they lay Neon Eggs if you give them a special kind of fruit.

Boddle tells you to go speak with someone inside the theater itself, because he knows what kind of fruit you need to feed the Yoshis to get Neon Eggs. Anyway, when you regain control, head north, and enter the actual theater. Once inside, save your game at the Save Album. Then, take either the west or east path; it doesn't matter. Then, enter the next area. In here, head to the northern part of the room, and speak with the green guy sitting there. This guy's name is Fava. He says that the Yoshis need Bean Fruit for the Neon Eggs.

Fava will show you how the process of getting a Neon Egg works. Then, he tells you that he may have an idea of where these fruits can be found. He will mark the location of each Bean Fruit on your Beanbean Map. He says that to find the

fruit, you need to dig underground (make Luigi mole-sized). Now, when you regain control, make your way out of this theater, and back to North Beanbean.

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North Beanbean
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Here again, make your way to Beanbean Castle Town.

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Beanbean Castle Town
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I suggest going here, because I will list below where all of the Bean Fruits can be found. Then, for each one, I will tell you what exit to take, and then I will tell you where to go to find each Bean Fruit. The list is below.

Bean Fruit #1

How To Find: First, take the eastern exit of town. Then, head south, and take the bridge there to a new area. In that area, go to the southern part of it, until you see some flowers that have the shape of a square. From there, have Luigi turn into a Mole, then go in the middle of the square, and press A to come out. You should get the first Bean Fruit.

Bean Fruit #2

How To Find: Take the eastern exit of the town, again. Once outside, head north and enter the next area. In the next area, make your way to the entrance of Teehee Valley, then head east. You should see four flowers. Have Luigi turn into a Mole, then pop out in the center to get this one.

Bean Fruit #3

How To Find: Take the western exit of town, then head south and cross the bridge. In the next area, head all the way to the southwest, and jump up the ledges. Then, go to the eastern edge of the platform, and Spin Jump to the platform on the right. With Luigi as a Mole, pop up on the left side of the flowers until you find this one.

Bean Fruit #4

How To Find: Take the western exit of town. Go north and enter the next area, and then go west. You will see a circle of flowers. Have Luigi be in Mole size, and pop out in the center to get it.

Bean Fruit #5

How To Find: Take the western exit of town. Then, head all the way west until you see a bridge. Head south and enter the next area. Then, go all

the way east and enter the next area. In that area, head all the way east, and jump across the platforms, then go south and cross the bridge. Break the rock with the Hammer, then head south. Use Mole Luigi on the left side of the flowers to find it.

Bean Fruit #6

How To Find: Take the western exit. Then, go all the way northwest, and then keep heading north. You will find a rock. Break the rock using the Hammer, then proceed. Dig in the middle with the Mole ability, and you'll get this fruit.

Bean Fruit #7

How To Find: First, take the eastern exit of the town. From there, go all the way north, and enter the next area. Then, in the next area, keep going all the way east, and enter the next area. Now, go all the way northeast and enter the next area. In the next area, go east, and you'll see a platform with an ! Block. Jump on the ledge, then High Jump onto the platform with the ! Block. Hit the ! Block, and a platform will rise.

Spin Jump to it, and then to the next platform. Use the Fire Dash and dash to the east. You'll knock the fat Koopa Troopa over. When he lets you pass, go east and into the next area. In this area, go up the ledges, then have Mole Luigi go under the gate. Pop back up once in the enclosed area, then save your game at the Save Album. Now, head east, and cross the bridge. You will see a Piranha Plant and a Bean Fruit.

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Northeast Beanbean
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The Piranha Plant will eat the Bean Fruit! Then, you'll have to fight it. It's not a boss, but it could take awhile to kill. It has 140 HP, and its weakness is the Thunderhand. It attacks by spitting out fireballs, and some miniature thing. Jump over these to avoid them. Then, just use Thunderhand to hurt it a lot. Keep this up until you kill it. When it is defeated, you'll see that the Piranha Plant will spit out a small person. This is Prince Peasley! He wants you to return him to normal size. When prompted, press A to return him to normal. Then, after you do that, some dialogue will commence.

After some dialogue, Prince Peasley leaves. Now it is time to reunite with Mario. When you regain control, head south, then west. Drop off of the western side of the platform, and continue west. Then, jump up the ledges, and go up to Mario to reunite with him. Now, head west and exit this area. Back here, head west and High Jump onto the platform. Then, continue west, and drop off of the platform. Then, simply continue west and up the ledges, then head into the next area.

In this area, go all the way west. Go west of the entrance of Teehee Valley, then just simply keep going west. Enter the next area.

=====
North Beanbean
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In the next area, enter the cave. Inside the cave, head up the ledges, then continue north. It looks like a dead end. However, make Mario micro-sized, then jump through the hole in the wall. Then, enter the next area. Here, jump up the ledges, and make your way through this side-scrolling area. It's like the original Mario games! When you get to the end, speak with the Monty Mole. As a reward for completing it, he gives you a 1-Up Mushroom. Now, use the pipe to the east (press Down while standing on it to drop down). Then, go south and exit this area.

Reunite with Luigi, then return Mario to normal size. Now, head south and do a High Jump to reach the platform. Then, continue south and exit this area. Back outside, go east and back to Northeast Beanbean.

=====
Northeast Beanbean
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Back here, head east, then southwest. Proceed into the next area.

=====
North Beanbean
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In the next area, simply go all the way west, then go into the next area. In this area, go west, then go all the way north. Enter the next area.

=====
Yoshi Theater
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Once at the theater again, head north and go into the lobby of the theater. Once there, save your game at the Save Album, then head west. Speak with the two tired-looking Yoshis. You will automatically give them some Bean Fruit, and they will both make Neon Eggs! Now, go all the way east, and speak with the next two hungry Yoshis. They'll both eat fruit and give Neon Eggs. Enter the actual theater room. Once inside, walk around the room and speak with the hungry Yoshis you will find. There are three in here. When you feed them all Bean Fruit, you should have 7 Neon Eggs now.

So, leave the theater room and go back outside. Once outside, go south and talk to Boddle. He will take off the Beanstar piece, and put the Neon Eggs onto the Yoshi Theater sign. Then, the sign will be on top of the building, like it is supposed to be! Then, the Yoshis will be happy, and Boddle will give you the Beanstar piece! Now you should have all four pieces. When you regain control, head south and exit the theater.

=====
North Beanbean
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Here, head southwest, then enter the next area out here.

=====
Northwest Beanbean
=====

In this area, go south. Proceed into the next area.

=====
South Beanbean
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In the next area, head all the way to the south. Then, you'll see a bridge to the east. Cross it and enter the town of Beanbean Castle.

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Beanbean Castle Town
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Once at this town, simply go east, then north. Go up the stairs, and to the Beanbean Castle Gates.

=====
Beanbean Castle Gates
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You know what to do. Just head north, and save your game at the Save Album. Then, continue north and enter the castle.

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Beanbean Castle
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Inside the castle, head north through the next two areas. Then, you will automatically be by the throne where Queen Bean is. Once you're there, the Beanstar pieces will float up, and automatically reform into the actual Beanstar! Lady Lima comes in, and says that Bowletta has another message for us. Bowletta wants Mario and Luigi to bring her the Beanstar. She says that she wants you to bring it at the place for cruddy jokes, called Joke's End. She says that you cannot get there unless you can cross the sea. Then the location of Joke's End will be marked on your Beanbean Map.

Suddenly, Prince Peasley comes in the throne room, and says that we can give Bowletta a fake Beanstar! Toadsworth thinks that you should dress differently, so he comes in and gives you Peach's extra dress out of a pink suitcase. Then, Prince Peasley will talk for a little. Then, he'll say that since you won on getting the Beanstar pieces, he will give you 99,999,999,999,999 Mushroom coins! However, that only equals up to...99 Beanbean Coins! When you regain control, go south and exit the castle, then continue south and enter the town.

=====
Beanbean Castle Town
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Take note that there are new equipment for us to buy. We will really need it at this point, because Joke's End is a hard place to get through. If you don't

have enough coins for the expensive equipment at the Equipment Shop, then you will just have to not fight too much in Joke's End, unless you're really high. With that said, a good armor to buy for each brother (if you even have enough coins) is the Queen B. Jeans. Buy one (or two, if you have enough coins) for the brothers.

There's also new equipment at Little Fungitown. Anyway, stock up on any Badges and items you may need, then exit this place via the eastern exit.

=====
East Beanbean
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Outside, go all the way north and enter the next area.

=====
Northeast Beanbean
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In this area, make your way north, and then follow the path there. Enter the Hammerhead Bros. cave once you see it. Once inside the cave, go down the path, and enter the new room. The Hammerhead Bros. will reforge your Hammers into Ultra Hammers, the best Hammers in the game! After getting the Ultra Hammers, go to the southeastern part of the room, and smash the black rocks. In that next room, pay 500 Coins (if you have it), and try to win the Secret Scroll #2 to get a new Bros. Attack. When you're done visiting the Hammerhead Bros., go back to where the entrance to Beanbean Castle Town is, on the east side.

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East Beanbean
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In this area again, simply head all the way east, and proceed into the next area. In the next area, head east, then go to where the yellow pipe is, to the north. Just south of the pipe, there are ledges going down. Take the ledges down, then head east to find a black rock. With the Ultra Hammer, smash the rock to break it. Now, in that new area, you will see some sort of pad in the sand. Talk with the blue person there to get a hint on how to make a surfboard substitute. So, have Luigi be in the front. Then, have Luigi stand directly on the hole of that pad.

While he's on the hole, have Mario hit him with the Hammer. Doing this will cause Luigi to enter the hole. Then, he'll come out as a surfboard! You will automatically ride to the next area.

=====
Oho Ocean
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I will tell you the controls of controlling the surfboard. Mario automatically moves in the direction he's facing. To make him go to a different direction, either use the D-Pad, or press A, and then move in a certain direction. As you go across the sea, you'll find balloons. Jump into these to get coins. There is also a surfing mini-game you can play, if you want. Refer to the Mini-Games section to see how to find it. Anyway, with that explained, head all the way towards the northeastern part of the ocean. Check your Beanbean Map to find

your current location.

Eventually, you'll come to a small part of shore. Surf onto that part, and then Luigi will reform back to normal. When you find this spot and stop there, head north, and enter Joke's End.

=====
Joke's End
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As soon as you arrive here, break all of the black rocks using the Hammer. Then go north, and when you're on the icy floor, head west. Enter the green Warp Pipe there to activate Warp Pipe #9. Now, once it's activated, exit the pipe, and continue north, and into the next area. In this area, just keep heading to the north, and go up the stairs. Then, you will see some strange guy (yes, it is a guy). His name is Jojora, apparently. Mario and Luigi try to ask him if he knows anything about Bowletta kidnapping Princess Peach. He has no idea what you're talking about, and says to head inside if you wish. Do so.

Once inside, go north. Light the alcove east of the door with the Firebrand. This will open up the nearby door, so head inside. In the next area, save your game at the Save Album, then High Jump onto the platform to the west. Now, go west and High Jump onto the next platform. Then, head west, and enter the next area. In this area, wait until you see the whirlwind come by. Get your Spin Jump ready, then Spin Jump into the whirlwind. Alternate between left and right, in and out of the whirlwind. Keep doing this until you make it all the way over to the other side.

Speak with the Monty Mole at the end, and he'll give you a Red Pepper, and a Green Pepper! Now, head east, and then go down the path, and go back into the previous area. In the previous area, head north, and through the door. In the next area, you'll see Jojora again. He'll float up to a high platform in the room, and wonder if you can even make it there. When you regain control, go west, and then enter the next room. In the next room, use the Bros. Block for some coins, then go north. Hit the two blocks to get a Super Mushroom, and a Super Syrup. Now, go back east and exit this room.

Back in this room, go north. You will notice a cracked wall. Hit the wall with your Hammer three times to break it open, revealing a new area. Proceed into that area. In the next area, go up the stairs. Keep going up the sets of stairs in the area, then enter the next room. In the next room, defeat the enemies all around the area, then head west and enter the next area. Here, hit the five blocks to get a Super Mushroom, a Hoo Bean, some coins, a Refreshing Herb, and another Hoo Bean. Now, exit this room. Back in the previous room, simply head east and enter the next area.

In the next area, head east, then Spin Jump to the platform across from you. Then, head into the next room. In the next room, use Luigi's Thunder Shock ability to go in between the logs. Then, go on the eastern walkway quickly, then proceed north and into the next area. Here, do the same thing you did in the last room to make it past the spiked logs. Then, enter the next room. In this room, head north and hit the nearby ! Block. Doing this will cause a door to open in the main room. Now, you will see very, very fast-moving spiked logs on the ledge there.

The trick is, quickly jump onto the ledge, and QUICKLY move west, then drop down onto the other side of this room. When you do that, proceed south and enter the next area. In this room, go south, and you will see logs that roll, but stop at a certain point. What you have to do is, step in between the logs

when they stop. Then, immediately charge up for the Thunder Shock. About one second after charging, release the charge, and while in Thunder Shock mode, the rolling logs should be moving. Slowly move with the logs to the west.

By the time they stop, you do the same, and do NOT move. When the Thunder Shock ability has ran out, IMMEDIATELY charge back up for it, and immediately release after charging. Then the spiked logs should move, and you should not get hit. Then, keep slowly going west, then go south and down the walkway. You should hopefully make it. When you finally make it, go south, and then High Jump onto the two platforms there. Then, continue south and to the next area. In this room again, head southeast and enter the next area. Back in this room again, continue east into another area.

Now, simply go all the way east, and then drop off of the platform, to the ground below. Head all the way east, then go through the northern door. In the next room, jump onto the nearby ledge, then High Jump onto the western ledge. Jump in the middle to reveal a block. Hit the block for a Hoo Bean. Now, go east and enter the next area. In this area, go down the steps, then head west. Jump on the northern platform and hit the two blocks to get two Hoo Beans. Now, go all the way to the southwestern corner, and High Jump onto the platform. Jump in the middle to reveal a block. Hit it for a Hoo Bean.

Head all the way north, and light the alcove there with the Firebrand. Doing this will cause the fireplace to light up, and cause the soup to bubble up in the main room. Now, head back east and jump up the ledges, then continue west and back to the previous area. In the previous area, go to the northern side of the room, and save your game at the Save Album. Then, hit the cracked wall with the Hammer three times to break it open. Then, enter through the newly revealed area. In the next room, use the Bros. Block for some coins, then go west and enter the next area.

In here, head north, and use the Bros. Block three times to get more coins. Then, make your way back to the room with the last Save Album. Once there, save if you wish, then head south and exit this area. Back here, head west, and then High Jump onto the two ledges. Then, Spin Jump into the steam. This will cause a whirlwind to appear above. Now, go west and enter the area there again. Back here, make your way up the stairs and into the next room. Now, go southeast and enter the next area. Here, head all the way east, then Spin Jump into the whirlwind. Then, while inside, move to the east.

Land onto the platform to the east, then continue east and enter the next area. In this area, you will see Jojora. She'll tell you that this is where it will start getting difficult. When you regain control, head east and drop off of the platform. Then, save your game at the Save Album. Now, go southeast, and then make Luigi mole-sized. Have him go through the gate, then pop back up. Hit the nearby ! Block. Doing this will cause a door to open nearby. Now, go east and enter the next area. In this room, go up the stairs, then walk into the next room. Here, go south and enter the next area.

In this room, head south, and then jump up the ledges. Avoid the enemies at all costs, as it will be hard to kill them with Luigi alone. Anyway, hit the block at the top of the ledges for an Ultra Nut. Now, head west, and then enter the next area. In here, go all the north, then enter the next area. In this area, go north, and you'll see a Simu-Block. A Simu-Block is a block that both of the brothers have to hit at the same time, to trigger something. For now, press the Start button to switch back to Mario. With Mario, head north and enter the door leading to the next area. There, go all the way up the stairs, then enter the next area.

In here, go through the nearby door, and into the next room. In this room, do

not fight the enemies since Mario is alone. Anyway, head north and jump onto the ledge. Hit the two blocks for a Hoo Bean, and an Ultra Mushroom. Now, head west, and enter the next area. Here, head west, then save your game at the nearby Save Album. Then, head south, and enter the next area. Now, stand under the Simu-Block with Mario. Then, switch to Luigi by pressing Start, and stand under the Simu-Block with him, too. Once that is done, press A/B at the exact same time. If done correctly, you'll both hit the blocks at the same time.

Doing this will cause a gate where Mario is to open up. Now, with Mario, head southwest and enter the next area. In this room, stand under the ! Block, but do not hit it. Instead, switch back to Luigi. With Luigi, head south and exit that room. Then, head southwest and enter the next room. In this room, head north, and stand under the red button. Then, switch to Mario, and hit the ! Block there. Doing this will cause a barrel to fall down. Now, jump on it, and hit the red button on the wall. This will cause a door to open on Mario's side. Now, with Luigi, proceed through the door to the north.

Now, go north and down the hallway. Then, switch to Mario, and go through the northern door. In the same hallway, go north, and have Mario and Luigi both stand under the Simu-Block. Then, when both brothers are under the Simu-Block, press A/B at the same time. Doing this will make Jojora appear. He will make you play a block mini-game, just like the one from Woohoo Hooniversity. If you do not know how to play, listen to what he says. He will open the door for you if you score thirty points within twenty-five seconds. When you do it, head north, and through Mario's door.

In this room, head up the steps, then go into the next area. Then, go up the long series of stairs, and head into the next area. In this area, light the four candles using the Firebrand. Doing this will cause a platform to move in another room. Now, exit this room, then go back down the long series of stairs, and to the previous room. Back in this room, go west and the door behind you will close. Now, stand on the yellow platform, and switch to Luigi. Then, go through the door. In this room, stand under the yellow platform Mario is on. Then, switch to Mario, and press B. While the platform's elevated, jump to the western platform.

Hit the block there for some coins. Then, continue west and enter the next area. In this area, go south and drop off of the platform. Then, hit the three blocks in the area to get two Hoo Beans, and an Ultra Mushroom. Now, head to the southeast, and enter the next area. Here, stand under the Simu-Block, then switch back to Luigi. With Luigi, go south and into the next area. Stand under the Simu-Block, and press A/B at the same time. When both Simu-Blocks are hit, the gate on Mario's side will open. Now, switch back to Mario, then enter the next area. Before hitting the ! Block, stand under it, and switch to Luigi.

With Luigi, go south and enter the next area. In this area, press B to make Mario jump, and hit the ! Block to make a barrel fall. Study where the barrel will land, then exit and enter the area again. Then, stand exactly where the barrel will land, and press B to hit the ! Block. The barrel should fall on top of Luigi. When it does, go north and back into the previous area. Then, head north and step on the pad there. This will cause the mask to fire at you. It will backfire off of the barrel, and land back on the mask. Then, it melts. This causes some platforms to appear in another room.

So, with Mario, make your way back to the room where you had to play that block game Jojora made you play. Once there, cross the ledges to the other walkway, then head north and enter the next area. In this area, go around into the next area. Then, head south. Reunite with Luigi, then make your way back to the room where you played the block game. Now, cross the ledges to the eastern walkway, then go south and enter the next area. Here, go east, and enter the next area.

Now, head north and through the door, into the next area. In this room, save your game at the Save Album.

Then, head north, and jump up the ledges. Then, High Jump onto the platform there, and enter the next area. In this area, go up the long sets of stairs, then enter the next room. In this room, go north and High Jump onto the eastern ledge. Then, enter the next area. In this area, go down the sets of stairs, and enter the next area. Here, you will see Jojora again. He doesn't seem happy that you've come this far. Then, he leaves. When you regain control, head west. Hit the cracked wall there with your Hammer three times. This breaks it open. Then, head inside. In this room, hit the two blocks for an Ultra Mushroom, and a Hoo Bean.

Now, go north and use the Bros. Block three times for some coins. Then, leave this room. Back in the previous room, head east, then south, and into the next area. In this area, go down the steps, then enter the next area. Here, go west, and then use the Bros. Block there for some coins. Then, light the fireplace to the north with the Firebrand. Doing this will cause another soup bowl to bubble up. Now, go east and to the previous area. Then, jump up the steps, then exit this room. Back here, go north, and then High Jump up the two platforms there. Spin Jump into the steam. Doing this will make a whirlwind appear in another room. When that's done, head east, and go through the door nearby.

Back here, head up the stairs, and into the next area. Here, drop off of the platform, and fill Mario up with water. Then, head south, and face the middle of the candles. Have Luigi hammer Mario to make him spit out water into the whirlwind. Doing this will cause the four candles to be unlit, opening a door. Now, hit Mario until he's back to normal, then head north. High Jump onto the platform to the west, then enter the door to the next area. In this area, save your game at the Save Album. Now, go up the nearby steps. Then, go all the way east. Hit the block you'll come to, and you'll get an Ultra Mushroom.

Head all the way back west, then get Mario's Firehand ready, with Luigi in the front. Hit the ! Block. Doing this will cause some platforms to appear. Now, quickly head south a little, then very quickly Fire Dash to the right. If you did it fast enough, you'll walk over the platforms just before they disappear, and enter the next area. In the next area, go east, and Jojora will see you again. He will talk for a little bit, and he will tell you to sit down. Then, he'll ask what friend of his you want him to invite over. Choose any of them. He'll call upon the friend you chose.

Then, his friend will come down. After that, you will engage in battle against Jojora and his friend! Read the Bosses section for help on winning this fight. When you win, Jojora's friend will disappear. Jojora will be very upset, and then he will run away. When you regain control, light the two unlit pillars to the left and right. Doing this will cause the wall to the right to move. Now, head east, and enter the next area. In this room, you will notice Fawful! He tells you to set the Beanstar onto the pedestal there. When you regain control of Mario and Luigi, head east.

Make Luigi mole-sized, then go under the gate and pop back out. Now, head north, and then Luigi will attempt to set the fake Beanstar on the pedestal. However, Fawful doesn't believe it is real; he knows it's a fake! He then sucks up the suitcase, and snags the REAL Beanstar! When Fawful leaves, and you regain control, head north and save your game at the Save Album. Then, head north and enter the next area. In this area, go all the way north and jump onto the platform. Then, hit the red button on the wall. Doing this will cause a gate to open in the previous room.

Mario and Luigi will automatically reunite with each other. Mario then takes

out the extra Peach dress. When you regain control, head northeast and High Jump onto the platform there. Then, head east and into the next area. Outside, go all the way east, and into another area. Here, you will see a scene with Fawful and Bowletta. Watch the scene; they trick Bowletta into grabbing a fake Princess Peach, and returning the real one! They then take Luigi, and leave. When you regain control, speak with Peach. Then, you will see a scene with Luigi, Bowletta, and Fawful in the Koopa Cruiser; the one you were in at the very start of the game!

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Repaired Koopa Cruiser
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Here, watch the scene that occurs. Luigi accidentally reveals his mustache, and thus, Bowletta and Fawful find out it's him, and not Princess Peach! When you are prompted, press the A button to hit the ! Block. This will cause two crates to drop down, blocking the path for Bowletta and Fawful. When you gain control, head east and enter the next area. In this area, head north, and electrify the blue orb using the Thunderhand. Now, head east, and then north. Electrify the next blue orb. This will cause a block to appear. Head southwest, and then hit the block a few times for a few Hoo Beans!

Now, head east and into the next area. In this room, simply follow the path east. Then, jump up the boxes and hit the block there for a Super Mushroom. Go north, and electrify the orbs to the left and right. Now, continue north, then electrify the orb there. This will cause a block to appear. Now, head south and jump up the boxes. Then, hit the block a few times for some Hoo Beans. Head west, and enter the next area. In this area, head south and hit the block for an Ultra Mushroom. Head north, and jump onto the boxes. Hit the block there for a Super Nut.

Head west, and then south. Hit the block you'll come to for a Super Mushroom. Continue south, and then head west, and into the next area. In this room, go west, and electrify the orb. Then, head all the way north and electrify the orb there, too. Then, head west, and south. Save your game at the Save Album, and then electrify the blue orb to the west. Doing this makes a block appear. Hit the block a few times for a few Hoo Beans. Now, head southwest, and enter the next area. In this room, you'll see the Beanstar!

So, head north, and electrify the orb there. This will remove the barrier that is guarding the Beanstar. Then, Luigi takes the Beanstar. A door will open to the west, and Luigi then jumps out. Suddenly, Bowletta comes in. She has a plan to go to...the Mushroom Kingdom! Luigi falls down, and uses a parachute. Watch the scene that occurs. Luigi falls down to Teehee Valley.

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Teehee Valley
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Here, you'll see Peach, Mario, and Toadsworth. Luigi will land somewhere in the valley, and Prince Peasley appears. Luigi will get sucked up in quicksand, and then fall underground. An ! Block will then appear. As Peach and Toadsworth leave, and you gain control, head north. Smash the black rock in your way, then go north and enter the next area. In this area, go north and save your game at the Save Album. Then, head all the way west. Hit the three blocks there to get some coins, a 1-Up Mushroom, and a Super Mushroom. Now, head all the way back east, then head south, and enter the next area.

In this area, go south, and hit the ! Block there. Doing this will cause a platform to lower. Now, you'll see Luigi underground again. Popple will come, and see Luigi on the ground! He'll call Rookie up to tie him up. When you regain control, head north and into the previous area. Back here, head to the northwestern part of the area, and jump across the ledge there. Now, go north, and west, then enter the next area. Here, go all the way west, and then jump up the ledge there. Enter the yellow pipe.

When you fall to the bottom, you'll go down automatically. Then, you'll be in a cave-like area. Now, head north, and into the next room. Here, light the unlit pillar with the Firebrand. This will make a big mouth open. Now, go north, and down the path. Jump up the ledges, then head west and save your game at the Save Album. Then, head north and enter the next area. In this area, you'll see Luigi tied up to a pillar! When prompted, hold A to charge for the Firebrand. Then, release it. This will cause Luigi's rope to fall off.

The brothers then reunite with each other, and Popple suddenly appears. He has a new 'rookie' with him. This rookie is none other than a Birdo! After some dialogue commences, you will enter in battle against Popple and Birdo. See the Bosses section for help on winning here. When you win, Popple gets angry, and blames Birdo for their loss. Then, Birdo swipes Popple away, for good! Ticked off, the Birdo leaves. When you regain control, head northeast and enter the yellow pipe. Climb it to the top. In the next area, head south, then save your game at the Save Album. Then, head south and exit the valley.

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Northeast Beanbean
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Outside, head all the way south, then exit this area.

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East Beanbean
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Here, simply make your way to the southwest. Then cross the bridge, and enter the town of Beanbean Castle.

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Beanbean Castle Town
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When you arrive here, you will immediately notice that this place is in ruin! Bullet Bills will be firing all over the town, too! When you regain control, head west, then north. Go up the stairs and into the next area.

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Beanbean Castle Gates
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Just go all the way north. Save your game at the Save Album along the way, and then enter the castle itself.

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Beanbean Castle

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In the castle, you will see a scene with Lady Lima, and Queen Bean. Prince Peasley steps in, too. Bowletta is launching an attack from Bowser's Castle, onto the kingdom! The end of the Beanbean Kingdom may be at hand! Prince Peasley leaves to go to the castle, all by himself. Go south when you regain control, and Lady Lima asks if there's anyone who can fly in the kingdom. When you regain control, exit the castle.

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Beanbean Castle Gates
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Out here again, head all the way south, and save your game. Then, head west, and enter the next area. Enter the Pipe House, and then warp to the Stardust Fields. Yes, we have to go there. However, before going, I strongly recommend going to Beanbean Castle Town and Little Fungitown. Buy anything you will need, and stock up on any items. I also strongly suggest going to the Starbeans Cafe before venturing any further. See the Side Quests section for more info. Then, warp to the Stardust Fields.

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Stardust Fields
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In this place, head south and enter the next area. Here, go southeast, and then jump across the spikes. Head southwest, and jump across the next set. Then, go southeast, and cross the bridge. Then enter the next area. In this area, go all the way south. At the end of the path, High Jump onto the small ledge, then do a Spin Jump to the ledge to the right. Then, High Jump onto the northern ledge. Hit the two blocks on this platform for a Mushroom, and some coins. Head to the southeast, and hit the block for one coin. Continue west and enter the next area.

In the next area, save your game and go south. Jump up the ledges, then go west and High Jump onto the platform there. Now, go west and enter the next area. Proceed north, and enter the cave. In the cave, go west, and jump up the ledges. Then, simply continue west, then exit the cave.

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Hoohoo Village
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In this village, go southwest and enter the actual village itself. Here, just go all the way west, until you see the bird, Blablanadon. Talk to him. He will offer you to grab onto him to fly into Bowser's Castle. Accept his offer, and off we go to Bowser's Castle!

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Bowser's Castle
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When you're inside this castle, head east and jump onto the ledge there. Hit the block to get an Ultra Syrup. Then, go west, and hit the block on the next ledge for an Ultra Mushroom. Now, go north and save your game at the Save Album. Then, continue north and enter the next area. You will see a scene with

Bowletta and Fawful. Since Mario and Luigi are here, Bowletta will release the seven Koopalings, from Super Mario Bros. 3! Then, enter through the door when you regain control. In this room, go up the steps there, then go through the door and enter the next area.

In this area, go up the steps, then Spin Jump to the next ledge. Now, on the last ledge, you will notice a platform across from you. However, if you try a Spin Jump to reach it, you will bump in to the grey thing sticking out of the wall! So, Spin Jumping is out of the question. What you have to do is, make both brothers jump at the same time to get across. It is pretty hard to do, but keep trying, and you'll get it. When you get it, head east, and then jump to the next platform there. Defeat the enemy on this platform. Then, jump to the next two ledges. Spin Jump to the last platform.

On the last platform, enter the door there. In the next area, recover the brothers fully, then save your game at the Save Album. Now, head north, and you will see one of the seven Koopalings. This one happens to be Iggy Koopa. Iggy will spin around you very fast, then move to the other side of the room. Then, the brothers get dizzy! The controls are now changed. They may be opposite, or something different; it's all random. When you make it to Iggy, touch him to start a battle. Read the Bosses section to see how to defeat him.

When Iggy's defeated, he vanishes, and a blue portal and some platforms will appear. When you regain control, step into the blue portal. You will be taken back to the previous room. Now, head east, and go across the platforms. Then, enter the door there and enter the next room. In this room, go east, and then jump over the spikes. Jump onto the platform nearby, then jump over the spikes. Proceed across the bridge, then jump over the next set of spikes. Jump onto the platform there, then proceed west. Jump over the spikes, then jump onto the platform. Enter the door.

In this room, jump up the ledges, then jump onto the yellow platforms. If you do not remember how to control them, I'll tell you. Press A and B, while holding the D-Pad to the right. Alternate between A and B until you make it across. Once you do that, jump up to the next yellow platforms, then stand on them. Make it across. After that, enter the door at the end. In this area, go east, and jump up the ledges. Save your game at the Save Album and heal up, then head back west. Go north, then east. You will meet Morton Koopa. He will create a shockwave along the walkway there.

To avoid this, simply go across the walkway, and press A, then B whenever you see a shockwave. When you make it to the end and start a battle, refer to the Bosses section for help on defeating Morton. After you've won, he will vanish, and a portal will appear. Then, a platform rises. Step in the portal to be teleported back to the previous room. Back in that room, High Jump up the next two platforms, then proceed into the next area. In this area, go up the ledges, and then go north. Jump onto the platform there, and jump around on the left side to reveal a block. Hit the block for a Hoo Bean.

Now, go west and jump up the ledges there. Then, enter the next area. In the next area, Spin Jump to the platform to the west. Enter the door there. In this area, High Jump up the ledges nearby. High Jump onto the high platform there, then go west. Use the Bros. Block there three times for some coins. After that, drop down to the ledge below. Spin Jump to the platform to the east. Now, High Jump up the ledges, and then Spin Jump to the east. Enter the nearby door. In this room, jump up the ledges, then Spin Jump into the whirlwind there.

Then, move east, and move through each whirlwind until you make it to the other side. Enter the next area. Here, Spin Jump into the whirlwind when it comes to

you. Then, move right and left, and keep doing that. In other words, keep entering and exiting the whirlwind. When you make it to the other side, ignore the door for now. Spin Jump into the next whirlwind to the east, and then keep moving in and out of the whirlwind. Speak with the Monty Mole at the end. He will give you a 1-Up Super! Now, make your way back to the platform to the left. Then, enter the door.

In this room, save your game at the Save Album (recover if you want). Go north, and cross the bridge, and you will see Lemmy Koopa. He'll split into fours. So, hit one of the four Lemmy's with your Hammer. One of them is the right one. If you get the wrong one, then he'll resplit. If you get the right one, you'll engage in battle against him. See the Bosses section for help on winning. When you defeat Lemmy, he too will vanish. A water fountain will pour, and another portal gets created. Enter the portal to teleport back to the previous room. Then, go south, and cross the platforms into the next area. Here, hit the block for a 1-Up Mushroom. Now, exit this room, and go west, and fill Mario up with water using the fountain there.

Head west, and do a High Jump on Mario to make him squirt water. If you're facing the flames, they will be put out. Do this for all of the flames if you wish. Then, continue west. In the next area, High Jump onto the platform, then enter the door. In this room, jump up the ledges, and hit the block there to get an Ultra Syrup. Continue west, and enter the next area. In this area, go all the way north, and fill Mario up with water. Then, face the electrical mouse where it stops at. Hit Mario with the Hammer when the mouse stops to hit it with water, causing it to connect to the electrical pipes.

You now only have four tries to connect the rest of the mice to the pipe. Head south, and face the part where the pipes disconnect. When the mice come down towards that part of the pipe, hammer Mario to hit the mouse. When that one is connected to the pipes, head south. When you see the mouse by the disconnected part of the pipe, hit Mario to hit the mouse with water. When the last mouse is connected to the pipe, a door to the north will open. Hit Mario until he has no water if needed. Refill Mario with water at the fountain to the north, then enter the door.

In this room, you'll see two small Piranha Plants. Face the Piranha Plant with Mario. Then, with Luigi, use the Thunderhand. This will make Mario spit out water on the plant, bringing it to life. It will spit out an ! Block, and then disappear. Hit the ! Block. It will do one of the two things: open the door ahead, or make a Magikoopa appear. And you're forced to fight the Magikoopa. If the door doesn't open, go back and refill Mario with water, then try the other Piranha Plant and hit the ! Block it spits out. When the door opens, go north and jump up the ledge, then go through the door.

Here, heal if you want, then save your game at the Save Album. Proceed north, and you will find Ludwig Koopa. He will hide in his shell, and then dash at the brothers. Jump over the shell as it comes to each brother. It IS a bit hard to do, and can get annoying. Eventually, after avoiding it for a certain period of time, he will jump away. Now, head south, and back to the bridge. Ludwig will come down, and attack you. Read the Bosses section for help on defeating this Koopaling. After Ludwig is defeated, another portal appears, and some spikes lower in another room. Enter the portal.

When you're transported to the previous room, head west, and make Mario micro sized. Go through the hole revealed, and in that small area, go north. Hit the two blocks for a Super Mushroom, and an Ultra Syrup. Hit the red button on the wall using the Hammer. Doing this will cause a platform to rise. Now, head south and reunite with Luigi. Then, return Mario to normal size, and High Jump onto the next two platforms. Go through the door, and into the next area. In

this room, go north, and then jump up the ledges. Proceed west, and enter the next area.

In this area, go all the way west, then all the way north. At the end of the path, use the Bros. Block there for some coins. Now, make your way back to the start of this room. Then, make Luigi mole-sized, and go through the gates to the north. After going through all of the gates, head west, then go south and through the last gate. Pop back up, and hit the red button on the eastern wall with the Hammer. This will cause one gate to open. Now, jump on the spring to the left to get back on the other side. Make your way back to the start of the room, then reunite with Mario.

Now, make Mario micro-sized, and go through the holes in the wall to the left. Then, go west, and south, and through more holes. Then, when you see no more holes to go through, hit the red button on the wall with the Hammer. Doing this will cause a gate to open. Jump on the spring to the left, then make your way to the start of the room. Go north, and reunite with Luigi. Then, make Mario back to normal size, and go to the start of the room. From there, go all the way north, and into the next area. In this area, head all the way to the northwestern part of the room.

Then, hit the red button on the wall. Doing this will cause some spikes to lower. Now, go all the way southeast, and then go to where the lowered spikes are. Make Mario micro-sized, and go through the hole there. Jump up the ledges to the north, and then go west. Jump across to the beam there, then go south, and jump to the small ledge to the left. Hit the block for an Ultra Mushroom. Now, go to the edge of the platform, and then jump to the southwest a little. Hit the block on the platform there for a 1-Up Mushroom. Now, jump back to the previous platform, and go east.

Jump to the beam to the right again, then head northwest. Jump to the next beam, then go west and jump to the beam to the west. Now, go north, and then jump to the beam to the east. Keep going east, jumping across the ledges you will come to. When you reach the other side, follow the path south, then east to a new area. In this area, go east, and jump up the ledges. Make your way through this side-scrolling area; it's like the original SMB games, and you have to make it to the end! When you get past the part with the red moving platform, jump up the ledges nearby.

Follow the path all the way to the left, and you'll find two shadows. Jump under both of these shadows to get an Ultra Nut, and an Ultra Mushroom. Now, go back west, and drop down. Go east and make your way past the red moving platform again. Then, head east and jump across the ledges. When you see the fake Bowser, go east, and touch the axe. He'll be dropped into the lava. Now, go east and hit the ! Block. This opens a gate in the previous room. Then, go east and jump on the pipe, and press Down to go down it. Go west and exit this area. Head back west and reunite with Luigi, then return Mario to normal size.

Now, go all the way northwest again, then proceed into the next area. In this room, High Jump onto the platform to the north. Use the Bros. Block there to get some coins, and then save your game at the Save Album. Heal, and then go through the door. Here, go north, and then jump up the next two ledges ONLY with Mario. Proceed east, and position the brothers so that they are both under the Simu-Blocks. Hit the Simu-Blocks at the exact same time with the brothers. This will create some platforms. Now, with Mario still on the upper platform, and Luigi still on the lower floor, head east.

Position the brothers under the Simu-Blocks, and jump at the same time again. When the blocks are hit at the same time, some spikes will lower. Now, continue east, and have Luigi press B when he gets stuck, then hold Right. Position the

brothers under the Simu-Blocks, then hit them. This makes more spikes lower. Continue east, and jump up the ledges with Mario. Then, position the brothers under the Simu-Blocks, and hit them. Doing this will cause Roy Koopa to appear! Now, head south and drop off of the platform with Mario. Continue east, and then High Jump up the platforms.

Approach Roy Koopa, and he'll jump away! Then, a portal appears. Enter the portal. In this area, go west and into the next area. Here, go west, then north and across the bridge. Then, head east, and Roy Koopa will come down and then attack you! Read the Bosses section for help. When you defeat Roy, he will vanish, like always. Then, a barrel will drop down. Now, go south, and cross the bridge. Make Luigi mole-sized, and go under the barrel. Pop back up to enter the barrel. Go to the northeastern corner of the room, then have Mario jump on the barrel (press L until the barrel icon appears, then press B).

Hit the switch on the wall. Doing this will send your barrel up to the high platform. Jump off of the barrel. If you want, jump to the platform to the west, and hit the block there for an Ultra Mushroom. Then, jump to the platform to the east, and hit the block for a Super Syrup. Make your way out of this room, then back in it. Use the barrel again to reach the switch, then hit the switch to be sent back up again. Then, press A to break out of the barrel, then go east and into the next area. In this area, go through the red door there.

In this room, jump up the ledges, then go west and enter the next area. In this area, walk around the area and defeat all of the Boos. Otherwise, they will get in the way. When they're all defeated, have Luigi enter the barrel. Then, go under the button on the wall. Have Mario jump on the barrel and hit the switch, causing the door ahead to open. Jump off of the barrel, and make Luigi break out of it. Then, go north and enter the next area. In this area, head back to the previous area for a moment. Go south and have Luigi enter the barrel, then go north, and back into the next area.

Here, go west, and across the walkway. Then, go north and have Mario jump on the barrel. Light the mouth there with the Firebrand. Go all the way east, and do the same for the other mouth. This will make a door to the north open. Jump off and break out of the barrel, then head north and go through the door. In this area, make your way past the spiked logs using the Thunder Shock ability. Make your way to the eastern walkway, then enter the next area. Here, break the black rocks with the Hammer, and then hit the red button on the wall at the end of the path. Doing this will cause the spiked logs to move to the left.

Now, go back to the previous room, then make your way past the spiked logs, over to the southern walkway. Then, do the Thunder Shock again, and make your way to the northern walkway. Then, enter the next area. Here, go east, and hit the block there for an Ultra Mushroom. Jump up the ledge nearby, then get onto the platform. Hit the block for an Ultra Syrup. Now, hit the red button on the wall to the left. Doing this will cause the spiked logs to go east again. Save your game at the Save Album, then go north and enter the next area.

Here, go all the way north, and High Jump onto the platform there. Then, go east, and you'll see Wendy Koopa. When you regain control, head south, and make Luigi mole-sized. Go through the gate, and pop back up. Since you're not united with Mario, head northeast, and stand by the green pipe to the right. Face the pipe, and get your Hammer ready. Then switch to Mario by pressing Start. Then, go to the northwestern part, and face the western pipe. Now, get your Hammer ready, and hit Wendy with it. Quickly press Start, then hit her with Luigi when she pops up. She'll get ticked, and battle you. Read the Bosses section for help on beating her.

When you win, a portal will appear and a platform will rise. Enter the blue

portal, and then in the next room, go east and High Jump onto the next two platforms. Electrify the blue orb using the Thunderhand. Doing this will cause two platforms to appear. Spin Jump to the platforms to the east, then go east and Spin Jump to the next platform. Then, enter the door there. In this area, get your Firebrand ready, and make sure Luigi is in front. Hit the ! Block to make another one appear at the northern end of the room. A gate will also open. Now, quickly Fire Dash to the north, down the hallway.

As you break through the walls, you'll reach the end. With your remaining time, hit the ! Block there to open the door ahead. Head north and enter the next area. In this area, make Mario micro-sized, then go north and through the hole. Then, proceed north and into the next area. In this area, jump up the ledges, then stand on the yellow platform. Now, press Start to switch to Luigi. With Luigi, head east, and north, then into the next area. Here, go east, and then stand under the yellow platform Mario's on. Switch to Mario, then press B, and then jump very quickly with Mario. Move to the east.

With Mario, stand on the next yellow platform. Switch back to Luigi, and then head east. Jump up the ledges and stand under the yellow platform. Switch back to Mario and jump with Luigi, then quickly jump to the east with Mario. Have Mario stand on the next yellow platform, and make Luigi go under it. Do the same thing to get Mario across. Hit the ! Block with Mario. Doing this will make some platforms appear in the previous room. With Luigi, head all the way east, and jump around to reveal a block. Hit the block for a Hoo Bean. Make your way back to the previous room, with Luigi.

Back here, go across the platforms to the west, then go north and into the next area. In this area, jump up the ledges. Then, with Mario, head all the way west and reunite with Luigi. Return Mario to normal size, then High Jump up the ledge there. Head east and keep High Jumping up the ledges. Then, you'll come to a door. Enter it, and into the next area. Here, jump up the ledges to the left, and save your game at the Save Album. Head north, then make Luigi mole sized. Go through the gate and pop back up. Then, head east and jump across the ledge. Then, you'll meet Lemmy.

You will have a barrel fall down onto Luigi. When Larry hits a fireball at you, move to the fireball. The barrel makes it backfire to Larry's tennis racket. If the fireball hits the bomb, you must start over. When Larry gives up, the gate will open, and platforms will appear. Switch to Mario, and head to where Luigi is. Break out of the barrel, and go all the way north. High Jump onto the ledge, and touch Larry to start a fight. Read the Bosses section to see how to defeat the last Koopaling! When he's defeated, enter the blue portal. Now, go east and High Jump onto the next platform.

Then, go east and enter the next area. In this area, simply jump up the series of platforms, then enter the next area. Here, go west, and then hit the two blocks for an Ultra Nut and an Ultra Mushroom. Save your game at the Save Album. Now, head north, and enter the next area. In this area, go around the platform, then go to the end of the platform. A dome will rise up from the lava, and Fawful appears! Enjoy the dialogue. After some dialogue, Fawful will engage in battle against you! Read the Bosses section to see how to defeat him.

When you defeat Fawful, he 'admits defeat', but then attacks Mario and Luigi anyway. Enjoy this scene, as Prince Peasley comes in to help the brothers. Eventually, Luigi uses his Hammer to finish off Fawful, sending him flying out of the castle! Then, Prince Peasley flies away, and platforms appear. When you regain control, head north and enter the next area. Here, jump up the ledges, and hit the blocks to get an Ultra Mushroom, and an Ultra Syrup. Continue north, and jump up the ledges. Then, save your game at the Save Album, and proceed through the door to...Bowletta's throne.

Inside this room, go north, and jump up the two ledges. Now, you will meet Bowletta herself. She will stand up, and then spit fire all around the room. After she does that stuff, you will engage in combat against her, at last. See the Bosses section for help. After beating Bowletta, a Time Bomb comes and makes Mario and Luigi unconscious. Then, Bowletta sucks them up into her own body! You will now see Cackletta in her true form. Read the Bosses section to see how to defeat her. After Cackletta is defeated, Bowletta will spit out both of the brothers.

Then, watch the dialogue that commences, as Cackletta vanishes and dies, and Bowser returns to his normal form. When you regain control, ignore Bowser, and go south. Prince Peasley then arrives. Peasley tells you that he set up an explosive device in this castle, and to escape before it goes off! You have exactly three minutes to escape. When you regain control, head east, and then north. Then, High Jump onto the ledge there, and enter the next area. Outside, High Jump onto the platform, then continue down the path and into the next area. In this room, go down the stairs, and you'll come to a barrel.

Have Luigi enter the barrel via turning into a Mole. When you're under the barrel, pop back up to enter it. Anyway, when Luigi's inside the barrel, go east and up the stairs. Then, go south and drop down the next two ledges. When you see a red button, have Mario stand on the barrel, then hit the red button with your Hammer. This will make a door open in this room. Get off of the barrel, and make Luigi break out of it. Then, head west and down the stairs. Go through the door and enter the next area.

Outside, head north, and jump onto the platform. Then continue south, and enter the next area. In this area, drop off of the eastern ledge. You will notice that the door in front of you is barred up. Follow the path south, and speak with Blablanadon. He'll take the brothers out of the castle. Then, Bowser suddenly wakes up, and wonders what the heck he's been doing all of this time. Then, unfortunately for Bowser, his castle explodes right when he wakes up. Enjoy the ending. Congratulations on completing Mario & Luigi: Superstar Saga, one of the best Gameboy Advance games ever created!

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V. Bosses

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In this section, I will list all of the bosses in the game, along with info about how to defeat them and such.

Tolstar

Found: Stardust Fields

HP: 50

Experience Points: 35

Coins: N/A

Items: 1-Up Mushroom

Boss Strategy: The first boss may be a little difficult if you aren't that careful. Start by having Mario use his Level 3 Bros. Attack. Do the same with Luigi. Tolstar attacks by throwing spiked balls at you, which can be avoided by jumping over it at the right time. However, he will sometimes throw it where it bounces up. If it bounces, don't jump; just stand there and it'll miss. After you've half way beaten him, he'll throw a spiked ball at each brother. Simply repeat the same process until he falls.

Hooooros

Found: Hooohoo Mountain

HP: 45

Experience Points: 30

Coins: 34

Items: 1-Up Mushroom

Boss Strategy: When the battle begins, Hooooros will hide under one of the two pillars. Now, when Mario gets a turn, don't attack the pillar he is hiding in; attack the one that he's not inside of. Avoid an attack that he may do (he may fire a laser at a brother), then destroy the second pillar. He'll attempt to move to another spot where a pillar should be, but since there are no pillars, he can't hide! One will re-appear, though. Now, focus your attacks on the other pillar, so he can never hide. Now attack him. I recommend using Bros. Attacks, but you don't have to. He attacks by using lasers, basically. Repeat the process until you win.

Dragohoho

Found: Hooohoo Mountain

HP: 80

Experience Points: 50

Coins: 34

Items: Super Mushroom

Boss Strategy: This boss can get a bit annoying if you're not careful. He will attack by spitting out eggs at the brothers. If he moves his head vertically, he's going to spit an egg at Mario. If it is moved horizontally, he's attacking Luigi. These eggs can deal a bit amount of damage (about four per a hit). Jump immediately after he spits an egg out to avoid it. Pound him with some Bros. Attacks always, as they cause the most damage. Occasionally, he will spit out a huge egg. Just keep attacking him, and do not attack the huge egg. Heal when needed until you defeat him.

Queen Bean

Found: Beanbean Castle

HP (Queen Bean): 120

HP (Arms): 22

Experience Points: 154 (or more)

Coins: 16

Items: Mushroom, Syrup, 1-Up Super, Woo Bean

Boss Strategy: By far, this is the hardest boss in the game so far. She has really high HP, and she cannot be damaged until both of her arms are destroyed. When both arms are up, she attacks by slamming the ground, sending out shockwaves. Sometimes they'll be purple, and sometimes they'll be yellow. Jump over these shockwaves when they're close to you. The yellow one goes fast, but causes less damage. The purple one goes slow, but causes a lot of damage. With one arm destroyed, she attacks by attempting to hammer a brother. Hammer away her arm. When both arms are destroyed, her crown pops off.

Now you can focus your attacks on the queen herself. Use some Bros. Attacks (I highly recommend it) on her. Also, when she has no arms, she attacks by spitting out beans at you. Jump over these. If you land on one, it'll go back to the queen, and a Beanie enemy appears! If this happens, simply ignore them, and focus your attacks on Queen Beans. After a little while, she will regenerate her arms, so destroy those and keep up the same pattern. Heal up when needed until you win the battle.

Popple / Rookie (1st Fight)

Found: Chateau de Chucklehuck

HP (Popple): 100

HP (Rookie): 120

Experience Points (Popple): 50

Experience Points (Rookie): 110

Coins (Popple): 30

Coins (Rookie): 34

Items (Popple): Green Pepper

Items (Rookie): 1-Up Mushroom

Boss Strategy: First of all, take note that you should really kill Popple first during the battle, so you can get some extra EXP and such. So, Popple attacks by dashing at you. If he doesn't have a smile on his face when he goes to attack, he's coming for Mario. If he is smiling, he's going for Luigi. Sometimes, if Popple hits you, he will steal an item from you! If he steals a Mushroom, he will heal with it eventually, so be careful. Every time you attack Popple, Rookie counterattacks by throwing two hammers in each brother's direction; one is going for each brother.

Take out Popple with some Bros. Attacks. After you take out Popple, this battle won't be too difficult. Rookie will attack by either throwing a single hammer at a brother, or by spitting

out fireballs. Jump over the fireballs to avoid them. Pound Rookie with Bros. Attacks until he's defeated, and you win.

Wiggler

Found: Chucklehuck Woods

HP: 34

Experience Points: 120

Coins: 0

Items: Super Mushroom

Boss Strategy: This is a very simple boss. All of the body parts on this boss, including the head, is a red color. The idea here is to make all of its body parts yellow again. Hit one body part at a time, but DON'T attack the head. After one hit on one red body part, it turns yellow again. Don't hit the body part while it is yellow, or it turns red again. After all of the body parts except the head have been hit once, his head will turn yellow, and you can truly attack him. He attacks by dashing at you; just jump to avoid it. He can also create shockwaves, so just jump over it. When you can attack his head, use a good Bros. Attack on it. One Bros. Attack should end the fight.

Chuckolator

Found: Chucklehuck Woods

HP (Chuckolator): 300

HP (Shield): 30

Experience Points: 260

Coins: 0

Items: 1-Up Mushroom

Boss Strategy: You will probably have a bit of trouble with this hard and annoying boss. He usually starts by swinging his sword by a certain brother, creating red slime. Simply use your Hammer immediately after the slime's created to avoid it. If this move actually hits you, there is a slight chance that the brother will not be able to move for a short time! With his shield on, he can also attack by shooting a cannon at a brother! Jump at the right time to avoid this hard-to-avoid attack. Destroy its shield with regular Hammer attacks, as that's what's protecting him. Once it's destroyed, attack the Chuckolator.

Do NOT use Jump-type attacks on the Chuckolator; you will cause very little damage. Instead, use Bros. Attacks, and use the Hammer type of Bros. Attacks with each brother. When you've half way beaten the Chuckolator, Bubbles will come in and tell it a joke, to heal it (although not by too much). When the Chuckolator shrinks, it attacks by dashing towards you. Hit him when he's close to avoid this, as it may poison you if it hits.

Simply keep this pattern up, and heal when needed, and you will beat him eventually.

Cackletta (1st Fight)

Found: Woohoo Hooniversity

HP: 200

Experience Points: 900

Coins: 300

Items: 1-Up Super

Boss Strategy: The battle starts off with Cackletta going mad, causing bolts of lightning and holes to appear. Jump over the holes as they come to each brother. Don't worry about the lightning; it doesn't even hurt you. If you fall into the holes, you'll come out after the attack, and will be a bit slower to dodge attacks and such! After she does this attack, she may attack some more. When she raises her right arm, there will be lightning that will first go to Mario, then to Luigi, so jump one second after she lowers her arm. Then, jump right after you jump with Mario to avoid it. If she raises her right arm, lightning strikes Luigi, then Mario.

If she raises both arms, lightning bolts will strike both of the brothers at once. When you get a chance to attack, hit her with some Level 3 Bros. Attacks to cause a bit of damage. After a few hits have been dealt on her, she'll split into threes. As far as I know, there's no way to tell which one is the real one. Just attack any of them, and hope it's the right one. If it is, the two mirages disappear. If it's the wrong one, an "!" will be above her head, and she'll turn into tons of bats. Jump over these. If they touch you, you may get poisoned!

So basically, just keep attacking her with Bros. Attacks, and avoid her attacks as best as you can. After she's almost dead, she will say "Tenacious little boys, aren't you? I'm too busy for such games! Time for this to end!". Then, she'll go mad again and cause those holes to appear. After you avoid them, she will not stop going mad, and remain that way! Simply attack her a few more times to defeat her for now.

Popple / Rookie (2nd Fight)

Found: Woohoo Hooniversity

HP (Popple): 150

HP (Rookie): 250

Experience Points (Popple): 120

Experience Points (Rookie): 180

Coins (Popple): 33

Coins (Rookie): 33

Items (Popple): Red Pepper

Items (Rookie): 1-Up Mushroom

Boss Strategy: These guys are still a bit easy. Remember to still go for Popple first, for extra EXP, coins, and items. Again, Popple attacks by dashing. Hammer him away when he gets near. If he hits you, he may steal a Mushroom/Super Mushroom, and use it to heal! Rookie will also use his fireball attack before Popple's gone. After each hit on Popple, Rookie will counterattack by throwing two hammers; one goes for each brother. Hammer these away, and then continue pounding Popple with Level 3 Bros. Attacks. Eventually, Popple and Rookie will perform their own Bros. Attack! They can do two different Bros. Attacks.

For one attack, Rookie will light Popple on fire. Then, he grabs Popple, and throws him in a brother's direction. Just use the Hammer on him when he's nearby to avoid him. For the second one, Popple picks up Rookie and spins him around, then he will slam Rookie. Some shockwaves will appear, so jump over them. Heal when needed, and attack them with Level 3 Bros. Attacks. This fight will end in no time.

Mom Piranha

Found: Beanbean Airport

HP: 220

Experience Points: 400 (or more)

Coins: 0

Items: Spiny Badge A

Boss Strategy: This boss can get annoying. Mom Piranha has two Piranha Plants with her. If you attack Mom Piranha while the other plants are still alive, the Piranha Plants will counterattack you. So, you should kill the normal Piranha Plants first. The red ones are weak against lightning (Thunderhand), but do NOT use fire on them (Firebrand). So use the Thunderhand ability and the Hammer on the Piranhas. Once they're dead, focus your attacks on the mom. Attack her the same way you did the normal Piranha Plants. The Piranha Plants will probably regenerate, however, and they will sometimes become blue.

The blue Piranha Plants are weak against fire (Firebrand), but absorb lightning (Thunderhand). Defeat them using Firebrand and the Hammer, and continue attacking the mom. The mom will attack using a big energy ball. When she throws it at a brother, simply use your Hammer when the ball is under you. It will hit another Piranha Plant, to boot. She may also heal a bit, so be careful. The mom's last attack is a whip. She may use her vine to whip Mario and Luigi. Jump with both brothers at the same time to avoid this.

Occasionally, the Mom Piranha may change colors herself. If she is a blue color, just hit her with Firebrand and Hammer attacks. Keep healed, and repeat the same strategy stated above until you defeat this boss.

Trunkle

Found: Teehee Valley

HP (Trunkle): 110

HP (Head): 60

Experience Points (Trunkle): 1000

Experience Points (Head): 30

Coins (Trunkle): 188

Coins (Head): 0

Items (Trunkle): 1-Up Mushroom, Super Mushroom (x4)

Items (Head): N/A

Boss Strategy: If you do not do the right thing, this battle will take a long freaking time (it can take up to thirty minutes). Yes, he has low HP, but you deal little damage at all. Start by using Level 3 Hammer-type Bros. Attacks, on the head. This is how you cause the most damage, thus ending the battle very quickly. If you want to do things the hard way (attack the body), then I will explain how to do it. First, I'll tell you his attacks. Trunkle may start the battle off with an attack where he inhales Gritty Goombas, Mushrooms, and Poisonous Mushrooms.

Jump over everything but the normal Mushrooms. When he's done using this attack, he'll recover some HP (he recovers how much he inhaled). If a Gritty Goomba hits you as he inhales, you take some damage. Another attack is where he will create a rock to go to a brother. Just smash it away. Also, after he is half way defeated, he'll split into mini-Trunkles! One will hold an orange, then they will switch positions, so watch carefully. Attack the one that has the orange. The mini-Trunkles attack by popping out of the sand and attacking you, or by rolling into you.

Those attacks are pretty simple to avoid. Eventually, if he splits into mini-Trunkles, he will turn back into the big Trunkle. From there, just continue to pound him with several Bros. Attacks until he's defeated.

Hermie III

Found: Gwarhar Lagoon

HP (Hermie III): 400

HP (Claw): 80

Experience Points (Hermie III): 450

Experience Points (Claw): 0

Coins (Hermie III): 80

Coins (Claw): 0

Items (Hermie III): Lucky Ribbon

Items (Claw): N/A

Boss Strategy: This boss isn't actually very difficult, because you can lower his defense dramatically. He will attack with his claws, for the most part. He will walk up to Mario or Luigi, and attempt to attack them with his claw. It's not TOO difficult to avoid. He can also attack by using poisonous bubbles to attack you. If they touch you, there's a chance you will be poisoned. Just hammer them away when possible. I suggest not attacking his claws. Use the Level 3 Bros. Attack (use Thunder Bros.) to lower his defense drastically.

Lowering his defense makes the battle much quicker and easier. However, his defense will be returned to normal after a few turns, so you'll have to lower it again. While his defense is lowered, pound him with Bros. Attacks, like with every boss. Eventually, he'll hide under his shell. Use Mario's Firebrand attack to burn his shell, and he'll come out. Also, each time you attack this boss while his claws are active, he will do a counterattack, which actually isn't that bad. Keep up the same strategy until you win.

Popple

Found: Chucklehuck Woods

HP: 500

Experience Points: 600

Coins: 121

Items: Super Mushroom

Boss Strategy: Popple will usually start off the battle by dashing at you, like always. Avoid this using the Hammer. Otherwise, he may steal a Mushroom from you. If Popple dashes at you backwards, do the best as you can to avoid this hit. If you do not avoid it, he may steal the Hammer from the brother he attacked! He will have it for a few turns. He may also use the Hammer against you. He will hit both brothers (one after another) with it. Hammer him away with the brother that has the Hammer. Popple also has an attack where he'll throw certain items at you.

When he does this attack, he'll throw poisonous Mushrooms, normal Mushrooms, and pink Bob-ombs. Avoid the Bob-ombs, and the poison Mushrooms, but let the regular Mushrooms come to you. If a poisonous Mushroom touches you, you will be poisoned. Now, use Level 3 Thunder Bros. on him to lower his defense. From there, pound him with Bros. Attacks. He will fall in a few turns.

Jojora / Friend

Found: Joke's End

HP (Jojora): 50

HP (Friend): 500

Experience Points (Jojora): 500
Experience Points (Friend): 800
Coins (Jojora): 200
Coins (Friend): 180
Items (Jojora): 1-Up Super
Items (Friend): Ultra Nut

Boss Strategy: The battle will usually start off with Jojora attacking you. He has an attack where he will attempt to freeze you, but he has to charge up to do it. While he's doing this, hit him with the Hammer to avoid it. Then, Jojora will run off of the screen, but will be back later. He also has a blizzard attack, but will only do it if you attack the friend while Jojora is still on-screen. When or if he does this attack, tap both A and B very fast to avoid it. It will heal Jojora and the friend, however. Get rid of Jojora first, for some extra EXP and such. However, take note that each attack ONLY hurts her ONE damage. You do not have to do this if you don't want to.

Now for his friend. The friend can do two things to you. The first attack is a giant snowball. She will wink her eye, then become a giant snowball, and roll at you. Hammer this away, but you should know that it IS hard to avoid. It hurts a ton, and the brother may also be stunned for a bit if it hits you. Her second attack is an attack where she'll 'hug' a brother. Just Hammer her away. If it hits, you may be poisoned. The friend can also change hair color, sometimes. The blonde-haired friend is weak against Firebrand.

The red-haired friend is weak against Thunderhand. So, use those attacks during the battle, to damage her a bit. However, the red haired friend absorbs fire, and the yellow one absorbs thunder. I also recommend using Bros. Attacks versions of the Hand attacks. With all of this explained, keep up the above process, and recover both of the brothers when needed. You will win sooner or later.

Popple / Birdo

Found: Teehee Valley

HP (Popple): 500
HP (Birdo): 450
Experience Points (Popple): 500
Experience Points (Birdo): 900
Coins (Popple): 99
Coins (Birdo): 495
Items (Popple): 1-Up Super
Items (Birdo): Ultra Syrup

Boss Strategy: Don't worry; this is the last time you will have to fight this guy. Popple attacks the same he always does; by dashing at you. hammer him away. If he hits you, he may steal a Mushroom, or your Hammer. If he takes your Hammer, that brother will not be able to use it for a short time. He can also hit you with it; hammer him away to avoid it. The Hammer can also stun you. Just

focus your attacks on Popple, first. As for Birdo, she can attack by spitting eggs at you.

Jump away when the egg is about to touch the ground to avoid that attack. She may also suck a brother inside of her, making you take damage, and making her heal herself. Hammer her away when she gets near to avoid this. She may also spit out several eggs at once! Avoid these the same way you did her other egg attack. When Popple is almost defeated, she'll suck him in, in an attempt to protect him. She will spit out three eggs. Hit the one that you think Popple is in.

If you guess the wrong one, a Bob-omb will come out and attack you. Simply jump over it to avoid this. Keep guessing an egg until Popple appears. Also, you can lower Popple and Birdo's defense using the Bros. Attack, Thunder Bros. When Popple's gone, Birdo turns red, and then switches to where she may attack the brothers multiple times! Avoid it the same way you did her other egg attacks. Just keep this up, and heal when needed until they're both gone.

Iggy Koopa

Found: Bowser's Castle

HP: 550

Experience Points: 800

Coins: 99

Items: Max Mushroom

Boss Strategy: This Koopaling is pretty easy (heck, almost all of them are). Iggy will attack by either spitting fireballs at you, or by spinning around you. Both of these are easy to avoid. To avoid the fireball attack, hammer it back at him when it comes to you. For the spinning attack, just hammer him away when he gets close to you. Lower his defense with the Thunder Bros. attack. From there, pound him with Bros. Attacks until you win.

Morton Koopa Jr.

Found: Bowser's Castle

HP: 500

Experience Points: 800

Coins: 99

Items: Max Nuts, Bowser Fist

Boss Strategy: First, take note that the Bowser Fist is a rare item, so you may or may not get it. Morton can be quite hard, if you don't avoid his attacks right. His first attack is a fireball-spitting move, much like Iggy's. Hammer it back at him. His second and most powerful attack is a clear shockwave. He'll jump in the air, and

rotate around, then slam the ground to create shockwaves. The amount of times he rolls around determines how many shockwaves will be created. Jump over these, and watch carefully to see it.

If you do not avoid the shockwaves, you will be hurt quite a bit. Those are his only attacks, though. Then, weaken him using the Thunder Bros., and once his defense is weakened, smash him with many Bros. Attacks. He'll fall quickly.

Lemmy Koopa

Found: Bowser's Castle

HP: 380

Experience Points: 800

Coins: 102

Items: Max Syrup

Boss Strategy: Lemmy only has one attack, technically. He spits fireballs at you, just like the previous Koopalings. Hammer it back at him. He can also split into fours, but there's a way to reveal him quickly. If you want to reveal him instantly, use the Thunder Bros. attack, which hits all of them, including the real one. Once you reveal him, just do some Bros. Attacks until he falls.

Ludwig Von Koopa

Found: Bowser's Castle

HP: 550

Experience Points: 800

Coins: 99

Items: 1-Up Super

Boss Strategy: Ludwig has a few attacks. Like the other Koopalings, his most basic attack is spitting fireballs. Just hammer these when they come towards you to deflect them back at him. He can also spin around the brothers, like Iggy did. Hammer him away. If you do not, you will get damaged, and perhaps stunned. His main attack is where he hides in his shell, then rolls around the brothers. Jump over the shell as it comes to the brothers. If you get hit by it, you will take a decent amount of damage.

You can lower his defense with the Thunder Bros. attack. Lower his defense, then simply pound him with Bros. Attacks, like always. You'll win pretty quickly.

Roy Koopa

Found: Bowser's Castle

HP: 550

Experience Points: 800

Coins: 99

Items: Max Syrup, Bowser Fang

Boss Strategy: The Bowser Fang is a rare item, just so you know. This Koopaling has something else with him. This is a Time Bomb. It has the number 8 on it, which means you only have eight turns to defeat this Koopa! If you don't, the Time Bomb will kill both brothers in a single hit. He attacks by spitting fireballs, for one. You know how to avoid it; hammer it away to deflect it back at him. He can also attack by creating shockwaves. Jump over these to avoid them.

Lastly, he can attack by hiding in his shell, and rolling to the brothers. Jump over his shell, although it is hard. Lower his defense using Thunder Bros., then repeatedly attack him with Bros. Attacks until you defeat him.

Wendy O. Koopa

Found: Bowser's Castle

HP: 350

Experience Points: 800

Coins: 102

Items: Max Nuts

Boss Strategy: You have another Time Bomb during this battle. You have 8 turns to defeat this Koopa. She can be quite annoying if you don't know how to avoid her attacks well. Again, this Koopa will spit fireballs at you. Hammer them back at her. She can also split into fours, which can get annoying. Use Thunder Bros. to reveal the real one. Her main attack is a ring attack. When she starts waving her arms, jump half a second later to avoid the attack.

If you get hit by it, you'll be damaged a lot, and have a weight status put on you. This makes attacks harder to avoid and such. You cannot lower her defense, so just keep attacking her using Bros. Attacks until you win.

Larry Koopa

Found: Bowser's Castle

HP: 550

Experience Points: 800

Coins: 99

Items: Max Mushroom

Boss Strategy: This guy fights just like Iggy. He attacks by spitting fireballs at you; deflect them back. He can also attack by spinning, like Iggy. Hammer him away. There's also an 8-turn Time Bomb here. Aside from that, lower this guys defense, and then attack him with Bros. Attacks until you win.

Fawful

Found: Bowser's Castle

HP: 400

Experience Points: 1500

Coins: 365

Items: Golden Mushroom

Boss Strategy: Fawful is actually a bit of a difficult boss, to be honest. He has several attacks. One attack is where he'll fire a ball of energy at a brother. Simply deflect it back at him, using your Hammer. He will hide in his dome, unless you do something to it. Attack the dome, even though you deal no damage. Keep attacking it. While inside the dome, Fawful can attack by shooting beams at you. Jump over them at the right time to avoid this. After you keep attacking his dome, he'll send purple balls after you.

Hammer these as they come to you. If you don't hammer them all, then you'll have to jump over the rest. After this attack, his dome will overheat, and he will pop out. Now, use this time to hit Fawful with your best Bros. Attacks you've got! While he is out of the dome, he has a couple of attacks he can use. He may lift his arm up. If he does, he's going to fly to a brother. If he does this, quickly hammer him away; it's pretty hard to avoid. Another attack he has is where he will put blocks above the brothers head.

Repedeatly tap A and B to break the blocks. Then, he'll fire a laser at both brothers. Jump to avoid this. Keep attacking him, and he'll retreat back into his dome. Keep up the same attack pattern, and keep attacking him with Bros. Attacks until you defeat him.

Bowletta

Found: Bowser's Castle

HP: 500

Experience Points: 0

Coins: 0

Items: None

Boss Strategy: Bowletta is a complete pushover. Seriously, she has to be one of (if not) the easiest bosses in the entire game. Anyway, she has

a few attacks. For one attack, she will spit out fireballs at you; these are Flarets. Jump over them. Some of the Flarets will stay by her. The Flarets each have 10 HP, but don't worry about them. She will also suck these up to heal herself. She may also blow them up with a huge flame attack. Keep jumping to break the blocks created, then jump half a second later.

Bowletta will also turn black, and some stars will rain down at you. Hit away the red/green stars, and they'll deflect back at her. Just lower her defense with Thunder Bros., and keep attacking her with Bros. Attacks. She'll go down very quickly.

Cackletta (Final Battle)

Found: Bowser's Castle

HP: 1200

Experience Points: 0

Coins: 0

Items: None

Boss Strategy: Cackletta may start off the fight with an attack of her own. If you have enough Speed with a brother, then you will get the first attack. Both brothers start at 1 HP! Use a Max Nut at the start of the fight, when a brother gets a turn. If Cackletta attacks you, dodge her attacks, or you'll die. She has a ton of attacks. Her arms are what attacks, but her head does sometimes, too. One of her many attacks is an attack where she'll send a big blue ball over a brother. Hammer it with the brother it is above, as it comes down to you. It's not too difficult to avoid. It takes around three hits with the Hammer to totally kill the big ball. For another attack, she'll send an electrical ball.

That ball will go to one brother. Hammer it away as it comes close, and it will move to another brother. Hammer it away, and it may or may not dissipate. It may keep going back and forth. Eventually, it will disappear. For another one of her attacks, she'll use her two arms towards a brother. This is seriously very easy to avoid. Hammer the arms with both brothers when they are close. If you wait too long, she'll flick both brothers, and they'll take damage, and may be stunned. For another attack, she will flick a finger, and flames will spin around the brothers.

It can be a pretty difficult attack to avoid. Jump over it with both brothers at the same time. After you keep doing this, the flames will eventually stop. For another attack, she will spin her arms around in a circle. When she does this, pay attention to her eyes. If her left eye is lifted up, then her left arm will be raised up, and if her left eye is down, the left arm will be lowered, and vice versa for her right eye/arm. Jump over her lowered arm, but stay on the ground for the raised one. This attack will hurt a LOT if you don't avoid it.

Also, she can power up her head, or arms, by using her arms. If you see a red circle go over a certain body part, then you will know what body part is powered up. This increases the damage she

will give to you, which makes it even worse than normal! You have to damage her heart to win this fight; it's the heart that has 1200 HP, and the main thing you need to destroy. However, in order to get her to reveal the heart, you need to destroy both arms, and the head. Use Bros. Attacks to do that. I recommend going for the arms, then the head.

Once her heart is revealed, it will most likely recover all three body parts. However, the heart will stay out for a couple of turns. If you have enough Speed, you may get an attack before the heart can recover the body parts. After about two turns, the heart goes back in. Finally, her next attack her head will do. She will do it half way through the battle. She will raise her eyes before she does it; pay attention very closely. If her eye is raised up, the laser she'll fire will be up, and vice versa. The left eye indicates Mario, and the left indicates Luigi.

Right after you see the order she lifted her eyes in, avoid the attack as best as you can. So, for an example, if she had the left eye raised and the right eye lowered, stand there with Mario, and jump with Luigi. If both eyes are up, stay there with both brothers, and jump with both of them if both eyes are down. Also, for her next attack, she will send out a ghost of Fawful. It attacks by using its headgear to shoot at both of the brothers. Jump over the attack as it goes to both brothers.

If Fawful appears by Mario, he'll go for Luigi, then Mario. If he appears by Luigi, he'll attack Mario, then Luigi. After he does his attack, he'll go in front of a brother and laugh. Use your Hammer on him while he's laughing to get him away. There is one final attack that Cackletta will do. She will throw some small colored balls at the brothers. The purple ones are going for Mario, and the green ones go for Luigi. The blue ones don't do anything. Deflect the balls back at her to cause some damage.

Keep destroying the body parts, and keep attacking the heart. You will eventually destroy Cackletta; for good!

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VI. Side Quests
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In this section, I will list the many side quests in the game, and how to complete them and such. The list of every side quest is below.

=====
The Monty Moles
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There are several Monty Moles in this game. They aren't really required, but they DO give you some useful items. So, you may want to find these Monty Moles as you progress through the game. Anyway, below is a list of each Monty Mole, and how to find them, and what item they will give you. Also, take note that you have to speak to them (obviously) for them to give you anything.

Monty Mole #1

Location: Hoohoo Village

Items Obtained: Golden Mushroom

How To Find: Head one screen west from where Blablanadon is (after completing the Hoohoo Mountain). Then, in that area, just keep going west. Go into the entrance you'll find. Inside that cave, make your way through it, and to the end of it (if you really need help getting through, read the Walkthrough). You will end up outside. Outside, head all the way east and enter the next cave. Inside that cave, use the Fire Dash ability to knock over the fat Koopa Troopa.

Once he's knocked over, go all the way north, and High Jump onto the ledge there. Then, you'll see the Monty Mole.

Monty Mole #2

Location: Hoohoo Mountain

Items Obtained: Max Nuts

How To Find: You need the Ultra Hammers before you can reach this Monty Mole. Once you have them, go all the way to the northwestern part of Beanbean. Somewhere in one of those areas is a path going up to Hoohoo Mountain. Take that path and follow the maze-like area, until you end up on Hoohoo Mountain. Then, go east and smash the black rocks in your way. Continue east, and head up the stairs, then enter the next area. In that area, go all the way north.

Keep going north and into the next area. In that area, go east, and you'll see another black rock. Smash it, and go south and to the next area. Then, follow the path, and you'll find a Monty Mole that gives you some Max Nuts.

Monty Mole #3

Location: North Beanbean

Items Obtained: Wool Trousers

How To Find: This one is going to take awhile to get, as well. Head to the North Beanbean quadrant. Once there, search around the northern part of the area until you find a blue orb. Electrify the orb with the Thunderhand. Doing this will cause a platform nearby to raise. High Jump onto that platform, and then enter the cave there. Once inside the cave, go east and have Mario stand on the top ledge, and Luigis tand on the lower ledge. Then, position both brothers under the shadows of the Simu-Blocks.

Then, jump with both brothers at the same time to hit the blocks. This will cause a bridge to appear. Have Mario jump off of the platform, and go east and cross the bridge. Now, have Mario jump up the two platforms there, then have Luigi jump onto the first one. Then, have Mario jump on the third platform, and make Luigi go off of the platform he's on. From there, have Mario and Luigi both move slightly east, and north at the same time.

If done correctly, both brothers should be positioned under the shadow of each Simu-Block. Hit them at the same time. This will

make another bridge appear. Go all the way east and cross it. Now, go all the way east, and jump up the platforms with both of the brothers. Jump across the gap to the left platform, but make sure that one brother falls down the pit there. Position both of the brothers under the Simu-Blocks, and hit them to create another bridge. Head southeast and cross it. You will finally find the Monty Mole that gives you Wool Trousers.

Monty Mole #4

Location: North Beanbean

Items Obtained: Iron Pants

How To Find: Head to the same outside area described above, at Monty Mole #3. Then, head east and enter the next area. In that area, head east, and then jump up the ledges to the north. You should come to a small gate with an ! Block past the gate. Have Luigi become Mole sized, and pass through the gate. Pop back out, and hit the ! Block to open the gate. With Mario, pass through it and reunite with Luigi. Now, High Jump onto the western platform, and then follow the path, and enter the next area.

In the next area, go south, and Spin Jump to the ledge to the south. Then, Spin Jump across the next two or so platforms to the west. Cross the bridge you'll come to, then go north. Use Luigi's Thunder Shock ability, and push the Boo statue with Luigi's back. A bridge will be created. Cross it, and you will find a cracked wall. Hit the wall to break it open, then go inside. In this cave, High Jump to the platform, and go all the way north.

Have Mario become micro-sized, and then jump through the hole in the wall. In the next area, go east, and make your way through the side-scrolling area. At the end, you'll find the Monty Mole. Go through the pipe at the end to return to the start of this area.

Monty Mole #5

Location: North Beanbean

Items Obtained: 1-Up Mushroom

How To Find: Yet another Monty Mole is in North Beanbean. However, you need to go to Northeast Beanbean to reach the right area. Anyway, go to the entrance of Teehee Valley. From there, head all the way west, and enter the next area. In that area, enter the cave there. Once inside that cave, go north and jump up the ledges, then make Mario micro-sized, and enter the hole in the wall. In that area, go east and make your way through the fun side-scrolling area. At the end, you will find a Monty Mole.

Monty Mole #6

Location: North Beanbean

Items Obtained: High-End Badge

How To Find: Go to the same area described above, but DO NOT go down the green pipe. Instead, go to the last yellow platform. When it rises all the way up, jump to the east. You will be on a small platform. Jump to the east, and then go all the way down the long path. Eventually, you'll drop down some ledges. Continue east, and you will find a Monty Mole, who gives you the rare item. If you keep

going east after that, you will find the pipe that takes you to the start of the side-scrolling area.

Monty Mole #7

Location: Northeast Beanbean

Items Obtained: Red Pepper, Green Pepper

How To Find: First, go to the entrance of Teehee Valley. From where you see the entrance, go east. You'll see a stairway-type thing going up. Jump up the ledges, and then go to the edge of the platform. Spin Jump to the platform across, then go north. In the next area, jump up the platform, then go east and make sure Mario is in the front. Have him stand by the water pump to fill him up with water. Now, go east and stand by the small grass sprout.

Have Luigi electrify Mario. He'll spit out the water, and the sprout will grow into a platform! You can do it to all of the sprouts in this area. After you're done, go to the second sprout that grew. High Jump onto the platform, and then High Jump onto the other platform. Talk to the Monty Mole there to receive your prize of two good items!

Monty Mole #8

Location: Joke's End

Items Obtained: Red Pepper, Green Pepper

How To Find: The next Monty Mole you cannot find until the second-to-last main level in the game. Anyway, in Joke's End, High Jump to the ledge to the left. Then, enter the next area. In that area, go all the way north and enter the next area. In the next area, you will see a whirlwind that moves by the stairs. When it gets close, Spin Jump into it, and move left and right, constantly moving in and out of the whirlwind. Then, you'll eventually see a platform to the left. Land on it, and then you will find the Monty Mole.

Monty Mole #9

Location: Oho Oasis

Items Obtained: 1-Up Super

How To Find: From the entrance of Joke's End, surf one screen south, and another screen west. The whirlpool in that area takes you to the Seabed, so surf into it. Swim south, and over the spikes, then swim west. Enter the yellow pipe, and climb it to the top. You'll end up outside at the Oho Oasis. Talk to the Monty Mole there to get a 1-Up Super.

Monty Mole #10

Location: Bowser's Castle

Items Obtained: Golden Mushroom

How To Find: This is the last Monty Mole, and it's as easy to find as the one in Joke's End. In one room of the castle, there are a couple of whirlwinds you will need to use, in order to reach a platform with a door. Once you get to that platform, ignore the door and continue east. Use the next whirlwind that will appear, and do like you did before: enter and exit the whirlwind over and over.

At the end, you'll find the last Monty Mole!

=====
The Beanlet Quest
=====

You cannot attempt this if Beanbean Castle and its town is destroyed, so take note of that. When the castle and town is not destroyed, go to the eastern part of town. Talk to everyone. One person will want you to find five Beanlets for him. So, let's begin! I will list how to find each of them below (take note that all of them are in the town, so don't leave the town).

- 1) The first Beanlet can be found just west of the Starbeans Cafe. There is a house there. Simply High Jump onto it, and then go in the corner to find the first Beanlet.
- 2) Just south of the previous one, there is another building. High Jump onto it, and you'll find the next one on this building.
- 3) For the third one, go to where the bridge leading to the eastern side of town is. From there, head south of the bridge, and High Jump on top of the roof of the building. The Beanlet is on this building.
- 4) Now head to the eastern side of town. From the entrance to the eastern side, go all the way east. You will come to a bridge leading out of the town. In the corner north of that bridge, you'll find the next Beanlet.
- 5) For the final one, stay in the eastern section of town. Then, simply go northwest of where the previous Beanlet was located. On top of the long building, there is a Beanlet. High Jump onto it.

Once you've collected all five Beanlets, speak with the guy that made you find the Beanlets. As a reward for collecting them, you will get a Golden Mushroom.

=====
The Starbeans Cafe
=====

This side quest is the most useful one of them all. You can attempt it once Beanbean Castle Town is first repaired. And to top it onto that, you can attempt it at any time, even when the town is destroyed (the second time)! Anyway, to find it, start by heading to the western side of town. At the northernmost part of the west side of town, you will see some steps going up into a large building. Go inside. Once inside, go and speak with the guy by the desk. You will be offered to use the StarB system. The StarB system is used to blend drinks that increase a brothers stats. There are several blends you can make.

In order to make a drink, you have to use the several types of Beans you find throughout your journey. The most common Bean is more than likely the Chuckle Bean, which can be found underground (see the Game Basics section for detailed

info on this). Also, you can even mix Beans to make better blends! Below is a list of how many blends you can make, and how you make them. Also, each time you make a new blend, the owner of the Cafe, Professor E. Gadd, comes and tries the drink for himself. He then gives you an accessory that increases the stats of the brothers when used. With that said, the list is below.

Non-Mixture Blends

Woohoo Blend - 25 Woo Beans
Hoohoo Blend - 25 Hoo Beans
Chuckle Blend - 25 Chuckle Beans
Teehee Blend - 25 Hee Beans

Mixture Blends

Hoolumbian - 15 Woo Beans + 10 Hoo Beans
Chuckoccino - 15 Woo Beans + 10 Chuckle Beans
Teeheespresso - 15 Woo Beans + 10 Hee Beans

Each blend increases a certain stat. Also, take note that one blend can only be used on one brother. So, if you want to increase one stat on both brothers, you will have to make two of the same drink. The stats increased stay permanentely, too! So, be sure to try out the several different blends, and be sure to search for the many Beans throughout your adventure!

=====

The Beanstone Quest

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This side quest can only be attempted at a time where Beanbean Castle Town is not destroyed. When it isn't destroyed, head south of the Fashion Shop on the western side of town (the shop where they sell Gear and Badges). Speak with the old man wandering around, and he'll want to tell you about Beanstones. Allow him to do so. He says that if you find all 10 Beanstones, he'll give you a good item! Below, I will list where all ten are located, and how to find them. Take note that these are very well-hidden.

To find them easily, make Mario Micro-sized, and explore town that way. When you are near a spot where a Beanstone is, an ! appears above Mario's head. If it is small, you're only near it. If it is large, you're almost (if not) right on top of it. From there, make Luigi Mole-sized, and have him go under the exact spot. Then, make him pop back up to find the Beanstone. With that said, below is a list of each Beanstone.

- 1) On the western side of town, head to the southern archway. In front of it, there is a spot where this Beanstone is located.
- 2) On the western side of town, head to the northernmost archway, near the entrance to the Starbeans Cafe. Just south of the eastern pillar, there is a Beanstone hidden under the ground.

- 3) On the western side of town, head to the Fashion Shop. The spot to dig is in front of the shop.
- 4) On the western side of town, head to the southwestern part of the area. You will see a building. West of it is a spot to dig for the Beanstone.
- 5) On the western side of town, head to the same place described in the second Beanstone. However, instead of going south of the eastern pillar, go east of it. Around that area is the Beanstone underground.
- 6) On the eastern side of town, head to the northwestern stairway. At the very bottom of it is a Beanstone under the ground.
- 7) On the eastern side of town, head to the southwestern part of the area. You will see a building. Inside is the Information Shop. Just southwest of that building, there is a small ledge you can drop down to. In this ledge is yet another Beanstone.
- 8) On the eastern side of town, head east of the Information Shop. You will see several ledges. On the easternmost one (the last one), you will find the Beanstone under the ground.
- 9) On the eastern side of town, head to the southeastern part of the area. Just north of the building there, there is a platform. Jump on it. Around this platform, you'll find the Beanstone if you dig.
- 10) On the eastern side of town, head to the northwestern part of the area. Go west of the western entrance of the long building. The spot to dig is in that area. Dig for the final Beanstone!

With all 10 Beanstones in your possession, head back to the old man. Speak to him, and as a reward for finding the Beanstones, you get the Bros. Rock Badge!

=====
The Spangle Decoration
=====

After you defeat Hermie in the Gwarhar Lagoon, he gives you the Beanstar Piece, but wants you to find another decoration for him. You cannot do this until you have obtained the Ultra Hammers. Once you have the Ultra Hammers, go back to the Gwarhar Lagoon (I recommend via a Warp Pipe). This guide will assume you warped there via a Warp Pipe. Anyway, from where you emerge from the pipe, go east, and smash the black rock there. This reveals a surfboard spot, but you shouldn't use it. Anyway, head south and exit this area. In the next area, just keep heading south, and follow the path.

Eventually, you'll come to the Boo statue you had to use to advance earlier in the game. From the Boo statue, head east, and you'll see Hermie in the next area. From there, head south and into the next area. Then, go all the way south and then east, then go into the next area. There, go to the platform you need to hit with the Spin Jump. Hit it with the Spin Jump in this order: up, right, and up. When you do that, go west, and then jump up the ledges. Spin Jump to the floating ledge, then to the platform to the east.

After that, drop off of the eastern part of the platform, and continue south and into the next area. From there, head all the way south, and you'll find two black rocks. Smash them with the Ultra Hammer, and then proceed into the next area. Here, go south and hit the block there for a Syrup. Then, head north, and the Spangle will notice you. After some chit-chat with the Spangle, you obtain it. Now, exit this area, and make your way back to Hermie. Speak to him, and after the dialogue, Hermie gives you the Soulful Bros. Badge as a reward!

=====
The Photographer
=====

This is a pretty useless side quest, and it really does nothing at all. I do not recommend you waste your money. Anyway, after you've gotten the Chuckola Cola and have given it to Queen Bean, head to the Beanbean Castle Gates (the area with the Save Album, leading to the castle). From there, head east, and go into the next area. In that area, head north and go down the walkway. Jump up the ledges, and then speak with the photographer. He will offer to take a picture of you for 100 Coins. If you say No, he'll offer it for 50 Coins. As far as I know, once you talk to him, you're forced to pay (unless, of course, you don't have enough coins).

Once you pay up, he will take a picture. What does it do, you ask? Nothing. It is a complete waste of money to do this. It also doesn't help that you cannot undo it once you've spoken to the photographer.

=====
The Whirlpools of the Oho Ocean
=====

As you were surfing across the ocean on the way to Joke's End, you may have noticed one or two whirlpools in certain spots. If you enter these whirlpools, you will be carried to a certain spot. This guide is going to assume that you start searching from the entrance to Joke's End. From the entrance, surf one screen south, and another screen west. The whirlpool in that area takes you to the Seabed. Swim south, and over the spikes, then swim west. Enter the yellow pipe, and climb it to the top. You'll end up outside at the Oho Oasis. Talk to the Monty Mole there to get a 1-Up Super.

For the second one, begin surfing from the surfboard spot that Prince Peasley tells you to go to (before you go to Joke's End). From there, surf four screens east, and one screen south. In that area, enter the whirlpool. You'll be in the Seabed again. Once in the Seabed, make Luigi Mole-sized, and dig on the spots on the ground for some Chuckle Beans. Then, swim west and across the spikes. Go all the way west, and swim onto the upper ledge. Then, swim to the ledges to the north and northeast. If you have Luigi pop out of the ground where the X's are, you'll get some Chuckle Beans.

So, just swim to the western ledge again, and go into the next area. In the next area, go west and dig on the X for a Chuckle Bean. Then, go southwest and enter the next area. In that area, High Jump onto the ledge there, then enter the yellow pipe. Climb it to the top to get outside.

=====
Getting Harhall's Pants
=====

This is some armor for the brothers to wear. After getting all four of the Beanstar pieces, return to Harhall's Studio. He will let you make more shirt designs for him. This time, he wants you to make every possible design! See the Walkthrough section to see how to make each design. After you make all designs, you get Harhall's Pants.

=====
VII. Mini-Games
=====

There are several Mini-Games in this game. In this section, I will list all of them, along with information about how to play them and such. The order will be listed from the first mini-game you play, to the last one you play.

=====
The Border Jump
=====

To start this Mini-Game, go to the start of Stardust Fields. It's inside the only structure in the fields; you can't miss it. You're forced to play it at least once. To win, you have to press the brothers buttons (A for Mario, and B for Luigi) as the rope comes to the brothers. If you touch the rope three times with one brother, you lose. As I said, keep jumping over the rope as it goes towards a brother. Eventually, you'll win the Mini-Game! If you come back after winning one time, you get to play another level (a harder version). There are five levels in all.

In order to play the fifth level, you have to do something kinda secretive. Say "No" when they ask if you want to play, then they'll offer up a special kind of challenge. In that challenge, you have to complete Levels 1-4, in a row! For completing the first three levels (after completing it once normally), you get Hee Beans equal to the level number (so, for Level 1, you get 1 Hee Bean, 2 for Level 2, and so on). Level 4 gives you 5 Hee Beans, and Level 5 gives you as much as 7 Hee Beans!

=====
The Hoohoo Minecart Game
=====

You have to talk to the old man in the cave, on the HooHoo Mountain Descent to play this game. You have to play it to reach the other side of the cave, which is required in order to progress through the game. Anyway, during this game, use the D-Pad to flash the flashlight on the background where Luigi is. Keep it this way, and keep moving it; this also reveals items such as jewels, and also batteries for your flashlight. As you keep going, your flashlight's light dims out more and more. Collect any batteries you see to make the light return to normal. Have Mario jump with A, and Luigi jump with B.

You will also see spikes that will come down and stick to the track. You may also see Boos that can hit you. Jump over the spikes that come down. If some spikes or a Boo hits you, you lose some jewels. You need a certain amount of jewels at the end of the track to win. The jewels Mario has to collect are red, while Luigi's are green. You can return here later after completing it once to try harder levels. The prizes are the same as the Border Jump Mini-Game. There are a total of six levels in all.

=====
Star 'Stache Smash
=====

This game can be played at Little Fungitown, in the Game Arcade place. One of the many arcades are open, which you can use to play the game. You have to move the bar in the middle by holding A or B. Holding A drops Mario's side of the bar, while holding B drops Luigi's side. Several items will come down onto the bar, and you have to tilt the bar into the open mouth on the left or right side of the screen. Each item gives you a certain amount of points. I will list the amount of points you get for each item below.

- Bob-omb: 1 Point
- Mushroom: 1 Point
- Fire Flower: 3 Points
- Star: 5 Points

However, there's something you should know. When a Bob-omb enters the open part of the wall, that side of the wall closes, and the other side opens up. That's not really a bad thing, but I just thought that you should know. You have to win this game one time in order to progress through the game, and you have to score over 200 Points (which is extremely easy to do). The prize is a certain amount of Hee Beans, depending on the score you get. You have to get a new High Score, however.

=====
The Barreling Game
=====

I absolutely despise this Mini-Game. It's hard and irritating, and it could take a few tries to complete. Anyway, you're forced to play this at least one time throughout the game (like every other Mini-Game in this game). You play it in the S.S. Chuckola. The object is to line up the same colored barrels in one

row or one column. A row is a line going left or right, while a column is a line going up or down. Move Mario by pressing Left and Right, and move Luigi by pressing Up or Down. Hold A and press Left/Right to move Luigi's barrels, and hold A and press Up/Down to move Mario's set of barrels.

For each match of barrels you get, the barrels disappear, and you get 1 Point. Then, the skeleton guy throws more barrels into the mass of barrels. The first time you play this game, you have to score 10 Points or more to win. You have as much as three minutes to do this. After you win one time, you get to play it again the next time you visit Little Fungitown. It's in the Game Arcade place, and it's the arcade next to the Star 'Stache Smash one. I don't know how you determine how many Hee Beans you will get, but I assume it's determined by the amount of score you have at the end of the game.

=====
Chuckola Bounce
=====

The first time you play this Mini-Game (you're forced to), you have to pay 500 Coins! The rest of the time, however, it's free of charge. You play this game in the Winkle Colosseum. During the game, you'll see several Chuckorock things surrounding the arena. They fire out rocks at you. Move around and make the rocks hit the board the brothers are carrying. It will backfire off of the board. If it kills a Chuckorock (it may have to hit one twice), you get one point. Also, occasionally, a Chuckorock may fire out a Golden Mushroom. Have a brother collect these to get a golden forcefield around the brother.

If a rock touches the forcefield, it backfires off of it and goes to another Chuckorock. Hold A to spin clockwise, and hold B to spin counter-clockwise. Also, you can use the D-Pad to move. As for the prize, you get a Hee Bean for every High Score you break.

=====
The Surfing Game
=====

By far, this is the most fun Mini-Game out there. It's the ONLY Mini-Game that you're not forced to play. Anyway, you can't play this game until after you gain the ability to surf. Once you've gained that ability, surf east a few screens from where you start surfing at East Beanbean. Then, you should see a small island with a creature on it (an Oho, to be exact). Land there, and talk to the Oho. You will be able to play the Mini-Game. During this game, you have to follow the arrows directions. You will see several balloons that you must pop. Jump to them to pop them.

Eventually, you'll come to another island, where this Mini-Game ends. The Oho there will then tell you how much time you took. If you popped all of the balloons, you get a prize. If you didn't pop them all, you get nothing. You get a certain amount and type of Beans depending on the time you spent during the Mini-Game. I will list the amount you get below.

Under 45 Seconds: Chuckle Bean

Under 40 Seconds: Chuckle Bean (x2), Hoo Bean (x2)

Under 38 Seconds: Casual Coral (First Time), Woo Bean (x2), Hoo Bean (x2),
Chuckle Bean (x2) (Any Other Time)

=====
VIII. Bros. Attacks
=====

In this section, I will list the various Bros. Attacks in the game. Also, for every Bros. Attack, there is an Advanced version of it. To enable this, you have to use the same Bros. Attacks several times (it doesn't have to be in a row). Eventually, during a battle, you should see a short scene where an "Adv." appears above Mario's head. Then he talks a little, and the Advanced version of that Bros. Attack should be available. There are also three different modes for each Bros. Attack (see the Game Basics section for info on what each mode does). Level 3 is the most useful.

To perform an Advanced version of a Bros. Attack, you have to press the button opposite of the one you normally press. So, for an example, for the Thunder Bros. attack, you would press B, A, and B, instead of B, B, and B. However, not all of the Bros. Attack's Advanced version do a special effect. With all of that said, here is a list of all of the Bros. Attacks below.

Mario's Bros. Attacks

Splash Bros.

Button Combination: A, B, A

How To Obtain: N/A

BP Cost: 4 (Level 1), 4 (Level 2), 3 (Level 3)

Advanced Effect: N/A

Description: After pressing A when prompted, Mario jumps on Luigi's back. After pressing B from there, Mario and Luigi spin into the air, and go to land on the chosen enemy. Press A before landing on the enemy to cause lots of damage.

Swing Bros.

Button Combination: A (hold it), B

How To Obtain: Win Secret Scroll #1 at Hammerhead Bros. Cave

BP Cost: 6 (Level 1), 6 (Level 2), 4 (Level 3)

Advanced Effect: N/A

Description: This move can take a few tries to get used to. When Luigi dashes at Mario, hold A when prompted (DO NOT press it; hold it). Mario will proceed to spin Luigi around, and a target appears. From there, press B when prompted, and Luigi dashes at the chosen enemy, causing some damage.

Chopper Bros.

Button Combination: A, B, A (tap rapidly)

How To Obtain: Available After Getting the Micro/Mole Abilities

BP Cost: 5 (Level 1), 5 (Level 2), 3 (Level 3)

Advanced Effect: By doing the Advanced version, it is possible to steal an item from an enemy. You can steal rare items from enemies that hold rare items, too!

Description: By far, this is one of the best Bros. Attacks out there. When Mario's Hammer shakes, press A to pound Luigi into the ground. Before he lands on Luigi, press B to launch into the air. Then, when prompted, tap A rapidly. This can cause a lot of damage. Level 3 is no doubt the best for this attack, as you can attack tons of times.

Fire Bros.

Button Combination: A (tap rapidly), B (press it as the fireball goes near)

How To Obtain: Available After Getting the Firebrand/Thunderhand Abilities

BP Cost: 6 (Level 1), 6 (Level 2), 3 (Level 3)

Advanced Effect: N/A

Description: To do this attack, rapidly tap A when Mario holds up his hand. When he begins tossing the fireballs towards Luigi, press B when you see the green circle around Luigi. Keep doing this until the attack ends to cause tons of damage!

Luigi's Bros. Attacks

Bounce Bros.

Button Combination: B, A, B

How To Obtain: N/A

BP Cost: 4 (Level 1), 4 (Level 2), 3 (Level 3)

Advanced Effect: N/A

Description: As Luigi jumps, press B when prompted. Then, press A when you are prompted. As Luigi goes to land onto the enemy, press A to cause a lot of damage! It's not too useful, however.

Knockback Bros.

Button Combination: B, B, A

How To Obtain: Available After Getting the Micro/Mole Abilities

BP Cost: 5 (Level 1), 5 (Level 2), 3 (Level 3)

Advanced Effect: N/A

Description: This is probably one of the most useful Bros. Attacks. When you're prompted to, press B to make Mario Micro-sized. When Luigi swings back his Hammer, press B when prompted. Before Mario lands onto the enemy, press A to cause some great damage!

Cyclone Bros.

Button Combination: B, A (tap rapidly), A

How To Obtain: Win Secret Scroll #2 at Hammerhead Bros. Cave

BP Cost: 8 (Level 1), 8 (Level 2), 4 (Level 3)

Advanced Effect: N/A

Description: Press B when prompted to hammer Mario into Micro-sized. Then, when Luigi hops into the air, tap A rapidly. When the brothers proceed to ride into an enemy, press A just before hitting the enemy. Once you do that, the brothers will go backwards, then to another enemy if there is one. Press A as you get close to it, and the process will continue, and end shortly.

Thunder Bros.

Button Combination: B, B, B

How To Obtain: Available After Getting the Firebrand/Thunderhand Abilities

BP Cost: 6 (Level 1), 6 (Level 2), 4 (Level 3)

Advanced Effect: The Advanced version lowers the enemy's Attack Power.

Description: This is actually a pretty useful Bros. Attack. When used (even if you don't use it successfully), you will lower the enemy's defense and cause some damage. When their defense is lowered, you hurt a LOT more than before. It's pretty useful!

IX. Gear

In this section, I will list all of the Gear (armor) in the game, along with information about how much stats they raise and such. Also, take note that the prices are the default prices, and it's not counting the discounts you get by updating the Stache stat. Also, most of these equipment cannot be bought until later in the game, so check both shops (Beanbean and Little Fungitown) for new equipment often!

#1 Trousers

Found: Beanbean Castle Town

When Available: Before Reaching Gwarhar Lagoon

Stats Raised: Defense (+35)

Equippable By: Both

Coins: 250

Description: Wear these to always move first!

Extra Note: You will always get the First Strike when these are equipped.

Ancient Pants

Found: From Limbo Bros. (slight chance)

When Available: N/A

Stats Raised: Defense (+40)

Equippable By: Both

Coins: N/A

Description: Slightly moldy pants.

Extra Note: You'll get some items after every battle with these equipped.

Anuboo Jeans

Found: From Anuboo (slight chance)

When Available: N/A

Stats Raised: Defense (+40)

Equippable By: Luigi

Coins: N/A

Description: Swift, fashionable desert jeans.

Extra Note: You will always get the First Strike when these are equipped.

B. Brand Jeans

Found: Beanbean Castle Town

When Available: After Completing Joke's End

Stats Raised: Defense (+55)

Equippable By: Luigi

Coins: 600

Description: Brand names make everyone happy!

Extra Note: N/A

Bean Pants

Found: Beanbean Castle Town

When Available: First Visit to Beanbean Castle Town

Stats Raised: Defense (+12)

Equippable By: Mario

Coins: 100

Description: Cheap and durable...but not cool!

Extra Note: N/A

Bean Trousers

Found: Beanbean Castle Town

When Available: First Visit to Beanbean Castle Town

Stats Raised: HP (+4), Defense (+10)

Equippable By: Both

Coins: 130

Description: Trandy pants popular in Hooohoo Village.

Extra Note: N/A

Beanstar Pants

Found: Beabean Castle Town

When Available: Before Visiting Joke's End

Stats Raised: Defense (+50)

Equippable By: Both

Coins: 500

Description: Beanstar patterns help you walk faster.

Extra Note: You will always get the First Strike when these are equipped.

Blue Jeans

Found: Beanbean Castle Town

When Available: First Visit to Beanbean Castle Town

Stats Raised: HP (+5), Defense (+16)

Equippable By: Luigi
Coins: 220
Description: Thick Jeans perfect for dangerous work.
Extra Note: N/A

Bubbles's Gear
Found: From Fuzzbush (slight chance)
When Available: N/A
Stats Raised: HP (+6), Defense (+45)
Equippable By: Both
Coins: N/A
Description: Pants from the Chateau owner.
Extra Note: N/A

Casual Coral
Found: Surfing Game Island (win in under 39 seconds to win this)
When Available: N/A
Stats Raised: Poison Dodge (60%), Defense (+80)
Equippable By: Both
Coins: N/A
Description: An outfit designed with a coral motif.
Extra Note: N/A

Casual Slacks
Found: Beanbean Castle Town
When Available: Before Entering Bowser's Castle
Stats Raised: HP (+20), Defense (+70)
Equippable By: Both
Coins: 550
Description: Great-looking, business casual slacks!
Extra Note: N/A

Hard Pants
Found: Beanbean Castle Town
When Available: Before Entering Woohoo Hooniversity
Stats Raised: Defense (+18)
Equippable By: Mario
Coins: 130
Description: Starchy pants stiffened with bean juice.
Extra Note: N/A

Heart Slacks (#1)
Found: Beanbean Castle Town
When Available: Before Entering Woohoo Hooniversity
Stats Raised: HP (+9), Defense (+10)
Equippable By: Luigi
Coins: 120
Description: Jeans with a lovely heart-shaped patch.
Extra Note: There are two different versions of this Gear.

Heart Slacks (#2)

Found: Beanbean Castle Town

When Available: Before Entering Bowser's Castle

Stats Raised: Defense (+60)

Equippable By: Mario

Coins: 520

Description: Durable worn by Beanbean troops.

Extra Note: This also makes your Defense increase in-battle when equipped.

Hermetic Pants

Found: Beanbean Castle Town

When Available: Before Entering Gwarhar Lagoon

Stats Raised: Poison Dodge (60%), Defense (+45)

Equippable By: Mario

Coins: 300

Description: Sealed pants that are tough to change.

Extra Note: N/A

Iron Pants

Found: North Beanbean (from a Monty Mole)

When Available: N/A

Stats Raised: Defense (+70)

Equippable By: Both

Coins: N/A

Description: Heavy jeans plated with a titanium alloy.

Extra Note: When equipped, this inflicts the Weight status on you.

Mushluck Pants

Found: Little Fungitown

When Available: Before Entering Bowser's Castle

Stats Raised: Defense (+65)

Equippable By: Mario

Coins: 258

Description: Your luck equals your Mushroom count.

Extra Note: When you get "Lucky!", you hurt as much as the Mushrooms you have.

Mushwin Pants

Found: Little Fungitown

When Available: Before Entering Bowser's Castle

Stats Raised: Defense (+60)

Equippable By: Both

Coins: 265

Description: Get Mushrooms after every battle!

Extra Note: You'll get some Mushrooms after every battle with this equipped.

Oho Jee Wear

Found: From Oho Jee (slight chance)

When Available: N/A

Stats Raised: HP (+6), Defense (+16)
Equippable By: Both
Coins: N/A
Description: Made from molted Oho Jee skins.
Extra Note: N/A

Parasol Pants

Found: Beanbean Castle Town
When Available: Before Entering Woohoo Hooniversity
Stats Raised: HP (+7)
Equippable By: Mario
Coins: 180
Description: These boost DEF during battle.
Extra Note: This also makes your Defense increase in-battle when equipped.

Peachy Jeans

Found: Little Fungitown
When Available: First Visit to Little Fungitown
Stats Raised: Defense (+65)
Equippable By: Luigi
Coins: 280
Description: Wear these to move right after Mario
Extra Note: With these equipped, Luigi gets a turn immediately after Mario.

Peasley Slacks

Found: Little Fungitown
When Available: Before Entering Joke's End
Stats Raised: Defense (+70)
Equippable By: Both
Coins: 450
Description: Slow-mo gear designed by the prince!
Extra Note: With these equipped, you'll get the Light status inflicted on you.

Piranha Suit

Found: From Piranha Bean (slight chance)
When Available: N/A
Stats Raised: Defense (+30)
Equippable By: Both
Coins: N/A
Description: A suit made of Piranha Plant petals.
Extra Note: You'll slightly regain HP gradually with these equipped.

Plaid Trousers

Found: Beanbean Castle Town
When Available: Before Entering Gwarhar Lagoon
Stats Raised: Defense (+40)
Equippable By: Both
Coins: 300
Description: Super-cool trousers for the super-cool.
Extra Note: N/A

Queen B. Jeans
Found: Beanbean Castle Town
When Available: Before Entering Bowser's Castle
Stats Raised: HP (+14), Defense (+75)
Equippable By: Both
Coins: 550
Description: Elastic pants that even fit Queen Bean.
Extra Note: N/A

Random Slacks
Found: From Boo (slight chance)
When Available: N/A
Stats Raised: Defense (+60)
Equippable By: Both
Coins: N/A
Description: Good on defense, but hard to walk in.
Extra Note: You will get either the Weight or Light status on you in-battle.

Safety Slacks
Found: Beanbean Castle Town
When Available: Before Entering Gwarhar Lagoon
Stats Raised: Poison Dodge (60%), Defense (+35)
Equippable By: Both
Coins: 220
Description: Sturdy pants that block status effects.
Extra Note: N/A

Scandal Jeans
Found: Little Fungitown
When Available: Before Entering Bowser's Castle
Stats Raised: Defense (+18)
Equippable By: Luigi
Coins: 280
Description: These let you move before Mario!
Extra Note: With these equipped, Luigi will always get a turn before Mario.

Shroom Bells
Found: Little Fungitown
When Available: First Visit to Little Fungitown
Stats Raised: Defense (+50)
Equippable By: Both
Coins: 180
Description: Made back home from Koopa shells.
Extra Note: N/A

Shroom Pants
Found: Little Fungitown

When Available: First Visit to Little Fungitown

Stats Raised: Defense (+30)

Equippable By: Mario

Coins: 200

Description: These help you win Mushrooms in battle.

Extra Note: You'll get some Mushrooms after every battle with these equipped.

Shroom Slacks

Found: Little Fungitown

When Available: First Visit to Little Fungitown

Stats Raised: Defense (+35)

Equippable By: Both

Coins: 250

Description: More Mushrooms make these luckier!

Extra Note: When you get "Lucky!", you hurt as much as the Mushrooms you have.

Smart Pants

Found: From Eeker (slight chance)

When Available: N/A

Stats Raised: Defense (+50)

Equippable By: Mario

Coins: N/A

Description: Pants made for Hooniversity staff.

Extra Note: N/A

Street Jeans

Found: Beanbean Castle Town

When Available: Before Entering Gwarhar Lagoon

Stats Raised: Defense (+60)

Equippable By: Luigi

Coins: 400

Description: All the rage among fashion's elite.

Extra Note: N/A

Tropic Slacks

Found: Beanbean Castle Town

When Available: Before Entering Gwarhar Lagoon

Stats Raised: HP (+12), Defense (+30)

Equippable By: Both

Coins: 280

Description: Sunny slacks made with tropical beans.

Extra Note: N/A

Wool Trousers

Found: North Beanbean (in a cave)

When Available: N/A

Stats Raised: Defense (+32)

Equippable By: Both

Coins: N/A

Description: A pair of comfy and sensible trousers.

Extra Note: You'll slightly regain HP gradually with these equipped.

Work Jeans

Found: N/A

When Available: Start of Game (you automatically have this)

Stats Raised: Defense (+4)

Equippable By: Luigi

Coins: N/A

Description: Thick, durable, practical jeans.

Extra Note: N/A

Work Pants

Found: N/A

When Available: Start of Game (you automatically have this)

Stats Raised: Defense (+4)

Equippable By: Mario

Coins: N/A

Description: Light, comfy, and easy to walk in.

Extra Note: N/A

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X. Badges
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Much like the Paper Mario series, this game also features Badges. However, they are a little different this time. They do basically stuff that pants (Gear) do. They are very useful. Like pants, you can buy Badges at the two Fashion Shops. As you progress through the game, more Badges will be available at the two shops, so be sure to check them often for new Badges! Also, both brothers can equip any Badge.

Bean Badge

Found: N/A

When Available: Start of Game (you automatically have this)

Stats Raised: POW (+8), BP (+6)

Coins: N/A

Description: Increase POW and Bros. points.

Extra Note: N/A

Bean B. Badge

Found: Beanbean Castle Town

When Available: First Visit to Beanbean Castle Town

Stats Raised: POW (+10), BP (+6)

Coins: 78

Description: The most popular badge in the kingdom.

Extra Note: N/A

Beauty Badge

Found: Beanbean Castle Town

When Available: Before Entering Gwarhar Lagoon

Stats Raised: POW (+28)

Coins: 200

Description: A sparkling, beautiful badge.

Extra Note: N/A

Bowser Fang

Found: From Roy Koopa (slight chance)

When Available: N/A

Stats Raised: BP (+50)

Coins: N/A

Description: Releases Bowser-like counterattacks.

Extra Note: This badge also lowers your Power in-battle when equipped.

Bowser Fist

Found: From Morton Koopa (slight chance)

When Available: N/A

Stats Raised: POW (+10)

Coins: N/A

Description: Releases powerful, Bowser-like attacks.

Extra Note: This badge also increases more Power in-battle when equipped.

Brilliant Badge

Found: Beanbean Castle Town

When Available: Before Entering Joke's End

Stats Raised: POW (+45)

Coins: 350

Description: A shiny badge dug up behind the shop.

Extra Note: N/A

Bros. Badge

Found: Beanbean Castle Town

When Available: Before Entering Gwarhar Lagoon

Stats Raised: POW (+25), BP (+8)

Coins: 150

Description: Owner's choice! Raises BROS. points.

Extra Note: N/A

Castle Badge

Found: Beanbean Castle Town

When Available: First Visit to Beanbean Castle Town

Stats Raised: POW (+10)

Coins: 75

Description: A badge for tourists.

Extra Note: N/A

Charity Badge

Found: Beanbean Castle Town

When Available: First Visit to Beanbean Castle Town

Stats Raised: POW (+15)

Coins: 140

Description: Manager's special! What a bargain!

Extra Note: N/A

Chuckola Badge

Found: From Gold Beanie (slight chance)

When Available: N/A

Stats Raised: POW (+28)

Coins: N/A

Description: Designed to look like a Chuckola Fruit.

Extra Note: N/A

Counter Badge

Found: Beanbean Castle Town

When Available: Before Entering Woohoo Hooniversity

Stats Raised: POW (+8)

Coins: 140

Description: Increases counterattack damage.

Extra Note: N/A

General Badge

Found: Beanbean Castle Town

When Available: Before Entering Bowser's Castle

Stats Raised: POW (+45), BP (+15)

Coins: 350

Description: Significantly increases BROS. points.

Extra Note: N/A

Grab Badge

Found: Little Fungitown

When Available: Before Entering Bowser's Castle

Stats Raised: POW (+45)

Coins: 400

Description: Makes monsters drop more items.

Extra Note: With this equipped, you have a better chance of getting good items.

Mari-Lui Badge

Found: Little Fungitown

When Available: First Visit to Little Fungitown

Stats Raised: POW (+20)

Coins: 190

Description: A must-have for all Bros. fans!

Extra Note: With this equipped, you gradually recover Bros. Points in-battle.

Miracle Badge

Found: Beanbean Castle Town

When Available: Before Entering Gwarhar Lagoon

Stats Raised: POW (+22)

Coins: 120

Description: Recovers HP with solo Jump attacks!

Extra Note: If you use a Jump with this equipped, you recover some HP.

Muscle Badge

Found: Little Fungitown

When Available: First Visit to Little Fungitown

Stats Raised: POW (+25)

Coins: 220

Description: Increases counterattack power.

Extra Note: This badge also lowers your Power in-battle when equipped.

Mush Badge

Found: Little Fungitown

When Available: Before Entering Joke's End

Stats Raised: POW (+20)

Coins: 160

Description: More Mushrooms mean more damage!

Extra Note: The more Mushrooms you have, the more damage you will deal.

Mush Badge A

Found: Little Fungitown

When Available: Before Entering Bowser's Castle

Stats Raised: POW (+40)

Coins: 300

Description: A must-have for Mushroom fanatics!

Extra Note: The more Mushrooms you have, the more damage you will deal.

Mush Badge AA

Found: Little Fungitown

When Available: Before Entering Bowser's Castle

Stats Raised: POW (+45)

Coins: 480

Description: A badge loved by all Mushroom maniacs!

Extra Note: The more Mushrooms you have, the more damage you will deal.

Oh-Pah Badge

Found: Beanbean Castle Town

When Available: Before Entering Joke's End

Stats Raised: POW (+35)

Coins: 280

Description: A mystic badge from Guffawha Ruins.

Extra Note: This badge also lowers your Power in-battle when equipped.

Ohoracle Badge

Found: Beanbean Castle Town

When Available: Before Entering Gwarhar Lagoon

Stats Raised: POW (+22)

Coins: 130

Description: Recovers HP with solo Hand attacks!

Extra Note: If you use a Hand attack in-battle, you recover some HP.

Pea Badge

Found: Beanbean Castle Town

When Available: First Visit to Beanbean Castle Town

Stats Raised: POW (+12), BP (+2)

Coins: 80

Description: Recommended for beginners.

Extra Note: N/A

Piranha Swing

Found: From Piranha Bean (slight chance)

When Available: N/A

Stats Raised: POW (+25)

Coins: N/A

Description: Recovers HP with solo Hammer attacks.

Extra Note: If you use the Hammer in-battle, you recover some HP.

Power Badge

Found: Beanbean Castle Town

When Available: Before Entering Gwarhar Lagoon

Stats Raised: POW (+20)

Coins: 160

Description: Unleashes counterattacks on monsters.

Extra Note: This badge also lowers your Power in-battle when equipped.

Salvage Badge

Found: Beanbean Castle Town

When Available: Before Entering Joke's End

Stats Raised: POW (+40)

Coins: 320

Description: Attracts monsters that have items.

Extra Note: With this equipped, you have a better chance of getting good items.

Sarge Badge

Found: Beanbean Castle Town

When Available: Before Entering Bowser's Castle

Stats Raised: BP (+15)

Coins: 300

Description: Briefly boosts POW points.

Extra Note: This badge also increases more Power in-battle when equipped.

School Emblem

Found: From Mecha-Chomp (slight chance)

When Available: N/A

Stats Raised: POW (+18)

Coins: N/A

Description: A symbol of the Hooniversity.

Extra Note: N/A

Sledge Heart

Found: From Birdo (slight chance)

When Available: N/A

Stats Raised: POW (+25)

Coins: N/A

Description: Recovers HP with solo Hammer attacks.

Extra Note: If you use the Hammer in-battle, you recover some HP.

Soulful Bros.

Found: From Hermie III (give him the Spangle; see the Side Quests section)

When Available: N/A

Stats Raised: BP (+40)

Coins: N/A

Description: Augements Bros. Attacks.

Extra Note: With this equipped, you gradually recover Bros. Points in-battle.

Spike Badge

Found: From Gold Beanie (slight chance)

When Available: N/A

Stats Raised: POW (+8)

Coins: N/A

Description: Jump for 2X damage on spiked creatures.

Extra Note: You can jump on spiked enemies and hurt them, and not yourself.

Spiny Badge A

Found: From Mom Piranha (slight chance)

When Available: N/A

Stats Raised: POW (+22)

Coins: N/A

Description: Does double damage to spiny creatures!

Extra Note: You can jump on spiked enemies and hurt them, and not yourself.

Spiny Badge AA

Found: Little Fungitown

When Available: Before Entering Joke's End

Stats Raised: POW (+50)

Coins: 280

Description: Immensely damage spiny creatures.

Extra Note: You can jump on spiked enemies and hurt them, and not yourself.

Steady Badge

Found: From Red/Blue/Yellow Virus (slight chance)

When Available: N/A

Stats Raised: POW (+25), BP (+12)

Coins: N/A

Description: A badge given to Hooniversity graduates.

Extra Note: N/A

Tank Badge

Found: Beanbean Castle Town

When Available: Before Entering Bowser's Castle

Stats Raised: POW (+45)

Coins: 400

Description: Sturdy gear worn by Beanbean soldiers.

Extra Note: If you use a Jump with this equipped, you recover some HP.

Wonder Badge

Found: Beanbean Castle Town

When Available: Before Entering Gwarhar Lagoon

Stats Raised: POW (+22)

Coins: 140

Description: Increases frequency of lucky hits.

Extra Note: You will get "Lucky!" hits more often with this equipped.

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XI. Accessories
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Accessories in this game are a bit useful, but they're optional. The option to equip one is not available immediately. You have to first blend a certain amount of drinks at the Starbeans Cafe. After you blend a certain drink, you will get a new accessory in your inventory. Then, a new option appears on the Equip screen below Badges. From there, you can equip an accessory you have.

Bonus Ring

How To Get: Blend 2 Drinks in Starbeans Cafe

Description: Don't lose HP in battle for an EXP bonus!

Extra Note: You will get 2x the amount of EXP if you lose no HP in a battle.

Cobalt Necktie

How To Get: Blend 6 Drinks in Starbeans Cafe

Description: Double your Stache points!

Extra Note: Your Stache will be increased when this is equipped.

Excite Spring

How To Get: Blend 3 Drinks in Starbeans Cafe

Description: Hold the button to float on defense!

Extra Note: Hold the button down to float when avoiding attacks with a Jump.

Game Boy Horror SP

How To Get: Blend 7 Drinks in Starbeans Cafe

Description: Defeat foes and always get rare items!

Extra Note: You'll always get a rare item after winning if an enemy has one!

Great Force

How To Get: Blend 4 Drinks in Starbeans Cafe

Description: Double the damage you give AND take!

Extra Note: N/A

Greed Wallet

How To Get: Blend 1 Drink in Starbeans Cafe

Description: Double the coins you get from monsters!

Extra Note: After winning a battle, you get 2x the amount of coins.

Power Grip

How To Get: Blend 5 Drinks in Starbeans Cafe

Description: Never drop the Hammerhead on defense!

Extra Note: The Hammer's head never drops off if the button is held on defense.

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XII. Item List
=====

In this section, I will list all of the items in the game, along with info about what they do.

Normal Items

Mushroom

Description: Recovers 25 HP.

Super Mushroom

Description: Recovers 50 HP.

Ultra Mushroom

Description: Recovers 120 HP.

Syrup

Description: Recovers 20 Bros. points.

Super Syrup

Description: Recovers 40 Bros. points.

Ultra Syrup

Description: Recovers 100 Bros. points.

Max Syrup

Description: Recovers all Bros. points.

Nuts

Description: Recovers 20 HP on both brothers.

Super Nuts

Description: Recovers 40 HP on both brothers.

Ultra Nuts

Description: Recovers 100 HP on both brothers.

Max Nuts

Description: Recovers all HP on both brothers.

1-Up Mushroom

Description: Revives a KO'd brother, giving him back half of his health.

1-Up Super

Description: Revives a KO'd brother, giving him back all of his health.

Refreshing Herbs

Description: Cures all status ailments.

Red Pepper

Description: Boosts a brothers POW, but inflicts the Weight status on him.

Green Pepper

Description: Boosts a brothers DEF, but inflicts the Light status on him.

Woohoo Blend

Description: Increases a brothers HP permenately by 4.

Hoofoo Blend

Description: Increases a brothers BP permenately by 4.

Chuckle Blend

Description: Increases a brothers Speed permenately by 4.

Teehee Blend

Description: Increases a brothers Stache permenately by 4.

Hoolumbian

Description: Increases a brothers Power permenately by 4.

Chuckoccino

Description: Increases a brothers Defense permenately by 4.

Teeheespresso

Description: Increases a random stat of a brother permenately by 6.

Key Items

Beanbean Map

Description: A map of Beanbean Kingdom.

Peasley's Rose

Description: A keepsake pass to Beanbean Castle.

Beanbean Brooch

Description: A pass to Chateau de Chucklehuck.

Membership Card

Description: An S.S. Chuckola Membership Card.

Beanlet

Description: A small, cute, green pet.

Beanstone

Description: A soybean civilization jewel.

Secret Scroll 1

Description: A scroll inscribed with jumping secrets.

Secret Scroll 2

Description: A scroll inscribed with Hammer secrets.

Spangle

Description: Show me the stage, baby!

White Chuckola Fruit

Description: A fruit with a tangy flavor.

Red Chuckola Fruit

Description: A fruit with a robust flavor.

Purple Chuckola Fruit

Description: A fruit with a refreshing flavor.

Red Goblet

Description: An eye-piercingly beautiful glass.

Green Goblet

Description: A dazzling beautiful green glass.

Red Pearl Bean

Description: A bean that burns red with passion.

Green Pearl Bean

Description: A refreshingly green bean.

Peach's Extra Dress

Description: Princess Peach's lovely dress.

Fake Beanstar

Description: A cheap-looking, plastic fake.

Crabbie Grass

Description: Bitter medicine for Bean Fever.

Bean Fruit

Description: A juicy bean grown in the ground.

Beanstar Piece (#1)

Description: The top-left part of the Beanstar.

Beanstar Piece (#2)

Description: The top-right part of the Beanstar.

Beanstar Piece (#3)

Description: The bottom-left part of the Beanstar.

Beanstar Piece (#4)

Description: The bottom-right part of the Beanstar.

Azure Neon Egg

Description: A bright azure egg laid by a Yoshi.

Blue Neon Egg

Description: A bright blue egg laid by a Yoshi.

Green Neon Egg

Description: A bright green egg laid by a Yoshi.

Orange Neon Egg

Description: A bright orange egg laid by a Yoshi.

Purple Neon Egg

Description: A bright purple egg laid by a Yoshi.

Red Neon Egg

Description: A bright red egg laid by a Yoshi.

Yellow Neon Egg

Description: A bright yellow egg laid by a Yoshi.

Bean Items

Woo Beans

Description: Blend this green bean at Starbeans Cafe!

Hoo Beans

Description: Blend this brown bean at Starbeans Cafe!

Chuckle Beans

Description: Blend this red bean at Starbeans Cafe!

Hee Beans

Description: Blend this yellow bean at Starbeans Cafe!

=====
XIII. Enemies
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In this section, I will list all of the enemies in the game, along with info about how to dodge their attacks and such. Take note that all credit goes to

strawhat's guide, for his information on the monsters HP. It's pretty much impossible to figure out the HP of every monster in the game on your own.

????

Found: Gwarhar Lagoon

HP: 35 / 50

Experience Points: 106

Coins: 12

Items Obtainable: Super Syrup

Weakness: N/A

Absorbs: N/A

Description: These enemies are annoying. Since they have no name, I'll tell you what they are. They are some black-ish shark enemies. It attacks in two ways. If you see a skull head come out of the sand, jump as quickly as you can. You may land on the head and take no damage. If a head does not pop out of the sand, a fish will fly above the brother's head, so just stand there. Also, after each turn, these enemies switch positions. If the skull bite hits you, you may be poisoned. The HP varies depending on the type of the enemy you're fighting: a shark or fish. 35 for the shark, and 50 for the fish.

Anuboo

Found: Teehee Valley (after first visit)

HP: 60

Experience Points: 60

Coins: 15

Items Obtainable: N/A

Weakness: N/A

Absorbs: N/A

Description: Not a very difficult enemy. They may look scary, but they're actually pretty easy. It attacks in one way. It will attack by becoming a shadow of a brother. After that, its eyes will start to glow. When the eyes glow, jump to avoid the laser that will be shot at you.

Beanie

Found: Hoohoo Mountain

HP: 6

Experience Points: 4

Coins: 2

Items Obtainable: Woo Beans

Weakness: N/A

Absorbs: N/A

Description: This is one of the easiest enemies in the game, and one of the most basic ones. It attacks by going near a brother, then dashing at him. If the Beanie is very close to a brother, jump when it begins dashing. If it's a bit farther away, it'll run, but then trip, then continue the dash. If that happens, wait until the Beanie continues the dash, then jump.

Bill Blaster

Found: Stardust Fields

HP: 5

Experience Points: 3

Coins: 2

Items Obtainable: Mushroom

Weakness: N/A

Absorbs: N/A

Description: A really easy enemy, but it has strong defense and attack power. If you've played older Mario games, you should know how this thing attacks. The Bill Blaster shoots out a Bullet Bill, then the Bullet Bill dashes towards a brother. Jump over it to avoid it. If the Bullet Bill makes contact with a brother, it'll explode and damage the brother. The Bill Blasters themselves don't attack; they just shoot out Bullet Bills.

Blooper

Found: Seabed

HP: 60

Experience Points: 35

Coins: 20

Items Obtainable: Super Syrup

Weakness: N/A

Absorbs: N/A

Description: Bloopers are a little dangerous, and deal a decent amount of damage. However, they only have one attack. They'll swim above a brother, then come down and use the tentacles to cause damage. About half a second after the Blooper goes above the brother, use the Hammer to hammer the Blooper away. You can only attack the Blooper using Jump attacks.

Blue Virus

Found: Woohoo Hooniversity

HP: 35

Experience Points: 22

Coins: 4

Items Obtainable: Steady Badge

Weakness: N/A

Absorbs: N/A

Description: The Virus enemies in this game are quite annoying. They're quick to act, and cause LOTS of damage if they hurt you. It only has one attack, however. It'll attack by going to a brother, then moving back and forth a few times. After that, it'll jump in the air and attack the brother on the head. Hammer the Virus away as it moves back and forth. If you hit the Virus, it changes color. If the color matches the color of the other Viruses, they all die.

Bob-omb

Found: East Beanbean

HP: 30
Experience Points: 48
Coins: 3
Items Obtainable: Nut
Weakness: N/A
Absorbs: N/A

Description: Not too hard of an enemy, but outside of battle, they can be a little annoying, due to their insane speed when you approach them. They attack by walking up to a brother and exploding. Hammer the Bob-omb away when it gets near. If it explodes on you, chances are that brother will be stunned for a short time. Jump attacks work on these enemies, too.

Boo
Found: Bowser's Castle
HP: 10
Experience Points: 40
Coins: 10
Items Obtainable: 1-Up Mushroom, Random Slacks
Weakness: N/A
Absorbs: N/A

Description: You can't hurt Boos much at all. You hurt 1-2 damage at most, due to their extremely high defense. They have two attacks. For one attack, it'll teleport to a brother. Right when you see the Boo by a brother, Hammer it away. Its second attack is a dashing move. If the Boo makes a taunt, it's going for Luigi. If it dosen't, it is going for Mario. Jump to avoid this. You can only attack this enemy withh a Jump attack, since it's in the air.

Boomerang Bro
Found: Gwarhar Lagoon
HP: 60
Experience Points: 100
Coins: 13
Items Obtainable: Ultra Mushroom
Weakness: N/A
Absorbs: Fire

Description: It's hard to tell what kind of attack these guys will use, and if you're not good at avoiding their attacks, you'll take a bit of damage, and possibly be stunned for a turn. The Boomerang Bro has three attacks. For the first attack, it'll throw the boomerang directly at a brother. For the second one, it'll throw a boomerang off-screen, then it'll come back behind a brother. For the final attack, it'll throw the boomerang to hit both brothers. Jump to avoid all three of these attacks.

Chuck Guy
Found: Chucklehuck Woods, Guffawha Ruins
HP: 30
Experience Points: 15
Coins: 3

Items Obtainable: Syrup
Weakness: Thunder
Absorbs: N/A

Description: This enemy isn't too difficult, but may give you some trouble. They have two attacks. For the first attack, it'll go up near a brother, and either slash or thrust at you. Jump to avoid both of these. The second move isn't really an attack, actually. They will attempt to call in another Chuck Guy to join the battle. However, if there's already three enemies in battle, nothing happens. The move may not work regardless.

Clumph

Found: Joke's End
HP: 180
Experience Points: 100
Coins: 8
Items Obtainable: 1-Up Super
Weakness: N/A
Absorbs: N/A

Description: I find this enemy a bit hard, because I'm no good at avoiding their attacks. They attack in two ways. For the first attack, the enemy will get in front of the brothers, and slam the club onto the ground. A fast, yellow shockwave will be created. Quickly jump with both brothers to avoid this. For their second attack, they'll charge up. Then, on the next turn, they'll make a slow, but very strong purple shockwave appear. Jump with both brothers when it's about to hit you. If you use a fully-charged Firebrand, there's a chance that these guys will run away, giving you no EXP.

Cheep Cheep

Found: Seabed
HP: 40
Experience Points: 80
Coins: 16
Items Obtainable: N/A
Weakness: N/A
Absorbs: N/A

Description: This enemy turns into a Puffer-Cheep when hit. There's nothing different about a Puffer-Cheep than a regular Cheep Cheep. They attack by going towards you. It's not hard to avoid, though. It shouldn't take too long to take this enemy out quickly.

Chomp Bro

Found: Bowser's Castle
HP: 120
Experience Points: 128
Coins: 8
Items Obtainable: N/A
Weakness: Thunder
Absorbs: Fire

Description: These guys have one attack. They'll spin their Chain Chomp around, and then throw it at a brother. If he spins the Chain Chomp left, he'll throw it at Mario. If he spins it to the right, he'll throw it at Luigi. Jump over the Chain Chomp to avoid it. If you hit the Chain Chomp, the enemy will be weaponless, and may leave the fight and give you no EXP.

Dry Bones (#1)

Found: Hooehoo Mountain

HP: 8

Experience Points: 6

Coins: 2

Items Obtainable: Mushroom

Weakness: N/A

Absorbs: Fire

Description: The first version of Dry Bones have minor Defense. They have one attack. They attack by spinning their head, then throwing it at a brother. If it spins its head vertically, it's going for Mario. If it spins it diagonally, it's going for Luigi. Jump over it to avoid it. You can also hit the head to cause some damage.

Dry Bones (#2)

Found: Teehee Valley

HP: 60

Experience Points: 68

Coins: 13

Items Obtainable: Ultra Mushroom

Weakness: N/A

Absorbs: N/A

Description: These look almost the same as the previous Dry Bones, but their color is slightly different. They're strong against Hammer and Hand abilities, but Jump's work well. They attack by spinning their head. If it spins vertically, they'll throw their head at Mario, and if they spin it horizontally, they'll go for Luigi. They have a new attack, too. When you see something move in front of a brother, jump very fast to avoid this attack.

Eeker

Found: Woohoo Hooniversity

HP: 22

Experience Points: 24

Coins: N/A

Items Obtainable: School Slacks, Refreshing Herbs

Weakness: N/A

Absorbs: N/A

Description: This enemy can be difficult, if you can't avoid its attacks well. It has two attacks. For one attack, it will go up close to one of the brothers, and then charge up for an attack and attack you. This causes lots of damage, so use your Hammer several times. For the next attack, it'll stand far away, and shake back and forth twice. Jump immediately after it shakes two times, and you should

avoid the next attack. This enemy will also turn red during the fight, after enough damage has been given to it.

Elite Troopea

Found: Gwarhar Lagoon

HP: 40

Experience Points: 59

Coins: 14

Items Obtainable: N/A

Weakness: N/A

Absorbs: N/A

Description: You can gain some free EXP off of these enemies (see the Secrets section). The Troopea only has one attack. It'll run up to one of the brothers, so jump to avoid it. Then, its shell will hit an enemy, then backfire to the next brother. Jump to avoid it. Only Jump attacks hurt these things, but they will either heal or revive a fallen enemy after almost every turn.

Fighter Fly

Found: Stardust Fields

HP: 5

Experience Points: 4

Coins: 4

Items Obtainable: N/A

Weakness: Fire

Absorbs: N/A

Description: A very weak and very easy enemy. This is probably the easiest enemy in the game. They only have one easy-to-avoid attack. They will go by a brother, and walk up towards him. Jump to land on their heads. In the beginning of the game, it'll take a couple of turns to kill these enemies.

Fuzz Bush

Found: Chucklehuck Woods

HP: 15

Experience Points: 24

Coins: 5

Items Obtainable: N/A

Weakness: N/A

Absorbs: N/A

Description: These things only attack by spitting out Fuzzies. The max that they can spit out at once is five. Jump over all of them. If a Fuzzy hits you, there's a chance you'll be poisoned.

Glurp

Found: Joke's End

HP: 50

Experience Points: 70

Coins: 10

Items Obtainable: N/A
Weakness: Fire / Thunder
Absorbs: N/A

Description: Pretty easy enemies. They have two attacks. For their first move, they'll move up to a brother, and attempt to bite him. Hammer him away when he gets near. For the second attack, they will get close to a brother, and spit out a poison cloud. Jump when the cloud is really close to a brother to avoid it. One fully-charged Hand attack is all it takes to take these enemies down.

Gold Beanie
Found: Chuckehuck Woods
HP: 40
Experience Points: 46
Coins: 34
Items Obtainable: Spike Badge
Weakness: N/A
Absorbs: N/A

Description: In order to fight this enemy, you have to deal 15 or more damage to the Pestnut enemy. However, there's only a slight chance that the Pestnut will break open and reveal this enemy. The Gold Beanie will run away after it loses a little HP, so you must destroy it very quickly!

Goomba
Found: Koopa Cruiser
HP: 4
Experience Points: 4
Coins: 0
Items Obtainable: N/A
Weakness: N/A
Absorbs: N/A

Description: The easiest enemy in the game. They attack by walking up to you, so when they approach, jump to avoid them.

Goomdiver
Found: Seabed
HP: 30
Experience Points: 25
Coins: 8
Items Obtainable: Super Mushroom
Weakness: N/A
Absorbs: N/A

Description: These guys aren't actually very difficult. They have two attacks. For their first attack, they'll swim directly to a brother. Jump to avoid this. For the second attack, they'll swim directly above a brother, then come down. Hammer the enemy away. After you hit them, they'll go higher up in the water the next turn. Use Jump attacks from there until they're defeated.

Gritty Goomba
Found: Teehee Valley
HP: 30
Experience Points: 30
Coins: 4
Items Obtainable: Nuts
Weakness: N/A
Absorbs: N/A

Description: Not too difficult of an enemy, but if you can't avoid their one attack too well, they can hurt quite a bit. They only have one attack. They will attack by creating a sandstorm, and then they will stand by the brothers. After a couple of seconds, they'll dash at a brother. You can tell which brothers they're going for by looking at which brother its closer to. Before it hits you, Hammer this enemy away.

Gunner Guy
Found: Bowser's Castle
HP: 60
Experience Points: 90
Coins: 25
Items Obtainable: Ultra Mushroom
Weakness: Thunder
Absorbs: Fire

Description: I hate these enemies. They're hard, annoying, and extremely hard to dodge. They attack by walking in front of a brother, and firing out a cannonball. It'll either go straight across, or roll across the ground. Jump to avoid both of these. You cannot land onto the cannonball, either. Also, if the cannonball touches you, you will likely be stunned; it happens often. Use Firebrand to take out these annoying enemies quickly.

Hammer Bro
Found: Bowser's Castle
HP: 100
Experience Points: 132
Coins: 25
Items Obtainable: N/A
Weakness: Thunder
Absorbs: Fire

Description: These enemies attack by throwing a hammer. If he stands there and then throws a hammer, it's going for Mario. If he jumps, and then throws the hammer, it's going for Luigi. Hammer it away as it gets near. If a hammer hits a brother, there's a possibility that you will be stunned for two turns. A couple of Thunderhand attacks should do these guys in.

Ice Snifit
Found: Joke's End

HP: 60
Experience Points: 68
Coins: 18
Items Obtainable: Ultra Mushroom
Weakness: Fire
Absorbs: N/A

Description: These guys have two different attacks. For their first attack, they'll shoot out an icicle, which isn't TOO hard to avoid. If it hits you, however, you may be stunned. For their second attack, they will shoot out snowballs. When they get close to you, and you see one, immediately jump. They may fire multiple snowballs, so be careful. If there's two of these enemies on the battlefield, both brothers will be attacked at once! A Firebrand attack will easily take these guys out.

Lakipea
Found: East Beanbean
HP: 40
Experience Points: 20
Coins: 12
Items Obtainable: N/A
Weakness: N/A
Absorbs: N/A

Description: Outside of battle, this enemy is extremely annoying. He throws out Sharpeas everywhere, and they're very hard to avoid. To fight the Lakipea, High Jump to it. The Lakipea only has one attack. He'll toss Lakipeas at you. Hammer them away. If you fail to do so, you take little damage, and the Lakipea enters the battle. Only Jump attacks work on this foe.

Laser Snifit
Found: Woohoo Hooniversity
HP: 20
Experience Points: 20
Coins: 4
Items Obtainable: N/A
Weakness: N/A
Absorbs: N/A

Description: A pretty easy enemy to defeat, and avoid. He really has only one attack, technically. He attacks by firing out a circle of a laser. If he stands far away and then shoots, jump through the laser when it gets near. If he stands right next to the brother, stand there, and it will go right past you.

Magikoopa
Found: Bowser's Castle
HP: 100
Experience Points: 110
Coins: 40
Items Obtainable: Ultra Syrup
Weakness: N/A

Absorbs: N/A

Description: This enemy is pretty powerful and hard. Magikoopa's attack by casting out a ring of fire. It does two things. It'll go to one brother, so jump as it comes near. Then, it comes back around again, so jump over it again. It can also go to the top of the screen, and come straight down to attack both brothers. Jump over it as it comes to each brother. If you get hit, you'll get hurt a bit. The Magikoopa's can also increase their attack power, and heal a lot of HP. Be careful.

Malibut

Found: Seabed

HP: 60

Experience Points: 68

Coins: 5

Items Obtainable: N/A

Weakness: N/A

Absorbs: N/A

Description: This isn't too difficult of an enemy. They counterattack you every time you attack them, however. This enemy attacks by creating big or small yellow bubbles. Then, they go to a brother. They're not too difficult to avoid, however. Each time you attack this enemy, it counterattacks by throwing pillow-like things at you. Hammer them away.

Mecha-Blooper

Found: Seabed

HP: 80

Experience Points: 172

Coins: 5

Items Obtainable: N/A

Weakness: Thunder

Absorbs: N/A

Description: If you can't dodge this foe's attacks well, it can be quite a pain to kill. It attacks by firing out mecha Bullet Bills. Jump over them quickly. Also, each time you attack the Mecha-Blooper, it will counterattack by shooting more Bullet Bills. This enemy isn't extremely difficult, but can be a little annoying.

Mecha-Chomp

Found: Woohoo Hooniversity

HP: 35

Experience Points: 26

Coins: 6

Items Obtainable: School Emblem

Weakness: N/A

Absorbs: N/A

Description: These guys only have one attack. It attacks by making its head flash, then making its head dash at a brother. Watch as the head changes colors. If it stops at red, the head is going for Mario,

and if it's green, it's going for Luigi. Jump half a second after it stops changing colors. After enough damage is caused, it'll malfunction. When it attacks in this state, the green head means he's going for Mario, and red for Luigi.

Oho Jee

Found: Oho Oasis

HP: 70

Experience Points: 4

Coins: 1

Items Obtainable: Oho Jee Wear

Weakness: Fire / Thunder

Absorbs: Thunder / Fire

Description: A very easy enemy. They have high HP, but give little EXP and Coins. There are two different colors of this enemy: a red one and a blue one. The red one absorbs Fire, but is weak against Thunder, and the blue one absorbs Thunder, but is weak against Fire. Use the attacks that they're weak against to take them out easily. The Oho Jee has one attack. It attacks by circling around a brother. Avoid this quickly, or you'll take a bit of damage. If you are wondering how to fight these things, I'll tell you how.

Use Firebrand on the red Oho Jees to fight them, and Thunderhand on the blue ones to fight them. These enemies DO give you some decent equipment for the brothers, however. The blue ones also give you an Oho Jee Symbol.

Parabeanie

Found: Southwest Beanbean

HP: 25

Experience Points: 9

Coins: 2

Items Obtainable: Woo Bean

Weakness: N/A

Absorbs: N/A

Description: Again, this is an easy enemy. They're basically the same thing as Beanies, only they fly. If you take off their 25 HP without knocking off their wings, you'll get some minor EXP. If you hurt them enough, their wings will fall off, and then they'll be a normal Beanie from that point on. They have the same HP as normal Beanies, give the same EXP, and such. The Parabeanies have two attacks. One attack is where they'll walk to you. Jump over them. For their second attack, they'll dash at a brother by flying. Hammer them away.

Pestnut

Found: Chucklehuck Woods / Seabed

HP: ????

Experience Points: 38

Coins: 4

Items Obtainable: Mushroom, Woo Bean

Weakness: Fire

Absorbs: N/A

Description: I'm pretty sure that you can't really 'kill' this enemy. After you deal enough damage, this enemy will break open into either a Beanie, or a Gold Beanie. The Pestnut attacks in two ways. For the first attack, it'll go off-screen, and then come at a brother from the other side of the screen. If it rolls north, it's going to go for Mario, and if south, Luigi. Another attack is where they will roll to a brother. Hammer them away when they get near. If this enemy turns into a Beanie in the Seabed, it floats away, but you will still get the EXP/Coins/items.

Piranha Plant

Found: Beanbean Airport

HP: 30

Experience Points: 6

Coins: 1

Items Obtainable: N/A

Weakness: Thunder

Absorbs: Fire

Description: This is a really easy enemy. Do not attack with Jumps unless you have the Spike Badge equipped, or you'll take damage. Instead, use the Hammer, and/or the Thunderhand ability. One Thunderhand will probably finish it off. Also, it attacks by spitting out fireballs at you. Jump to avoid these.

Puffer-Cheep

Found: Seabed

HP: 40

Experience Points: 80

Coins: 16

Items Obtainable: N/A

Weakness: N/A

Absorbs: N/A

Description: There's nothing different about a Puffer-Cheep than a regular Cheep Cheep. They attack by going towards you. It's not hard to avoid, though. It shouldn't take too long to take this enemy out quickly. Hit a Cheep Cheep to make it become a Puffer-Cheep.

Oucher Glass

Found: Gwarhar Lagoon

HP: 40

Experience Points: 105

Coins: 22

Items Obtainable: N/A

Weakness: Thunder

Absorbs: N/A

Description: Not very difficult of an enemy. It has two different attacks. For the first attack, when you see it flip over and if it has an angry face, it'll send a fist upwards through the ground. Jump to avoid this. If it flips over again, it will create a big ball of sand.

Hammer it away to avoid it.

Red Virus

Found: Woohoo Hooniversity

HP: 35

Experience Points: 22

Coins: 4

Items Obtainable: Steady Badge

Weakness: N/A

Absorbs: N/A

Description: The Virus enemies in this game are quite annoying. They're quick to act, and cause LOTS of damage if they hurt you. It only has one attack, however. It'll attack by going to a brother, then moving back and forth a few times. After that, it'll jump in the air and attack the brother on the head. Hammer the Virus away as it moves back and forth. If you hit the Virus, it changes color. If the color matches the color of the other Viruses, they all die.

Rex

Found: Hoohoo Mountain

HP: 15

Experience Points: 8

Coins: 3

Items Obtainable: Syrup

Weakness: N/A

Absorbs: N/A

Description: This enemy is like the ones from Super Mario World. They only have one attack. They attack by coming to a brother, pausing, then running into the brother. You have to jump to avoid it, but you can't avoid it unless you jump on him (not while dodging) once or more. The more you jump on him, the more he shrinks.

Scaratroopea

Found: Joke's End

HP: 70

Experience Points: 40

Coins: 12

Items Obtainable: N/A

Weakness: N/A

Absorbs: N/A

Description: An annoying enemy, like the other Troopea enemies. These fly, and attack by dashing towards a brother. Jump half a second after they begin their attack to avoid them. If you get hit, you'll take lots of damage! You can only hit these with Jump attacks. After around 50 HP has been dealt to them, they'll turn into Troopeas and fall to the ground. They attack by going towards you, so jump to avoid it. They can also heal, and revive other fallen enemies that were in the battle.

Sharpea

Found: Northwest Beanbean

HP: 8

Experience Points: 2

Coins: 1

Items Obtainable: Woo Bean

Weakness: Thunder

Absorbs: N/A

Description: These enemies only have one attack. They attack by going to a brother, then they tackle that brother. Hammer them away as the enemy draws near. Jump attacks will not work on this enemy, due to the spikes on its shell. Only Hammer/Hand attacks will work.

Sniper Bill

Found: Bowser's Castle

HP: 80

Experience Points: 80

Coins: 10

Items Obtainable: N/A

Weakness: Thunder

Absorbs: Fire

Description: This is a hard enemy. It attacks by shooting a Bullet Bill out, and at the same time, launching itself towards a brother. Both bullets will go to one brother, and it's pretty hard to avoid both of them. Jump one after another immediately, and you may avoid it. A Thunderhand will take care of these guys quickly.

Spiky Snifit

Found: Teehee Valley

HP: 60

Experience Points: 66

Coins: 5

Items Obtainable: Red Pepper

Weakness: Fire

Absorbs: N/A

Description: This is another difficult enemy to defeat, and Jump attacks do not work on them. Only Hammer/Hand attacks work. They attack by firing out spiked balls. It will either go straight for a brother, or it will bounce up and down while going to a brother. If the latter happens, stay put to avoid it. If not, jump over the spiked ball. Also, if they spit out a Mushroom, let it come to you. Firebrand works well against this foe.

Spiny

Found: Beanbean Castle Sewers

HP: 14

Experience Points: 15

Coins: 1

Items Obtainable: Mushroom

Weakness: N/A

Absorbs: N/A

Description: These guys have two attacks. For their first attack, they'll go up to a brother and tackle him. Hammer the Spiny away before it touches. Their second attack is really similar. They'll go inside their shell, and dash towards a brother. Hammer the Spiny away when it gets near. This is a rather simple foe to defeat.

Starkiss

Found: Seabed

HP: 30

Experience Points: 58

Coins: 1

Items Obtainable: N/A

Weakness: N/A

Absorbs: Thunder

Description: This starfish-like enemy only has one attack. It'll go to the center of the screen, and blow a kiss, creating a heart. The heart will move at a really slow pace, and go towards a brother. Jump on the heart as you see what brother it's going to. This enemy is not too difficult to defeat, but it may lower your Power if its attack hits you!

Super Fly

Found: Beanbean Castle Sewers

HP: 10

Experience Points: 12

Coins: 2

Items Obtainable: Mushroom

Weakness: N/A

Absorbs: N/A

Description: These are basically the same as Fighter Flies. They attack by walking up to a brother. Jump to avoid this. This enemy will go down very quickly.

Sworm

Found: Northwest Beanbean

HP: 14

Experience Points: 13

Coins: 4

Items Obtainable: Woo Bean

Weakness: N/A

Absorbs: N/A

Description: This enemy has two attacks, and you can't tell what attack he is going to use, except by looking at the icon on your dodge command. If it's a Hammer, then hold both A and B, and release after one second. If it's a Jump icon, then jump as this enemy comes to you.

Tanoomba

Found: North Beanbean
HP: 30
Experience Points: 30
Coins: 0
Items Obtainable: Woo Bean, Green Pepper
Weakness: N/A
Absorbs: N/A

Description: Tanoomba's have two attacks. For one attack, it'll transform into a brother, then jump to a brother. If it transforms into Luigi, it is going to attack Mario, and if it turns into Mario, it's going for Luigi. Hammer it away when it draws near. For the second move, they'll walk up to a brother, and spin their tail. Jump several times to avoid this, because they will most likely do it more than once. This foe can be difficult early in the game.

Troopea
Found: Hoohoo Mountain
HP: 20
Experience Points: 16
Coins: 3
Items Obtainable: Woo Bean
Weakness: N/A
Absorbs: N/A

Description: This enemy is the weakest out of all of the Troopeas. It attacks by rolling its shell towards a brother. Jump on the shell to avoid this. Then, it'll roll to another enemy on-screen, hit it, and then backfire to another brother. Jump on the shell, and keep this up until it stops. Hammer attacks won't work on this enemy. Also, it may heal itself up, so be careful.

Yellow Virus
Found: Woohoo Hooniversity
HP: 35
Experience Points: 22
Coins: 4
Items Obtainable: Steady Badge
Weakness: N/A
Absorbs: N/A

Description: The Virus enemies in this game are quite annoying. They're quick to act, and cause LOTS of damage if they hurt you. It only has one attack, however. It'll attack by going to a brother, then moving back and forth a few times. After that, it'll jump in the air and attack the brother on the head. Hammer the Virus away as it moves back and forth. If you hit the Virus, it changes color. If the color matches the color of the other Viruses, they all die.

Yo Bro
Found: Woohoo Hooniversity
HP: 40
Experience Points: 30
Coins: 10

Items Obtainable: Woo Bean

Weakness: N/A

Absorbs: N/A

Description: Not too hard of an enemy. He attacks by throwing a yo-yo at a brother. If he swings his red yo-yo, he'll throw it at Mario, and if he swings the green one, he'll throw it at Luigi. Jump as the yo-yo is coming to the brother. He may also throw the yo-yo's more than once in one turn. Also, after losing enough HP, this enemy will probably increase its own Power.

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XIV. Shops
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In this section, I will list all of the shops in the game, along with info on when you can buy the items, and how much they cost and such. Also, take note that I will only list the default prices for the items, which is not counting the discounts you can get by upgrading the Stache stat.

Beanbean Castle Town

Item Shop:

Mushroom - 24 Coins
Syrup - 24 Coins
Refreshing Herb - 30 Coins
1-Up Mushroom - 80 Coins (once the town is repaired)
Super Mushroom - 60 Coins (after Mom Piranha)
Nut - 50 Coins (after Mom Piranha)
Super Nut - 80 Coins (after Mom Piranha)
Super Syrup - 50 Coins (after Mom Piranha)
Ultra Nut - 140 Coins (after curing Mario's fever)
Ultra Syrup - 180 Coins (after curing Mario's fever)
Max Mushroom - 180 Coins (after getting all Beanstar pieces)
Max Nut - 220 Coins (after getting all Beanstar pieces)
Max Syrup - 150 Coins (after getting all Beanstar pieces)
1-Up Super - 240 Coins (after defeating Popple & Birdo)

Fashion Shop:

Bean Pants - 100 Coins
Bean Trousers - 130 Coins
Blue Jeans - 220 Coins
Parasol Pants - 180 Coins (once the town is repaired)
Hard Pants - 130 Coins (once the town is repaired)
Heart Jeans - 120 Coins (once the town is repaired)
Plaid Trousers - 300 Coins (after Mom Piranha)
#1 Trousers - 250 Coins (after Mom Piranha)

Safety Slacks - 220 Coins (after Mom Piranha)
Street Jeans - 400 Coins (after curing Mario's fever)
Tropic Slacks - 280 Coins (after curing Mario's fever)
Hermetic Pants - 300 Coins (after curing Mario's fever)
Beanstar Pants - 500 Coins (after getting all Beanstar pieces)
Peasley Slacks - 450 Coins (after getting all Beanstar pieces)
Queen B. Jeans - 550 Coins (after getting all Beanstar pieces)
B. Brand Jeans - 600 Coins (after defeating Popple & Birdo)
Heart Slacks - 520 Coins (after defeating Popple & Birdo)
Casual Slacks - 550 Coins (after defeating Popple & Birdo)

Badge Shop:

Castle Badge - 75 Coins
Pea Badge - 90 Coins
Bean B. Badge - 78 Coins (once the town is repaired)
Counter Badge - 140 Coins (once the town is repaired)
Charity Badge - 140 Coins (once the town is repaired)
Bros. Badge - 150 Coins (after Mom Piranha)
Miracle Badge - 120 Coins (after Mom Piranha)
Ohoracle Badge - 130 Coins (after Mom Piranha)
Power Badge - 160 Coins (after curing Mario's fever)
Wonder Badge - 140 Coins (after curing Mario's fever)
Beauty Badge - 200 Coins (after curing Mario's fever)
Salvage Badge - 320 Coins (after getting all Beanstar pieces)
Oh-Pah Badge - 280 Coins (after getting all Beanstar pieces)
Brilliant Badge - 350 Coins (after getting all Beanstar pieces)
Sarge Badge - 300 Coins (after defeating Popple & Birdo)
General Badge - 350 Coins (after defeating Popple & Birdo)
Tank Badge - 400 Coins (after defeating Popple & Birdo)

Little Fungitown

Item Shop:

Mushroom - 24 Coins
Super Mushroom - 60 Coins
Ultra Mushroom - 100 Coins
Nut - 50 Coins
Super Nut - 80 Coins
Syrup - 24 Coins
Super Syrup - 50 Coins
Refreshing Herb - 30 Coins
1-Up Mushroom - 80 Coins (after getting all Beanstar pieces)
1-Up Super - 240 Coins (after defeating Popple & Birdo)

Fashion Shop:

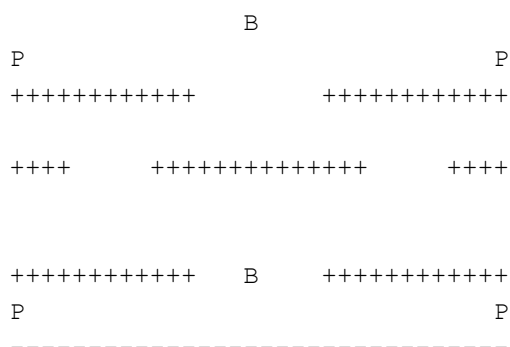
Shroom Pants - 200 Coins
Shroom Bells - 380 Coins
Shroom Slacks - 250 Coins
Peachy Jeans - 280 Coins (after getting all Beanstar pieces)
Mushwin Pants - 265 Coins (after getting all Beanstar pieces)
Mushluck Pants - 258 Coins (after defeating Popple & Birdo)
Scandal Jeans - 280 Coins (after defeating Popple & Birdo)

Badge Shop:

Mush Badge - 160 Coins
Mari-Lui Badge - 180 Coins
Muscle Badge - 220 Coins
Spiny Badge AA - 280 Coins (after getting all Beanstar pieces)
Mush Badge A - 300 Coins (after getting all Beanstar pieces)
Grab Badge - 400 Coins (after defeating Popple & Birdo)
Mush Badge AA - 480 Coins (after defeating Popple & Birdo)

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XV. Mario Bros. Classic Game
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When you boot up the game, you have two options on the main screen. You can either play the actual game (Mario & Luigi: Superstar Saga), or you can choose the classic Mario Bros. game. I don't really like this game, and I've never gotten into it too much, but I'll try to explain as best as I can on how to play this game. You can also play 2-Player Mode on this game using a Game Boy Advance Link Cable (it will NOT work for a Nintendo DS). I will show you a map of the one room this game is played in, and give you information on the game.



Key:

B - POW Block
P - Pipe
+ - Platform

The game takes place in the room shown above. In this game, you can walk off of the eastern side of the screen, and appear on the western side on the opposite platform. The same applies if you walk off of the western side, only you'll appear back on the eastern side. The object of this game is to defeat as many

enemies as possible. Then, you will move on to the next stage. To kill an enemy, you have to first flip it over. To do this, you have to do one of two things. You can either go under a platform an enemy is on, and then jump to make it flip over, or you can use the two POW Blocks.

The POW Blocks, when hit, causes all on-screen enemies to flip over. Each POW Block can be hit three times, then it disappears. After an enemy is flipped over, jump on it to defeat it. Each enemy gives you 800 Points. Also, the enemies come out of the pipes on the top, then drop down and enter the other pipes, and then they emerge from the top pipes, and keep doing that. If you touch an enemy while it isn't flipped over, you will lose a life. Also, if you are in a stage too long, some fireballs will appear. Do not touch these.

Every few rounds, you will enter a Bonus Stage. In Bonus Stages, you have to collect Coins spreaded throughout the area. Each Coin is worth 800 Points. If you collect every Coin, you get 3000 Points, plus an extra life. However, these stages can get hard after awhile.

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XVI. Secrets & Glitches
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In this section, I will list the secrets and glitches known in this game, along with information about how to perform them and such.

=====
Secrets
=====

Secret #1 - Unlimited Coins

You can use this trick to net you as many Coins as you wish, although it is a very slow trick. After you get the Hammers and the Micro/Mole abilities, you can do this. To do it, have Mario turn Micro-sized. Then, use a High Jump, and just before Luigi lands on top of Mario, press A to jump with Mario. You will gain 1 Coin, and Luigi will lose 1HP. You can do this as many times as you want, but when Luigi reaches 1 HP, you have to heal him up before attempting this trick again.

Secret #2 - Infinite Experience Points

Go to Gwarhar Lagoon, and enter combat against an Elite Troopea. In the battle, make sure there's at least one Boomerang Bro and one Gritty Goomba. Now, kill the Gritty Goomba, and then the Boomerang Bro. Do NOT attack the Elite Troopea with Jump attacks. Instead, use Hammers, so you'll damage it 1 HP. The Elite Troopea will either heal, or revive the enemy that died last. In this case, if it revives an enemy, it should be the Boomerang Bro. From there, kill the Boomerang Bro, and let the Troopea revive it.

Repeat this process as many times as needed. When you feel that you've gained enough EXP, kill the Elite Troopea and end the battle. You should get a ton of Experience Points! Keep this up for awhile to gain lots and lots of EXP!

=====
Glitches
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Glitch #1 - Music Stays The Same

This glitch will allow you to have the same music played in the area you're in, only in a different area. First, go to a Warp Pipe, and have Mario become Micro sized. Then, walk into the pipe, and warp to an area such as one of the outside Beanbean areas. The music of the area you were previously in will still be playing in the next area! However, this dosen't work in Joke's End. If you warp to Joke's End, the music for that level will begin playing.

Glitch #2 - Red / Green Peppers Last Forever

What an awesome glitch. This glitch allows the Red and Green Pepper effects to stay permenately for the whole battle. First, use a Red or Green Pepper on one of the brothers. Then, have the enemy/boss you're fighting kill the brother that used the pepper. After that, revive the brother. The Red/Green Pepper effect will still be on that brother, but it will never wear off! This is especially useful for the final battle with Cackletta, as many people seem to have trouble with that battle.

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XVII. Frequently Asked Questions
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In this section, I will list the most commonly asked questions regarding this game. Before emailing me with a question, please refer to this very section first, and see if your question is already answered! Thank you.

Q: How do I defeat Cackletta in the final battle?

A: See the Bosses section. Another thing you should know is to use the Red and Green Pepper glitch. If you need to know how to do that, see the Secrets & Glitches section above. If you're still having trouble, try leveling up both brothers at Bowser's Castle or Joke's End. Then, blend some drinks at the Starbeans Cafe, and try again.

Q: What's the best place to get Hoo, Woo, Hee, and Chuckle Beans?

A: Hoo Beans can mostly be found through Mini-Games and such. Woo Beans can be found often by certain enemies. Hee Beans can be found through invisible

Item Blocks. Jump around everywhere and hope you reveal one. Chuckle Beans can be found by using Luigi to dig in the middle of the X spots on the ground. You will find way more than enough of these throughout the game.

Q: What's the best place to level up?

A: Bowser's Castle or Joke's End. If you're not at either of these places, then try Gwarhar Lagoon. Do the Infinite EXP trick (see the Secrets & Glitches section for info on how to do that trick).

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XVIII. Email Info
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If you wish to email me about this guide, whether it be a comment or a typo, or even a big error in the guide, then email me at my email listed at the top of this guide. For those who are lazy, my email is ganonpuppet@yahoo.com. Email me there, and I'll add whatever it is I missed, or fix whatever it is I messed up on as soon as possible.

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XIX. Credits
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Credits go to you for reading this guide.
Credits go to me for taking the time to write this guide.
Credits go to Nintendo for making such an awesome game!
Credits go to strawhat's guide for information on the enemies/bosses HP and such. Without his guide, I'd never figure all of it out. Thanks for having that in your guide!
Credits go to Mooninite Leader for pointing out something I didn't know.
Thank you!
Credits go to amthc356 for informing me on the location of a Monty Mole that I was missing. Thanks!

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XX. Copyrights
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