

# Mario & Luigi: Superstar Saga FAQ/Walkthrough

by Devhatesyou

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Mario and Luigi: Superstar Saga (GBA) - FAQ/Walkthrough  
v0.99 - 11/27/2003  
by Dev [devhatesyou(at)gmail(dot)com]

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Note: This guide uses a sectioned code search system, so you can easily find what you're looking for. The walkthrough is broken down further so you can see individual sections as opposed to having to scroll and find which section of the game walkthrough that you're looking for. For example, to find the opening section of the game's walkthrough, use your browser/wordprocessor's FIND function, punch in or paste "[6.01]" and you should scroll to the area in the document which matches it, the opening area for the walkthrough. This will either be the opening of the section itself or the code in the table of contents. If the latter, just hit search again and you should pop down to the section itself. I hate scrolling through a 150kB+ document for a certain part as much as anyone else, so I implemented this simple yet effective system in my FAQ/Walkthrough. Enjoy.

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- Progress:
- \* Walkthrough: 100% (Pending any corrections)
- \* Items: 98%
- \* Enemies: 98%
- \* Other: 97%
- \*\*\* Overall: ~98%

This section is used to signify what was changed from version to version, along with additions, corrections, and so on. It is here that I will also declare if I'm accepting submissions for anything like monster or item data, which will most likely turn out to be the most time consuming parts to fully complete.

Currently accepting submissions for:

- Enemy data. Corrections / additions are welcome.
- Item data. Corrections / additions are welcome.
- \* Please contribute in the format I've outlined for enemy/item data.
- Other very noteworthy stuff. (Secrets I missed?)
- Corrections on inaccurate info. I'm especially interested in points that people feel weren't explained very well in the walkthrough. Please quote the exact section and text you feel was inadequate.

Before submitting, make sure it's not already in the FAQ! I'll of course only accept and give credit for things that I didn't already have in the guide as correct info.

Other incomprehensible stuff will most likely be ignored/deleted/not responded to. So make sure you write in English and not internet d00d lingo so that I can actually understand you. My mail client and I share in the joy of hitting delete when it comes to garbage mail like this.

\* v0.99 - Released 11/27/2003: Format changes, and revisions to things like BOSS strategies and mini-game sections. Also, I added a side quest that I had missed before. It's in the optionals section of the Walkthrough. There is little left for me to do, now.

\* v0.98 - Released 11/21/2003: A few more small optional areas I found were added, and other minor revisions/changes, mostly in the Walkthrough section which should be a lot easier to read through now.

The whole guide is nearing completion. A few minor changes and I'll be able to say it's finished unless someone has an incredibly great idea that could add to this document in a large way. I'll most likely put out my Final update by the end of the month.

\* v0.95 - Released 11/18/2003: Second revision. ALL of the Bros. Attacks are now fully documented in their use. Added a cameos/reference section, and a few minor changes like a breakdown of each Walkthrough section to make it easier to read through. Walkthrough is just about 100%.

\* v0.9 - Released 11/17/2003: The first release of the document. Some things are most likely incomplete! Walkthrough is pretty much complete except for the small optional areas which yield some unique items and stuff. I'll try to get to those in a future update. In short, all it needs is some polishing to be 100% complete. As a note, this is my first full FAQ/Walkthrough I have written. Well, is it any good?

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= [3.0] : Controls =  
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This section covers how the controls and interface for the game are handled. It's quite simple, but much different than most games. The Battle screen handles differently than the Field screen which also handles differently than the menu, which is different from either of the other two, so I'll be listing what function each button performs and where. Most of it is explained in game, as well.

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= [3.1] : Controls: Field Screen =  
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A Button: Performs currently selected action for the LEAD character.  
B Button: Performs currently selected action for the BACK character.  
L Button: Switches between action modes for the BACK character.  
R Button: Switches between action modes for the LEAD character.  
L+R Buttons Simultaneously: Switch both Bros. to Jump action mode.  
Select Button: Opens Suitcase (Menu Screen)  
Start Button: Switches Lead character.  
D-Pad: Move in selected direction.

NOTE: You must switch the Lead character, and switch it often to solve many of the games puzzles since Mario and Luigi each perform different actions (aside from their basic jump). For example, the first actions you learn besides the basic jump you start with are High Jump - requires Luigi to be in the back, and Spin - which requires Mario to be in the back. Each move has its own unique function and each will be used to solve puzzles throughout the game.

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= [3.2] : Controls: Battle Screen =  
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A Button: Select/Confirm actions for Mario, also dodging and counter-attack function for Mario.  
B Button: Select/Confirm actions for Luigi, also dodging and counter-attack function for Luigi.  
L/R Buttons: Cancels item selection. Toggle Bros. Attack difficulty level.  
Select Button: None.  
Start Button: None.  
D-Pad: Move the selection ring with left and right (it's like the Mana series), up and down for menus.

=====  
= [3.3] : Controls: Menu Screen =  
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A Button: Confirm. Toggles place names in Map subscreen.  
B Button: Cancel/Exit Menu.  
L/R Buttons: Switches between Mario and Luigi in the "Bros. info" and equipment subscreens, and between Items/KeyItems/Beans in the items subscreen.  
Select Button: None.  
Start: None.

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I'll explain the menu and its layout in more detail.

Main Menu: Top part displays number of coins, time played (the little clock). Center piece shows the "Passport", which displays Mario and Luigi's status. Their level, current HP and BP (Bros. Points), and any status ailments. As well as the photo taken on Bowser's ship in the early part of the game -- pose and all!

On the far left, you have the selection for submenus.

The Top icon, the mushroom, goes into your Items screen which displays items and their effects. There are three submenus you can toggle with L/R here. Items, which displays your recuperative items. Key Items, which displays key items which you have collected. Finally, Beans, which displays how many beans of each type you have. Beans are only used in Starbeans Cafe to brew up some drinks (and get accessories). There's also a display here with Mario & Luigi's HP/BP so you can see their status as you apply some recovery items, which is the only means of healing in the game.

The second icon from the top, the "Jeans & Badge" icon takes you into the equipment screen. Mario and Luigi can each equip one pair of pants, one badge, and one accessory. Press L/R to toggle between Mario and Luigi for equipping on this subscreen. Note that some pants can only be equipped by Mario, and some only by Luigi. Some both can equip. If the item is solid red, only Mario can equip. If solid green, only Luigi can equip. If half green, half red, both can equip. The HP and DEF displays show how much of a change you'd get by equipping the item, and at the very bottom, you'll see if the item has any special abilities or if you'd lose your current special abilities by equipping something else. Badges modify BP and POW, and accessories only have item attributes.

The third icon from the top, the Bros. Info icon, takes you to the status screen which shows your characters' stats, and what they have equipped, as well as signifying whether you have the hammer (and what grade of hammer), and/or the magic hand techniques, via icons in the lower left.

Here, I'll break down what each stat means.

- \* LV: Character Level.
- \* HP: Hit Points. When they reach 0, Mario or Luigi will die!
- \* BP: Bros. Points. Not Badge Points like in Paper Mario. This is used to perform Bros. attacks.
- \* POW: Attack Power. Most important stat to concentrate on.
- \* DEF: Defensive Power. Also important, but you can dodge most attacks with some timing, so concentrate more on POW.
- \* SPEED: How fast your characters' attacks turn is played in a combat round. Combat is turn based, but those with faster speeds go first (except in the case of special item attributes)
- \* STACHE: A luck/charisma stat rolled into one. Controls how frequently you get criticals and also gives better discounts at shops. I guess shopkeepers in Beanbean Kingdom can't resist a nice looking mustache! Might be a good idea to put a few level bonuses into this.
- \* EXP: Total experience acquired by character.
- \* NEXT: Experience needed to achieve next level up.

Finally, the bottom icon. Beanbean map. It's obviously the map of the

Beanbean Kinddom. You can press A in here to display the location names. When a Red Flag appears on an area, that's where you should be headed next to advance in the game. There's not a whole lot to this submenu.

This concludes the control section. Most of that information is painfully obvious, but I wanted to cover all the bases to cut down on dumb e-mails!

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= [4.0] : Frequently Asked Questions - FAQ                               =
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This section covers questions frequently asked about the game.

Q: Is this game more like Super Mario RPG (SNES) or Paper Mario (N64)?

A: While this game shares some similarities to both games, it is a game in its own. This game focuses more on the action key timing than both previous RPG Mario games did, and has quite different gameplay to both titles. Personally, I think this is the best RPG Mario yet. The gameplay just screams "well done". It is however shorter than your average RPG. Just be assured of one thing; the game is good. If the game wasn't THAT good, I probably wouldn't have written this guide, now would I?

Q: How long is this game?

A: It's about 13-20 hours for an average person. Personally, for most whom I know that played this without a Walkthrough or guide, the average was about 16 hours. This is of course not finding all of the secret stuff. My first game was about 14 hours clocked.

Q: What is the max level you can get with the Bros.?

A: Max level is 99. See the Secrets / Other Info section for more.

Q: Any other ways to heal/restore BP besides items?

A: You will be restored to full HP/BP after some boss battles, but aside from restorative items and that, no.

Q: "d00d do u no wher eye can downl0ad teh ROM?!!111oneoneone?!!1"

Translation: "Dude, do you know where I can download the ROM (read-only memory) image dump of this game?"

A: Don't ask. I'm not writing this FAQ to help you pirate video games. Along the same lines; Don't e-mail me about emulator problems with the game, but instead seek help from the emulation community for that. I won't answer these questions directly nor will I answer them in any future update of this FAQ/Walkthrough.

Q: Do you have any cheat codes for this game?

A: I'm not going to cover these in my FAQ/Walkthrough. I'm sure someone else will post a list of codes on GameFAQs eventually. This game is pretty easy as is, though.

Q: Can I contribute anything to this guide?

A: YES. First, however, I ask you read the Update/News section and make sure that what you're submitting isn't already in here. When this guide is finished, I'll remove this question and denote it in an update in that section.

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... That's all for now. If you have any good questions, don't be afraid to ask. Just make sure you've got your head screwed on right and that it's not already answered somewhere in the FAQ.

=====  
= [5.0] : Main Characters - Mario and Luigi =  
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This section tells a little about Mario and Luigi, and also lists their attacks and moves, and how they work.

Mario is the original fat italian plumber we all love (or not?). He dresses in red. He and his brother break the myth that "white men can't jump". The star of many games and one of the main contributors to lining Nintendo's pockets, Mario has withstood the test of time as a video game character.

Luigi is Mario's skinnier, taller brother, who dresses in green and can jump better than a basketball star, just like his brother. I've always liked Luigi better than Mario, though, ever since the NA version of Super Mario 2 where Luigi had insane jumping skills that allowed him to do what no other could.

Through their years in the Mushroom Kingdom, Mario and Luigi have gained quite a reputation for themselves. Well, Mario has anyway. Luigi is often referred to as "Mr. Green", "Mario Fan", or similar in this game. Possibly in reference to the fact that Luigi hasn't been in many of the recent Mario games and newer players wouldn't even know who he is. He gets no respect, but I still think he's the better of the two Bros., personally.

Mario and Luigi are the only two playable characters in the game, but that is made up for by the fact that they gain quite a few attacks, combinations and techniques for use on both the field and in battle. To solve all of the puzzles in the game one must use each character and switch between them often as they develop different and unique abilities for puzzle solving. It's still a good game without a ton of playable characters.

Now, I will list all of the attacks/moves that I know of.

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Solo Attacks:

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Each character can Solo attack in battle. These are not much different between the brothers. They are Jump, Hammer, and Hand. It doesn't require any resource to perform these. As in Super Mario RPG and Paper Mario, pressing the button at the time of impact (or certain other times) can increase the damage done by attacks. A for Mario, B for Luigi.

\* Jump Attack:

Jump attack is best used for flying or shelled enemies. Press A or B when you connect with the Jump for extra damage. This is the classic attack of our plumbing friends, the Mario Bros.

\* Hammer Attack:

Hammer is best used for spiky enemies, and is also used for counterattacks. There are three grades of hammer, but this does not change their combat power or how they function in combat. While \*Attacking\* with the hammer, press A or B when it begins to shake for extra damage. While \*Defending\*, hold down A or B and release BEFORE the hammer begins to shake to counter attack. Otherwise, without special item attributes, you'll be dropping your defense.

\* Hand Technique Attack:

Hand techniques are best used on enemies with a weakness to none of the other two attacks, or an elemental weakness to fire or thunder. To use Hand techniques in battle as solo attacks, just wait for them to charge up a full-sized ball and press A or B, depending on the character. Very simple. Mario gets Fire. Luigi gets Thunder.

You begin with only the Jump attack. Others are obtained early to midway through the game.

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Field Abilities:  
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Field abilities are actions that are performed in the field screen. They are often used to get around obstacles and/or solve puzzles. Aside from the initial jump move, Mario and Luigi get totally separate field abilities.

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Mario FIELD Abilities:  
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\* Jump: A basic jump. You can start battles at an advantage by jumping



on some enemies. Others (like spiked enemies) will start you at a disadvantage, so beware. Use the Hammer for those enemies. You start the game with this ability.

\* Spin: With Mario following Luigi, Mario jumps on Luigi's head and the duo twirl around. You can cross over gaps with losing altitude with this move.

\* Hammer: With Mario in front, select the hammer. You can pound switches and initiate combat with some enemies at an advantage with this. This is gained at Hooahoo Village, and then later powered up at a cave near Beanbean Town.

\* Hammer Pound: With Luigi behind Mario with his hammer out, Luigi can pound Mario down to half size so Mario can fit through small holes. While in this mode, Mario can also find hidden treasure for Luigi to dig up. You don't gain this move along with the hammer itself, it is later learned. This is learned at Chateau de Chucklehuck.

\* Hand/Fire: With Mario in front, you can charge up a flame and ignite some things. It's required to solve some puzzles. This is learned at Oho Oasis.

\* Hand/Fire Dash: With Mario behind Luigi, you can charge up and release this move to rush forward in a straight line. This will knock cannonballs and large Koopas who won't move aside, and get you between some obstacles late in the game. Poor Luigi. Like the Hammer Pound move, this isn't learned initially with the Hand techniques. It is later learned. You also pickup the Fire Bros. attack with this technique. This is learned at Gwarhar Lagoon.

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Luigi FIELD Abilities:  
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\* Jump: A basic jump. You can start battles at an advantage by jumping on some enemies. Others (like spiked enemies) will start you at a disadvantage, so beware. Use the Hammer for those enemies. You start the game with this ability.

\* High Jump: As I said, each brother develops different abilities. Instead of Spin, Luigi gets High Jump. With Luigi following Mario, you can perform this move to propel them higher than a normal jump. It's often required. This is learned in Stardust Fields.

\* Hammer: With Luigi in front, select the hammer. You can pound switches and initiate combat with some enemies at an advantage with this. This is gained at Hooahoo Village, then later powered up at a cave near Beanbean Town.

\* Hammer Pound: With Mario behind Luigi with his hammer out, Mario can pound Luigi into the ground where he performs his best Bugs Bunny tunneling impression. Jokes aside, this is used to pass under some gates and dig up hidden items. You can't pass under some solid surfaces, though. This is learned at Chateau de Chucklehuck.

\* Hand/Thunder: With Luigi in front, you can charge up thunder to give power to some objects. Like the flame counterpart, it's required to solve some puzzles. This is learned at Oho Oasis.

\* Hand/Electric Sidestep: With Luigi behind Mario, you can charge up and

release electricity. This will allow them to step sideways and backwards without looking in that direction. Required to pass by some areas and required to push Boo statues since you can't look at them. You also pickup the Thunder Bros. attack with this technique. This is learned at Gwarhar Lagoon.

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Bros. Attacks:  
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These are combo moves performed in combat and are the sole reason you have the BP (Bros Points) stat. They generally do more damage than any other attack. The difficulty level for them (1-3) determines not only how much BP it takes to perform, but the overall effectiveness. So it's best that you get the timing down and set the difficulty to 3 for max effectiveness and BP efficiency. There are one to three timed button presses involved with a bros. attack, and getting all of them is necessary for the full effect. With enough use of a specific attack you can get an 'Advanced' icon next to it. Using level 3 Bros. Attacks, you'll attain Advanced Bros. attacks faster.

Advance moves let you perform different attacks that can do different things than the original attack. I'll list the known ones below. They involve pressing different buttons at different times. You'll see the "Advance!" icon appear and a different attack can occur. You can only do the Advance moves if you have the ADV icon next to your selected attack. To earn Advance Bros. Attacks, you must use a specific Bros. Attack many times and perform it completely; or at least enough to get a "Great!" message to count towards advancement.

At level 1, you get slow-motion, color indicators, button indicators, and dark tinting during button press sequences. Bros. Attacks are least effective and cost the most BP at this difficulty level.

At level 2, slow motion and dark tinting are gone but you can still see the icons for button presses. BP cost is still the same but attacks can be more effective. This is the intermediate difficulty level that is easy enough to graduate to once you grow tired of the slow motion in level 1 and feel you can handle a higher difficulty.

At level 3, the button icons disappear, too. However the attacks are the most effective and cost less at this level. To use this level of Bros. Attacks, it's recommended that you know when and how to press the button combinations and timing for your Bros. Attack as the only indicator you get is a small flash of red and/or green aura on your characters.

You don't begin with any Bros. Attacks; They're learned throughout the game.

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Mario's Bros. Attacks:  
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\* Splash Bros. - "Jump high and drop!"

Mario's Jumping Bros. Attack. Base cost: 4BP.

The Splash attack has Mario jump over Luigi's shoulders into the air, while Luigi runs to catch up with Mario. Mario picks Luigi up, they spin and smash into the targetted enemy.

Button Sequence: A, B, A.

Advance Sequence: A, and then press A where you would normally press B, and when Mario comes back down to Luigi again, press B. He should be spinning like a top towards an enemy, and come down on them. When he nears the target, you need to press A again for extra damage. This works on spiked enemies.

\* Swing Bros. - "Swing Luigi around!"

Mario's secret Bros. Attack. Requires Secret Scroll 1. Base cost: 6BP.

Mario grabs Luigi and swings him around, increasingly faster the longer that you hold the A button. He then throws him at the targetted enemy. This is one of the best Bros. Attacks when properly performed. Unfortunately, it is by far the hardest to perform perfectly, especially the Advance version.

Button Sequence: Press and Hold A at the appointed time, then hold it until Luigi and Mario are spinning so fast they become like a colorful spinning top. Make sure an enemy has a target painted on them before you release or it fails. When Luigi is flying towards the target, you can press B at the right time to make the damage jump exponentially.

Advance Sequence: As Luigi is heading back towards Mario after a successful collision with an enemy via Luigi's buttonpress, press A midway through Luigi's return trip. The Bros will jump - hands joined, towards and over your target, then spin downwards. Alternate pressing A+B really quickly here when they stop moving down for some extra damage. Supposedly, Advance Swing Bros. can steal items off of enemies when performed perfectly.

\* Chopper Bros. - "Dunk Luigi and attack!"

Mario's Hammer-based Bros. attack. Base cost: 5BP.

Mario pounds Luigi into the ground and jumps forward, while Luigi, still underground follows. Mario bounces off the top of Luigi's head, and while coming down from this jump spins while swinging his hammer, hitting the target. It's quite powerful.

Button Sequence: A, B, then mash A repeatedly when Mario flashes red the second time for extra hits. Higher difficulty = higher number of potential extra hits.

Advance Sequence: A, then press A when you would normally press B. From here, when Luigi passes under the enemy, press B to make him shoot out of the ground and damage the enemy. You can press A from here to make Mario pound him back into the ground while the enemy is in the air and then have Luigi pop out again as the enemy nears the ground. You can repeat hammering him into the ground and "juggling" the enemy like this several times for more damage.

\* Fire Bros. - "Attack with fireballs!"

This is Mario's Fire Hand Bros. attack. Base cost: 6BP.

Mario charges up fire for this attack. During the initial part of the attack while Mario has the red aura, tap A as many times as you can. The higher you set the difficulty level, the more fireballs Mario will throw. When he's done charging, he will begin throwing them an an arc toward Luigi, who can hit them with a hammer into the target. If Luigi fails to hit the fireball, he will be burned and the attack will end prematurely. This attack can also cause the POW Down status effect to enemies.

Button Sequence: Mash A repeatedly (until Mario's charge is finished), and then press B every time a fireball is within range for Luigi to hit it. On difficulty 3, I've gotten up to 9 fireballs. Lots of damage on some enemies, especially those with Fire weakness.

Advance Sequence: When the fireballs are being hammered over Mario, press A with Mario to have Mario create a large fireball in the air. After all of his fireballs have been thrown, Mario will jump off of Luigi's head at this large fireball, you must press A at the right time and Mario will spike it, volleyball style into the targetted enemy. Damage is dependant on how many fireballs went into making the large fireball.

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Luigi's Bros. Attacks:  
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\* Bounce Bros. - "Jump off Mario!"

This is Luigi's jumping Bros. Attack. Base cost: 4BP.

Luigi jumps off Mario's head forward into the air, Mario dash jumps into the air and they both slam into the targetted enemy.

Button Sequence: B, A, B.

Advance Sequence: A instead of the first B, then B as Luigi's hands reach the ground. When Luigi somersaults into the enemy, press B just before contact. If there's more than one enemy, Mario will somersault towards a second enemy as well and you should press A just before he connects. Alternatively, you can just press the first A and then no additional button presses for a larger, single target hit.

\* Knockback Bros. - "Fire Mario to attack!"

This is Luigi's hammer-based Bros. Attack. Base cost: 5BP.

Luigi pounds Mario down to half size, and golf whacks him into the targetted enemy. I'd think that'd hurt Mario more than the enemy, but apparently not.

Button Sequence: B, B, A.

Advance Sequence: B, then press A immediately after that, which causes Luigi to hammer Mario down to half size. Luigi will then try to golf the midgeted Mario with his hammer, so press B at the correct time here. As Mario nears his enemy, you must press A. He'll fly back towards Luigi, and you can press B as he nears Luigi to send him for an extra flight at the enemy before the attack ends, for even more damage. If the enemy is still alive after this, I've heard you can keep hammering Mario back and forth until you mess up.

\* Cyclone Bros. - "A twin-spin attack!"

Luigi's secret Bros. attack. Requires Secret Scroll 2. Base cost: 8BP.

Luigi pounds Mario down to half size, jumps on his head, they both spin and have a nice chat with their enemies, with Luigi's hammer doing the talking.

Button Sequence: B, and then mash A repeatedly when Mario flashes red.

Higher difficulty = more hit potential!

Advance Sequence: After the last hit, Luigi will lean holding his hammer back while on Mario's head. Press B here. When the Bros. straighten up with Luigi holding his hammer straight up, press A a moment later. It's an extra hit and can cause stun status effect to the target.

\* Thunder Bros. - "Attack with thunder!"

This is Luigi's thunder hand Bros. Attack. Base cost 6BP.

Luigi charges up thunder, jumps off Mario's head and releases his thunder mid-air, hitting all enemies. This is the ONLY Bros. attack that specifically targets all enemies. Great Bros. Attack. Costs only 4 BP at level 3 diff. This attack can also cause the DEF Down status effect to enemies.

Button Sequence: (wait for the thunder charge) B, B, B.

Advance Sequence: As Luigi is jumping over Mario's shoulders after the first press of B, press A. Mario will back up and hold his hammer up. Press A shortly after Luigi lands to have Mario pound him underground. He will travel at the enemy underground, where you can press B when Luigi is actually under the enemy for the final part of this attack. This is only single target.

Any other specifics on how things are controlled will be dealt with in the walkthrough section in the area where you obtain the skills/attacks. Most of it is explained in-game very nicely.

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= [5.1] : Non-Player Characters =  
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This section covers some information on significant non-player characters encountered in the game.

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Princess Peach:  
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Victim of many kidnappings, and this time, victim of an apparent theft of her voice; replaced with deadly explosives. Princess Peach makes appearances in this game as helpless as ever. As always, it's your job to help her as the master plumbers and champions of the Mushroom Kingdom, the Mario brothers.

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Bowser:  
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What would a Mario game without Bowser be? He's back, and he wants you to... get Princess Peach's voice back so that he can kidnap her again! So, he gives you a ride in his new aircraft (which one of his troopas said wasn't paid off yet), and ends up having it blown up by Fawful, Cackletta's minion. Some comedy from him follows throughout the game. Like the scene near the beginning when he's begging for mercy while crying as he's stuck in someone's bullet bill cannon, too fat to get out. Later in the game he undergoes a startling transformation.

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Prince Peasley:  
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Prince of Beanbean. Regarded as a cool guy by his fellow countrymen. In reality, he's just a bumbling fool with some "bling bling" and really strange flashing hair. He seems at times to have a clue as to what's going on, but you'll quickly learn that he does not. He also has fruity theme music going on. Comedy relief, ahoy!

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Queen Bean:  
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Mother of Prince Peasley and Queen of Beanbean country, she's a big, loud and ugly bean. She wants you to get the Beanstar that Cackletta stole from her castle back to her.

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Cackletta:  
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The ever annoying main villain of the game, Cackletta is a deranged bean that, well... cackles a lot and wants to... eat a lot of things and rule the world. On a side note, she's probably the only one to take away the fugly title from Queen Bean. She dares to pull off "cool evil plans" that Bowser wouldn't even touch.

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Fawful:  
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Cackletta's minion Fawful is almost as annoying as she is. He has some sort of vacuum cleaner on his head and flies around with it. His hobbies include shooting down unpaid-for ships owned by Bowser, and something involving some mustard. He has severe mental problems, as you'll see near the end of the game. Also, he has fury. Play the game to "get" that statement. Probably the best new character introduced by this game. If you disagree, Fawful says that you are a "fink-rat".

-----  
Popple:  
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A self-proclaimed 'great' thief that Mario and Luigi run into various times throughout the game. He's always looking to steal something or get revenge on the brothers for their first meeting. Some nice comedy scenes involving him. Just don't let him get too close when you fight him! He DOES steal. He's probably the most recurring boss in the game.

=====  
= [6.00] : Walkthrough =  
=====

The walkthrough is composed of several sections rather than being one huge, hard to navigate mess like some other Walkthroughs may be. It uses the same coded search capability as the other sections. They are listed in the table of contents.

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WARNING: This Walkthrough will obviously contain many "Spoilers", but those of you who are concerned with that probably won't reference a FAQ/Walkthrough on your first playthrough, anyway.

\*\*\*

To be as brief as possible at some points (for both file size and my sanity), I won't explain back tracking. I will assume that since I had explained the way there, you should have no problem finding your way back. Except in special circumstances where you need to do something out of the ordinary to get back to where you came from.

In latter parts, I may also use statements like "To start, go to X area. When you get there..." and go on from there. I'll also assume that after a certain amount of time you've mastered how to put Luigi in the back and high jump to higher ledges for example, but don't worry -- I'll explain how it works in the part of the walkthrough that it's introduced and probably throughout the next one or two sections specifically state to do it at points that it's needed. I'll try to explain things as best as I possibly can. This game isn't like most RPGs when it comes to puzzles.

Now, on to the walkthrough! Yes, the part that took the longest to write.

=====  
= [6.01] Walkthrough: Opening =  
=====

ENEMIES: Bowser.  
BOSSSES: None.

By now you've probably seen the opening, and the scene in Princess Peach's

castle where the "Ambassador" from Beanbean Kingdom shows up and gasses her. The "Ambassador", after she throws off the disguise is actually Cackletta, and the little guy who carried the box none other than her servant, Fawful. Fawful has stolen the Princess' voice with his head-vacuum-thingy and replaced it with explosives. Followed by a lot of cackling laughing and some pretty cheesy lighting. The pair flee from the scene into an ominous sky.

Cut to Luigi... doing laundry. Toad shows up, looking for the brothers. Asks Luigi if he's seen the "Kingdom Courier", and then runs past him looking for Mario. You take control of Toad, for the first and only time in the game. Walk left and note the steam coming out of the bathroom in the brothers' house. Walk closer to the bathroom and Toad will note that he hears humming. Toad runs into the bathroom and... "EEEEEEK!" comes out with a red face. He starts to run away, not wanting Mario to know he's seen him in the shower. Unfortunately he slams against a dresser and stuns himself. Mario walks out of the shower in underwear, a question mark over his head. Mario jumps on Toad's head several times to wake him out of his stupor.

All Toad can say is "P-P-Princess P-P-Peach" before Mario knows what's going on and runs out of the house half naked towards where Luigi is doing Laundry. He jumps into his clothes and ropes Luigi, dragging him along with him to Peach's Castle. The Princess is sobbing on the throne and Bowser has apparently come for his routine Princess kidnapping.

The Bros. run into the throne room with Mario still dragging Luigi until he lets go and Luigi slams into Bowser's back. Bowser makes a comment on this and you are introduced to the combat system with a not-so-friendly fight with Bowser. All you can do is Solo attack right now, and only Jumps. You will learn the basics of combat here. Action Commands and how you can dodge enemy attacks if you time a Jump (and later, Hammer Swing) right. Pay attention to what the Mushroom man will tell you about Action Commands and dodging. It will be very helpful later on in the game. It's hard to lose this fight, so just keep jumping on Bowser until he exclaims "Urk! Blaargh". Much comedy follows.

Bowser finds out he CAN'T kidnap her because she would destroy his Castle. He tells Mario to "Do something Super!" and the Toads ask that Mario go rescue the Princess' voice. Bowser decides to help Mario a little bit for a change. So that when everything is back to normal, he can resume his busy kidnapping schedule. Now we're off to Bowser's Koopa Cruiser! but first, let's go over some basics on interacting in the field screen.

You'll cut to a courtyard scene where you take control of Mario. Notice that when you get close to someone you can talk to, the Jump icon is replaced by a face icon. This means you can talk to them, of course. Head north and talk to the blue-headed Toad for an explanation on Action Icons. He'll inform you of the basic three action icons you can use at the moment. Jump, when you're not near anyone or anything special. Talk, when you're near someone who you can talk to, and Exclamation, when you're near a sign or special item.

Head left up the first stairs you come to and jump up on the shorter hedge on the left, then up to the higher hedge on the left. You can talk to the Toad here who can't seem to find his precious belonging. Agree to help. Now walk south along the ledge until your Action Icon changes to an exclamation and hit A. Instead of jumping, you'll pick up his precious belonging he lost on this ledge. "You found something precious!"... Go back and talk the Toad who asked you to find it. He'll give you a 1-UP mushroom which revives a fallen Mario or Luigi with 50% Hit Points. You should see a box on a small hedge to the right of you. Try to jump to



it from the top hedge and jump from underneath it, just like other Mario games for a mushroom. Mushrooms are restorative items that heal Hit Points. This normal kind of Mushroom heals 25 Hit Points. Note that items are the only way to heal in this game aside from the automatic HP/BP refill after some boss fights.

Drop down and head over to the right side of this courtyard, where a Toad is standing near a hedge with a Mushroom on it. Talk to him, Jump up and get the Mushroom. Tell him you got the mushroom for him and he'll say you can keep it since you're going to the Beanbean Kingdom and it'll be dangerous. He'll also give you a Super Mushroom, which heals 50 hit points. Head a bit north and Jump up the hedges there, head south and pop the box for another normal Mushroom. Now drop down and head north to see one of Bowser's minions mulling around. Talk to him and find out he's lost. Tell him you know where they've went and to head north. ^ Thatta way! He'll thank you and run off.

You can read the billboard here for a little bit of Mushroom Kingdom news. "Mario and Bowser team up?", or "Royal Speech Bombs". Now head towards the top north end of the screen, in the middle. Luigi is there, jumping up and down. 'Talk' to him. He gives you a 'clue' on where Bowser has gone, but since it's the only way you can head I'm sure you'd have deduced it on your own. Head north onto the next screen. The purple-headed Toad will tell you about Save Albums. Note the book with an "S" to the left of you. That is a Save Album. Stand underneath it and Jump. You can save. The other, red headed toad tells you where Bowser's Koopa Cruiser is and that you should always save before heading somewhere dangerous. Sound advice.

Head north towards the next screen and you'll see someone shouting "Master Mario!!!". Toadsworth, Princess Peach's assistant shows up. He gives you the Suitcase, which opens the menu by pressing Select. See the controls section above to learn all about it. He'll also give you 100 coins and ask if Luigi is going as well. Luigi says no in his own way, and Toadsworth deduces that he's only seeing Mario off.

Head north to the next screen and you'll see that only one troop of Bowser's "mighty" Koopa army has even bothered to show. Thanks to your directional advice, of course! Bowser demands Mario get on the ship because he's late and kept him waiting. Now all he needs is his baddies. There's only one there and Bowser, not recognizing Luigi asks if Luigi is volunteering to join his army. "Mr. Green" indeed. Luigi starts to flee the scene when the rest of Bowser's troopas show up and send Luigi flying back towards the Koopa Cruiser. Luigi isn't very brave, is he? Luigi then tries to sneak off but as the ship is boarded and takes off he gets grabbed by a cartoon arm and dropped inside with Mario.

=====  
= [6.02] : Walkthrough: Koopa Cruiser =  
=====

ENEMIES: Goomba.  
BOSSSES: Fawful (1).

This is basically a tutorial area.

Mario and Luigi are inside the ship and the speakerphone asks Mario and ... "Mr. Green Mario brother guy" to report to Bowser! It asks you to sort

through your suitcase and head to your destination. Save here if you wish.

Head right to the next screen. There's not much to sort through in your suitcase right now so ignore that for now. Talk to the lone Koopa Troopa and learn that they added a "new member" who's in training until they reach the Beanbean Kingdom. Who this is, I don't know. Moving along, speak to the left pair of Troopas to learn that you can switch who's in the lead by pressing START. You'll need to remember this. Talk to the right pair to learn that, on the Field screen, the A button controls the front char and the B controls the back char. You need to remember this, too! For now it will just make that person jump since that's the only field action you have. Move north and along to the rightside of the room where you'll meet another pair of Troopas who tell you about Bros. Blocks. These are just coin dispensers but pay attention to what they say and use the Bros. Blocks for some coins. Position Mario underneath it and Luigi to the right of Mario and jump. Hit A, B, A B, A, B to jump and hit it until it runs out. You'll notice it goes M, L, M L, M, L. I'm sure you can figure out what that means. Head down and right, exiting to the next screen.

There's a Troopa taking photos here. Try to head north and you'll be stopped by him. Apparently the brothers don't have passports with pictures. So he'll take your pictures. Step onto the mat. You can press Up, Down, Left, or Right for a pose if you want, or remain perfectly still. It doesn't effect the game any except for the pictures you'll see in your main menu screen of Mario and Luigi. It's still a nice touch, nonetheless. Head north and right, and bump the block on the way for a Mushroom. At the crossroads, head south and talk to the Troopa who thanks Mario for giving him directions earlier since he was the first to make it there. He'll give you a 1-UP Mushroom. Bump the block next to him for another Mushroom. Head north, and up the stairs.

On this screen, head right and then south, where you'll come upon a barrel in your way that will be pushed. Keep moving south and a Troopa will tell you to stop breaking Bowser's cargo. Mario and Luigi will question him on the location of the deck and he'll tell you that first you should learn how to fight as a pair. Walk up the shaking barrel, and your Action icon will change to an exclamation. Open it up! Select yes and you'll enter combat with... some goombas. Now you'll learn how to dodge with each character. You'll also learn that if a jump dodge is timed right, you can deal damage to an enemy with it. This doesn't work on Spiked enemies and projectile attacks such as flames, as it'll hurt YOU. You'll also learn that on the BATTLE screen, A controls Mario and B controls Luigi. Always.

When the fight is over, head south and you'll come along another shaking barrel. Break it and enter another fight. You know what to do. Practice practice practice. You can avoid taking most damage. After this second fight, Mario should level up. I recommend taking most stat bonuses into POW, as it's the most important stat. Head left, and see a Troopa chasing a Goomba. He's got more important things to do and asks you to catch them. He'll teach you about initiating battles at an advantage, though! If you jump on, and later hammer some enemies in the Field screen, you can start battles at an advantage. You will damage and/or stun them at the start of the fight. However, if an enemy touches the Bro. in the back on the Field, YOU start at a disadvantage. After that battle, Luigi should level. Choose your stat bonus and then practice your new knowledge on the next Goomba. Head left up the stairs.

The first Troopa here will tell you something you already knew, as will the bulletin board. You should Save. The two Troopas ahead will tell you about the Crane and the blocking cargo. So bump the red block with an exclamation mark. Luigi gets mistaken for cargo.

\*\*\*

A word on level ups here, since you've probably gotten one or two by now: Pump most level up bonuses into POW. It's the most important stat. Period. I've been told that some people had problems damaging some of the bosses late in the game without the use of Thunder Bros. to lower defense. Don't let this happen to you! Get high POW!

\*\*\*

On the deck, Luigi is held by the crane while Mario and Bowser have a talk. Luigi sees something from his unique vantage point, but Bowser and Mario aren't sure what it is. Luigi manages to get down as an explosive ball crashes into the Cruiser, then Mario and Bowser finally see what Luigi saw.

It's Cackletta and Fawful. Bowser asks how she dared to pull off "such a cool evil plan". She'll cackle a lot and then leave, telling Fawful to "take care of you". He spouts a lot of talk about eating and food, blasts Bowser, so "Next it is the turn of you!".

\*\*\*\*\*

[BOSS: Fawful (1)] : All you can do is Jump attack him. He'll shoot green explosive balls at your feet which can be jumped. Bowser gives you a tip. To dodge his attacks, watch what he says before he attacks. Notice, red or green text? That signifies who he's attacking. Mario or Luigi. He also says that many enemies signify who they're attacking in the same way, and indeed they do. However, it's best to watch the direction of the projectiles and Jump them based on that since continual attacks as you'll see don't hint on who will be targetted after the first attacks. Simply continue jumping his explosives and Jump attacking him while pressing A as you contact, as you have learned to do from the game thus far. After enough damage, he will drop to the ground and attack by running up you and somersault-ramming. You can time your jump so you land on him and damage him during this phase. After enough damage, you'll "win", when Fawful calls his headgear back. He has fury!

-EXP: N/A. COINS: N/A. Items: N/A.-

\*\*\*\*\*

He's a sore loser, so he'll attack the ship and fly off. The Ship will blow up and the game will cut to a scene where a Military Toad is looking through his Binoculars, spotting some "meteorites".

=====  
= [6.03] : Walkthrough: Stardust Fields =  
=====

ENEMIES: Fighter Fly, Bill Blaster.  
BOSES: Tolstar.

The bros. "touch down" at the border and you'll find yourself in a strange

land full of colored shards. Mario fell in the ground face first and Luigi helps him out. Head left. Save. Talk to the Koopa Troopa laying on the ground to learn that they hadn't payed the Koopa Cruiser off yet! Continue left, talking to the Troopas if you wish and across the bridge, into the little castle. You'll meet old friends, the Hammer Bros. who reminisce about old times with the Mario Bros. They are the border guard and require you to play a little game of jump rope... err... Border Jump to pass.

\*\*\*

#### MINI-GAME: "Border Jump"

Have them explain the rules. You'll learn that you have to jump the rope until the flag near the picture of the 8-bit Super Mario end-level castle reaches the top, and if you make three mistakes with any one brother, you'll have to start all over again. You'll get a little jump practice and then the Hammer Bros. will say that's all the practice you get. "Mistakes" are when a brother gets touched by the rope.

The game itself is a lot harder than the practice run, but fairly easy still. You'll have to learn how to time your jumps here. It takes a little practice but it's a fairly simple minigame and you should be done with it in a few minutes. A controls Mario's Jumps, B control's Luigi's. When you win, you'll get a funny little scene in the background that resembles the stage clear from the original Super Mario Bros. The Hammer Bros. will let you pass and you can continue. Mario and Luigi will automatically walk to the next screen.

You can head back in for a much harder version of this Jumping minigame where the Hammer Bros. try to fake you out a lot. Winning Level 2 will get you 2 Hee Beans. Winning Level 3 will get you 3 Hee Beans. Level 4 earns 5 Hee Beans. If you say no, they'll offer Border Jump Complete, which is all four levels back to back, and will reward you with 7 Hee beans for winning. Stick with Lv4. After that you can go back and play any difficulty level you wish and earn all the beans you want. I recommend getting at least 35 Hee Beans for later. Note that mini games are the only places to get Hee Beans, and I believe that this one is the easiest to rack them up with.

// End MINI-GAME Section.

\*\*\*

When you're finished with Jumping rope for beans, head left across the bridge and a Hammer Bro. will stop you and give you a map of Beanbean Kingdom. Head through the Pipe ahead. This will mark the Stardust Fields Pipe (#1) for you so that you can come back here and play the Jump Rope game easier at a later time. Press A and you'll pop out of the Pipe again at the same spot. Head south and exit to the next screen. Read the billboard there which will tell you how to jump the spikes ahead. Press A to jump the lead character, quickly followed by B to jump the back character while moving right to clear the spikes. After Jumping three pairs of spikes, bump the block for a mushroom and continue south. Head left and clear these spikes. Drop down, bump the block for another Mushroom. Head right across the wooden bridge and south to the next screen.

In the next screen you'll encounter platforms too high for you to currently

reach and Fighter Fly enemies which are not very challenging. Throughout the game, I recommend you fight EVERYTHING you come across unless otherwise noted. That way you level consistently and have enough POW to take most enemies out in a few hits. Head south and exit left across the bridge.

Save here. I want you to note that when controlling the two Bros., you need to jump up the ledges with BOTH brothers to continue on, since you can't leave the other behind without special circumstances and skills introduced later.

Jump up to the platform with the Star symbol. You'll see Bowser stuffed into a cannon. You'll also see an equally fat bean creature named Tolstar jump down on the other side and mock Bowser. He'll demand you give him all your coins, then demand go and get him 100 Beanbean currency coins if you don't want him to fire Bowser out of the cannon. Bowser is crying at this point. He'll open a bridge in the lower right of the screen and tell you to go get his coins. Exit via that bridge.

Head up and right on the next screen, going to the screen after that. Head right and jump the spikes, and then head north. Fight all the enemies you encounter along the way and bump the single block for a coin. You really do need to collect at least 100 coins. There's a Bros. Block on the northern point of the screen. Milk that and head right across the bridge to the next screen.

On this screen, head straight down south and bump the block for some coins. Jump back up, drop down to the right, and bump the block on the platform there for a mushroom. Head right and jump up the short platforms. Then drop down the cliff and head right across the bridge to the next screen.

Bump the block you can see for a Syrup. Syrups restore BP (Bros. Points). This particular Syrup, a normal Syrup, restores 20 BP. Head up the stairs and read the sign... "Stardust Fields Area 64". Now walk up to the star-shaped indentation and the military Toads from earlier will pop out, with one on the other's head. Sergeant Starshade and General Starshade. They're looking for the "aliens" they believe touched down with the "meteorites". Mario jumps on Luigi's head and mimicks their actions.

Mario tries to mimic their spinning move but fails horribly and crashes into them. They determine that he is not an alien but is indeed Mario from the Mushroom Kingdom, along with Luigi. "Change of mission objective, obtain autographs, STAT!". Mario and Luigi explain their situation and the Starshade Bros. decide to teach Mario and Luigi some Field actions; the High Jump (Luigi), and the Spin (Mario).

Listen to their tutorial on it and finish the easy "course" they setup for you. High Jump allows you to jump to higher ledges, and Spin allows you to cross wide horizontal areas that you'd otherwise not be able to pass. After completing their two example excercises, you can have them explain it again if you don't understand or return to the game. Return when ready.

Now you must do a somewhat harder course they setup for you to get to the flag propped up where you normally couldn't reach. Put Luigi in the back and toggle high jump on. High Jump up to the barrels at the bottom right and continue right. High Jump up to the barrels to the right of there and then High Jump again to the ledge above that. Next put Mario in the back and spin across the gap to the ledge at your left. Put Luigi in the back and High Jump up to the ledge above that. Bump the block there for a Mushroom, and head left. You should see the flag. Put Mario in the back and spin across to the ledge the flag is on.

Congratulations! You've learned how to use High Jump and Spin. I will use less tedious to read explanations of where to use it from now on. The two Military Toad brothers will take their leave. Drop down to the left and bump the block for a Syrup. Drop straight down and exit south.

Continue south across the bridge until you reach the end of it, and then head up and right, fighting anything you come into contact with. Head to the upper right corner of the screen and then High Jump left onto the ledge with two blocks. Bump the blocks for a coin and a mushroom, and then Spin off the leftmost part of this ledge to another ledge where you can find a Bros. Block. Milk it for coins and then spin back to the ledge on the right. Head to the south right portion of the screen and High Jump up to the ledge with the block. Bump it for some coins. In the bottom left area of this screen, there is a save point. Use it. From there, head back up the stairs on the right and from the top of the second set of stairs on the south side of the area, Spin across to the ledge on the left. Spin upwards and left to the ledge with the barrel you see and exit to the left.

On this screen, General and Sergeant Starshade will teach you your first Bros. Attacks; Splash Bros. (Mario) and Bounce Bros. (Luigi). Pay attention to the Bros. Attacks tutorial, as it teaches you how to use them. See the section above on Mario and Luigi for more info on these Bros. Attacks. Once you're finished with your Bros. Attacks training, exit left.

Head left, drop down, and continue along the bottom level of the screen, and make sure that you defeat any enemies along the way. At the bottom left most part of the screen, High Jump up and milk the Bros. Block for coins. Head right up the stairs and drop down to bump the block on the ledge below for some coins. Head back to the bottom left, High Jump back up and head back up the stairs. At the top, jump both bros up the ledge and notice the two yellow blocks in front of you. These are transports of sorts, and while we don't have to use them right now, we will just for practice. Jump onto them. Hold right and press: A, B, A, B, A, B to rotate and move it right, and hold left while doing the same alternating button process to head left. It's a very simple process. You'll reach a ledge on the right where you can find a block. When finished practicing, pilot the blocks back to where you got them. Drop down to the left and head to the north exit.

High Jump up to your left and then High Jump to the ledge above that. Bump the three blocks on this ledge for a Mushroom and several coins. Drop down to the left and exit bottom left. Save here. Jump up to the left and see something familiar. Our fat bean friend holding Bowser captive happily takes your coins, but he never said anything about actually letting Bowser go. Now you must fight him. You're not in Mushroom Kingdom anymore, Mario!

\*\*\*\*\*  
[BOSS: Tolstar] : Here's a perfect time to use Bros. Attacks. He'll toss some spiked balls that you can jump and stand still to avoid, depending on how they bounce. If they bounce low, jump. If they bounce high, don't move. After enough beating with Jump attacks and Bros. Attacks, he'll explode. The amount of coins you get from this battle is basically how many you had going INTO it. So you really gain none, since Tolstar took all your coins before the fight.

-EXP: 30. COINS: Varies. Items: 1-UP Mushrooms.-

\*\*\*\*\*

After the fight, one of our military Mushroom friends pops out and says that

Bowser has been whining too loud and for too long. He lights the fuse on the cannon and Bowser goes for a ride after saying that getting Princess Peach's voice is all up to the bros. now. Fortunately, Tolstar gets knocked flying along with Bowser, so it's not all a loss. Spin across and exit the screen left. Head north and save before entering the cave ahead.

In this screen, High Jump up the three ledges in the back and spin across. Bump the block for a Mushroom. Drop down left and bump the block on the left for another Mushroom. Exit south.

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=====
= [6.04]: Walkthrough: Hooahoo Village and Hooahoo Mountain =
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ENEMIES: Beanie, Dry Bones (1), Rex.

BOSSSES: Hooahooros, Dragohoho.

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Hooahoo Village:  
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You emerge from the cave to a much lighter environment. Heading south and trying to exit left from the screen you will be accosted by soldiers from Beanbean Castle claiming that they "saw" you do something to their beloved Prince Peasley. After convincing them that you are the Mario Brothers by jumping (Luigi who?), and that you have not seen Prince Peasley, they will let you go. Apparently the REAL kidnapper of Prince Peasley wore an odd helmet and spoke of mustard and fink-rats. Sound familiar? When they leave, exit bottom left.

On the next screen, take the lower left path and enter the house. You'll see some blocks in here, but you can't do anything about them until later. For now just bump the three blocks for some goodies and exit. To the left of this house is another block. Bump it too and head back right and up. Now take the upper left path and talk to every Bean citizen in your path you come across. Most of them have little useful info. You'll learn of where they last saw Prince Peasley and a flying creature called Blablanadon which is AWOL. You can enter the house with the blue door and talk to the people there. When you're done, exit the screen to the left, save at the visible save point, and then head on the bottom left path, exiting left.

On the next screen you'll see more citizens and of course houses that you can enter and talk to the inhabitants of. You'll learn of the Hammer-making bros. Sledge and Mallet. Keep heading left and on the next screen you'll see a sequence with Fawful. He drops a statue to block your progress.

Head right and back up to the crossroads with a save point. This time take the upper left path. Ignore the north cave entrance for now and exit left. Talk to the workers at the bridge to learn that you can't pass and get to the mountain until they fix the bridge. Enter the house to their right.

Here you should meet the Hammer-head Bros. Sledge and Mallet if you talked to all of the villagers. Mario and Luigi ask them if they can make some hammers. One of the Hammerhead Bros. recognizes Mario and Luigi as the Jump and Hammer Kings that they are from Mushroom Kingdom. They agree to make hammers for the Mario Bros. if they will climb Hooahoo Mountain and get them some of the

Hoo-hoo Blocks there. Exit their workshop and notice the bridge is repaired and the workers are gone. Continue left and exit left.

If the bridge isn't repaired, and it should be; Make sure you've seen the scene with Fawful dropping the statue to block your path, talked to just about everyone and met with the Hammer-Head bros.

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Hoo-hoo Mountain:  
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You're now in Hoo-hoo Mountain. Head left Jump up the ledges on the left side. Bump the block on the upper left and continue climbing. When you can't get any higher with normal jumps alone, High Jump up the left ledges and from the top of those ledges on the green grassy area, Spin over to the ledge to the right of that. Head right, and spin again across to the ledge on your right. Jump up, and from the sign High Jump up to the left. Head left, and Spin across to the ledge with the block. Bump it and then Spin back over. Head right and exit right at the sign.

On this screen, jump up the left side until you reach the top where you'll see a whirlwind of sorts. Spin over to it. You'll encounter these throughout the game. They accelerate Mario's Spin so you can travel a greater distance without falling. On the next ledge, jump up and exit right. Go up the stairs and you'll notice a strange fire pot thing and a statue on the wall to your right. For now, jump up and left. You'll see a fountain that isn't running, a sign, and several paths. Take the left exit here.

Here, head left until you see a fire pot, and continue left until you see a sign and a running fountain. Put Mario in the lead and walk up to it. Mario will drink a lot of water and get bloated. Luigi can't do this, so use Mario. Make sure Luigi's action icon is set to High Jump, and walk in front of the fire pot with a still bloated-with-water Mario. Have Luigi High Jump onto Mario. You'll extinguish the fire pot and a statue will spit out a whirlwind. Jump up and to the right, High Jump onto the platform on an even vertical level with that whirlwind and bump the block on that platform. Next, spin into that whirlwind. Fly over to the ledge with a block on it up and to the left of your current position. Bump it and then spin over to the ledge to your left. Save here if you want. Spin over past the water fountain to a ledge to its left, drop down to the left, and then milk the Bros. block. High Jump up the platforms northward and exit to the north when you get up there.

Now head right, defeating all enemies until you reach a fountain. Bloat Mario up and head back to the fire pot you just passed. Put it out and notice a Whirlwind appears. Ignore it for now. Head to the next screen on the right, and defeat all enemies. Now go back to the previous screen, bloat Mario up and put the fire pot on the screen you just cleared out. Another whirlwind will appear. Now head to the left screen and jump to the top left platform. From here, head right. Spin over the first gap into the whirlwind and then hold right to spin over to the top right platform. Exit right. Spin into the whirlwind and again, press and hold right. You'll end up on a platform with a red exclamation block. Bump it and the fountain that was earlier not flowing will start flowing. Drop down to the right and exit south.

You're now in the area with the fountain that wasn't working earlier. Put Mario in the front and bloat him up. You know the drill. Take out the fire pot and notice the whirlwind that appears. Spin into it and then press and hold right until you reach another Whirlwind. Again, press and hold



right. You'll probably land on some stairs. Before you go down, make sure that you High Jump north up the platforms there and collect some items from the boxes on the top ledge. After having done that, drop down and exit right.

You should see a save point. Save now because a boss fight is about to happen. Walk right, and talk to the statue of the face. Accept his challenge.

First, you need to win a minigame. Set up for Spin mode. You have to Spin across the gaps between the small platforms without falling and get 10 of the orbs he makes. You have only 30 seconds to get them all, but you can of course retry if you fail. When you win this, he'll give your "next" challenge. Which is... defeating him.

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[BOSS: Hooooros] : He hides under pillars. Jump onto a pillar to destroy it. The idea is to destroy the pillar he isn't under, then destroy the one that he IS under. He'll look for a pillar to move to but won't find any. That's when you can damage him. Hit him with Bros. Attacks while he's vulnerable. His attacks include shooting a laser at a Brothers' foot that you should jump when it nears you. When revealed he'll shoot a sweeping laser that both of the bros. will have to jump. He's not a very difficult boss. Just keep at it and he'll fall quickly enough.

-EXP: 30. COINS: 24. Items: 1-UP Mushrooms.-

\*\*\*\*\*

Once he's down, a platform will lower. High Jump onto it and High Jump up to the right. Head down and to the right, then Spin across to the platform with a block on it. Bump for Syrup. Spin back to the previous platform and go over to the left side where you can do a similar spin for a block with a Mushroom. Now go back to the platform you came from and to the upper left portion of this screen. You should notice a path on a higher platform. High Jump up to it and exit north.

Bump the block to your immediate north which causes water to start running in a fountain up on a higher platform. Before heading up, make sure you go to the right and clear all the enemies out for safe passage when you have Mario all bloated with water. When you're finished with the enemies, head back to the area with the block you hit when you came onto this screen. High Jump onto the platform with the small section of stairs. Stand on those stairs and spin left across to the platform there. High Jump onto the grassy ledge, and then from there High Jump diagonally up to the ledge you see from there. From here, you can Spin off to get that visible block. If you do, just repeat the steps to get back up to the water platform. Now that we've done that, get Mario filled with water and walk down the stairs to your right. Drop down, walk UP the stairs to your left and put out the fire pot. Get back up to the grassy platform before the water ledge. Spin into the whirlwind that appeared and then spin right as far it'll take you. High Jump up to the next platform, bump the box for Syrup and continue north to the next screen.

In this screen, head left, defeat enemies and bump the block if you'd like. Head back to the right side of the screen, High Jump up and head up the stairs. Get a Spin ready and Spin into the moving whirlwind as it comes your way. You can Spin a bit ahead of it and wait for it to catch up with you to recharge your whirlwind Spin power. Do this until you reach the other side. Spin of the end of the stairs to the next platform and go up the stairs on the other side. Exit north.

Jump up the platforms to the left and go up the top of the stairs. You want to spin off of the stairs into the whirlwind. You can use the same trick with the moving whirlwind you used on the last screen, except heading right this time. You'll eventually come to a stationary whirlwind. Spin right, drop down, kill the enemy and bump the block for a mushroom, then High Jump to the platform next to the whirlwind and Spin back into it. Spin right and this time climb the stairs instead of dropping down. At the top of the stairs, spin left and drop to the lower elevated platform. From it, Spin left onto the stairs to the left. At the top of those stairs, Spin into the whirlwind you see and Spin as far left as you can go from there. Bump the two blocks, then High Jump right and drop down right. Climb the stairs behind you, exit north.

Boss fight soon, so head left. Check the telescope out if you want. Continue left, then north. Use the save point. Go right down the stairs and onto the rock pile. Walk into the oddly colored rock. It's a Hoo-hoo block, and the prehistoric bird there, Blablanadon, lets you know that. He's been sitting on the egg keeping it warm so it can hatch. Then, it finally does, and...

\*\*\*\*\*

[BOSS: Dragohoho] : This is what hatched out of that egg! He's not all that hard. He'll shoot Hoo-hoo Blocks at you which you should jump. Just apply a few Bros. Attacks and he'll go down quickly.

-EXP: 50. COINS: 34. Items: Super Mushrooms.-

\*\*\*\*\*

When the battle is over, Dragohoho will turn into... Prince Peasley! This is what Fawful did to the prince. He'll explain. He tells you to visit his mother Queen Bean in Beanbean Castle. He also gives you a fruity yellow rose so you can get past the castle guards. Blablanadon drops you off in the Beanbean Village which you were at before.

Since we saw a rock drop into a house just before you fought Dragohoho, you should go to the Hammer-head Bros. house and see if they've got your hammers ready. Head left 2 screens and enter. They'll start working on your hammers even though they believe you didn't get them the block anyway. They'll teach you how to use Hammers. Initially, only the lead character can use a hammer in the field. If the rear one does it will just make the lead character angry. As they said, go in the next room and try out your new hammer. Break the rock and bump the block for a nut. Nuts restore HP to both Mario and Luigi. You can only destroy the light brown rocks with this hammer. You'll get Hammer upgrades later on which allow you to destroy the grey and black rocks.

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Getting off the mountain:  
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Head out of the house and to the right. Ignore that cave still as you will not be able to get to the back of it until much later. Head to the bottom left path and exit left. Continue left to the next screen where Fawful was when he dropped the statue. Use your hammer to break the statue. High Jump, go left across the bridge and bump the block for a Nut. Drop down and exit to the south.

Hammer any rocks in your way on this screen and go to the bottom right.

Hammer the peg into the ground to start the fountain. Go get Mario all bloated with water and use the water to put out the scorching rocks' heat. Hammer it and exit south. There's a Bros. block there. Get some coins if you'd like and then High Jump right and go down the stairs. Smash these rocks with your hammer, but don't enter the cave yet. Go down the stairs to the right and get all the items out of the blocks on this screen. Now you can head back and enter the cave.

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#### MINI-GAME: "Mine Cart Madness"

You'll be in a room that has some mine carts and an old bean man in his rocker with his bean dog sleeping beside it. Talk to him. He'll teach you about the mine cart minigame if you ask him to explain. It's fairly easy so I don't think I need to go into the nitty gritty about it. Just make sure you collect at least 10 the diamonds and batteries for Mario's flashlight when needed. Try to avoid the spikey mini-thwomp things that fall by jumping them as well.

Much like the "Border Jump" minigame that the Hammer Bros. presented, you can do this one over again for extra rewards. Just make sure you shine the flashlight on the bats and Boo ghosts in the extra difficulty levels. You also need to get more diamonds on these higher difficulty levels. The rewards are: 2 Hee Beans for level 2, 3 Hee beans for level 3, 4 Hee beans for level 4, 6 Hee beans for level 5. After that, you'll always enter a compounded course in which all of the levels are combined. If you miss too many diamonds it'll end and you'll get Hee Beans based on how many diamonds collected. For a perfect, 125 diamond compound course, you will get 9 Hee Beans.

Unfortunately, you can't choose individual mine track diff. levels, whereas with the Border Jump game you could choose an individual difficulty level to play at. Border Jump takes less time and thus is a better way to get your supply of Hee Beans.

// End MINI-GAME Section.

\*\*\*

Once finished with your Mine Cart Madness, exit south and you'll be in an area different from where you entered the mine cart track. Bump the blocks and use your hammer to smash the rocks. Exit right. Head right and you'll be stopped. The Hammer-Head Bros. forgot to tell you something about their hammers, much like the military pair earlier about the Bros attacks. They of course forgot how to tell you how to use them in battle. Fairly simple. You press A/B when the hammer shakes on the offense, and hold A/B and release before it shakes on the defense. As they say, there are many enemies which won't be effected by Jump, and you'll meet some soon. Head right and you'll see some black rocks. You can't break these yet, but keep note of locations like this as you can backtrack later and come back. Usually to get an item. Head north and up the stairs. Exit north.

In this area, bump the blocks for items and continue north. Take the first left exit you see and take note of the screen; This is the dead end before the mine cart entrance. Don't jump down. Just keep this place in mind for future reference if you ever walk back to HooHoo Village. Go back right, and

continue north. On the next screen you'll see a Boo statue. Take note of this as well. You can't move these yet, and won't be able to for quite some time. Bump the block and exit south. Go south two screens from here. You'll end up in a more grassy, plains-like area.

=====  
= [6.05] : Walkthrough: Beanbean Castle Area =  
=====

ENEMIES: Sharpea, Swarm, Super Fly, Spiny, Tanoomba, Lakipea, Paratroopea, Parabeanie, Troopea, Bob-omb.

BOSSSES: Queen Bean.

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Beanbean Fields:  
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In this area, you'll encounter your first spiky enemies; Sharpea. You can't damage these by jumping on them or using Jump-based Bros. attacks (excepting advance Bros. attacks). You must use your hammers to damage them and defend against their attacks. This is good practice for other spiked enemies as these are the easiest of the lot.

You can explore the areas around here, but right now there's not much to do and if you wander too far you may run into really powerful enemies that can kill you in a couple hits. So for now, follow my path unless you want to try your luck and maybe level up some doing so.

Make your way along the winding linear path jumping as needed and exit south. On the next screen, Check the sign. It says Beanbean Castle is south. That is our destination. Head southeast, defeating any enemies you see fit until you reach a stone road. Head south along and it to the next screen. Keep going south on the next screen along the right side until you reach a bridge going east. Cross it and go onto the next screen. You'll be in Beanbean Town, which has been attacked by Cackletta and Fawful.

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Beanbean Town/Castle:  
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You can talk to the citizens if you want, but they offer up little useful information. One shop is open, the northeast building. It's supposed to be an armor/badge shop, but the owner is currently letting the item shop owner sell her wares here. If you need anything, buy it. When you're finished shopping, exit and head north. Take the stairs up and to the next screen. Head north, and use the savepoint if you need to. Keep heading north until you're stopped at the castle entrance by two guards. They'll let you in upon seeing the rose that Prince Peasley gave you.... "Uh.. Luigi who?".

Enter and head north, to the next room. Head left in this room into the next room. Keep heading left. You'll eventually see some Bean kid sleeping on the floor. Don't talk to him yet. Go south and into the next room. Use that Bros. block for some coins and exit north. NOW you can talk to him. Lady Lima, Queen Bean's ambassador shows up. Mario and Luigi have a conversation of sorts with her. Unfortunately she can't let you see the Queen right now due to "security

reasons" and drops you through a trap door into the basement where she asks you to do some plumbing for her to prove who you are. As you may or may not know, the Mario Bros. are also renowned for their plumbing skills!

Note the oldschool Mario tune playing here.

Save here. Head left. Jump up onto the pipes. You'll notice holes in the plumbing and wooden pegs held up by the water coming out of those. Well, the objective in this room is to hammer all of them down. Defeat any enemies in your path, as well. Once you've hammered all three pegs, a door will open. Go through it.

In the next room, hammer all the pegs and defeat all the enemies. Then stand next to the valve and do a Spin move. Some pegs will come loose, so go hammer them down. The door will open. Go through it. Note that the valve apparently does nothing in the next room and the door won't open. This is fine.

Go right and enter another room.

Turn the valve here. One of the pegs will come loose and you'll see a number on the screen: 4. This is how many pegs you're allowed to whack before this puzzle resets. The pegs are in formation like this:

```
      2      3
     1          4
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#2 pops up. Whack them in this order. 2, 1, 3, 4. This causes the yellow/black striped platform to raise. You can high jump up there now to a higher platform and enter another screen. Turn the valve in this new screen and head back to the previous screen, and left to the screen before that from there. In here, whack the pegs down and the north door will open. Enter.

Whack the single peg down and two doors will open. Lady Lima will emerge from a... Jail Cell? Apparently, the Lady Lima you met earlier was a fake. It was really Cackletta (like in the game intro) and she's after the...

"all powerful Beanstar"! By repairing the plumbing, the Mario bros. have allowed her to get it. Cut to scene with Cackletta taking the Beanstar. Fawful exclaims that "It is the hurrying time!". Enter the Jail cell Lima emerged from and talk to the beans as well as bumping the blocks for whatever is in them. Exit the room, head right, SAVE, and then enter the northeast door.

It's a linear path, so walk up the stairs and continue along until you reach the next room where you'll meet Cackletta and Fawful. Queen Bean has been put under the control of this fruity duo and you must now fight her as they flee.

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[BOSS: Queen Bean] : Her primary attack is to send a shockwave which you have to jump over with both Bros. at the same time to avoid. Firstly, you should attack her arms with Jump. If she gets too close (she moves each round), she will use a punch attack which you must defend with a hammer. Hitting her body with a hammer will send her back some, but does only 1 damage. Don't try to jump at her body as you'll land on the crown and hurt yourself. Instead, take out the arms first and crown will fall off. NOW you can jump attack her main body to do damage. She'll enter another attack mode and spit beans at you now which will turn into Beanies if you land on them. No problem there, really. Just throw as many Bros. attacks at her as fast as you can and she'll hit the floor like a bag of bricks.

-EXP: 160. COINS: 16 Items: 1-UP Supers.-

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After you've knocked this obese Queen out, the real Lady Lima shows up and informs you that Cackletta has forced Queen Bean to eat a Belly Blech Worm which has caused her current violent state. The Mario Bros. offer to try to do something about it. Lady Lima tells you that you'll need to go to get the Chuckola Reserve from the Chucklehuck Woods. She then gives you the Key Item, the Beanbean Brooch which will allow entry into Chucklehuck Woods, which lies past Chateau de Chucklehuck. That will be our next destination.

=====  
= [6.06] : Walkthrough: Chucklehuck Woods =  
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ENEMIES: Pestnut (1), Beanie, Gold Beanie, Chuck Guy (1).  
BOSSSES: Rookie (1), Popple (1), Wiggler, Chuckolator.

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Getting to Chucklehuck:  
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As I said, our next destination is the Chucklehuck Woods, which lies to the southwest of Beanbean Castle/Town. First, however, let's visit the town and do a few things. Find your way out of the the Castle, it's fairly small. On your way out the front gate, you'll be stopped by a kid bean who will tell you that Lady Lima forgot to give you something and hand Mario a Bean Badge which he automatically equips. However, he has nothing for Luigi, who as you can see is sorely disappointed. Head south into the town and visit the shop we visited before. Now instead of the item shop owner running it, you'll see the normal owner of the shop - the Pants/Badge merchant is running it. You can buy and sell from him. The town is still in ruins, however, so you can't do much here for now. Upgrade any armor and buy any badges you want. When you're done shopping, head west out of town via the bridge you came in.

From here, head west and exit south over a wooden bridge. On this screen, head south until you see a sign. Read it. It says Chateau de Chucklehuck is west. Lets head west. Head south and west, and under a hanging bridge. Don't go west to the next screen yet, though. Jump up the hills and cross that hanging bridge to the next screen. You'll see why when you get there. From here, you will need to spin north across the gap to a ledge. There will probably be a Parabeanie flying around, so either stand near the edge and wait for it to attack you or wait for it to fly out of range before attempting to spin across or you'll end up going back a screen and jumping back up those hills again.

Talk to the two guards at the gate you'll see after spinning across that gap. You'll show them the Brooch and you'll be let in. Head past that gate and follow the linear path to the next screen. You should be at a door. Enter.

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Chateau de Chucklehuck:  
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This is Chateau de Chucklehuck. Save here. Head west along the hallway and examine the statues if you'd like. Enter the doorway at the end. Now you're in a room full of stacked barrels and you have to navigate through them... so...

Here goes! Head right until you see an entrance into the barrels. Go in. Head north until you stop, and then head right until you stop. Head north, east, north, and you should be fully visible. From this visible part, head west until you stop, south until you stop, and west until you're in another visible part. From here, head south until you stop, west until you stop, then north until you stop, east, and the north. You'll be in another visible spot. From here, enter northeast, east until you stop, north until you stop, west until you stop, south, west, and south into another visible spot. Head south, east, south, west, and exit the barrels south. You'll notice someone OTHER than Luigi is following you and they quickly dart off after noticed. This is our first meeting with our thief friend, Popple. To your direct west, you should see some platforms. High Jump up them to the top of the stack of barrels and navigate north, being careful that you don't fall in a gap. You should see a bridge to exit the screen west. Do so.

Popple is here. He'll call his "rookie" out. Look familiar? Yes. He asks him to squash the red and green guys (Mario and Luigi). "Rookie" (who is of course, Bowser) comments that he feels he knows them. Popple says that you're here for the same reason he is; to get the Chuckola Reserve. Now you'll fight them.

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[BOSS: Rookie (1), Popple (1)] : Rookie (Bowser) likes to counter-attack when you hit Popple. He throws hammers that you must whack with your hammers to avoid or breathes fire that you can jump. Popple steals items from you. To avoid Popple, wait for him to flash a mean grin and you'll know he's about to rush and try to steal from you. That's when you hold your hammers up and get ready to release for counter-attack goodness. Take Popple out quickly with Bros. Attacks and Rookie will fall easily afterwards. If you take out Rookie first, Popple will run and you won't get the full Exp/Coin/Items I've listed below.

-EXP: 160. COINS: 64. Items: Green Peppers, 1-UP Mushrooms.-

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After you beat these two down, they make a quick exit after Popple lands a few verbal blows on his "Rookie", who apparently has amnesia after being blasted out of that cannon earlier. They quickly run off to try to get the Chuckola Reserve before you do.

Head west into the next room. Head west and push the barrel in your way. Two beans with funky white hair and bad french accents will pop out and talk to you. Cork and Cask. They will tell you about how Popple and "Rookie" attacked them and stuffed them into that barrel, and that they are after the Chuckola Reserve. You are also after it, so they say they may teach you the ground-pound field techniques which serve both as puzzle solvers and as a way to find buried treasure.

Follow them north into the next room to learn all about how to use the ground-pound techniques. After you've learned these new techniques, they'll ask you to get the red and green goblets in the next room. Lets do that. Head east into the next room.

First, in this room, head north. See the circular indentation in the ground? Put Mario in the back and pound Luigi into the ground near it. Have Luigi, still in the ground move underneath it and then have him pop out. If you ever wondered what those circular things you've seen around before were, now you know. They usually house some kind of hidden treasure. In this case, it was

a Chuckle Bean. These holes are also the primary source for Chuckle Beans until much later in the game.

Now, head back south and drop down east. As those two nuts said earlier, you can pound Mario down with Luigi in the back for "micro-adventures" through tiny holes. Luigi can't pass through this certain hole because of the metal surface near it that he can't pass under. So pound Mario down to half size and enter. For one of the first times, you'll be seperated from Luigi. For future reference, you can switch to the other character and control them by pressing START when seperated like this. Walk north and you'll see a red goblet. Jump onto the platform it is on and grab it. Exit out the way you came in and pound Mario back to normal size. Head east.

With Mario in the back, you can pound Luigi down into the ground so he can tunnel under this gate. Do that. Have him come out on the other side, jump up to the platform that has a red switch near it, and pound it with Luigi's hammer. This will open the gate. Go get Mario, and high jump to the platform where the goblet is. Grab it, and go back to the crazy frenchmen. They will be amazed, tell you that you can enter the woods and leave. Head south two screens and you'll be in the woods. I also believe that that you learn your new Hammer-based Bros. attacks in stealth here without you knowing.

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Chucklehuck Woods:  
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Head west and to the next screen. On this screen you'll face a new enemy, called Pesnut. When you defeat it, it'll turn into either a Beanie or a rare, flashing, Gold Beanie which can drop a Spike Badge and gives a lot of EXP. The downside? It will most likely run, sorta like Metal Slimes if you've ever played any Dragon Warrior game. Moving along, bump any boxes you see and then take the north exit with the rock you can smash in front of it. On this screen, you'll find a Warp Pipe to uncover the Warp Position for Chucklehuck Woods(5). Exit south when you've entered it and bumped all the blocks in this screen. In the previous screen, head to the west exit and you'll see a map. These are region maps and can be helpful if you're lost. Your position is the larger, bouncing red colored thing. Head west onto the next screen.

On this screen you'll immediately be faced with a gate. Pound Luigi into the ground and go underneath it. Have him surface and pound the red switch on the wall. This'll open the gate. Now High Jump up to the north and exit north. On this screen, High Jump up to the west and save. Exit west. Bump the blocks here and notice the big Koopa here. You can't get past these until much later in the game, so head back east. Back on this screen, head north and you will see a gate. You can't get Luigi through this one so smash the rocks next to it with a hammer to reveal small, pounded-mario sized holes. Pound Mario down and enter the left one. Have Mario pound the switch in here with his hammer and exit. That switch opened the gate, I'm sure you noticed. Go into the right hole, claim whatever is in the blocks and exit. Pound Mario back to normal size and go through the gate north, High Jump and exit north.

On this screen, you'll notice a barrel and some clues on a board. This is a sub-technique of Luigi's tunneling ground-pound skill. Pound Luigi into the ground and have him surface underneath the barrel. While in the barrel, move it over to the switch on the ground. The face on the wall will shoot a fireball which will be reflected back onto it, and opens up a new path for us. Press A to have Luigi break out of the barrel, then High Jump up that path and exit north. Here, take the right path and smash the rock at the top. Bump



all the blocks on this screen and exit, going back to the previous screen. Take the left path this time. At the fork, smash the rock on the right but take the left path.

Here, defeat all enemies before doing anything else. Read the sign for some clues on this puzzle if you'd like. Jump up the green 'stairs' and then spin diagonally towards the platform with the barrel. Pound Luigi down and have him enter the barrel, drop it down and position the barrel in front of the switch, which is normally too high to hit. Have Mario cycle through his actions with L until you see an icon of a barrel and an arrow pointing up. Have him execute this action and you'll see he jumps on top of the barrel. Switch his action to hammer and hit the switch. You've just learned another sub-skill associated with Luigi's tunneling. Cycle through Mario's abilities again until you see another barrel icon with an arrow pointing down. Execute it and Mario will jump down. Now Luigi can get out of the barrel. High Jump up the newly opened path and exit north.

Save here and take the north path at this fork in the road. You'll meet Chuckleroot, the protector of the woods. He won't let you pass until you find all three different Chuckola fruits. He'll open the gates to the left and right of you. Take the left path.

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Red Chuckola Fruit:  
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Head straight west until you can move no longer and then straight south and exit via the leftmost path. Here you will meet the granddaughter of Chuckleroot. She'll tell you about the hidden items technique that I already explained earlier. You have to dig all five of the holes in this screen for her to open the gate ahead. Do so and then talk to her. As promised, the gate will be opened. Exit south through the now opened gate.

Drop down and you'll see a strange sight. Mario will jump on it when you get close, and then you'll be presented with some button pressing fun. Just press A, B, A and the caterpillar will move all the way inside the hole. Pound Mario down to half size and enter. Mario will get scared and run out. Luigi will investigate and be knocked back. The caterpillar now comes out, very angry at being jumped on. Time to fight!

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[BOSS: Wiggler] : This is a unique boss. To damage it, you need to make it go all yellow by jumping on different parts of it before you'll be able to do any damage. When it rushes, try to time a jump to land on a piece that is currently red. When it goes all yellow, you go all out with Bros. Attacks on its head. On my second game here, I killed it in one perfectly executed level 3 Jump-based Bros. Attack. Easy!

-EXP: 120. COINS: 0. Items: Super Mushrooms.-  
\*\*\*\*\*

After the battle, you can pound Mario down and enter the hole to acquire the Red Chuckola Fruit. Exit the hole, pound him back to normal size and exit the screen north with a High Jump. Head north to the next screen and then enter the next path to the right of the one you came out of, which is the southeast most exit here. On this screen, follow the path until you see a cave entrance

and a sign.

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Purple Chuckola Fruit:  
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Jump up the grassy ledges and spin across to bump the block here for a Syrup, then drop down and enter the Purple Chuckola Caves. Bump the blocks on the first screen here and exit right. Continue all the way right and bump the block here, then go into the middle, north part of the screen and High Jump to the right for another bump block. Drop down left and jump up the 'stairs' to the left. You'll come across a transport like in Stardust Fields. In case you need a reminder, hold down the D-Pad in the direction you want to go and alternate pressing A, B, A, B to get it moving. When you're at the other side, exit right. Drop down south and bump the blocks here, then High Jump back up and Spin right across the gap to the ledge there. You'll find the Purple Chuckola fruit. Now you have two of three!

Drop down and exit. You'll be in a familiar area. Head west and exit west. You'll be on the "Jump on the Barrel and Pound the switch" screen described above, but don't worry. It's still solved so just High Jump to the path on the far left and exit north. Save here at the Chuckleroot crossroads, then this time take the right path and exit right.

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White Chuckola Fruit:  
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Head to the northeast part of the screen and exit north. Smash all these rocks with your hammer and have Luigi dig for some Chuckle beans. Exit south and go to the southeast part of the screen, exiting east.

Follow the path until you come across a gate which you cannot currently pass and a hole with a sign on the wall to the left of it. Read the Sign for a clue which tells you something I've already told you. You can, when separated, switch between characters by pressing START. Pound Mario down and enter the hole. Pound the switch with Mario's hammer to open the gate on the right. Switch to Luigi and have him pound the switch in that room with his hammer, which in turn opens a gate for Mario to enter. Switch to Mario and again, pound the switch in this new room to open another path for Luigi. Have Mario walk to where Luigi is. Pound Mario back to normal size and put him in the back. Pound Luigi down, grab that Bean from the obvious dig spot you see, then pound him down again and go under the gate ahead. Now we'll enter what we call a timed event where you start a sequence and only have a certain amount of time to complete it. As soon as you pound the switch in the back of this room with Luigi, the countdown will begin.

Pound the switch with Luigi and then jump onto the platform with a down arrow to your right. You have 15 seconds to get past the gate that opened before it closes and this puzzle resets. The platform will send Luigi flying over the hedge and to where Mario is. Have him then Pound Mario into the ground and have Mario race to the gate before the time is up. If the time runs out, the switch that started this sequence will reset. Retry this sequence. When you're finished have Mario grab the White Chuckola Fruit here and pound the red switch, which will open the gate below you. Walk him back to Luigi, pound him back to normal size and exit this screen, heading back to where Chuckleroot is.

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To the Reserve:  
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Save at the crossroads. Chuckleroot will let you pass now that you have all three fruits. Unfortunately, Popple and "Rookie" were hiding here as well and rush ahead of you. Follow them north, exiting north. Bump all the blocks along this linear path and continue north, saving if you wish along the way. Enter the tree-house at the very end of the path. Head north in this tree house.

Here you'll meet a crazy old man telling jokes to a barrel of Chuckola. He is Bubbles, the builder of Chateau de Chucklehuck and founder of of Chuckola Cola, inc. He tells you that the barrel in front of you is indeed the Chuckola Reserve. He says that it's "yours to enjoy" and that he's been working on it for 1000 years. He then shows you the captured Popple and "Rookie". Popple exclaims that it is no ordinary soda. Then he does a fruity dance while his Chuckola Reserve comes to life. Unfortunately, you must now fight it.

\*\*\*\*\*  
[BOSS: Chuckolator] : This mean soda uses a piece of the barrel it was in for a shield, so bash it with a hammer until the shield disappears. It has a few attacks that aren't all that hard to dodge. First is sending some kind of cola 'shockwaves' across the ground at you which you can hammer at the correct time to avoid. Second is turning one of its hands into a gun which shoots cola balls which you have to completely jump (and not land on) to avoid damage. Once you destroy the Shield, it's time to lay on the Bros. attacks. Use the Hammer-based Bros. Attacks and solo hammer attacks when/if you run out of BP. After enough damage, you'll knock him down to half size and Bubbles will come out and tell a joke which will heal it some. Just continue the Hammering. In this mode, it will do a rush attack which you can hammer to avoid and do some counter-damage. It'll eventually go down, even if that fruity old man keeps healing it by telling jokes.

-EXP: 260. COINS: 0. Items: 1-UP Mushrooms.-

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Cave under Chucklehuck Woods:  
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Bubbles will get angry and smash the floor after this fight, sending Mario and Luigi down into a cave. Mario lands in the barrel of Chuckola and Luigi lands elsewhere.

You take control of Luigi. Head right across the bridge and save. Exit north. Smash the rocks, bump the blocks, and head right across the bridge here. Smash the rocks and head south, exiting south. Head right across the bridge on this screen, and then south, smashing any rocks in your way. Bump the block in the southwest part of the screen and then head west to the next screen a little north from there. Bump the blocks you see for some coins and head west. You'll come to where Mario and the barrel are. Walk up to it and watch the scene. You'll end up at the gates to Beanbean Castle with a very bloated Mario. He's of course bloated with the Chuckola Reserve.

-----  
Back at Beanbean Castle/Town:  
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Cut to a scene in the throne room of Beanbean Castle. Mario uses his stored Chuckola Reserve to get the worm out of Queen Bean. Now you've saved yet another annoying character from the FURY of Fawful!

She learns of the events from the Bros. and you learn about the Beanstar. You learn that Cackletta, like any other self respecting villain, wants to RULE THE WORLD! Just then, Prince Peasley arrives.

Head out of the castle towards the front gate. You'll meet Peasley again, with his flashing hair and bad theme music. You'll learn vague info about Prince Peasley's "secret mission" and that Cackletta has headed to Woohoo Hooniversity, which is southeast of town.

Now you can pass the guards that once blocked entrance to that area since the Queen has informed them to let you pass.

Exit south and walk down to the save point at the crossroads. Save if you wish and take the LEFT path here. Exit left. Enter this building. This building houses the Warp Pipe for Beanbean Castle/Town(3). Enter the green pipe to mark it. Enter the second pipe from the left to get some information about Pipes from a giant Bullet Bill. The other pipes are useless amusement and just teleport between each other. When finished, exit this building and then head right two screens. Take the north path here and you can meet a photographer who can take your picture to replace the one currently in your Passport for 100 coins. It's fairly useless, but if you didn't like the pose you got earlier and don't want to reset, it's worth it!

Head back down and exit left. Take the bottom left exit on this screen and you'll see that you're in a now-repaired Beanbean Town. You can look around and talk to some citizens if you'd like, and the shops have new items.

Beanbean Town Pants/Badge Shop now has:

- Parasol Pants.
- Hard Pants.
- Heart Jeans.
- Counter Badge.
- Charity Badge.

An old man will tell you about Beanstones, which is a side quest that I will cover. Then there's Starbeans Cafe, which I'll cover after that. There's also a sidequest from a guy in the east side of town, which will be covered.

It's all below, so read on!

=====  
= [6.07] : Walkthrough: Beanstones Sidequest =  
=====

ENEMIES: None.

BOSSSES: None.

You can skip this section if you'd like. The reward is nice at this point in the game, however.

This is a sidequest that is available anytime after you complete the Chucklehuck Woods part of the game and Beanbean Town is rebuilt. Talking to an old man on the south east side of the west part of town, you'll learn of the Beanstones, a hidden treasure of the Soybeans. He theorizes that they are hidden in Beanbean Town.

They indeed are. There are ten in total. To dig them, you must pound Luigi into the ground and dig them like any other hidden item. If you can't find the exact location I describe, pound Mario down to half size since he will have an exclamation mark above his head when you're near a hidden treasure. The exclamation mark will be largest when you are right on the exact spot.

Here are the locations:

WEST SIDE OF TOWN;

Stone#01: A few steps southeast of the entrance to the Pants/Badge shop.

Stone#02: Between the archway to the left of the Pants/Badge shop and the Pants/Badge shop itself.

Stone#03: About five steps south of the west bridge that exits the town.

Stone#04: Just in front of the southmost archway in the middle of the area.

Stone#05: Between the far right sides of the northmost archway and the broken archways in the center of town.

EAST SIDE OF TOWN;

Stone#06: One step below the stairs the in the northwest section of this part of town which lead to the Castle entrance.

Stone#07: One step right of the southwest most point in this part of town.

Stone#08: Near the middle of the right, short ledge at the middle, southmost part of this section of town. A lamp post and a building are visible to the right of this spot.

Stone#09: To the right of the mushroom (Item) shop, on a high ledge. It's the ledge below and to the right of a big dark green tree which you can't reach at all. It's at the bottom of that ledge, in the middle.

Stone#10: In the north most part of the town with the double doored house on the highest ledge. It's beside the left door, just to the left of it.

Go talk to the old man once you have all ten and he'll give you a Bros. Rock, which is a Badge that increases BP & POW by 20 each! Not bad.

=====  
= [6.08] : Walkthrough: Starbeans Cafe Sidequest =  
=====

ENEMIES: None.

BOSES: None.

You can skip this section if you'd like. This is the only way to get some accessories, though.

After Beanbean Town is rebuilt, on the north part of the west side of town you'll find Starbeans Cafe. Ask the clerk to explain the StarB system to you if you'd like. You can do this sidequest any time after Beanbean Town is rebuild, after Chucklehuck Woods.

There are seven choices on the menu and you require a certain amount of different kinds of beans to make each one. When you first make any given kind of drink, the owner of the cafe, Professor E.Gadd will show up and sample the new drink, as well as show a hilarious scene and give you an accessory.

I'll list these below along with what each drink does. Note that the effect on the drinks is permanent. See the items section for how to acquire beans, as well as which accessory does what. You don't acquire any set accessory for a set kind of drink. It seems to be you get them in a set order for each unique drink you brew. Here's a list for you;

- Drink #1: Greed Wallet.
- Drink #2: Bonus Ring.
- Drink #3: Excite Spring.
- Drink #4: the Great Force.
- Drink #5: Power Grip.
- Drink #6: Cobalt Necktie.
- Drink #7: Game Boy Horror SP.

After the seventh and last drink, E.Gadd will, in a strange gesture put his portrait on the wall to remind everyone of him when he's not here. The clerk says he thinks it stinks.

Drink Name	Requires	Drink Stats
Woohoo Blend	25 Woo Beans	+4 HP
Hoohoo Blend	25 Hoo Beans	+4 BP
Chuckle Blend	25 Chuckle Beans	+4 SPEED
Teehee Blend	25 Hee Beans	+4 STACHE
Hoolumbian	15 Woo Beans 10 Hoo Beans	+4 POW
Chuckoccino	15 Woo Beans 10 Chuckle Beans	+4 DEF
Teeheespresso	15 Woo Beans 10 Hee Beans	+6 Random Stat

Since you probably won't have enough beans to make all of them at this point in time, you should keep the Starbeans Cafe in mind for later when you may have the needed beans. Useful effects on accessories you can't get anywhere else and have their own unique equipment slot aren't bad, after all.

You can continue to brew the same kinds of drinks after you've gotten the items from them, but you'll only get drinks.

=====  
= [6.09] : Walkthrough: Beanlets Sidequest =  
=====

ENEMIES: None.  
BOSSSES: None.

You can skip this section if you'd like.

Talking to a man on the center, south side of the east part of town, he'll ask you for some help finding his pet Beanlets. There are five in total, and he'll "totally make it worth your while" if you find them all. Like with the Beanstones sidequest, they are ALL in town. Accept this sidequest and they will appear. You just need to walk up to them. They're in plain sight and visible. By the way, to get to the roofs, you have to high jump up to their sides.

Here they are:

- Beanlet #1: Northeast part of the east section of town.
- Beanlet #2: Roof of the two-doored large house on the hill, east side of town.
- Beanlet #3: Roof of the southeast-most house in the west side of town.
- Beanlet #4: Roof of the southwest-most house on the west side of town.  
Exit bridge is visible from here.
- Beanlet #5: Behind the northwest-most house in the west side of town.

When you've got all five, go back and talk to the dude himself.

He'll give you a Golden Mushroom, which restores all HP & BP. It's like an Elixir if you've ever played any Final Fantasy. Not too great a reward, but it wasn't very hard to get, either.

=====  
= [6.10] : Walkthrough: Woohoo Hooniversity =  
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ENEMIES: Laser Snifit, Mecha-Chomp, Virus (Red/Blue/Yellow), Eeker.  
BOSSSES: Cackletta (1), Popple (2), Rookie (2)

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Getting to the Hooniversity:  
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When you're done with your city exploring and side quest madness, head out of town via the east exit bridge. For future reference, you can check your map in the menu to see your next destination most of the time. See that red flag? It marks Woohoo Hooniversity, our next destination. There isn't anything else notable you can do in the surrounding areas near Beanbean Town with your new abilities, yet.

From the east exit of the city, head east and then south across the bridge to the next screen. On this screen, you will head south, southwest along the road until you see some Bean soldiers. This is the entranceway to get to

Woohoo Hooniversity. If you had come here earlier they would have blocked the path. Exit south.

This is a large screen but most paths lead to one place; the southeast exit path. Make your way there and exit to the next screen. Head north and bump the blocks on this screen, then examine the statue you saw. You are at the entrance to Woohoo Hooniversity. Head south and east, bumping any blocks in your path for items, then north and to the entrance of the Hooniversity. Save there if you wish. Enter.

-----  
Woohoo Hooniversity:  
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Head north and you'll see a stampede of Bean people running out of the Hooniversity in terror. This is where you step in. Head north until you see another Bean person on the ground and talk to him to confirm that Cackletta and Fawful are indeed here. You'll also learn that they transformed all of the Hooniversity's professors into monsters. He himself will then turn into one of those said monsters and you'll fight him. This isn't a boss fight.

When you're done killing this Laser Snifit, head north to the next screen. You'll be in a room with starry decor. You can't do much here right now so head north and High Jump onto a platform to bump some blocks. After you've acquired whatever is in them, drop down to the right and enter the north door.

Here, jump up to the left side and bump both blocks. The Exclamation block will turn the rotating sun panel around. Leave it that way for now. Get over to the right side and bump the two blocks there. This will open up a path in the previous room. Go there. The new path is in the southwest part of this room. Enter. Head south and exit west.

You're now in a long hallway. Head all the way west and into the west exit. You can talk to the strange monitor-head robots here to learn about the Bros. Blocks. Head north into the next screen where you'll learn about "?" and "!" Blocks. Exit west and in this deadend room you can learn about Random Blocks and Rally Blocks. Head back to the long hallway and take the north exit.

Take the east exit in this new hallway and take the things from the blocks here. Exit back into the hallway and take the north exit. In this room, read the board to see that the locked door above you is the Generator Service Room, and to the right is the Sun Room. We're going to the Sun Room, which is open.

Here in this room there's one enemy and a board for you to read. I recommend you do read it. The first set of red/blue circles shows how the puzzle is first setup, and the second set shows what you have to set them to. Go through the north exit and you'll see the exact same formation as with those boards. You want to set the colors of the pedestals to exactly what they are on the second formation on the board you read. You can change their color by hammering the front of them.

LEGEND:

R = Red  
B = Blue

It initially looks like this:



B R    B R  
  R R R B  
B R    B R

You want it to look like this:

R R    B B  
  R B R R  
R B    R R

This will cause all of the pedestals to disappear and the sun door to open, which reflects light off of the mirrors and opens up the previously mentioned Generator Service Room. Go there. Head to the west exit here and to the next screen. Save here, use the Rally Block for some coins if you wish, and exit south. Puzzle!

Smash Mario down to half size and jump in the middle north room via the small hole. Hammer the switch in here to open up the gate in the room to the left of this one and close the shutters on where Mario came in. Switch to Luigi and have him go in that room and pound the switch on the wall in it. This'll cause an exclamation block to appear in Mario's room. Switch to him and bump it. Now you have to do a small non-repeatable minigame. It's simple. Just jump when a block nears a Brother and get at least 30 blocks bumped in 25 seconds. You can retry if you fail, as per usual.

If you fail, you can retry. When you succeed, both doors will open, on top of a new shutter for midget Mario to jump through. Do so and bump the block. Jump up to the top and move along the ledges north and to the north wall, then head east and jump over the gap. Drop down into this rightmost room and hammer the switch in this room. Jump up the ledges and drop down into the main room to reunite with Luigi. Enter the new room that has opened.

Hammer Luigi into the ground, have him enter the barrel and move it in between the northern rooms. Have Mario jump on top of it and hammer the switch. This will turn another rotating sun panel to flash light further down the line. Head back towards the starry room and you'll happen upon the room that was opened. Enter it. Drop down and bump the blocks here, then head through the west exit.

You'll notice a panel and head on the wall, but ignore those for now. Head through the west exit instead. You'll see an exclamation block. Ignore it for for as well. Stand on the piece of the platform with an arrow pointing <- and Spin across the gap left. Spin across the gap left of there and hammer the switch on the wall. This will open a hole for midget Mario to go through. Spin across left again and drop down, Hammer Mario down to half size and then enter the hole. Make your way through this maze and hammer the switch at the end. This will drop a barrel in the room with the panel and head on the wall. Still, you have more to do before you return there. Exit this maze and reunite with Luigi.

High Jump up to the right and spin back to the large pit at the start of this screen, then drop down. Navigate your way left and enter the door at the end of this hallway. Hammer the switch directly ahead of you. This will cause a second barrel to drop in the panel/head room. It's time to head back there. Exit right and walk all the way up the ramp. Save here if you wish, and exit south. Exit east from here.

Pound Luigi and enter the TOP, LEFT barrel. Walk over the panel on the ground.

This will cause the crane to activate which takes Luigi in the barrel as Mario panics. Don't worry!

Have Mario go left to the next screen and enter the ramp room with the save point. Head to the bottom of the ramp and exit to the room with the crane, which now has an open path to the left where the crane once was. Jump up the ledges to the left and across the gaps, bumping the blocks. At the end, drop down and exit south.

You'll see the crane with Luigi and the barrel he's in. Now you'll have to make your way up to the top, jumping the barrels along the way. This is very reminiscent of the original Donkey Kong for those of you who have played it. If you get hit by a barrel you'll start at the beginning of the room again. When you get to the top, the crane will move, exposing a switch. Pound it.

This will cause a stone block to fall, the crane to re-appear and drop Luigi's barrel and Luigi to roll along a track and smash into the exclamation block you couldn't get to. This causes the sun rays to travel further and open yet another room. The Bros. Reunite after this. After that scene, you'll be in the panel/head room. Exit right. Head north, High Jump up and exit north. Head north and exit east to be in the starry room. Continue east and enter into the newly opened room.

Drop down and get Mario all filled with water. Have Luigi use the hammer as his action, but don't hit Mario yet. This is a new technique which sprays a small amount of water for long distance action. Go south into the next room and line yourself up with the little windup move. Hammer Mario to send water flying into it. This'll cause the Exclamation block to be pushed over to an accessible spot. Bump it. This causes the sun rays to move to the north room (from the starry room). Go there and bump the left exclamation block to open up the sun door in the back.

Cut to a scene with Fawful and Cackletta. Cut back to the brothers. Now enter the sun door. Bump the blocks and High Jump up the ledges. Bump the blocks up here, save, and continue north. You'll be in the same room as Cackletta and Fawful, where they use "Peach Bots" with the stolen voice of Princess Peach to try to awaken the Beanstar. Only something goes wrong and the Beanstar goes berserk smashing things before it itself disappears.

The Bros. show up on the scene and Luigi pounds Fawful into the ground. Cackletta flips out (like a ninja - [www.realultimatepower.net](http://www.realultimatepower.net)) and now you must fight her.

\*\*\*\*\*  
[BOSS: Cackletta (1)] : She's a big, mean, green bean witch. At the start of the fight, she'll send black holes along the ground which, if you fall in will damage you and weight your jumps, making dodging attacks with Jump much harder. Jump them to avoid it! After this, she'll do a lightning attack. If she raises both her hands, wait a second and then jump with BOTH brothers at the same time. If she raises her left hand, jump with Mario and then Luigi, and if the right hand, do the reverse. When she turns into a shadow and splits into three, the largest shadow is where the real Cackletta will appear. If you hit the wrong one, you'll have to jump the Bats produced by the fake, which can poison you if they hit you. Pound her with Bros. Attacks mercilessly while dodging these attacks and she'll get angry, doing the black hole attack again repeatedly while angry. Continue pummeling her. Victory will soon be yours... or will it?

-EXP: 900. COINS: 300. Items: 1-UP Supers.-

\*\*\*\*\*

After your battle, and most likely your level up bonuses, Cackletta will, as a predictable villain, ask how this could happen. It seems she's down for the count but Fawful pops out from the ground and tells her not to worry. He sucks her energy up with his vacuum head and Cackletta tells him to attack you for her. You didn't think it'd be that easy and the game would end yet, did you?

Unfortunately for Fawful, Prince Peasley shows up and knocks him down. Then pitifully stabs at him with a bean-saber of sorts before sending him flying. He then tells you to quickly go to the fallen Beanstar. He learns that the Beanstar heard Princess Peach's voice and went mad, and that there must be more to this than meets the eye. He also says he'll explain when you recover the Beanstar. After that, he flashes his hair at you and flies off. Joy.

Exit through the Northwest part of the room into the Hooniversity basement. Save in this room and High Jump up to the ledge. Bump the block and head down the stairs to the next room. Bump the Bros. block down here and continue down the linear path, down the stairs. In this next room, bump the Random block if you wish and continue down the downward stairs on the right. Bump the block, drop down to the icy surface, bump the block here, and pound Luigi down for the hidden treasure at the circled X. Exit left and defeat the enemies here. Grab the buried treasure at the X if you wish, and exit north.

In this room, you'll immediately notice a water fountain. Ignore it. Defeat all enemies in this room along your way, High Jump up on the left side and head right on the higher ledge. Exit right. Drop down 2 ledges and bump the block to your left. Head right into the next room, bump the block here and save. Continue right to the next screen.

Head north and fill Mario with water. The point in this room is to get the moving wind-up mice into the gaps between the power pipe so you can open the locked door back there. You have to do it in order from top to bottom joints. Line yourself up to the joints and wait for an opportunity to fire water at them. Timing is important and there's a time limit before it'll reset. Once you get all three in place, the door you passed by earlier will open. Go back a screen and enter it.

High Jump up between the generators and you'll enter a scene where Mario and Luigi go into panic mode. Popple and "Rookie" have found the Beanstar.

It's time to fight, again.

\*\*\*\*\*

[BOSS: Popple (2), Rookie (2)] : This is much like the fight in the Chateau. This time, Rookie (Bowser) will use his fire spit more. They just have more HP, POW, etc. aside from that fight. They'll go down easily enough with some use of Bros. Attacks.

-EXP: 300. COINS: 66. Items: 1-UP Mushrooms, Red Pepper.-

\*\*\*\*\*

After you've taken care of these clowns again, one of the Peach Bots from earlier will fall down and Ho Ho Ho away. This'll cause the Beanstar to go mad again and this time fly away. Popple and his Rookie grab onto it before it does and so do the Bros. It flies far into the air, dropping Mario, Luigi, and Popple, leaving only Rookie (Bowser) hanging to it. Then, he remembers just

who he is! He's Bowser the King! He too then falls off as the Beanstar falls apart into four pieces and scatters.

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= [6.11] : Walkthrough: Oho Oasis =  
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ENEMIES: Oho Jee, Goomdiver, Blooper, Pestnut (2).

BOSSES: None.

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Oho Jee Island:  
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Luigi awakens on the beaches of Oho Oasis. He looks around for Mario and finds him half-buried in the sand, dazed, and with crabs near his head. He angrily shoos them off and helps Mario out. You take control of the Bros. again. Head north and save. Head east a bit and jump on the grassy platform with a stone structure on it. You'll notice fire and thunder symbols. These will come into play soon, so keep them in mind. Check out the little stereo which has a recorded tape. 'Listen' to it. You'll learn that the natives of this island are called the "Oho Jee" and they speak the same language as everyone else, only dyslexic. Head between the statues next to this little boombox and exit north.

Continue up the steps here and enter the temple in front of you. Jump up and talk to the Oho Jee here, who tells you that this is the Temple of Thunder. Drop down to the left and enter the door to your north. From here head east and to the next screen.

On this screen, pound Luigi down into the ground and go under this gate. Emerge on the other side and go north through the door. Head north past the Oho Jee here and up the stairs. Hammer this block with a lightning symbol in your way and a spirit will pop out of the orb ahead and tell you to go away. Just go up to the orb and examine it. Here Luigi will learn the Thunderhand technique. A must for solving many puzzles from now on.

This spirit will tell you the basics of using Thunderhand. Once this is done, exit via the southwest door. You'll see you can't quite pass the gate here, but you'll see a blue orb and a Thunder symbol above it. I think that you may have a hunch as to what you'll do next. That's right, charge up and release while facing the orb. The gate will open and now you can exit the gate and reunite with Mario in the room to your right. Exit this temple and head back to the starting area with the little stereo. From there, exit west.

You'll come across another stereo that you can play. Do so for a little info about the Oho Jee. Useful, AND humorous. After you're done with the stereo, head north and between the two statues north. Continue north on the next screen and enter the temple. This is the Temple of Fire. Can you guess who's going to learn a new technique here?

Jump up the platforms and drop down right. Enter the door. Head left a screen from here and pound Mario down to midget Mario. Jump through the hole and then head north to the next screen. Head north, jumping up and walking up the stairs. As with the Thunder temple, smash the block in your way with your

hammer. This causes Mario to go back to normal size and the Fire Spirit to appear. He's totally insane and forgets why he's here and what this place is due to inactivity for a quoted 3000 years. When he's done babbling, head up to the orb and touch it.

He reappears and remembers what this place is and what his purpose is. He asks if you want the Hand Power, the Firebrand, and then says the pose Mario is striking says it all. He'll then teach you how to use the Fire Hand tech, the Firebrand. Much like the Thunderhand, it's vital to solve some puzzles from here on. Once he leaves, exit right. You'll see a fire symbol in this room. You know what to do. Charge up and ignite it. Go through the now opened passageway and exit left to reunite with Luigi. Exit this Temple, fortified with your new powers.

Remember that information about the Oho Jee earlier that said if you set them on fire they'd have a reaction? The red ones do, and you can fight them for some laughs and sometimes an Oho Jee Wear pants which both M&L can put on or an Oho Jee Symbol badge. Check the items section for stats on those.

You can also use Luigi's Thunderhand on the blue ones for the same thing. You simply have to hold the button to charge and wait for them to walk into it.

When you're done beating down the locals for laughs and loot, head to the southeast part of the island where the stone structure that has both a fire ignition point and a thunder-chargable crystal ball resides.

You know what to do. Light them up. Have Mario use his Firebrand on the fire pit and Luigi uses his Thunderhand on the crystal ball. This causes a stone bridge to raise so you can get to a yellow pipe to your right. This yellow pipe leads to the bottom of the sea. However, we'll practice something as we land at the bottom of the pipe. Yellow pipe climbing.

Press and hold A and B, then hold up and you can scale to the top of the pipe. When you've mastered this, head down the bottom of the pipe to enter the Oho Ocean.

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Oho Ocean:  
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Read the sign to your right. It tells you how to Swim. Have your action buttons set as jump and hit them simultaneously to have both bros. swim. This is essential for underwater parts of the game. Save by swimming up into the save album here, which is how you bump things underwater. Head west.

On this screen, you'll notice that the left fire pit is lit but the right one is not. Use Mario's Firebrand technique on it. It'll open up a path for you. Head north, then west and exit west. On this screen, your newly learned swimming "skills" will be tested. Just mash A and B when both bros are in Jump action mode to stay above the spikes. Fight any Goomdivers you wish, but don't touch the spikes. Your goal is to swim to the SW corner and exit south. In the next room, swim up to the platform with the crystal ball and use Luigi's Thunderhand (yeah, it doesn't zap him to death like using electricity in water would in the real world) to ignite the crystal. This will open up the door. Go through and exit north.

Joy. You're in another spike-filled room that you must swim through to find an exit. There's a door in the southwest, but it's blocked, so head north and

a bit east from there to find a door. Enter it. In this room there's a puzzle. You hit the switch on the wall with your hammer and the five fire pits, hereby referred to like below will ignite in a set order briefly. You need to light them in the order shown with Mario to proceed.

[ 1 | 2 | 3 | 4 | 5 ] -> (switch)

The order shown is... 1, 4, 3, 5, 2. Ignite them in that order. This will open a reef to the south of you. Go through the now opened path and exit south. You'll be in an entirely new screen now.

Head west, defeat any enemies in your way along the path and exit west. You'll be on a screen with a Yellow Pipe. Save Point here, too. Save if you want. Get up the pipe, just like we practiced earlier.

When you get to the top and exit, the game will cut to a scene near the border where Bowser landed. Fawful shows up with Cackletta's energy still in his vacuum helmet. He wanders into a beat-up Bowser and decides to use him as a host for this energy...

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Getting to Beanbean Airport:  
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Now you're back to controlling the Bros. at a beach east of the Beanbean Town. Pound the switch on the wall with your hammer and exit. On your way west the Bros. will meet Prince Peasley who is surprised you're still alive. The Bros. tell Peasley about what has happened since then. He says he'd like you to help him, but first you should go to Beanbean Airport to meet Princess Peach who will be arriving shortly. Check your map. You can head back to Beanbean Town for some shopping and brewing at Starbeans if you'd like.

In any case, when you're ready head to the airport, from the EAST exit of Beanbean City, go south one screen and then to the west side of the screen after that. Jump over the wall here and hammer Luigi underground. Go under the gate, jump up the platforms and cross the bridge west into a new screen. Drop down and bump the exclamation mark block which will open a gate south of you. Go through it and reunite with Mario. Go back west a screen and through the now opened gate. Head west and read the sign. It reads Studio of Harhall, Fashion Genius. We don't have any business here now, but later we will so keep it in mind. Head west jump over the greenery, and then read the sign. It says the airport is south. We're going!

=====  
= [6.12] : Walkthrough: Beanbean Airport =  
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ENEMIES: Pirahna Plant.  
BOSSSES: Mom Pirahna.

Your path to the airport isn't exactly there. Instead you'll see two crystal balls which you should light up with Luigi's Thunderhand ability to create the path. A bridge will appear when you've ignited these crystal balls. Head over it and continue south to the next screen. Save here and milk the Random block dry. Talk to the people in the main lobby here and you'll learn that Princess

Peach is running late. Try to exit south and a Bean kid will appear and tell you that Lady Lima is calling for you, and to go to the runway ahead. Do so and she'll be there, sure enough. She'll inform you that the runway has been overrun by Pirahna Plants, and you have to do something about them!

Your first instinct may be to just attack them, but that won't deal with them on a permanent basis. So you'll need to use a new tactic to get rid of them. Head east and you'll find a fountain. Have Mario suck up some water and have Luigi in the back with his Thunderhand action technique up. Walk near a plant with this setup and have Luigi release it on Mario, which will spurt water onto the plant. It will turn blue and bloat up. Have Luigi switch to the front and use his Thunderhand technique to zap it to the root now. That permanently takes care of it. Head back and fill up on water again to repeat for the other one on this screen. You'll notice after every one you zap, you see a big, closed up Pirahna Plant crack a bit.

Head west to the next screen past this cracked being you saw and continue along the runway. Fill up on water past a Pirahna Plant and take it out. Fill up on water and continue to the next screen, taking out the Pirahna Plant you see upon entering. Continue west and fill up again at the fountain. Head west a bit and take out yet another plant.

This will crack the big plant wide open and expose it so head east until you reach the fountain on the next screen. Save there. Then head east along the runway until you run into...

\*\*\*\*\*  
[BOSS: Mom Pirahna] : She's big, heals a lot, and has quite a bit of HP to take away before she's done. Killing the Pirahna Plants that accompany her is an exercise in futility, so don't bother. They WILL react when she's hit, though, so just make sure you hit her with HAMMER-BASED Bros. Attacks when you do attack. The red ones will counter by throwing three sets of fireballs at you. The blue ones use electric balls. The blue will appear if you kill the red. She herself will adopt a blue color, as well if two blue plants appear.. Either way, when there plants up she'll be healed a bit every once in a while -- 10 hp per plant. Not enough to save her from your Bros. Attacks onslaught, though. She herself has two attacks. One; to sweep with a green tentacle. If it starts at the bottom of the screen, you'll have to Jump with Luigi first, then Mario. Reverse if it is at the top. She'll make two sweeps like this during her attack phase, top to bottom, bottom to top or reverse. Second attack is to fire a glowing orb which you can hammer defend to whack back at her. Also, depending on her color, you (red or blue), you can use the Hand techniques for critical damage, which will be almost as good as a perfectly executed Bros. Attack. If blue, use Firebrand (Mario), if red, use Thunderhand (Luigi). After enough punishment, she'll go down and any remaining Pirahna Plants disappear automatically.

-EXP: 200. COINS: 0. Items: Spiny Badge A.-

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After the battle, head east a screen and talk to Lady Lima, who is at the path back into the airport. Princess Peach's private jet or whatever touches down, and we cut to the Beanbean Castle Courtyard where Princess Peach is being greeted. The Bros freak out as she opens her mouth to speak. As if they're going to be blown up. "Mario! Luigi!"... she seems to have her voice back!

Toadsworth informs us that it was never stolen. Peasley shows up and tells us that he knew what Cackletta was up to so he went to Peach's castle and told

her what was happening. The REAL Princess Peach was hiding. They stole the voice from something else, and that's why the Beanstar reacted like it did. Now the Beanbean royalty acts like they have a clue. Maybe they do.

-----  
Back at Beanbean Castle:  
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Prince Peasley says he's going to look for the pieces of the Beanstar. Unfortunately for us, that's a job we're going to end up doing as well due to his general incompetence. He flashes his hair at us AGAIN and leaves.

Head north to the throne room and learn that there's a Mushroom immigrant town called Little Fungitown nearby. Princess Peach wants to visit but Queen Bean tells us that you must pass through Teehee Valley to get there. Luigi seems unsure about taking her through dangerous lands but Mario hammers him into the ground and says "Lets go!", which means you're going. Toadsworth says you should be very (x8!) careful, and says that you should meet at the entrance to Teehee Valley. Peach leaves with Toadsworth.

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Getting to Teehee Valley, and obtaining Super Hammer:  
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New Items are available at these shops:

Beanbean Town Item Shop now has:

Super Mushrooms.  
Nuts.  
Super Nuts.  
Super Syrup.

Beanbean Town Pants/Badge Shop now has:

Plaid Trousers.  
#1 Trousers.  
Safety Slacks.  
Bros. Badge.  
Miracle Badge.  
Ohoracle Badge.

You should soon follow. First, however, you should head to the Pants/Badge shop and get some new "threads". The #1 Trousers should be bought for both brothers. It has the awesome first strike ability. When you're done shopping, we'll head to the entrance of Teehee Valley.

Exit the town town via the east exit. Head north a screen from here. You'll immediately see a crystal that can be touched by Luigi's Thunderhand. Do so. It'll open up the gate in front of you. Head along the newly opened path and south to the next screen. Follow the path any way you choose; All lead to the same thing. A cave entrance. Enter it. Save and head down. Here you'll see the Hammer-Head Bros! They've moved here from HooHoo Village. They'll decide to re-forged your hammers, which you would have needed where you're going anyway. This will give you the new, improved Super Hammers. They can smash grey rocks, but not the black ones. Head right of their forge and smash the grey rock,



then head north along the bridge, smash the rock in your way and enter north to a new screen. You'll see a Thwomp here who will offer you a chance at great reward for 200 coins. Agree to do so. The goal here is to get the Secret Scroll 1 as a reward for this. This will give Mario a new Bros. Attack, Swing Bros. If you run out of coins, just reset and try again. You can come back here quite a bit later in the game to get reforged again to break black rocks. For now, though, just head back to the gate with the crystal ball.

Head straight north from there and up the hills. You'll see a sign that reads "<sup>^</sup> Teehee Valley". Aren't you glad you got your Hammers reforged? You should be, because there's a grey rock in the way here. Smash it and enter.

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=====
= [6.13] : Walkthrough: Teehee Valley, Little Fungitown =
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ENEMIES: Gritty Goomba (1), Spiky Snifit, Anuboo, Dry Bones (2), Limbo Bro (2).  
BOSSSES: Trunkle.

After entering you'll see Princess Peach and Toadsworth have caught up with you. You'll have to escort the Princess through this desert and to Little Fungitown. It's a lot easier said than done. She's a real pain to escort.

Toadsworth stops you on the next screen and the Princess lets out a scream. He now explains to you the mechanics of how this works. If the Princess gets too far ahead of or behind you, she'll be captured and taken into the nearest underground via Yellow Pipe. To have her change directions you must talk to her. Since she just got kidnapped, you need to rescue her. Head west and then go into the Yellow Pipe. Follow the linear path at the bottom and rescue Peach after defeating the Gritty Goombas. Simply jump onto the altar and 'talk' to her to rescue her. When back outside, she'll begin walking almost immediately.

She almost always moves. If you need more time to do a puzzle, I recommend you talk to her to have her reverse course. Walk with her to the exit of this screen. Let HER reach the end first and then walk near her to get to the next screen. On this screen, simply follow her and bump the Exclamation block at the gate to lower it. Then follow her to the exit of this screen.

On the next screen, you need to do some actual puzzle solving. Follow her along her path and defeat any enemies along the way. When she reaches the gate, since it's not opened, she'll turn back and head the other way. On the way back, whack the red switch on the north wall to have a barrel drop from above. Escort her all the way back to the entrance of this area and she'll turn around and head towards the gate again. This time hop up the ramps to the ledge the barrel is on, always keeping her in view. Smash the rock in your way, pound Luigi into the ground quickly, get him inside the barrel and drop down with it. Set Mario's action as Jump on Barrel and move next to the switch that near the gate. Have Mario jump up and pound the switch. Which will open the gate. Have Mario jump down and Luigi bust out of the barrel.

If you didn't do this fast enough, Peach will probably be on her way back to the entrance of this area. Simply talk to her again and escort her to the exit you just opened.

On the next screen, again follow Peach around and defeat any enemies along her path. Follow her on her return trip and on her way back to the currently closed gate, you'll need to quickly jump up the rightmost ledge and begin to

spin left across the gaps to the other ledges until you reach the one with the Exclamation Block on it. This will open the gate. Remember to keep Peach in your view at all times. Drop down and follow her to the exit. She remarks that we're almost there. Yay.

On the next screen is an automated sequence where she reads a sign. You'll now head north and see a big tree monster accosting the Princess who went ahead of you. The cowardly Toads won't help her, but you sure will!

\*\*\*\*\*

[BOSS: Trunkle] : Following the trend of really big bosses, Trunkle doesn't disappoint. Hit his BODY with Hammer attacks. He will attack by sucking in Gritty Goombas, Mushrooms and Poison Mushrooms. He'll be healed a bit by this. Make sure not to get hit by the Goombas or Green Shrooms. He'll also attack by winding his arms up and sending rocks across the ground at you, which you hammer to avoid damage from. After enough damage, he'll split in four and the four little trunkles will dance around. You must attack the right one, which, before dancing around will show itself by opening its mouth. If you attack the right one and then pound the others down, you'll win the fight. The little ones have two attacks; rolling into a ball and rushing you, in which you must dodge by jumping, and by moving through the ground at you where you must hammer-whack to defend. Pretty easy boss. Can be confusing.

-EXP: 500. COINS: 188. Items: 1-Up Mushrooms, Super Nuts, Lucky Bros.-

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Note: Trunkle's very rare drop is the Lucky Bros. Badge. If you happen to have Game Boy Horror SP at this point in the game, you can get it 100% of the time.

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Little Fungitown:  
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When the battle is finished, you'll be predictably thanked by Princess Peach as per usual. The cowardly Toads will come out of hiding and we'll head into Little Fungitown. The stuttering toads in this town are afraid of something. We're not really sure what it is yet, though. Princess Peach goes ahead since she's safe now and leaves you able to explore town. North of your current position is the Item Shop. They sell Ultra Mushrooms and are the only shop in the game which do.

You can explore town and talk to the locals. You'll learn of Guffawha Ruins and the Game Arcade. There's a Pants/Badge Shop here which sells Pants and Badges you can only find here. Buy any one you'd like, but I feel that the Pants/Badges that I had at this point (#1 Trousers, Bros. Badge) were overall better than the ones offered here.

The whackjobs in front of the Arcade will go on and on about Invincishrooms, which you'll soon learn about first hand. The southeast part of town has a Warp Pipe for Little Fungitown (7), so mark it on your map by entering. There's a hypnotist in town who's apparently not very good, but keep him in mind because we'll need to visit him soon.

The Mushroom Embassy is at the North East section of town, so pay it a visit. Princess Peach went here. Peach says that the Game Arcade may be a good place to go while she's busy here, so lets go there.

Enter the Arcade and talk to the guy at the counter. He says if you get a good score (Read: Beat the High Score) you'll get an Invincishroom. Look around and you'll see that all the game machines on the main floor are occupied. So jump to the top floor and you'll see the right machine is open. Use it.

\*\*\*

MINI-GAME: "Star 'Stache Smash".

This is the game in the Little Fungitown Arcade. See the little character that appears to tell you about the game? That's Geno from Super Mario RPG. Press start and you'll learn some more information about the game. Stars are worth 5 points, Fire Flowers worth 3 points, and everything else worth 1 point. However, Bombs close the currently open mouth.

The object of the game is to tilt the tray that the Stars, Fire Flowers, Mushrooms and Bombs land on so that they will be propelled off of it and into an open mouth using your A and B buttons to tile. You gain points doing this. If you can beat 200 points in the allotted 60 seconds, you will win this Mini-Game. The prizes you can get later after Guffawha Ruins are:

200-219 Points = 1 Hee Bean.  
220-239 Points = 2 Hee Beans.  
240-279 Points = 3 Hee Beans.  
280-319 Points = 4 Hee Beans.  
320-359 Points = 5 Hee Beans.  
360-399 Points = 6 Hee Beans.  
400-439 Points = 7 Hee Beans.  
440-479 Points = 8 Hee Beans.  
480+ Points = 9 Hee Beans.

// End MINI-GAME Section.

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After having beaten the High Score of 200, and it's not very hard, you will be presented with an Invincishroom! Mario, having never eaten one, and apparently having grown up in the 60s when drugs were a way of life decides to eat it on the spot. This causes him to get quite sick.

He's been stricken with Bean Fever! In approximately three days, it is predicted that Mario will become a BEAN if not treated! The Doc. says the treatment is a special grass that lies to the west in Guffawha Ruins. He then tells Luigi a little about these ruins by showing him a scary picture of a monster and scaring the hell out of Luigi who gets a sudden case of cowardice. Luigi can't do anything in this state. Not even basic jump.

He's unfortunately not going to recover without some help, so lets leave the embassy and look for some help. Head to the hypnotists' house. We met him earlier at his house in the Southeast part of Little Fungitown. He doesn't know who Luigi is and mistakes him for a Mario fan like many people in this Kingdom. He decides to hypnotize Luigi into thinking he IS Mario. Enjoy the following scene and then exit the town via the lift you came in on.

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Getting to Guffawha Ruins:  
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Head south until you reach the crossroad with two signs. Read the left one. It says "Elevator to Guffawha Ruins. Capacity: One.", and you're just one person so you'll be fine. Jump on the elevator and ride it up. Check the map if you'd like, then drop down and follow the ledge to the next screen. Smash the rock in this screen and continue south, taking the south path at the fork in the road. In this next screen, smash the rock in your way and take, at the forks in the road; South, then east, then west to the next screen. Follow the linear path on this screen to the next screen and you'll be at...

=====  
= [6.14] : Walkthrough: Guffawha Ruins =  
=====

ENEMIES: Chuck Guy (2), Limbo Bro (1), Oucher Glass.  
BOSSSES: None.

When you enter this area, the music and scenery changes. This is the area outside of Guffawha Ruins. Where YOU have to go to get the Crabbie Grass to cure Mario before he turns into a Bean and stops being Mario, but instead would probably become Beanario; Taco Bell's worst nightmare.

On this first screen, bump the block just north of you for a 1-UP Mushroom, then head south, save here if you wish and exit south. Here, go down the stairs, bump these blocks and continue west. Jump up the grey stone platforms and continue north to the next screen. On this next screen you'll see a red statue in the middle of the screen here. Hammer it and you'll start into a small minigame which you you must hammer the blue sphere into the surrounding statues but avoid hammering the red ones or you'll have to start over.

It'll get increasingly harder as you progress as there will be more time with red spheres and a smaller window for you to hammer the blue ones into the statues. When all statues have a blue sphere circling them, you'll be done with this little game and a statue with a hammer pound switch will emerge. Pound it to open the door to the ruins and enter. Head north and save if you wish, then light up both crystals with Thunderhand to open the path to the next room. Follow the linear path past the enemies to the next room.

In this room, immediately jump up the platforms and bump the exclamation block to rise the yellow platforms on the ground to a higher level. From here, jump across them to the other side and enter the door to the next room. Again, a linear path with a fork in the road. Take the right path and get the Super Mushroom in the block, then head back and take the north exit.

Jump up the platforms to the top here and wait for a platform to head your way before timing a jump onto it. You need to time jumps to land on the next platform and repeat until you reach the end here. When you do, go in the door.

In this new room, head west and SAVE. This puzzle can be somewhat confusing, but really it's not very hard. Pound the blue switch on the left and then make your way up to the second floor via jumping on the blue block, jumping to the stone midway, then to the green block and up to the right side of the

second floor. Pound the Green switch on this floor. Make your way up to the third floor via jumping up the blue block, to the middle, to the red block on the right and then up to the third floor. On the third floor, jump up to the green block, to the middle, to the red block, to the fourth floor. Pound the red switch and drop down to the first floor floor. Make your way up to the second floor, where you should pound the green switch and then drop down to the middle block of the first floor. From there, make your way up to the fourth floor left side and exit north. Whew. We're done with this puzzle.

Follow this linear path to the next door and enter. Jump up to the top floor via the platforms and bump the exclamation block. This will start a timed event. The objective is to dodge the fireballs the statue (which is the "monster" that the Toad doctor described in Little Fungtitown) for a whole 30 seconds. It's easier than it sounds. I don't think I need to tell you how to do this. You simply need to jump from left to right (hold left or right and press jump to go jump to an adjacent platform. After 30 seconds passes without being hit, you will succeed, statue gimp will go away and the blue mouth door below will open up, allowing you to go further into Guffawha Ruins. Good news! If you fail, you can always retry.

In the next room, you'll find what you came for; the Crabbie Grass. Take it and continue north, exiting into a new room. At the top most part of this screen you'll see a Yellow Pipe. Take it to enter into the west-most point of Little Fungitown. You know where to go. Back to the Mushroom Embassy with you. Visit Mario to cure him. Princess Peach has unfortunately been kidnapped, again. This time by... Bowletta! The fusion of Bowser and Cackletta. Upon entering the room where Mario is resting, Luigi will use the Crabbie Grass to cure him.

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Back at Beanbean Castle:  
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Cut to the throne room in Beanbean Castle. You'll learn that Bowletta and Fawful demand YOU find the four pieces of the Beanstar and that he/she/it will contact you once all four pieces have been found. Joy. Peasley at least offers up a little help by telling you that he knows the approximate location of the four pieces. That helps us, a little. He marks them on your map.

He bets you 99,999,999,999,999 Mushroom Coins that he will find the pieces before you do. Luigi wags his behind at him in jest and Peasley gets angry about it saying he won't lose. We know he will, though. With that, he sets off to search for the pieces by himself. Toadsworth comments that the first piece of the Beanstar should be located in the Teehee Valley. Head to the entrance of that place after visiting the shops in Beanbean Town and Starbeans Cafe if you have the Beans for it. This game is very bean-centric!

These shops have these new items:

Beanbean Town Pants/Badge Shop:

Street Jeans.  
Tropic Slacks.  
Hermetic Pants.  
Power Badge.  
Wonder Badge.  
Beauty Badge.

Beanbean Town Item Shop:

Ultra Nuts.

Ultra Syrup.

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= [6.15] : Walkthrough: Beanstar Piece One =  
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ENEMIES: Cheep Cheep, Starkiss, Malibut, Mecha-Blooper, Elite Troopea,  
Boomerang Bro, Gritty Goomba, ????.

BOSSSES: Hermie III.

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Finding the First Piece:  
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This is the Walkthrough for the Beanstar piece which landed in Teehee Valley.

Once you're at the entrance to Teehee Valley, we're going to head to our new destination to look for the first piece of the Beanstar. This basically ends up taking you on a large journey to actually GET the piece, though.

Anyway, once you get to the entrance of Teehee Valley, enter it and head directly to the southeast of this first screen. High Jump up the ledge and head through the east exit. Continue east to the next screen. On this screen, drop down and head east until you see a ship. Move around it and jump up the ledges on the right side, then Spin onto the ship deck.

You should see the piece of the Beanstar you're after!

-----  
S.S Chuckola:  
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Unfortunately, before you can get it, some skeleton sailors come out and grab it. Spin over from the top platform to the ship. They took it to their hold, so lets go inside and look for it. In the first room, save and then head down the left stairs. This is the entrance to the Captain's room, which I'll reference in a bit. Go north into the Captain's room and talk to him if you wish, then head north another screen and take the things in the blocks.

After that, head out of the Captain's room, and south to the screen after it. Now head down the stairs and take the south exit. There should be a save album here. Use it if you wish and head down the stairs on your left.

You'll see the skeleton sailor from earlier taking the Starbean piece into the hold, and another skeleton crewman then stands in front of the door. He says that if you want to get in, you'll need a Membership Card, and if you want one, you'll have to do something to help out on this ship.

Head back up the stairs and exit north. Continue north and exit north again. You'll come to a scene where a Bean runs out of a door saying he can't handle

this anymore and a Skeleton follows him out telling him to stop whining, saying that these workers are no good. Go talk to that Skeleton and tell him Yes, you'll do a little work.

It's the only way you're getting the Membership Card. Go inside after him.

\*\*\*

MINI-GAME: "Barrel Line-up".

You'll meet a skeleton named Bink. He says if you get 10 "barrel points", you can be his "sidekick". You win, he wins, we all win! Ask him explain to you how to play this game to get the rules.

It's quite simple. You need to shift the barrels around to line up a full vertical or horizontal line of one single color of barrels. You need to get at least 10 of these lines in the allotted 180 secs. to clear this mini-game.

The prizes for this after you get the Membership Card are:

10 lines = 1 Hee Bean.  
11-14 lines = 2 Hee Beans.  
15-19 lines = 3 Hee Beans.  
20-24 lines = 5 Hee Beans.  
25-29 lines = 7 Hee Beans.  
30-34 lines = 8 Hee Beans.  
35+ lines = 9 Hee Beans.

You can replay this minigame in the Little Fungitown Arcade later in the game.

// End MINI-GAME Section.

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When you've gotten the Membership Card from Bink, head to the hold where our prize awaits. The skeleton guard here will let you in now that you are a card holder. Enter the hold and you'll see the skeleton with the Starbean piece. Mario and Luigi say they want it but he says he'll only let you have it if you can get Bloat, the fat skeleton, out of the wall. Lets' do that. You will notice that everything you try does not work, and that's fine for now.

Head to the hall outside to the Captain's room and you'll notice some new, strange looking floor boards. Whack them with your hammer. This'll cause a big bundle of TNT to appear down below where Bloat and co. are. Head back to the hold and set that TNT's fuse on fire with Mario's Firebrand technique. Bloat will be free, but... the ship begins to fill with sand and move towards the Oho Ocean. It sinks and you're in the same screen before the Oho Ocean exit that you were in a while back, except it now has the S.S. Chuckola in it, as well. This'll allow you to explore new areas!

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Oho Ocean, revisited:  
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The Beanstar piece unfortunately floats away out of your grasp and you must pursue it. Swim up the ledges and get on top of the S.S. Chuckola. Swim to the northmost ledges and save here if you wish. You couldn't get to these ledges earlier. Exit via the northeast exit on the top ledge. You'll see the Beanstar piece go over a door that is not yet open to you. Ignore that for now and swim right across the gap to the ledge you can see with a sign. It reads "Detour to Gwarhar Lagoon", which is where we'll soon be. Follow this ledge north and then swim east across the gaps here. Use Mario's Firebrand at the far northeast ledge to light the fire pit. This will open the door that the Beanstar piece went through. Swim there and go through it.

On this next screen you'll meet some newer, tougher sea enemies. They're good exp so I recommend defeating them all. Simply follow the the linear path to the southeast exit. In this next room you'll see little holes with arrows on them and no obvious path. Pound Mario down to midget Mario and have him enter the hole here on the left side. Following it around, he'll emerge on the right side where you should head around to the bottom left and ignite the fire pit with his Firebrand. This will cause a reef to disappear, so you can then reunite with Luigi and get back to normal size. Enter south to where the coral reef opened and then east. You'll see, like in the other part of the Oho Ocean, there's another of those smiley-faced doors with a crystal ball that can be electrified. Do so with Luigi's Thunderhand to open the door. Follow your new path to the next screen.

You'll see a sign that says "^ Gwarhar Lagoon". You can't quite swim up there so use Luigi's High Jump to get up there. Save, and then enter the Pipe. I'm fairly sure you know how to navigate yellow pipes by now, but incase you somehow forgot, press and hold A+B and then hold up when the bros have their legs in position to start moving up. You'll emerge on a new coastal area.

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Gwarhar Lagoon:  
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This is Gwarhar Lagoon. Bump the Bros. block if you want and head right to the next screen. There'll be two... things here which will talk about our friend Prince Peasley. Try to exit right another... thing will shout MOVE and bump you out of the way. She talks to the other... things and they head off to see a "shining bean thing that fell from the sky", which "Hermie" found. Must be the Beanstar piece that keeps evading us! He's using it to decorate his shell, apparently. Head north of this screen to find a green Warp Pipe. This uncovers #8, Gwarhar Lagoon. Try to follow our pudgy friends who left us laying dazed on the ground and you'll find a big Koopa in our way. However, you'll also find another path to follow north of that. It leads to a cave entrance.

-----  
Rexlation Room:  
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Save here if you want. Then head east into this place and talk to the people in here to learn about Gigi and Merri, who are "massage masters". However, in order to see them, you'll need to pay 200 coins. Do so. Go into the room to the right. Our two "massage masters" will appear and begin their massage session on the Bros. They begin to massage the Bros. and their hands flare up with their Hand techniques. The girls decide that instead, they'll teach you some new Hand techniques. Agree. You'll be taken below and learn all about the



Thunder Sidestep and Fire Dash moves. You'll also learn the Fire Bros. and Thunder Bros. attacks, although the game doesn't inform you of such.

Unfortunately, they're now demanding even more payment and ask that you get the two Pearl Beans in this cave. This is just a mini dungeon with a few puzzles centered around your new skills. If you refuse, they say they'll have to charge you 100,000 coins. Ouch. When you're ready, head north on the bridge to your left and go north to the next screen. On this screen, there are two bridges to your north. We'll take the left one first.

This section of this mini dungeon will test you on the usage of the Thunder Sidestep move. The Boo statue ahead of you is just like the ones you may have seen before. Except now you have the skills to do something to them. The idea is to put Luigi in the back and turn your back to the boo statue, charge up his Thunderhand, release it and step backwards to push the Boo statue. This is how you move Boo statues. Doing this will open a new path, a bridge to the upper right to the next screen. Take it. On the next screen, another statue. Solve it the same way and head to the path opened by it in the upper left of this screen.

The idea on this screen is to charge up the Thunderhand from the left side, as close as you can get to the conveyor belt and wait for an opening. Release it and step sideways between the rolling spike cylinders until you can get to the path in the top middle. Enter that path. Head north on this next screen and you'll find the Green Pearl Bean. You'll cut to a scene with the now ecstatic jellyfish girls going nuts over you getting it for them. Now you have to get the Red Pearl Bean. Head left and north to the next screen.

Take the right path this time. Put Mario in the back and you'll notice a large Koopa blocking your way. Charge up from a ways back and release your charge, rushing into the Koopa. He'll move out of the way. Move along and you'll notice ANOTHER Koopa blocking your path on the north bridge. Get as far away from it as you can and charge up again, knocking him over. He'll move and now you can continue north to the next screen. Read the sign to learn that you can get past the quickly moving rolling spiked cylinders by moving quickly between them. Lets do that. Charge up for a rush and wait for an opening. Then release and rush forward to the next screen where you'll find the Red Pearl Bean.

The jellyfish girls will let you go without so much as a thank you and you'll be back in the massage room. If you talk to the clerk you'll see that the girls got so excited that they fell asleep and are unavailable right now.

That's fine, because we got what we needed. We can now do puzzles that require synchronized moving with Sidestep/Dash and knock down giant Koopas as well as move Boo statues.

-----  
Gwarhar Lagoon:  
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Head south and now you can knock down the Koopa blocking your way. Fire Dash him to get him to move. Continue along this path, killing any Elite Troopea in your way and to the east exit to the next screen. You'll come into a screen with another Koopa in your way. Dash him and move along into the yellow pipe.

You'll be in a new underwater area. Head around the coral and notice the whirlwind in the water. They act differently here, but ignore it for now. Take the south exit to another screen for now. Bump the blocks here and then

head back to the whirlwind in the previous room. Whirlwinds underwater send you UPWARDS. This is how you'll get up there. Spin in the Whirlwind to go up to the ledge on the right. From there, swim across to the ledge on the left and bump the block, then swim back to the ledge on the right. Head along the ledge and you'll come to a yellow pipe up here on this ledge. Enter it.

You'll emerge in another beach area. Save here. Head south to the next screen. We have a slightly challenging sidestep to do here. Charge up and head south and west between an opening of the rolling cylinders being careful not to come in contact with them. You should come to the path on the other side just as your sidestep power runs out. Head south to the next screen. Now, we must do a Dash to get across this next screen. It's just as easy as the one in the Pearl Bean minidungeon, so wait for an opening with a charged Dash ready and dash past to the next area.

Head south on this next screen and continue on to the next screen. On this screen, directly south of you, you'll notice a map. You can check it if you'd like. West of there you'll see a sign which explains "Spin Blocks", which is what the floating block above you is. Get on the right side of the floating block and Spin left. High Jump up on the block and High Jump up to the grassy platforms above. Drop down and exit left.

On this screen you should see a Rally block immediately. Use it if you'd like and head north to a fork in the road. Go right to the next screen. On this screen, you'll see another Spin Block. Spin it north from south of it, then standing to the left of it, Spin it east. Again Spin it north. It should be between two gaps. Go to the west side of the screen and jump up the platforms. Spin across the gaps to land on the Spin Block and then spin off of the block to land on a platform with a Boo statue. Move this Boo statue to reveal a part of a stone bridge. Now head back to the crossroads by dropping down to the left and exiting left from where you came. Don't drop down right because you've already been that way.

Now take the left path at the fork. On this screen, you'll notice a Boo statue that you can't get to as well as a Yellow Pipe. Ignore those. Continue along and you'll come to another fork. You have two choices; south and west. Take the south path. On this screen, jump up the ledges to the right. Bump the Exclamation block. Now we have a timed event. You have 10 seconds to rush and push the cannonball out of the way as well as push the Exclamation block that would otherwise be too far out of reach to get to with normal travel in the 10 seconds you're given. As soon as you're able to move, charge up and release a dash. You should reach the block with about 4 seconds to spare. Bump it before the time runs out. Drop down and head right over the newly opened path.

Head south on the next screen until you see a Save point. Save if you wish and take the only path left to the next screen. Head south, jump up the platforms on this screen and you will see an Exclamation block. We have another Rush puzzle, and this one is much harder. Line yourself up with the top half of this platform with the exclamation block so that when you rush across it, you will not be stopped by the rocks. Setup for a Rush and bump the block. You'll have 20 seconds to pull this off. Rush to the second Exclamation bump block that appears and bump it. There should be around 15 secs left on your clock. From here on, you'll need to act QUICKLY. Spin north across the gap to the ledge north of you. Bump the exclamation block here and set up for a rush. Rush right across this stretch and bump the fourth and final exclamation block you saw appear. You can repeat this starting with the very first exclamation block if you fail this. When completed, a new path will open on the far left of the screen. Enter it and head to the next screen. There's a Boo statue here. You know the drill. Sidestep-push it and head north two

screens.

You'll be at the crossroads with the west and south (which you came from) choices. Take the west choice this time. On this south side of this area, you will find a Yellow Pipe. Enter it. Head north on this first underwater screen and bump the block along the way, then exit north. On this new screen, head to the north end to find a Whirlwind. Spin up and land on the top ledge. Head north to the next screen.

Work your way around this area past the enemies and take the southeast exit. Continue along this linear path to the Yellow Pipe and enter it. As usual, Hold A+B and then hold up to get out. You'll be next to a previously unreachable Boo statue. Push this Boo statue with Luigi's Sidestep and then drop down right, exiting east. The stone bridge on this screen is now complete, so in the middle of this crossroads, save at the visible save album and head north.

Those 'things' you met earlier will be all over a giant crab. He's Hermie. He has your Beanstar piece. He's decorated like a christmas tree with the Beanstar piece used as the top part. The 'things' inspect Mario closer and flip out over him when they learn he's THE Mario. Hermie gets a little upset that you took those who were decorating away from him and decides to attack you. Oh well.

\*\*\*\*\*

[BOSS: Hermie III] : Hermie is, well, a giant crab. He sometimes hides in his shell from you. When he does this, use the Firebrand hand Mario learned or the Fire Bros. Attack learned with with the Fire Dash technique to get him out. Hermie spits poison balls that you have to hammer to avoid and heals when he hides in his shell. If poisoned, use a refresh herb to cure it. You can take his claws out to disable his claw counter-attacks. Simply keep him out of the shell with fire and pound his main body with Bros. Attacks. You should not have a problem. He also tends to regenerate his claws when going into his shell, so consider that when you attack his claws. In short; Dodge attacks, ignore claws (you will destroy them with your own timed counter-attacks, eventually), pound Hermie himself with Bros. Attacks and use Fire techniques from Mario when he hides in the shell. Easy fight.

-EXP: 450. COINS: 80. Items: Lucky Ribbon.-

\*\*\*\*\*

Note: As with Trunkle above, the Lucky Ribbon badge is Hermie III's rare drop. If you happen to have the Game Boy Horror SP, it's 100% guaranteed.

After the fight, these woman things that were all over Mario and Luigi will apologize for Hermie attacking you. Mario and Luigi will explain why they're here.

You'll FINALLY get the first piece of the Beanstar. Hermie says he'd like something to replace the Beanstar piece and if you find one, to bring it back here to him. We'll get to that after we recover the full Beanstar.

For now, head left to the path that the woman things told you about. There's a Boo statue on this screen. This opens a bridge to the north for you to cross. Cross it and head north to the next screen. You're in familiar territory. Save on this screen and head north to the Warp Pipe. Select #3 to warp to Beanbean Castle.

ENEMIES: None.

BOSSSES: None.

-----  
Finding the Artist:  
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Toadsworth and co. in the throne room really don't have much new to say, so just head out of town via the east exit. Again, the approximate location of the Beanstar pieces you haven't found will be displayed on your map.

The second piece of the Beanstar is located near the Beanbean Airport. Head to the Airport entrance (the double crystal balls) for further details. Once you get there, head east a screen. Read the sign here.

"Studio of Harhall,  
                    Fashion Genius.

Now Hiring: Splart Assistant.

Duties: Drinking/Pumping Water.

Pay: A strange Bean-like thing that fell from the Sky."

Well, that fits the bill.

-----  
Mario Bros.; Fashion Geniuses:  
-----

There's a Boo statue to the south of you, so push it with Luigi's sidestep to reveal a bridge. Head south across it and then right across the next bridge that you see. Bump the blocks here and head back to the first bridge. Head south from there and south to the next screen. High Jump up and save. Follow this linear path and you'll eventually see a piece of Beanstar caged and hanging. You can't take it yet so keep along the path. You'll hear a "YARFF!" and a Bean will quit working for Harhall. Another will soon follow. Go right to the next screen. Now we do a little water shooting.

Harhall (also known as "Bleetch"!) will welcome you here and assume that you're interested in the job like every other insane character in Beanbean Kingdom. He'll explain how it works. You shoot water with your hammer at the paint/design bots and have them fly into the clothing in the back. Sometimes you'll have to line your shots up so that you peg two or more bots at the same time to get different colors/designs.

He'll make you do four of these. You must get the design he asks for and the color he asks for. If you make a mistake, talk to him to reset the fabric to plain white. For some colors and patterns, you'll need to mix the colors and the patterns to get substandard ones.

The three basic colors he supplies are Red, Blue, Yellow.

Combine any two design bots to get a Star pattern.

The designs he asks you to create are these:

Garment #1: Red color, any pattern.

Garment #2: Yellow color, Checkered pattern.

Garment #3: Purple (Red+Blue) color, Polka Dot pattern.

Garment #4: Brown (Yellow+Red+Blue) color, Star pattern.

When you've completed all four, he'll be happy and as promised, you'll get the Beanstar piece just like that. No chasing it through half of the Kingdom just to get at it this time. You can come back here later for a side quest where he'll ask you to do your own designs later.

Now for the third...

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=====
= [6.17] : Walkthrough: Beanstar Piece Three =
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ENEMIES: Pirahna Bean.

BOSSSES: None.

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Finding Yoshi Theater:  
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The third Beanstar piece is located North of Beanbean Castle. Exit Beanbean Town via the west exit bridge. Head north one screen and north even further on this next screen until you reach some hills you can jump up and over where you'll see a gate that Luigi could tunnel under. Pound him into the ground and have him emerge on the other side. Pound the switch here on the wall to open the gate so you can reunite with Mario. Head east along this newly opened path and High Jump up to the higher ledge. Head north to the next screen and enter the green Warp Pipe. This will uncover #2, Castle Area (North). Exit and head back out to the screen previous and from there, head east one screen. Read the sign. "^ Yoshi Theater, <^ Hoo-hoo Mountain, v Beanbean Castle". Well, Yoshi Theater is our destination. Head north and a bit east from here to spot a giant Koopa. You know what to do. Dash him out of your path and continue along the north path.

This is the Yoshi Theater, and you witness a Bean man who wears a shell putting the piece of the Beanstar on display here. Talk to him. Enjoy the scene and learn that this man is Bubbles younger Brother and that he won't give you the Beanstar piece unless you can get all seven different kinds of neon Yoshi eggs to replace it on his display.

There are seven hungry Yoshis inside of the theater, and each of a different color. There's also someone inside the theater who knows a little more about actually GETTING these colored Yoshi eggs than Boddle here does. Go inside and into the back room, then talk to the guy at the stage.

He is an architect who designed the theater, named Fava. He's also a

self-proclaimed Neon-Egg fiend... Perhaps! He'll tell you about how Yoshis produce Neon Eggs. By eating Bean Fruits. This is another fun bout of finding and digging things out of the ground, like in the Beanstones subquest.

Luckily, even though he's never found a single Neon Egg in his life, his information is dead on. He'll mark the general location of where the Bean Fruits are located on your map. He says to go to the locations marked and look for suspicious locations surrounded by grass or rocks.

To dig the buried ones, hammer Luigi underground and surface below the location, just like any other buried item.

-----  
Getting the Neon Eggs:  
-----

To start, head out of the Yoshi Theater and head east 3 screens until you come to a beach. On the northmost side of this beach, you'll find a ledge you can High Jump to with an exclamation block. Bump it. This will cause a new platform to rise which you should Spin over to. From there, Spin over to the right and to the ledge that has a bridge on it. There's a giant Koopa here. Dash it out of the way and continue right to the next screen.

On this screen, jump up the ledges and get to the left of the metal fence. Pound Luigi down and go under the fence. Surface and use the Save Album. Head right across the bridge. There, you see a Bean Fruit. Unfortunately, a Pirahna Plant also sees it and eats it up before Luigi has a chance to grab it. Now Luigi must fight a battle by himself vs. this Pirahna Bean. It's a normal enemy but has quite a bit of HP. It drops the Pirahna Swing badge, OR if you're lucky or equipped with a Game Boy Horror SP, the Pirahna Suit. Simply Solo Hammer/Hand attack it and dodge its attacks until it goes down.

The following scene shows you that this plant ate Prince Peasley. He'll allow you to have "this" piece of the Beanstar but "promises" that he'll get the next one. Real slick, Peasley. He'll give you the Bean Fruit that the Pirahna Plant ate. We now have one of five. Drop down, jump back up the ledges on the left and reunite with Mario.

Now, using the Yoshi Theater as a starting point to gather the rest of the Bean Fruits, head 2 screens east from the Yoshi Theater. On this screen look for a 4 pointed circle of flowers. Send Luigi under and surface in the middle of them. There's Bean Fruit #2. Head south two screens from here.

On this screen, which has the Hooniversity guards, look for a rectangular shaped flower bed in the center, south part of the screen and dig in the middle. Bean Fruit #3! From here, head west towards the airport. On the screen just after the Boo statue which opened the way to the artists' place where you got Beanstar Piece #2, take the first wooden bridge you see going south. There should be a tall bean cactus surrounded by flowers. Dig in front of it. Bean Fruit #4! Now head west a screen from here.

Heading a bit west on this screen, you'll notice immediately a circle of flowers on top of a ledge you can't seem to reach. Head west of that ledge and climb up the shorter ledges. Spin over to the ledge with the flowers and dig in the middle. Bean Fruit #5! Head north one screen from here.

On this screen, look for a grey rock, and beyond it a circle of flowers. Smash the rock and dig in the middle. Bean Fruit #6! Just one more to go.

Head north a screen from here.

Look for the obvious circle of flowers in the northwest area, just below the path back to Hoohoo Mountain. Dig in the center for #7 and then head back to Yoshi Theater.

Go inside the theater and look for Yoshis who are sagging with their tongues sticking out. There are seven in total, as I said. Talk to them and you'll give them each one Bean Fruit, to which they will give you a Neon Egg in return. All of the hungry Yoshis are inside the theater itself. After you have collected all seven eggs, go talk to Boddle at the sign out front. He'll put his Neon Eggs up for display on the sign and hand you the Beanstar Piece.

We now have three of four Beanstar pieces.

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=====  
= [6.18] : Walkthrough: Beanstar Piece Four =  
=====
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ENEMIES: None.

BOSSSES: Popple (3).

-----  
Return to Chucklehuck Woods:  
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As you can see, the last Beanstar piece resides somewhere in the Chucklehuck area. If you were following my Walkthrough, you should have uncovered Warp Point #5: Chucklehuck Woods earlier. Head to the nearest Warp Pipe and Warp there. If not, walk back there and work your way through that annoying barrel maze in the Chateau. Either way, from the first Region map in the area near the Chateau, head west one screen, north one screen, west one screen. There's a giant Koopa here, and we couldn't get past it earlier.

-----  
Chucklehuck Woods, Winkle Area:  
-----

Now, however, we have no problem doing so. Knock it out of the way and enter the north exit it was blocking. Work your way through this cave bumping all the blocks you find until you reach the southwest exit. You'll emerge in a darker colored forest. Talk to the slug thingy north of you. He's a Winkle.

He won't let you in because you're an outsider, so continue west and exit south. Follow the linear path until you meet another slug who tells you that you are at the Winkle Colliseum. Enter. The slug on the left in here will tell you that if you can win the Winkle Colliseum, you will be accepted by the Winkles (and thus can pass that Slug that blocked you earlier). Talk to the Clerk slug at the counter. The entrance fee is 500 coins, so if you don't have it for whatever reason (you should! money is easy to come by), then go kill stuff elsewhere til you do. Preferably with the Greed Wallet equipped to double up your earnings. When you pay him, you'll be able to play a new Mini-Game, just talk to the guard slug at the north door.

\*\*\*

MINI-GAME: "Chuckola Bounce"

This one's unique. You need to deflect the rocks shot at you back onto the Chuckorocks that shoot them. Mario and Luigi stand in the center of a colliseum holding a Chuckola Board. You can rotate the Chuckola Board by holding A or B, each rotates in a different direction. The red rock that the Chuckorocks shot at you will turn blue and fly off in a direction relative to how you had the board positioned and how it came in. The objective is to deflect the rocks shot at you back to the Chuckorocks to score points.

You can pickup Barrier Mushrooms, which are flashing mushrooms that will give you a 1-hit deflective barrier against the rocks shot at you incase you can't deflect with your board. Chuckorocks sometimes shoot these out instead of rocks.

Controls here are:

D-Pad: Move up down left right.

A: Rotate Clockwise.

B: Rotate Counter-Clockwise.

The goal is to get a score of over 20 before the snail reaches the sign that says "Time!" at the bottom of the screen. Not overly hard.

The prizes for playing after this are...

21 Chuckorocks = 1 Hee Bean.

22-24 Chuckorocks = 2 Hee Beans.

25-29 Chuckorocks = 3 Hee Beans.

30-34 Chuckorocks = 4 Hee Beans.

35-39 Chuckorocks = 5 Hee Beans.

40-44 Chuckorocks = 7 Hee Beans.

45+ Chuckorocks = 9 Hee Beans.

// End MINI-GAME Section.

\*\*\*

Once you win, you'll be presented with the Winkle Card. This will of course allow you to pass the Winkle slug who earlier wouldn't let you pass. So lets backtrack and talk to him.

Sure enough, he allows you to pass since you're the Colliseum Champions.

Head north to the next screen and jump up the ledges to the top, then head west to see Pople trying to grab the Beanstar piece from the top of the Winkle statue. He eventually gets it down, but the Bros. corner him.

Time to fight Pople... again!

\*\*\*\*\*

[BOSS: Pople (3)] : Pople is back!... and he's not much tougher. Lay on the



Bros. Attacks and he'll drop as easily as he usually does. Infact easier in the case of my second playthrough, when I had the Great Force equipped to a Mario Bro. He only has one mean attack where he brings out of a big sack full of things and tosses Bob-ombs, coins, Poison Mushrooms and whatever else is in there at you. The usual "lots of Bros. Attacks" boss strategy works fine.

-EXP: 600. COINS: 121. Items: None.-

\*\*\*\*\*

Popple escapes after the fight and you get the 4th Beanstar piece. He's not giving up, and rest assured it's not the last you'll see of him. Head back to the Warp Pipe and warp to Beanbean Castle.

-----  
Reforming the Beanstar:  
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Go to the throne room. You'll meet with Queen Bean and the Beanstar will be pieced back together again. Just then, a message from Bowletta arrives.

S/he demands you bring the Beanstar to Joke's End, which is at the northeast part of Beanbean Kingdom. After a bit of talking, Peasley shows up and has another "brilliant" plan to use a cheap plastic looking fake Beanstar to fool them. You also get a spare dress, a change of clothes for Princess Peach.

Cut to a scene in a lobby inside the castle. Peasley informs you that you must travel ABOVE the ocean to get to Joke's End. He says the beach is the most likely place to find a way to do that. Since you won the bet earlier that Prince Peasley proposed, of 99,999,999,999 Mushroom coins, he pays you!

Unfortunately, 99,999,999,999 Mushroom coins are only worth about 99 Beanbean Coins at today's exchange rate.

Exit the Castle and head to the town. The shop now sells newer, better stuff. I recommend upgrading your pants to the Beanstar Pants - They also have First Strike like the #1 Pants I was STILL wearing at this point but much better +DEF stat. I recommend these pants for Mario. Head to little Fungitown for some new shop inventory. Get the Peachy Pants there for Luigi, and the Spiny Badge AA if you'd like. I had my characters equipped with the following at this point;

Mario; Pants: Beanstar Pants  
Badge: Salvage Badge  
Accessory: Great Force

Luigi; Pants: Peachy Pants  
Badge: Spiny Badge AA  
Accessory: Power Grip

After the next major point in the game, Joke's End, Beanbean Town will be in ruin again, so shop now while you can and finish any other Beanbean Town related sidequests you haven't done yet.

Also, these new items are for sale:

Beanbean Town Item Shop:

Max Mushrooms.

Max Syrup.  
Max Nuts.

Beanbean Town Pants/Badge Shop:

Beanstar Pants.  
Queen B. Jeans.  
Peasley Slacks.  
Salvage Badge.  
Oh-Pah Badge.  
Brilliant Badge.

Little Fungitown Item Shop:

1-Up Mushrooms.

Little Fungitown Pants/Badge Shop:

Peachy Jeans.  
Mushwin Pants.  
Spiny Badge AA.  
Mush Badge A.

-----  
The Final Hammer Upgrade, Ultra Hammer:  
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After you're done with this shopping and equipment madness, head out of the east bridge of Beanbean City and north a screen. Head through that gate you opened earlier that leads to the Hammer-Head Bros. cave. We're visiting them again. They've apparently mastered a new technique for hammer-making and will reforge your hammers into the final form, Ultra Hammer!

This hammer can destroy the black rocks as well. Head to the right of them and break the black rock, and cross the far right bridge into the room it connects to. In here is a Thwomp with a 500 coin game. Much like the one earlier, you can win a good item here. The item is Secret Scroll 2, which will teach Luigi the Cyclone Bros. Attack. You can come back and do this later if you don't have the coins for it right now.

-----  
Surfs up!:  
-----

After this, head to the south end of the beach east of Beanbean Town. Here, next to the Yellow Pipe that leads to the Oho Ocean, you'll find a black rock. Smash it and talk to the person in there. They'll say you need a surfboard, but give you a clue that maybe you can find something "green" to jam into that hole over there. I'm sure you may be able to guess what this is.

This stumped me, too, at first, but just put Mario in the back and have Luigi stand over the slot. Pound him in... and he becomes your surfboard.

Your temporary destination is north, northeast. Surf several screens that way, north and northeast until you reach another beach with a coin slot. Head north to the next screen and the music and scenery will change. This is Joke's End,

but we're not here to complete it just yet. Break all the black rocks and head up the first set of steps. On the left side here is a green Warp Pipe. Enter it to mark this location, Joke's End(9). Then exit back to the beach and turn Luigi back into a surfboard.

Side note; Following my Walkthrough, you should now have warp points 1, 2, 3, 5, 7, 8, and 9 marked on your map. We'll get to 4 and 6 in a bit. They aren't needed, but can be convenient in getting around to do all of the little optional item collections you can do now that you have the capacity to solve all puzzles thrown at you and pass all obstacles.

Once back in the ocean surfing again, head south, southeast and look for a really small island with a Bean man on it. He's green in color. He'll say that he's got a little game going on, if you're interested.

\*\*\*

MINI-GAME: "Surfing Course".

This is a mini-game in which you travel around a U-Shaped course from one island to another. You must pop ALL 23 balloons along the course to be eligible for a prize, and have a time of under 1 minute.

Some tips: If several balloons are bunched together, you can usually pop 2-3 by jumping at the right time. Try not to jump too much as it'll slow you down. Also, go in straight lines as much as possible to keep speed.

Prizes? At 39-40 seconds, you'll get two Hoo and Chuckle Beans. Best source for them in the game.

If you can get 38 seconds or less, you will get the Casual Coral pants the first time. Check the items section for stats on it. After that you get 2 Woo, 2 Hoo, and 2 Chuckle Beans.

// End MINI-GAME Section.

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The Warp Pipes:  
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When you're done surfing for Beans. Head back to the mainland beach and to then to Beanbean Town itself. Process any beans you have in Starbeans Cafe and now we're going to go uncover those last 2 Warp Pipes, #4 and #6.

Warp Pipe #6 is East of Beanbean Town, on the same screen as the surfboard slot we used earlier to turn Luigi into a travelling device for Mario. Look for a cave entrance somewhat northwest of where the Yellow Pipe is and enter it. The Warp Pipe will be in here. You might have uncovered this in your previous travels, but I'm just making sure!

Warp Pipe #4 is somewhat southwest of Beanbean Town. Exit via the west gate, head one screen south and in the southeast corner of this screen you'll see a wooden bridge. Take that to the next screen and you'll see the Warp Pipe

#4. This is the final Warp Pipe. Again, you may have come across this if you had explored previously, but since my Walkthrough hadn't covered these two mostly useless Warp Pipes before, you didn't really need to uncover them. It's just for completion's sake.

This is the list of where all Warp Pipes lead:

- Warp Pipe #1: Stardust Fields, just after the Border. Can't miss it.
- Warp Pipe #2: Northern end of the plains surrounding Beanbean Town.
- Warp Pipe #3: Beanbean Castle entrance, left path.
- Warp Pipe #4: Southwest side of the plains surrounding Beanbean Town.
- Warp Pipe #5: Chucklehuck Woods, just after the Chateau.
- Warp Pipe #6: Beach east of Beanbean Town, in a cave.
- Warp Pipe #7: Little Fungitown, southeast part of town.
- Warp Pipe #8: Gwarhar Lagoon, near entrance.
- Warp Pipe #9: Joke's End, entrance.

These are all the Warp Pipes in the game.

Now, we'll go to the optional section that I recommend you do at this point in the game before Joke's End. You don't have to and it's highly likely you can complete most, if not all even after Beanbean Town gets wrecked again, but since Joke's End is (in my opinion) the toughest area in the game, and because you had just gained the ability to get past all obstacles and solve all puzzles with your new Ultra Hammer I felt this was an appropriate placement for the optionals section.

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=====
= [6.19] : Walkthrough: Optional / Secret Areas =
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ENEMIES: None.  
BOSSSES: None.

By now, you must have noticed all of the areas along your journey that have been blocked off yet could have been accessed with later gained skills. This section will attempt to cover these areas before the Joke's End (and beyond) sections of the walkthrough. This is in no way a complete list at the moment. There are most likely a couple of these areas I haven't found, but may get to. These areas yield items. I've listed what abilities these require, as well. Some can be done earlier.

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Hermie's Star, Gwarhar Lagoon:
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Requires: Ultra Hammer.

Remember Hermie from Gwarhar Lagoon? He said that if you found a replacement decoration for the Beanstar piece that was on his shell, that he'd like you to bring it to him, we now have the Ultra Hammer, so we have the means to carry this out. Head to Gwarhar Lagoon via Warp Pipe. You can smash the black rock on the screen you emerge to reveal a beach with a surfboard slot, but that is not what we're here for. Get to the very southeast side of the Lagoon. Here you'll see some Black Rocks that can be smashed by the Ultra Hammer. We didn't have the Ultra Hammer at the time we first came here!

Smash those rocks and head through the screen exit they blocked. On this screen, you'll meet Spangle the starfish. He's looking for a "stage to stand on", and you know just the place. You'll get the key item "Spangle".

Go back to Hermie and talk to him. He'll reward you with the Soulful Bros. badge. Check the Items section for details on it. Leave via the local Warp Pipe.

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Hoohoo Village Side Cave:  
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Requires: Fire Dash.

Remember that cave I told you not to enter as you couldn't really do anything at Hoohoo Village a long time ago? Well, now you can. Incase you forgot, it's the one, IN THE TOWN, which has a sign that says "<- Hoohoo Mountain Trail" left of it. It's not hard to find, as it's pretty much on the screen left of the pteradactyl, Blablanadon, who flew you down from the mountain.

Enter that cave when you find it. It's a very linear cave and you want to exit via the top, east exit. On the next screen, exit via south and you'll be outside on a bridge. Bump all the blocks in your path as well. Continue east on this bridge screen and you'll notice a water fountain. It's fairly useless except to get a single coin by pouring it into a fan on the southern dead-end small bridge of this screen. High Jump over the ledge east of the water fountain, and enter the cave there.

There's a giant Koopa here, and that's why you couldn't do anything when you first came here. Dash him out of the way. Continue north past him and High Jump up to the ledge with the mole on it. He'll reward you with one Golden Mushroom. Now leave this place and head back to your local neighborhood Warp Pipe.

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Beanbean Airport Side Area:  
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Requires: Ultra Hammer.

Left of the entrance to the Beanbean Airport, there is a path blocked by two black rocks. Smash them with your hammer and check it out for a measly 1-UP Mushroom and some coins.

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Hoohoo Mountain, Beanbean side:  
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Requires: Ultra Hammer.

First, go to the Beanbean side of the mine cart minigame. From there, exit right. You should see some black rocks you can hammer smash to your right. Smash them. This is how you get back to Guffawha Ruins area. Head right and exit via the northeast exit here. Head north and notice on this screen a mole. Go north to the next screen. There's a black rock here. Smash it and exit south via the newly opened path. Talk to the mole to recieve a MAX Nut.

Unfortunately, the entrance to Guffawha Ruins itself is sealed. You can't get back inside.

Now go back to the entrance to the mine cart, exit right and head north a couple screens until you reach a Boo statue. You know what to do. Use Luigi's Thunder Sidestep to push it, which causes a bridge to appear. Cross the newly formed bridge to your right, bump the block, and enter the cave. Very linear room here, so work your way up and exit northeast. Smash the rocks and exit. You have now made a better path from Hooahoo Village to the Beanbean Side exit of Hooahoo Mountain.

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North Beanbean Fields, Cave #1:  
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Requires: Thunderhand.

There are a couple things to do here, near the Yoshi Theater entrance. First a little southeast of the Yoshi Theater entrance there is a crystal ball on the wall. Light it up. This causes a platform to raise so you can High Jump up and access the cave above it. Enter it. This is a Simu Block cave.

You must bump the sets of Simu Blocks at the same time with the Bros. Have only Mario jump up to the higher ledges with the higher Simu Block, set both Bros. to jump action and hit your jump both at the same time. When you line up beneath the blocks. Head right across the bridge that forms. Again you'll see another set of Simu Blocks, send both Mario and Luigi up the first ledge and only Mario up beyond that as your lead character. Try to line Luigi and Mario up again beneath the blocks and hit jumps at the same time. Another bridge will appear. Head right across that bridge.

Have Mario and Luigi both jump up the ledges on the left, and have Mario only jump across the ledge to the right of that. Luigi should drop between ledges where the lower Simu Block is. Have Mario jump back over left. Line the Bros. up with the Simu Blocks and bump them. Cross the bridge that appeared and talk to the mole. You'll receive Wool Trousers.

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North Beanbean Fields, Cave #2:  
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Requires: Thunderhand Sidestep.

From Yoshi Theater, head right a screen. On this screen, High Jump up the top left ledges with the Bros. until you reach a gate with an Exclamation block underneath it. Pound Luigi underneath and go under the gate. Bump the Exclamation block. This opens the gate. Reunite the Bros. and go through the gate. From there, High Jump up the left ledges and exit left via the bridge. This'll take you to the ledges above the Yoshi Theater entrance screen. You need to Spin across the gaps to the ledges leftwards here. When you reach as far left as you can go, you'll be on a larger platform with a Boo statue.

Push that Boo statue to make a bridge on your right appear. This causes a bridge to your right to pop out of nowhere. Cross it. On this ledge, there is a cracked wall. Smash it with your hammer and enter the cave entrance.

In the cave, you'll notice there's a small hole in the back. Pound Mario down to half size and jump to enter it. This is basically a side scrolling Mario

1-3 style jumping course. You need to head right on this screen to the very end, avoiding falling into pits and touching moving sparks. At the end, you'll meet a mole who will reward you with Iron Pants. Right of that mole is a Green Pipe which takes you to the entrance of this area. Take it, exit south and reunite with Luigi. Pound Mario back to normal size and exit the cave.

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North Beanbean Fields, Cave #3:  
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Requires: Hammer Pound abilities.

From the entrance to Teehee Valley, Beanbean side, head west and exit via the semi-obsured path. On the next screen you'll see a cave entrance. Enter it.

In the cave, in the back, you'll see another midget Mario sized hole. Pound Mario down and jump to enter it. It's another scrolling Jump course, and at the end, you'll meet a mole who will reward you with a 1-UP Mushroom. Next to him, just like the other Jump course is a Green Pipe. Don't go through the Green Pipe next to the mole, yet. Instead, go back left and jump up onto the last yellow smiling block platform that goes up and down.

At the peak of it's ascent, jump right off onto the barely visible ledge at the top. Jump up and head right along the top of the screen. You'll drop down into a different area. Continue right in this area and talk to the mole you'll meet. He'll give you the High-End badge. Now you can exit via the pipe right of this mole, exit south, and reunite with Luigi.

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North Beanbean Fields, Side Area #4:  
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Requires: Thunderhand.

East of the entrance to Teehee Valley, Beanbean side, there's an entrance to a screen north which you can't normally enter. You need to jump up the ledges to the left of this northern exit and Spin over to the ledge with the exit.

Exit north and check this screen out, talking to the old Bean man. He gives you a tip to solving this puzzle, but you won't need it with this guide. There's a water fountain on this screen and plenty of sproutling plants. You need to fill Mario up with water and use Luigi's Thunderhand from behind to water these sprouts.

After they're all watered, you can High Jump up the top row, middle plant which sprouted to the ledge above it where you'll meet a mole. He'll give you a Red Pepper, and a Green Pepper.

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West Beanbean Fields Cave:  
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Requires: Hammer Pound abilities.

On the western side of the field, on the same screen as the west entrance bridge to Beanbean Town, there's a fence on the very southwest side of the screen. Pound Luigi under this fence, have him emerge and head north along

the path to the next screen. You'll find a cave entrance there. This time, you have another 2D-style scrolling course, but this time as Luigi. You have to head right, dodge all of the moving sparks along the way and at the end you will meet a mole. He'll reward you with a Golden Mushroom. Of course, at the end of this course, next to the mole, just like every other scrolling-style area, there's a Green Pipe which takes you back to the entrance. Use it. Exit the cave.

Head back down to the fence you went under and jump on the trampoline thing with a down arrow on it. This'll send you over the fence to where you can reunite with Mario.

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Whirlwind #1, Oho Ocean:  
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Requires: Ultra Hammer.

Using your 'surf board', Luigi, from the place you first used him as a surfboard, east of Beanbean Town/Castle, head three screens east and then two screens south. You should see a whirlwind in the ocean here. If you surf into it, you'll be taken to an undersea place you hadn't been before.

Upon first entering this area, there are four dig spots for Chuckle Beans. Swim over the spikes to the southeast part of this screen. Here, you can swim up a ledge and exit west. On the next screen, you'll be able to dig another bean and drop down in the south end of the screen. Exit west. You'll be on the same screen that has the Yellow Pipe up to Gwarhar Lagoon. High Jump up to the ledge containing the pipe and enter it. You are in Gwarhar Lagoon again and can use the Warp Pipe there to resume your activities.

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Whirlwind #2, Oho Ocean:  
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Requires: Ultra Hammer.

Take off from the Surf Board slot at Joke's End. Head one screen south and one screen west. You'll find a whirlwind on this screen. Surf into it to be pulled into yet another undersea area you could not get to before.

Swim over the spikes south to the south exit of the screen, past the Yellow Pipe. On this screen, light up the unlit fire pit to open a path into the Oho Ocean main area from here, and dig for a Bean. Then head back north and exit via the Yellow Pipe this time. At the top of this Pipe you'll emerge on a very small island with a Mole on it. Talk to the mole to receive a 1-UP Super. Head back down the pipe and into the ocean. Exit via the south exit in this room, and in the next room exit via the southwest exit.

You will be on the same screen as the sunken S.S. Chuckola. Swim up the ledges and over the Chuckola, then exit west. Go up the Yellow Pipe here and you will be on the beach east of Beanbean Town.

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Harhall's Fashion Sweatshop:  
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Remember Harhall? (also known as "Bleetch")

You know, the guy who gave you the second Beanstar piece for a little work?

Well, if you visit him again, he'll ask you to do some more designs, this time you do designs of of your own for him. You have to make as many unique designs as you can to fill up a page full of designs for him. That means every possible color, with every design type. He promises fabulous prizes. Will he deliver? To quote the guy from Yoshi theater... Perhaps! There are 28 unique designs in total for you to make.

Here's a list of pattern/color mixes.

Remember, Star pattern is just made by mixing two or more patterns.

Red + Checkered  
Red + Polka Dot  
Red + Striped  
Red + Star  
Blue + Checkered  
Blue + Polka Dot  
Blue + Striped  
Blue + Star  
Yellow + Checkered  
Yellow + Polka Dot  
Yellow + Striped  
Yellow + Star  
Purple (Red+Blue) + Checkered  
Purple (Red+Blue) + Polka Dot  
Purple (Red+Blue) + Striped  
Purple (Red+Blue) + Star  
Orange (Red+Yellow) + Checkered  
Orange (Red+Yellow) + Polka Dot  
Orange (Red+Yellow) + Striped  
Orange (Red+Yellow) + Star  
Green (Blue+Yellow) + Checkered  
Green (Blue+Yellow) + Polka Dot  
Green (Blue+Yellow) + Striped  
Green (Blue+Yellow) + Star  
Brown (Red+Blue+Yellow) + Checkered  
Brown (Red+Blue+Yellow) + Polka Dot  
Brown (Red+Blue+Yellow) + Striped  
Brown (Red+Blue+Yellow) + Star

Prizes? For every single unique design up until the very last one, you'll get a single Woo Bean. 27 in all. After the last unique design, you will get... Harhall's Pants! His PANTS!... check the items section for stats.

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When finished, read below for Joke's End to continue the games story.

=====  
ENEMIES: Clumph, Glurp, Ice Snifit, Scaratroopea.  
BOSES: Jojora, Chucklissa/Oholina/Hoohoolia/Teeheena.

Use the nearest Warp Pipe to Warp to #9 since you should have marked it earlier by following my walkthrough. If, for some reason you didn't, then surf north, northeast into the icy waters and look for a beach with a surfboard slot and land there.

Head north a screen and up the stairs. You'll come to a door and a little ice kid holding a doll will come out from behind a statue. He'll introduce himself as Jojora, a buddy of the cousin of the descendant of the spirit who once guarded this place. Joy. He'll say that he hasn't seen Peach or Cackletta when questioned, and then he says just go ahead if you want and that it won't be as easy to get through here as you're used to. Indeed, it won't. He'll leave. Enter the door.

In this first room, light the fire pit on the right side of the screen with Mario's Firebrand, which causes a door to open on the north. Go through it. Save here if you wish.

You'll notice some enemies here named Glurp who'll only take 1 damage from Jump or Hammer. Use solo Hand attacks to kill them.

High Jump up to the left, and continue jumping up the ledges here until you reach a fork. North door or west exit? West exit for now. On this screen you'll see a Whirlwind spinning left to right. Time a Spin into it from to of the stairs, just like at Hoohoo Mountain and use it to get to the other side on the left, where a Mole will congratulate you and give you both a Red and Green pepper. Drop down and walk right to the next screen where you'll be back at the fork. Take the north door this time.

You'll see Jojora who wonders if you can even make it up to where he just effortlessly floated to. You may wonder why I never told you to take the right path a couple screens back. That's because both paths lead into this room. Anyway, head to the west exit in this room. Bump the blocks here for whatever is in them, then exit back into the large room and go to the northwest part of it. You'll see a sign here and a cracked wall. It says, "Joke Broth Soup. Do NOT boil!". That's a hint for later, but for now smash the cracked wall with your hammer and enter this new door.

Go up the stairs and talk to the Bean man with the spyglass. He'll tell you that when rotational energy is added to warm updrafts of air, that whirlwinds occur. Another tip for later. Continue up the stairs and exit left. After you clear all the enemies out of this room, exit right. You'll be on the ledges above the big with the cracked wall you just smashed. Head right, and Spin right over the chasm to the steel grated platform with a door next to it. Enter that door north.

You'll be at a sidestepping puzzle. This is fairly easy, really. Charge up your Sidestep and enter, heading northeast without touching any of the rolling cylinders to get to the path on the upper right. Enter the door. Another room with rolling cylinders. This time we want to charge and head northwest to get to the path on the upper left, then exit north. Bump the Exclamation block here and exit south. You'll notice that this opened up a door in the northeast ground floor section of the big room. Now we've got to navigate back through the cylinders. Fire Dash past this first set. On the next screen, you should Sidestep through the cylinders southeast to get to the southern path. Exit.

Back in the big room here, drop down to the floor below. Enter that northeast door on the floor here.

Here, head to your north and save if you wish. There's a cracked wall here so smash it and head through it. Bump the blocks and dig the beans here, then head left and bump the blocks and dig the beans in that room as well. Head back to the room with the save point you just passed and now take the bottom right exit. Follow this linear path and bump any blocks in your way. You'll eventually reach a dead end, sort of. There's some logs in a kinda fireplace here. Light the logs on fire to boil the Joke Soup Broth above.

Head back to the big room above and high jump to the grates on top of the soup vat. Now remember what the Bean man said about warm updrafts of hot air? That's right, Spin here on top of the metal grating to create a whirlwind which travels above you to the grating above. It'll allow you to get to where Jojora went off to.

Head through the northwest cracked exit door and back up the stairs past the Bean man with the spyglass. Exit left this time and bump the blocks, then head again to the area over the big room with the Soup vat. and Spin over the gap to the grating with the newly created whirlwind and then Spin in the whirlwind so you can spin all the way right to where Jojora went. Exit right. You will see Jojora again and he'll say this is where the REAL challenge starts.

He is indeed right because soon you'll have to separate the Bros and solve puzzles by intertwining their paths more than you've ever done before. Drop down and use the Save Album if you wish, then head right over to the fence on the right. Pound Luigi underground and have him surface on the other side. Bump the Exclamation block which will cause the door to the left to be opened for Mario. Still using Luigi, exit right, then go up the stairs and exit left. Switch to Mario.

Enter the door on your upper left. Head up the stairs and exit left. This is the same room where Luigi is stationed, but nevermind that because you can't get to him yet. Enter the north door. On this screen, bump the blocks and exit left. Save here if you wish and exit south. Have Mario stand under the Simu Block (it's red/green with an exclamation) and switch to Luigi.

Exit south here as Luigi and on the next screen, exit west. On the next screen go into the north door. You'll be in the same room as Mario. Position Luigi under the Simu Block and hit A+B at the same time for both Bros. to bump the Simu Block and cause the gate in front of Mario to open. Switch to Mario.

Go through the gate and exit left. Stand under the Exclamation block and then switch to Luigi. As Luigi, exit south, and on the next screen, exit west. You will be on the same screen as Mario. Stand off to the left side of the screen with Luigi and have Mario bump the Exclamation block now. This causes a barrel to drop below a red switch on the wall. Have Luigi jump on top of the barrel and hammer the red switch. This causes the door north of Mario to open. Switch to Mario and head through this door. Walk him up to the Simu Block here and then switch to Luigi. Have Luigi exit through his north door and stand under the Simu Block there. This room will be referred to as the cloud path room.

You know what to do. Press A+B to have both bros. bump the blocks simultaneously. Jojora will show up and force you to play a block bumping game. You've already played this type of game before. You need to bump 30 blocks in 25 seconds. Once you do, he'll open the doors to the north of the Bros. You can try again if you fail as usual.

Switch to Mario. Enter the north door. Jump up the grated ledges and enter the north door in this new room. Head up the stairs and exit right. Now you'll be on a grated ledge with 4 giant candles. Light them with Firebrand. This causes a block below to shift left off of a golden block. Head back and down the stairs to the room with that Golden Block. Have Mario stand on the block. Notice that the north door closes behind you as you exit it. Switch to Luigi.

Enter Luigi's side north door, and stand under the golden block that Mario is currently on. Switch to Mario. The trick here is to have Luigi bump the block from below. When it reaches the pinnacle of its height, Mario should jump left off of it. Now exit left with Mario. In this room, drop down and bump any blocks in your way, exiting southeast. On this screen, have Mario stand under the Simu Block and change to Luigi. Have Luigi exit southwest.

Now Luigi is on the same screen as Mario, so have him stand under the Simu Block on his side and have the Bros. bump them simultaneously. This causes the gate in front of Mario to open. Switch to Mario and exit south.

Stand under the Exclamation block and switch to Luigi. Have Luigi exit south to the same screen as Mario. Bump the block with Mario to see where the barrel will land. Have Luigi exit north and re-enter the room that has Mario. Now stand under where the barrel lands and have Mario bump the block so that the barrel lands on Luigi. Have Luigi, still in the barrel, exit north. Have Luigi walk onto the panel on the ground here so the head on the wall spits a fireball that bounces off of the barrel and scorches the head. This causes a path to appear where you last saw Jojora. It allows the Bros. to meet up, but first you'll have to do a little walking to get the Bros. reunited again.

Have Luigi bust out of the barrel and head to the cloud path screen where you last saw Jojora. Switch to Mario. Have Mario head back along the linear path to the cloud path and reunite the Bros. Exit via the south exit of the EAST path. Continue along until you come to the screen with the Save Album.

High Jump up the ledges here and exit via the north door. Head up the stairs here and exit left.

You'll see the candles you lit earlier on the other side of the room you're on, but ignore them for now along with the water fountain. Exit via the northeast exit of this room and head down the stairs here. Exiting south.

Here you'll meet Jojora again who's obviously getting angry with you getting past all of his puzzles. Here you'll notice another soup vat. Head to the west side of this screen and smash the cracked wall on the north. Enter it and bump the blocks, then exit south. Back in the room with the vat, exit via the south east path. Follow this linear path, defeating any enemies in your way to the bottom left exit. On the next screen, keep following the linear path until you reach another fireplace with logs. Light it up with Firebrand and then head back up to the soup vat room. As with before, jump up on top of the grate on top of the soup vat and Spin to create a whirlwind. This whirlwind will appear in the candle room above. Exit north, go back up the stairs and you'll be in the candle room.

Have Mario fill up with water and have Mario line up with the whirlwind. Now hammer Mario with Luigi to spit water into the whirlwind which will put out the candles and open up the northwest door. Empty the rest of Mario's blootwater, then get a new fill. Head to the 'cloud path' where Jojora made you do a block bumping challenge for 30 blocks. Head through the upper left exit there. This is the room where you first encountered that gold block

you had to have Luigi bump Mario up to boost him. If you'll notice, there is a candle in this room to the left. Shoot water at it, and you'll have a block with 7 Hoo Beans appear 2 screens south from you. After you get these, head back to the screen where you put out the four candles with a whirlwind.

Exit via the northwest door there, and head up the stairs here and into the next screen. Save here. The barrel in room can be used to backtrack a ways and get some more Hoo beans. First however, read below.

Before you do this, make sure the path from here to the 'cloud path room', which has the green block bridge that Jojora made for us earlier is clear of ALL enemies. Also, make sure the entire area via the south, left path of the cloud room is clear of enemies. When those conditions are met, get Luigi in the barrel, and take it back down the stairs. The goal is to take it to the cloud room, and from there to the bottom left exit. Then you take it as far it'll go on that path, to the very end. You will see a red switch on the wall that obviously required the barrel. You don't need to jump at any time to get the barrel here! When pounded, the switch will cause a ? block to appear. Bumping it repeatedly gives you seven Hoo beans. Hoo beans are the rarest type. Now head back up to the room you found the barrel in.

After escorting the barrel, head to the top ledge via the shorter ledges on the north west side of the room. Bumping the Exclamation block will cause a yellow bridge to appear on the far right side of the room. Unfortunately it disappears after a short time, so you need to line up and dash a straight line across the room and over it (line up just below the short iceblock to the southeast of the Exclamation block). Once you get across here and exit right, you'll be in Jojora's room.

He'll welcome you to his room, tell you you're the first to ever make it up here, and say he'll "reward" you. He says he's inviting one of his pals over today. He asks you who you'd like him to invite. No matter the choice, it only changes the name of his "pal".

The choices are:

-> Chucklissa  
Oholina  
Hoohoolia  
Teeheena

Pick any you wish. No matter who you pick, he'll say, "Oh, man! You two really have good taste!" and he'll call his "pal" who will drop down and say "I'm [insert name you picked here]! GAH HAH!". After the following lines, you'll have to fight Jojora and his friend.

\*\*\*\*\*  
[BOSS: Jojora, Chucklissa/Oholina/Hoohoolia/Teeheena] : As I said before, the name you picked doesn't really matter since it's the same fight, just that Jojora's friend will have a different name. You will want to attack Jojora at the beginning of the fight with Solo attacks since you will be countered by Jojora with a nasty attack if you attack his friend; "NEVER touch a lady without her permission!". Once Jojora attacks you with his wand and you smash his wand out of his hand with a hammer counterattack, he'll he'll fly off screen for now. Smash his friend to death with Bros. attacks while he's not on the screen. Took me two Bros. attacks with level 34 bros. and the Great Force equipped. Now when Jojora returns and notices the lack of his friend's presence, he'll run away saying "What did you jerks do to my friend? You are so uncool!". You win. Incase you get countered by attacking his friend by the

ice foam attack, mash jump buttons as fast as you can. It's an easy battle if you do it right. I'm not sure if you can defeat Jojora himself as all the attacks I used did 1 or 2 damage. Feel free to mail me if you successfully defeat Jojora.

-EXP: 800. COINS: 180. Items: Sledge Heart.-

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After the fight, Jojora will throw a fit, call you jerks and then leave. You may think you're stuck, but upon quicker inspection of the screen you'll see unlit fire pits. Light them up with Firebrand and you'll open a wall to your right. Exit east now.

Fawful is here, and exclaims that the fink-rats have come at last! He demands that you give him the Beanstar. Pound Luigi down and go under the gate. Luigi will try to give him the fake Beanstar, but he's not so easily fooled. He takes the real one by force and exits.

You take control of Luigi. Head north and save here. Then exit north. Hammer the red switch on the wall here which opens the gate for Mario. The Bros. have a conversation and come up with a plan involving Peach's spare dress. High Jump up the ledge to your upper right and exit right.

Continue on this linear path to see the next scene, where the Bros. trick Bowletta by dressing Luigi up as Peach. They let the REAL Peach go and take Luigi. Talk to Peach as Mario when this scene is over and you regain control of him.

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Semi-Repaired Koopa Cruiser:  
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Cut to a scene on the somewhat repaired Koopa Cruiser. Bowletta and Fawful find out who their new Princess really is and you'll have to navigate through the linear path of the Koopa Cruiser after this scene.

Save at the beginning of this if you wish. Then head to the next screen on your right. Light up the crystal balls with Luigi's Thunderhand to gain access to a block with a Hoo bean, then you should continue right to the next screen down the stairs.

Light up all crystal balls and bump all blocks in your path, and exit northwest, down the stairs. Continue on the linear path and bump all blocks, exiting southwest on this screen. Light up crystal balls and bump all blocks on this next screen, save and exit southwest. On this screen, light up the crystal ball and take the Beanstar. Luigi will open up a hatch and go skydiving with the Beanstar now in his possession.

Bowletta will enter the room Luigi was just in, fuming. S/he however, has a backup plan. You will see, soon. On Luigi's way down, he meets Prince Peasley mid-air. He gives Peasley the Beanstar and you'll watch a funny scene involving Peasley and Luigi.

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Teehee Valley, revisited:  
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Cut to Luigi's predicted landing site, where Mario, Peach, and Toadsworth are waiting. He unfortunately lands a bit off and face first, whereas Peasley lands with some sort of parachute safely. Luigi falls through the sand to an underground area and an Exclamation block surfaces. After the convo, you take control of Mario.

Smash the black rock to your northwest with your Hammer and enter the path behind it. Save here and exit via the southwest path. Bump that Exclamation block and watch the scene. Popple! He takes Luigi and ties him up, apparently he has a new Rookie as well. Head north to the previous screen and north to the newly opened path. Follow this path west and exit west. Here, you need to head to the northwest area where there's a yellow pipe. Jump up the ledges to the ledge it's on and enter it.

In the underground area here, you just head north to the next screen. Light the unlit torch here and continue north to the next screen. You will see Luigi tied up here. Mario frees him.

Enjoy the dialogue between Mario, Luigi, Popple, and his new "Rookie", Birdo. Now you'll fight your final fight against Popple.

\*\*\*\*\*

[BOSS: Popple (4), Birdo] : Take Popple out with Bros. Attacks first. Popple can do some really deadly stuff this time like temporarily steal a hammer from a Bro. and beat them both over the head with it. Take Popple out first and Birdo will get angry, but her angry attack mode is nothing to be afraid of. Bros. Attacks all the way as usual. Remember, take Popple out first for more Exp/Coins/Items. Popple as usual will try to rush/steal which you can hammer him out of, and Birdo will try to suck you in for damage which you can hammer her to avoid. Once you drop Popple, Birdo will shoot out eggs to explode at the Bros. feet. Jump to avoid those. As with previous Popple and accomplice fights, if you kill his "Rookie" first, he'll run. Defeat him first for the full exp/coins/items.

-EXP: 1400. COINS: 594. Items: Golden Mushroom, 5x Red Peppers.-

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Now the Bros. are reunited and allis good in the Kingdoms. Or so we think...

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Beanbean Town and Castle in ruins, again:  
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After the scene where Popple gets angry for losing, yet again and blames his new Rookie, Birdo, head out of here via the Yellow Pipe in the north side of this room. You'll exit onto the first screen of Teehee Valley.

From here, just head back to Beanbean Town, which is south. You'll find the town in ruin again, and upon visiting Beanbean Castle you'll learn that it's Bowser's Castle assaulting the town. Peasley, the fool he is decides that he will go up and try to stop Bowletta. He leaves as Queen Bean and Lady Lima head to the throne room. Go talk to them.

Lima gives you a big hint that there's someone who can fly in their Kingdom.

You know who that is? Incase you forgot, it's Blablanadon from Hoohoo Village. Head there and find him. The best way to get there from the Castle is to use the Castle's Warp Pipe to go to Stardust Fields and take a short walk from there. First, though, you should check out the Shops in Beanbean Town and Little Fungitown, because again they have new items for you to buy. I recommend the Scandal Jeans for Luigi at least.

Here's a list of the newly stocked items:

Beanbean Town Item Shop:

1-Up Supers.

Beanbean Town Pants/Badge Shop:

B.Brand Jeans.

Heart Slacks.

Casual Slacks.

Sarge Badge.

General Badge.

Tank Badge.

Little Fungitown Item Shop:

1-Up Supers.

Little Fungitown Pants/Badge Shop:

Mushluck Pants.

Scandal Jeans.

Grab Badge.

Mush Badge AA.

When you talk to Blablanadon, he'll offer to take you to Bowser's Castle. Accept if you're ready. You can always come back later once you're there, so don't worry.

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=====
= [6.21] : Walkthrough: Bowser's Castle =
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ENEMIES: Gunner Guy, Magikoopa, Boo, Hammer Bro, Sniper Bill, Chomp Bro.  
BOSSSES: Iggy Koopa, Morton Koopa Jr., Lemmy Koopa, Ludwig Von Koopa,  
Roy Koopa, Wendy O. Koopa, Larry Koopa, Fawful (2), Bowletta,  
Cackletta (2).

-----  
Bowser's Castle, home of the Koopas:  
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This is it. The final chapter in Mario & Luigi: Superstar Saga. If you want to leave the castle at any time, talk to Blablanadon at the entrance.

Bump the blocks to your left and right, and save here if you wish. When you've saved, head into the door on the north side of this room. You'll see a scene in the throne room of Bowser's Castle where Bowletta lets loose the original



Koopalings, Bowser's Kids, to stop or slow your progress. Yep, these are the same Koopa Kids from SMB3 and Super Mario World.

After the scene, head into the door. In this new room, head right and up the small ledges, entering the first door you come along.

This is the area of Iggy Koopa, the first Koopaling/Koopa kid you'll meet.

The goal in this room is to jump up along the top ledges, along the right, and without falling down. If you fall, you'll likely meet a Boo, and they're not very friendly enemies. You can use normal jumps, back char quickly following last char jump to get across to all but the last ledge before the door to the next area. Spin across that last one and enter the door. Save here on the left and continue north.

You'll meet Iggy Koopa, who will spin around the Bros. to make them dizzy and then jump to a platform a ways from where the Bros. are. While dizzy, the Bros control is not very good. You'll have to hobble over right and around to the platform where Iggy is, and avoid being touched by any of the fire that is moving around. The D-Pad controls often reverse or even change altogether during this time, and if you get hit by fire you'll have to start from the beginning of this sequence all over again. When you reach Iggy, you'll be fighting him.

\*\*\*\*\*

[BOSS: Iggy] : Iggy is fairly easy. Pound him with Bros. attacks and dodge his fireballs by hammering them back at him, and when he spins around you time a hammer hit to release when he's spinning in front of you. He won't take long to down. Unfortunately you've still got six of his kin to fight.

-EXP: 800. COINS: 99. Items: 1-Up Mushroom.-

\*\*\*\*\*

After you've defeated Iggy, head into the portal that appears where he once stood. This'll take you to the door before the areas with the jumps and the Boos. I'll refer to this as Iggy's area, although you don't need to come back here, all seven Koopa kids have an area of their own and it'll cut down on the amount of reading for you and writing for me!

You'll notice that to the right of that door a new bridge across has also appeared. Cross it and enter the next door.

This is Morton Koopa Jr.'s area.

Here, just head along the linear path, jumping the spikes on the ground. At the end of this path, you'll reach a door. Enter it. On the next screen, you will reach some yellow transport blocks. You should know how to operate these by now; Hold the direction you want to move in (Left or Right) and alternate pressing A and B. On your path right across this screen, you'll have to use two of these transports. Enter the door on the right end.

Head right in this new room and save. Then take the north path at the entrance. When heading along this path, you'll see a Koopaling drop and start firing energy waves at you. You have to jump these with both bros. while rushing at him. He is Morton Koopa Jr. When you reach him, it's fight time.

\*\*\*\*\*

[BOSS: Morton] : Morton is not too much different than Iggy. Just make sure that when he jumps into the air and spins, then slams into the ground that you JUMP the energy waves. They can be fatal. He'll also spit fireballs at you just like Iggy. Hammer them back at him, just like Iggy. After enough damage, he too will fall over dead. Bros. Attack is the standard fare here just like every other boss. Just make sure you dodge those energy waves! They can and will have you seeing Game Over if you don't.

-EXP: 800. COINS: 99. Items: Bowser Fist.-

\*\*\*\*\*

Note: Supposedly the Bowser Fist badge doesn't always drop. I've gotten it on each of my playthroughs with and without the Game Boy Horror SP equipped.

When you defeat Morton, he too will leave behind a teleporter that warps you to the door just before his area. Also, as before, a new path will open.

When you teleport back to the door before Morton's area, just High Jump up the now raised platform and continue right to the next screen. Follow the linear path up the ledges on this screen to the upper path leading left. Make sure you jump up the ledges on the upper path, then go left to the next screen. Spin across here and enter the door.

This is Lemmy Koopa's area.

High Jump up the ledges in this room and spin across the gaps. Enter the door at the top right. In the next room, jump up the ledges and Spin right into the whirlwind that was clearly visible when you entered. Use it to Spin right to the next whirlwind, to the one after that and so on until you reach the next platform and exit to the right. On this screen, we have moving whirlwinds which I'm sure you know how to use. After the first gap we cross with the moving whirlwind, there's an optional one with a larger gap to the right. At the end of this gap is a mole who will give you a 1-UP Super for talking to him. Spin back left using the moving whirlwind and enter the door.

Save here and head north. You'll meet Lemmy Koopa who will make you play a memory game. He'll spin around and put out three fake images of himself. You have to hammer the real Lemmy. When you do, you'll fight him.

\*\*\*\*\*

[BOSS: Lemmy] : He, like his other brothers spits fireballs which you can use your hammer defense to hit back at him. His other attack is to create fake Lemmy images which will spit fireballs at you as well on their attack turn. Hit the real Lemmy (you don't get any way to determine which that is in the fight) to make all the fake Lemmy images disappear. There isn't much to this fight so just pile on the Bros. attacks and be done with it.

-EXP: 800. COINS: 102. Items: Green Peppers.-

\*\*\*\*\*

After Lemmy is down, he too will leave behind a teleporter, and "sort of" open a new path for you back at where the entrance door to his area is. When I say sort of, I mean it started a fountain. We want to get Mario full of water and High Jump on his head to put out all the flame burners in our way. After that, continue left and to the next screen. High Jump up to the ledge with the door and enter it.

This is Ludwig Von Koopa's area.

On this screen simply head left over the ledges and to the next screen. Joy. Another using water jets to push something into the electric joints puzzle. This is the hardest one yet. The fountain is on the northeast part of the room. You have to put 3 in total. After you've done it, get Mario filled with water and enter the north door that opened.

Here we need to use Luigi's Thunderhand technique to spray water onto the Pirahna Plants. Water the left one and an Exclamation block will appear. Bump it and the north door will open. The right one only contains a fight with a Magikoopa enemy group so don't bother. Save in the next room and continue north. You'll meet Ludwig Von Koopa who will make you jump his spiked shell with each Bro. until he decides he's tired of missing then jumps into the air, disappearing.

Try to head out of his chamber and he'll drop down and behind you and attack. Now you fight him.

\*\*\*\*\*  
[BOSS: Ludwig] : Ludwig isn't that much more different than his previous 3 Koopa brothers. He spits fire you can hammer back to him and even has a spinning move exactly like Iggy's. After enough punishment, he'll drop just as easily as Iggy did.

-EXP: 800. COINS: 99. Items: Red Peppers-

\*\*\*\*\*

As with previous Koopa kids, Ludwig will leave behind a teleporter when defeated. Enter it and then drop down left. Pound Mario down to half size and enter the hole that was opened by Ludwig's defeat. Pound the red switch in this area with your hammer and bump the blocks, then return to Luigi and have him pound Mario back to normal size. High Jump up the ledges on the left and enter the door.

This is Roy Koopa's area.

On this screen, head left over the ledges and drop down left, exiting left. On this screen, pound Luigi down into the ground and go under the gate to your left. Have him go north as far as he can go through the closed gates and pop out on the top left room with a red switch that he can reach. Pound it with his hammer, then jump on the "<" arrow trampoline to your left. Reunite with Mario and pound him down to midgetsize. Have him go through the holes in these rooms all the way to the bottom left room where he can pound a switch. This will open up the exit gate in the northeast part of the room. Reunite with Luigi, pound him up to normal size and exit via that newly opened gate in the northeast part of this room.

Now we have another room involving Bros. separation fun. Pound the red switch with a hammer in the northwest part of the room and watch what opens. Walk to the opening of that in the southeast part of the room and pound Mario down to midget size to enter it. Have him jump up to the top in this room to the top of this mess and from there you must jump left across to the top of another wall. Make sure to avoid the Boo and continue jumping left from wall top to wall top until you reach the absolute leftmost wall of the screen. From there, head north until you reach the northwestmost point of the screen and are still on top of the walls. Jump across right and continue jumping across these platforms until you are at the northeastmost point of this room. Head south along the wall from there to the southeastmost edge of this wall until you can go no further without dropping off, then exit this screen east via the wall.

You'll enter a screen reminiscent of the 2D Marios where you must head right, jumping pits of lava from platform to platform and avoiding lava balls and those strange rotating disco lights. It's very linear and straightforward. At the end of this screen you'll reach a cardboard hanging Bowser over a bridge and an axe you can jump on, which is a throwback reference to the original Super Mario Bros. When you jump on the axe at the end of it, it'll even retract the bridge and drop the cardboard Bowser into the lava. Bump the Exclamation block at the end and enter the green Warp Pipe to the right of it which will take you back to the beginning of this screen. Exit left, drop down and reunite with Luigi. Since the upper left room of this door has been opened by the Exclamation block being bumped, you can continue. Do so after you pound Mario back to normal size.

On the next screen, High Jump up the ledge and bump the Random block for coins if you wish. Save, also, then enter the door to the north. In this next room, we have Simu Blocks and they aren't easy to setup for. To get the first one, from the leftmost, have only Mario jump up the platforms while Luigi follows below. When Mario reaches the Simu Block, Luigi should be under the one he has to pound. Jump both at the same time and pound this one. Continue right with Luigi still down there and walk past the second Simu Block, then turn around and walk back to it where Luigi should line up with you for the second Simu Block. Bump it and continue along with Luigi still following down below. For the third simu block you have to make Luigi do a little hop to get up to the ledge it's on, but make sure he doesn't hop to the upper ledges from there. Tap left and right while under it to get Luigi to line up with it and then bump it. Continue along your merry way right with Luigi still trailing underneath and bump the next set, which sets up easily enough. This causes Roy Koopa to drop down to the extreme right side of the screen. Drop down to meet Luigi, then head right and High Jump up the platforms to where Roy is. Roy will jump up into the air and disappear, leaving a teleporter. Just step into the teleporter for now, since there's nothing you can do. I've tried, believe me.

Continue left onto the next screen along this linear path and eventually Roy will drop down. You'll fight him.

\*\*\*\*\*

[BOSS: Roy] : Roy... isn't much different than the other Koopas, however... in this Koopa Kid fight and any after it, there will be a Bob-omb with a timer in the fight. When it reaches 0, it's game over for you. Roy himself spits fire like all previous Koopa kids, but Mario seems to have problems hitting it back at him. His other attack is a very long attack sequence where he goes into his spiked shell and rolls at the Bros. A lot of jumping is involved in avoiding it. Pound him with your most powerful Bros. attacks to knock him out ASAP. You don't want that Bob-omb to reach zero.

-EXP: 800. COINS: 99. Items: Bowser Fang.-

\*\*\*\*\*

Note: Supposedly the Bowser Fang badge doesn't always drop. I've gotten it on each of my playthroughs with or without the Game Boy Horror SP equipped.

When Roy is defeated, a barrel will drop to your south. I think you may know what this is for if you saw the red switch on the north wall. Pound Luigi under and have him surface in it, and move the barrel underneath the switch. Have Mario jump on the barrel and pound the switch with his hammer. This causes the barrel to be shot up, with Mario still on it, to the higher level. Have Mario jump off the barrel and Luigi bust out of it. You can drop down

below for the blocks if you want to bump them for items/coins, but you'll have to exit the screen, re-enter and repeat the above steps with the respawned barrel to get back up to the upper level if you do. Your choice. Exit right to continue. Enter the door you see.

This is Wendy O. Koopa's area.

Jump over the ledges left and exit left. On this screen you need to use the barrel as above to pound the switch on the upper left part of the screen, except there are Boos here who will mess your plans up if you allow them to touch you. I recommend just killing them before you do anything with the barrel. Then pound Luigi under, assume control of the barrel and use Mario to pound the switch with his hammer, which opens the north door. Make sure Luigi is still in the barrel and enter the north door.

On this screen, the north door is closed and you need to light the torches which are too high for Mario alone to reach. Simply have him jump on top of the barrel and set them on fire from there. There are two torches, one of the left and one on the right side. Once they're both lit, you can break free of the barrel. Exit north.

Another fun bout of Sidestepping. The goal is sidestep between the cylinders and head northeast through them to the northeast pathway, then exit north. Smash the three black rocks with your hammer on the next screen and pound the red switch on the wall to reverse the direction of the cylinders in the previous room. Head back out and Sidestep between the cylinders southeast to the south path, and from there sidestep northwest to the northwest path, then exit north. Bump the blocks, pound the red switch to again reverse the direction of the cylinders in the previous room, and save, then exit north.

Heading into this room you'll notice a Koopaling pop out of a pipe. This is Wendy O. Koopa. First and foremost, head to the southeast part of the screen with your characters behind the fence here. Pound Luigi, have him go under the gate and surface on the other side, separated from Mario (you want this effect. You'll see why). Have Luigi stand next to the Pipe that Wendy is at and switch to Mario. Have Mario walk over to the Pipe to the opposite of that. Make sure both Bros. have hammer selected as their field ability. Have Luigi pound Wendy, then switch to Mario quickly and pound her when she comes out of that pipe. She'll get angry and pop out of the center pipe.

Now you'll fight her!

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*****
[BOSS: Wendy] : Wendy is yet another Koopa Kid, but like Roy before her, you
also have to contend with the round limit imposed by the Bob-omb. Like all
previous Koopa kids, she spits fire that you can hammer back at her. She is
EXACTLY the same fight as Lemmy with the fake images that also spit fire at
you. She's easy, but take her out before the time limit runs its course or
it's game over for you.
-EXP: 800. COINS: 102. Items: None.-
*****
```

After Wendy is down, she'll leave behind a teleporter. A platform will raise at the screen with the door to her area. Step into the teleporter and then High Jump up to the right. There's a lightning crystal here, so light it up with Luigi's Thunderhand. This'll cause a platform to your right to appear so Spin over to it, and at the end of it, Spin right to another ledge you couldn't reach if the platform wasn't there. There's a door here, so enter it.

This is Larry Koopa's area, and he is the 7th and final Koopaling.

In this long room, you need to pound the exclamation block and use Mario's Fire Rush to get to the other side in 13 seconds. You'll break through some cracked walls on the way as a comical effect of some sorts. Bump that block before the timer is up and exit north. Now we'll need to do some separate Bros. field action. Pound Mario down to midget and enter the hole. Have Mario go to the next screen and wait on the first gold block you come across in his path, that he'll need Luigi's assistance to get past. Switch to Luigi and have him take the right path, switching to Mario when you get Luigi underneath the gold block. Just like in Joke's End, you need to jump with Luigi and at the peak of the blocks' ascent, have Mario jump right. Switch to Luigi and have him go under the next block and repeat. Again at the third one. Bump the Exclamation block with Mario and then have the Bros. meet up down below at the bridge that appeared.

Have Mario and Luigi go up the path Mario went up and High Jump up past the area where you bumped the Exclamation block. Enter the north door. Save here and continue. Pound Luigi under the gate and have him surface on the other side. You'll meet Larry here who will drop a barrel on Luigi and then whack fireballs at you. You must deflect the fireballs off of the barrel and back to Larry. Basically a game of Pong/Tennis with Larry. If you fail to deflect, the fireball will ignite the Bob-omb next to you and you'll have to start the little game of Pong/Tennis over again. Eventually, Larry will screw up and be hit by the fireball. The gate will open and you can reunite with Mario. A bridge will also extend to where Larry was as he runs off north. Reunite with Mario and head north to where Larry went. High Jump up to the platform he went to and walk up to him.

\*\*\*\*\*

[BOSS: Larry] : Larry is the 7th and final Koopaling. He too spits fireballs, and you can hammer them as well. His other move is the same spin that Iggy and Ludwig have. Just like the past 2 Koopa kids, there's a count-down for him as well. Drop him quickly with your Bros. attacks. I was expecting more of a fight from the final Koopa kid.

-EXP: 800. COINS: 99. Items: 1-UP Mushrooms.-

\*\*\*\*\*

After Larry is down, a new path outside his door will open, and as you may have guessed, you're nearing the top of the castle. Step into the teleporter that Larry left behind and High Jump up right to the newly opened pathway. Exit right.

Continue up this linear path on this screen to the next screen on the upper path. At the fork in the road on these bridges, take a left and save as well as bump the blocks. Then take the north path and exit.

Head north in this room and you'll see Fawful pop out of the lava exclaiming his now famous one-liner, "I have fury!". He's made a dramatic entrance and he's going to talk your head off now until he decides to fight you.

\*\*\*\*\*

[BOSS: Fawful (2)] : The first real boss, and one of the last bosses you'll face! It's the fruity Fawful. He has fury this time, and he's not joking. He'll hide in the machine until he overheats it. When he opens up his big

machine to shoot electric shocks at you, you can hammer them back at him. However, when he shoots beams and energy balls from the machine with it still closed, you must jump and/or hammer them. After he's finished with the orbs attack, his machine will overheat and he will temporarily be forced out of it. THIS IS YOUR CHANCE! Hammer him with as many Jump Bros. Attacks as you can before the machine cools back down and he holes up back inside it. It'll probably take you two rounds of getting him to overheat the machine to kill him this way. Only took me one with the Great Force equipped. It pays to do sidequests.

-EXP: 1500. COINS: 365. Items: 1-UP Super.-

\*\*\*\*\*

Fawful tries one last ditch effort after the fight to show that he indeed has fury. Unfortunately for him, Prince Peasley shows up and whacks him in the head with his Bean Saber. The following scene sees him sent flying out of Bowser's Castle. After the talk with Peasley, head north and exit north.

In this next room, bump the blocks and make sure you SAVE. SAVE. Just do it.

You can head back through the Castle and exit if you wish to do other stuff. When you're ready to finish the game, read below.

Enter the large double doors. Bowletta will be on the throne in the next room in the top center of the screen. After a small chat, we're fighting!

\*\*\*\*\*

[BOSS: Bowletta] : S/he is... ugly. Anyway, this is your toughest fight yet! Go all out with your most powerful Bros. Attacks. S/he'll spit waves of fire you must jump and will produce Flarets. S/he will use these orbs of flame for healing. Unfortunately for him/her, it's not nearly enough of a healing source to keep up with your damage. Her other attack is to create a starstorm. You need to watch for the green and red stars in this attack, and hammer them at the right time to avoid them. I ended this battle in 2 rounds on my second game with my most powerful Bros. Attacks and the Great Force equipped. Level 39 Bros. if you must know.

-EXP: N/A. COINS: N/A. Items: N/A.-

\*\*\*\*\*

You won!... or so you think. A bob-omb approaches behind the Bros., explodes, and knocks them out. Bowletta sucks them in. He/she literally makes you get in his/her belly! Badness.

Inside, you'll meet the energy of Cackletta, as inserted into Bowser via Fawful's vacuum helmet. It's fight time.

\*\*\*\*\*

[BOSS: Cackletta (2)] : This is it. The final battle. You start the battle with ONLY 1hp on each Bro. So make sure as your first turn you use Ultra or MAX Mushrooms to heal up. She has so many attacks, but the ones you have to watch out for the most are A) When she sends several colored orbs at the Bros. which you must hammer, and B) when she spins her arms around and you must dodge them via jumps. To actually damage her, you have to destroy the arms and head to open up the heart. When the heart is open, you should go ALL out on it with Bros. Attacks while it's open. Eventually she'll regenerate

the arms and head, and shortly thereafter the heart will close up again. Repeat destroying the Arms/Head to re-open it. This is a long and hard battle, by far harder than anything else in the game. Eventually with enough practice and most likely a lot of healing items, you'll win it.

-EXP: N/A. COINS: N/A. Items: N/A.-

\*\*\*\*\*

You've won! For real this time, though.

In the following "Castle Escape" scene, where you exit via the north east door in the throne room, just pound Luigi under the floor where the barrel is, take the barrel up the stairs and drop down 2 floors with it. Have Mario do the standard "Stand on barrel, pound switch with hammer" act, and continue along.

Enjoy the ending!

=====  
 = [7.0] : Item and Equipment Lists =  
 =====

This section is a list for Items, Key Items, Beans, Pants, Badges, and Accessories.

=====  
 = [7.1] : Items: Consumable Items =  
 =====

These are your basic usable items, like mushrooms. Costs are the base cost, not factoring in your plumbers' mustache discount, since the cost WITH the stache stat will vary from player to player. Note that not all of the listed items from shops will be at the listedshop the first time you visit. Check back after major events, and new inventory may be added.

Name	Effect	Location	Cost
1-Up Mushrooms	Revive with 50% HP	Some bosses, Blocks, Little Fungitown Shop	80 coins
1-Up Supers	Revive with 100% HP	Few bosses Side areas Little Fungitown Shop	N/A  240 coins
Chuckle Blend	+4 SPEED, Permanent	Brew at Starbeans Cafe	N/A
Chuckoccino	+4 DEF, Permanent	Brew at Starbeans Cafe	N/A
Golden Mushrooms	Restore all HP and BP	Side Quests/Areas Few bosses.	N/A



Green Peppers	Raise DEF and Lower Weight	Some enemies, bosses Drop: Tanoomba	N/A
Hoofoo Blend	+4 BP, Permanent	Brew at Starbeans Cafe	N/A
Hoolumbian	+4 POW, Permanent	Brew at Starbeans Cafe	N/A
Max Mushrooms	Restore HP (ALL)	Shops	180 coins
Max Nuts	Restore HP (100% to each)	Shops	220 coins
Max Syrup	Restore BP (ALL)	Shops	150 coins
Mushrooms	Restore HP (25)	Various enemies, Blocks, Shops	24 coins
Nuts	Restore HP (20 to each)	Various enemies, Blocks, Shops	50 coins
Red Peppers	Raise POW and Raise Weight	Some enemies, bosses	N/A
Refreshing Herbs	Cure status Ailments	Various enemies, Blocks Shops	30 coins
Super Mushrooms	Restore HP (50)	Various enemies, Shops,	60 coins
Super Nuts	Restore HP (40 to each)	Few enemies, Shops	80 coins
Super Syrup	Restore BP (40)	Various enemies, Shops,	50 coins
Syrup	Restore BP (20)	Various enemies, Blocks, Shops	24 coins
Teehee Blend	+4 STACHE Permanent	Brew at Starbeans Cafe	N/A
Teeheespresso	+6 Random Stat Permanent	Brew at Starbeans Cafe	N/A
Ultra Mushrooms	Restore HP (120)	Little Fungitown Shop, Some enemies	? coins
Ultra Nuts	Restore HP (100 to each)	Some enemies, Shops	140 coins
Ultra Syrup	Restore BP (100)	Few enemies, Shops	80 coins
Woohoo Blend	+4 HP, Permanent	Brew at Starbeans Cafe	N/A

This is a list of key items, where they're found and what you need them for.

It's mostly pointless to list these, but I'll do it anyway.

Name	Location/Use
Beanbean Map	Hammer Bros. give you it at the Beanbean Border. A map of Beanbean Kingdom.
Peasley's Rose	Given by Prince Peasley after a boss battle on Hoohoo mountain. Lets you into Beanbean Castle.
Beanbean Brooch	Given by Queen Beanbean's REAL assistant in the scenes after you defeat the queen. Allows entry into Chateau de Chucklehuck.
Membership Card	Given after completing the barrel game on the S.S. Chuckola. Required to enter the hold.
Winkle Card	Given upon winning the Winkle Arena game. Allows entry to the Winkle's shrine where a Starbean piece rests.
Peach's Extra Dress	Given by Princess Peach's assistant. Uhh... I think that you should see what it's used for in the game.
Fake Beanstar	A fake Beanstar made of cheap plastic. Given by Prince Peasley to fool Cackletta at the same time you reassemble the real Beanstar. Isn't very successful!
Green Goblet	"A dazzlingly beautiful green glass." It's acquired in Chateau de Chucklehuck temporarily.
Red Goblet	"An eye piercingly beautiful red glass." It's acquired in Chateau de Chucklehuck temporarily.
White Chuckola Fruit	"A fruit with a tangy flavor." Acquired in Chucklehuck Woods. Needed to pass Chuckleroot.
Red Chuckola Fruit	"A fruit with a robust flavor." Acquired in Chucklehuck Woods. Needed to pass Chuckleroot.
Purple Chuckola Fruit	"A fruit with a refreshing flavor." Acquired in Chucklehuck Woods. Needed to pass Chuckleroot.
Bean Fruit	"A juicy bean grown in the ground." Needed to get Neon Eggs for the third Beanstar piece.
Blue Neon Egg	"A bright blue egg laid by a Yoshi." All seven are needed to get the third Beanstar piece.
Red Neon Egg	"A bright red egg laid by a Yoshi." All seven are needed to get the third Beanstar piece.
Green Neon Egg	"A bright green egg laid by a Yoshi." All seven are needed to get the third Beanstar piece.
Yellow Neon Egg	"A bright yellow egg laid by a Yoshi."

All seven are needed to get the third Beanstar piece.

Purple Neon Egg "A bright purple egg laid by a Yoshi."  
All seven are needed to get the third Beanstar piece.

Orange Neon Egg "A bright orange egg laid by a Yoshi."  
All seven are needed to get the third Beanstar piece.

Azure Neon Egg "A bright azure egg laid by a Yoshi."  
All seven are needed to get the third Beanstar piece.

Crabbie Grass "Bitter medicine for Bean Fever."  
Used to cure Mario of... Bean Fever!

Red Pearl Bean "A bean that burns red with passion."  
Needed to pay those who teach you the Hand Actions.

Green Pearl Bean "A refreshingly green bean."  
Needed to pay those who teach you the Hand Actions.

Beanstone "A soybean civilization jewel."  
Ten in total. Used for a sidequest.

Beanlet "A small, cute, green pet."  
Five in total. Used for a sidequest.

Beanstar You get this after returning to Beanbean Castle with  
all four Beanstar pieces. Described as;  
"A powerful, sleeping granter of wishes."

Beanstar Piece There are four in total. Needed to reform the Beanstar  
and trigger the ability to get Ultra-Hammer, which lets  
you go to Joke's End and continue the story.

Secret Scroll 1 Acquired sometimes by winning the first, 200 coin Thwomp  
game. Requires Super Hammer to get to. Mario will learn  
the Swing Bros. attack.

Secret Scroll 2 Acquired by winning the second Thwomp game that costs  
500 coins... sometimes. Requires Ultra Hammer to get to.  
Luigi will learn the Cyclone Bros. attack.

Spangle Found in Gwarhar Lagoon. Used in a small sidequest there.  
"Show me the stage, baby!"

```
=====
= [7.3] : Items: Beans =
=====
```

Beans are used to make drinks in Starbeans Cafe. Drinks give permanent stat boost as well as get you accessories the first time you brew them. Beans are acquired, not bought. Drink stats are in the Consumable Items section above.

The best place to get Woo Beans is just outside Beanbean Town's east exit. Look for Lakipea enemies, and let them drop Sharpea at you. Kill them over and over, since the supply won't ever end.

Name	Location	Used in
Woo Bean	Various enemies at Beanbean Castle Area. Drop: Beanie Drop: Sharpea	Woohoo Blend Hoolumbian Chuckoccino Teeheespresso
Hoo Bean	Blocks, Invisible Blocks, Surfing minigame.	HooHoo Blend Hoolumbian
Chuckle Bean	Digging with Luigi, Surfing minigame.	Chuckle Blend Chuckoccino
Hee Bean	Mini-games.	Teehee Blend Teeheespresso

=====  
= [7.4] : Equipment: Pants =  
=====

Pants are to Mario and Luigi: Superstar Saga what armor is to other RPGs. As with other items, costs are the base cost, not factoring in the discount you get with your 'stache. Pants can raise HP and DEF, and some have useful effects, while others are not so useful and can even be detrimental. Note that not all of the listed items from shops will be at the listed shop the first time you visit. Check back after major events, and new inventory may be added.

Legend (for who can equip):

M = Mario.

L = Luigi.

Name	Location	Stats	Who	Cost
Ancient Pants	Drop: Limbo Bro	+0 HP, +40 DEF Win Mushroom	ML	N/A
Anuboo Jeans	Drop: Anuboo	+0 HP, +40 DEF First Strike	L	N/A
#1 Trousers	Beanbean Shop	+0 HP, +35 DEF First Strike	ML	250 coins
B.Brand Jeans	Beanbean Shop	+0 HP, +55 DEF First Strike	L	600 coins
Bean Pants	Beanbean Shop	+0 HP, +12 DEF No effect	M	100 coins

Bean Trousers	Beanbean Shop	+4 HP, +10 DEF No effect	ML	130 coins
Beanstar Pants	Beanbean Shop	+0 HP, +60 DEF First Strike	ML	500 coins
Blue Jeans	Beanbean Shop	+5 HP, +16 DEF No effect	L	220 coins
Bubbles' Gear	Drop: Fuzzbush	+6 HP, +45 DEF No effect	ML	N/A
Casual Coral	Surfing minigame Get <39 Seconds	+0 HP, +80 DEF 60% Poison Dodge	ML	N/A
Casual Slacks	Beanbean Shop	+20 HP, +70 DEF No effect	ML	550 coins
Hard Pants	Beanbean Shop	+0 HP, +18 DEF No effect	M	130 coins
Harhall's Pants	Harhall's Studio (Sidequest)	+60 HP, +0 DEF Random G	M	N/A
Heart Pants	Beanbean Shop	+9 HP, +10 DEF No effect	L	120 coins
Heart Slacks	Beanbean Shop	+0 HP, +60 DEF DEF-Up	M	520 coins
Hermetic Pants	Beanbean Shop	+0 HP, +45 DEF 60% Poison Dodge	M	300 coins
Iron Pants	North Beanbean Fields	+0 HP, +70 DEF Heavy G	M	N/A
Mushluck Pants	Little Fungitown Shop	+0 HP, +65 DEF Lucky Mushroom	M	258 coins
Mushwin Pants	Little Fungitown Shop	+0 HP, +60 DEF Win Mushroom	ML	264 coins
Oho Jee Wear	Drop: Oho Jee	+6 HP, +13 DEF No effect	ML	N/A
Parasol Pants	Beanbean Shop	+7 HP, +0 DEF DEF-Up	M	180 coins
Peachy Jeans	Little Fungitown Shop	+0 HP, +65 DEF Mario Follow	L	280 coins
Peasley Slacks	Beanbean Shop	+0 HP, +70 DEF Light G	ML	450 coins
Pirahna Suit	Drop: Pirahna Bean	+0 HP, +30 DEF HP-Auto Gain	ML	N/A
Plaid Trousers	Beanbean Shop	+0 HP, +40 DEF No effect	ML	300 coins

Queen B. Jeans	Beanbean Shop	+14 HP, +75 DEF No effect	ML	550 coins
Random Slacks	Drop: Boo	+0 HP, +60 DEF Random G	ML	N/A
Safety Slacks	Beanbean Shop	+0 HP, +35 DEF 60% Poison Dodge	ML	220 coins
Scandal Jeans	Little Fungitown Shop	+0 HP, +70 DEF Mario Ahead	L	280 coins
School Slacks	Drop: Eeker	+0 HP, +18 DEF Mario Follow	L	N/A
Shroom Bells	Little Fungitown Shop	+0 HP, +50 DEF No effect	ML	380 coins
Shroom Pants	Little Fungitown Shop	+0 HP, +30 DEF Win Mushroom	M	200 coins
Shroom Slacks	Little Fungitown Shop	+0 HP, +35 DEF Lucky Mushroom	ML	250 coins
Smart Pants	Drop: Eeker	+0 HP, +50 DEF No effect	M	N/A
Street Jeans	Beanbean Shop	+0 HP, +60 DEF No effect	L	400 coins
Tropic Slacks	Beanbean Shop	+12 HP, +30 DEF No effect	ML	280 coins
Wool Trousers	North Beanbean Area Side Cave	+0 HP, +32 DEF HP-Auto Gain	ML	N/A
Work Jeans	Start with.	+0 HP, +5 DEF No effect	L	Free!
Work Pants	Start with.	+0 HP, +4 DEF No effect	M	Free!

#### EFFECTS EXPLAINED:

Here are what the effects found on Pants do.

\*Mario Follow: Luigi will ALWAYS have his attack turn after Mario's. This is great, especially if Mario has a First Strike ability and high speed.

\*Mario Ahead: Luigi always has his attack turn before Mario. Also good with First Strike equipped on Mario.

\*DEF-Up: Defense is increased during battle.

\*First Strike: Always attack before enemies at the beginning of battle.

\*60% Poison Dodge: 60% chance of avoiding status effect affliction.

\*Lucky Mushroom: STACHE stat boosted based on how many mushrooms stocked.

\*Win Mushroom: Win Mushrooms as loot in battle more often.

\*Shroom Force: Raises POW based on how many Mushrooms you have stocked. This is in-battle only, and you can buy all of the different kinds of Mushroom to 99 to get even more of an effect.

\*Random G: Random Gravity. Meaning you could start the fight with the effect

of Floating Jump, or a shorter duration in the air time of a jump, or even a 1-ton status effect on you. This is usually bad.

\*Heavy G: ALWAYS start battles with 1-ton status effect. Worse than useless.

\*HP-Auto Gain: Gain small amounts of HP automatically during battle.

=====  
 = [7.5] : Equipment: Badges =  
 =====

Badges are pieces of equipment that can raise BP and POW, and sometimes have effects. Both Mario and Luigi can equip all badges. As with before, costs are the base costs. Note that not all of the listed items from shops will be at the listed shop the first time you visit. Check back after major events, and new inventory may be added.

Name	Location	Stats	Cost
Bean Badge	Recieved as gift	+6 BP, +8 POW No effect	Free.
Bean B. Badge	Beanbean Shop	+6 BP, +10 POW No effect	78 coins
Beauty Badge	Beanbean Shop	+0 BP, +28 POW No effect	200 coins
Bowser Fang	Drop: Roy	+50 BP, +0 POW Power-D	N/A
Bowser Fist	Drop: Morton	+0 BP, +10 POW POW-Up	N/A
Brilliant Badge	Beanbean Shop	+0 BP, +45 POW No effect	350 coins
Bros. Badge	Beanbean Shop	+8 BP, +25 POW No effect	150 coins
Bros. Life	?	+0 BP, +22 POW BP-Auto Gain	N/A
Bros. Respect	?	+0 BP, +72 POW BP-Auto Gain	N/A
Bros. Rock	Beanstone Sidequest	+20 BP, +20 POW No effect	N/A
Castle Badge	Beanbean Shop	+0 BP, +10 POW No effect	75 coins
Charity Badge	Beanbean Shop	+0 BP, +15 POW No effect	140 coins
Chuckola Badge	Drop: Gold Beanie	+0 BP, +28 POW	N/A

		No effect	
General Badge	Beanbean Shop	+15 BP, +45 POW No effect	350 coins
Grab Badge	Little Fungitown Shop	+0 BP, +45 POW Item Grab	400 coins
Hand Aura	Drop: Starfish	+0 BP, +20 POW HP-Up Hand	N/A
High-End Badge	North Beanbean Fields	+12 BP, +0 POW POW-Up	N/A
Lucky Bros.	Drop: Trunkle	+0 BP, +26 POW Lucky Attack	N/A
Lucky Ribbon	Drop: Hermie III	+22 BP, +0 POW Lucky Attack	N/A
Mari-Lui Badge	Little Fungitown Shop	+0 BP, +20 POW BP-Auto Gain	190 coins
Miracle Badge	Beanbean Shop	+0 BP, +22 POW HP-Up Jump	120 coins
Muscle Badge	Little Fungitown Shop	+0 BP, +25 POW Power-D	220 coins
Mush Badge	Little Fungitown Shop	+0 BP, +20 POW Shroom Force	160 coins
Mush Badge A	Little Fungitown Shop	+0 BP, +40 POW Shroom Force	300 coins
Mush Badge AA	Little Fungitown Shop	+0 BP, +45 POW Shroom Force	480 coins
Oho Jee Symbol	Drop: Oho Jee	+0 BP, +28 POW HP-Up Hand	N/A
Ohoracle Badge	Beanbean Shop	+0 BP, +22 POW HP-Up Hand	130 coins
Oh-Pah Badge	Beanbean Shop	+0 BP, +35 POW Power D	280 coins
Pea Badge	Beanbean Shop	+2 BP, +12 POW No effect	90 coins
Pirahna Swing	Drop: Pirahna Bean	+0 BP, +25 POW HP-Up Hammer	N/A
Power Badge	Beanbean Shop	+0 BP, +20 POW Power-D	160 coins
Salvage Badge	Beanbean Shop	+0 BP, +40 POW Item Grab	320 coins
Sarge Badge	Beanbean Shop	+15 BP, +0 POW	300 coins



POW-Up

School Emblem	Drop: Mecha-Chomp	+0 BP, +18 POW No effect	N/A
Sledge Heart	Drop: Jojora, Chucklissa/ Oholina/Hoohoolia/ Teeheena	+0 BP, +25 POW HP-Up Hammer	N/A
Soulful Bros.	Gwarhar Lagoon Sidequest	+40 BP, +0 POW BP-Auto Gain	N/A
Spike Badge	Drop: Pestnut Drop: Gold Beanie	+0 BP, +8 POW Spiny-Killer Jump	N/A
Spiny Badge A	Drop: Mom Pirahna	+0 BP, +22 POW Spiny-Killer Jump	N/A
Spiny Badge AA	Little Fungitown Shop	+0 BP, +50 POW Spiny-Killer Jump	280 coins
Steady Badge	Drop: Virus	+12 BP, +25 POW No effect	N/A
Tank Badge	Beanbean Shop	+0 HP, +55 POW HP-Up Jump	400 coins
Wonder Badge	Beanbean Shop	+0 BP, +22 POW Lucky Attack	140 coins

EFFECTS EXPLAINED:

Here's what the effects of badges do for you.

- \*Spiny-Killer Jump: Allows you to damage spiked enemies with Jump.
- \*HP-Up Jump: Gain a bit of HP back with Solo Jump attacks.
- \*HP-Up Hand: Gain a bit of HP back with Solo Hand attacks.
- \*HP-Up Hammer: Gain a bit of HP back with Solo Hammer attacks.
- \*Power-D: Increased Counterattack power.
- \*BP-Auto Gain: Regain BP automatically over time in battle.
- \*Shroom Force: Raises POW based on how many Mushrooms you have stocked. This is in-battle only, and you can buy all of the different kinds of Mushroom to 99 to get even more of an effect.
- \*Lucky Attack: Increases how often you get critical attacks.
- \*Item Grab: Enemies drop items more often.
- \*POW-Up: Briefly boosts POW.

=====

= [7.6] : Equipment: Accessories =

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Accessories are the third and final slot of equipment. They have effects only and don't raise HP, BP, POW, or DEF. They are only gained by brewing at Starbeans Cafe. Where the resident nutbag owner E.Gadd shows up, samples the drink and then gives you the item. Both Mario and Luigi can equip all of the accessories, just like with Badges. The order below is not alphabetical but

is the order in which the items are recieved. Note that the effect sometimes works for BOTH Bros. even though only one has the accessory equipped.

Name	Effect
Greed Wallet	Double-Up Coin
Bonus Ring	Double-Up EXP
Excite Spring	Floating Jump
Great Force	Rough Battle
Power Grip	Hammer Grip
Cobalt Necktie	Shining Stache
Game Boy Horror SP	Rare Itemizer

#### EFFECTS EXPLAINED:

Here's what each effect on the accessories can do.

- \*Double-Up Coin: Get double the coins from battles.
- \*Double-Up EXP: Get double the exp from battles, if you don't lose any HP.  
This effect works for both Bros. with just one equipping it.
- \*Floating Jump: Hold Jump button to stay in the air longer in battle. Useful for dodging some attacks.
- \*Rough Battle: Double your damage intake and output. Risky but good if you can dodge well. You can put even bosses out of their misery in a few well-timed Bros. attacks with this thing on. Infact, this is probably the best accessory in the game for a skilled player.
- \*Hammer Grip: You can hold your hammer on defense forever without becoming tired and dropping your defense. Very useful!
- \*Shining Stache: Doubles your STACHE stat.
- \*Rare Itemizer: ALWAYS get Rare items off of enemies! Note that not all enemies actually HAVE rare drops.

=====  
= [8.0] : Enemies =  
=====

Here's a nearly complete list of enemies in Mario and Luigi: Superstar Saga.

I will only include the name, EXP/Coins possible rare drops and the preferred method of attack. Individual strategies for regular enemies are moot, since they are mostly really easy with one or two simple-to-dodge attacks. Listing the preferred method of attacking them is good enough.

#### Legend:

- JU = Jump.
- HM = Hammer.

HA = Hand Technique Attack.

Name	Location	EXP	Coins	Rare Drop?	Attack With
????	Gwarhar Lagoon	90	11		JU
Anuboo	Teehee Valley	60	15	Anuboo Jeans	
Beanie	Various	4	2	Woo Bean	JU/HM/HA
Bill Blaster	Stardust Fields	3	2		JU/HM/HA
Blooper	Oho Ocean	35	10		JU
Bob-omb	Beanbean Castle Area	16	1	Red Peppers	JU/HM
Boo	Bowser's Castle	40	10	Random Slacks	JU
Boomerang Bro	Gwarhar Lagoon	100	20		JU
Bowser	Peach's Castle (Opening of Game)	N/A	N/A	N/A	JU
Cheep Cheep	Oho Ocean	60	15		JU/HA
Chomp Bro	Bowser's Castle	128	8		JU
Chuck Guy (1)	Chucklehuck Woods	15	3		JU/HM/HA
Chuck Guy (2)	Guffawha Ruins	60	20		JU/HM
Clumph	Joke's End	100	8		JU/HM/HA
Dry Bones (1)	Hoofoo Mountain	6	2		JU/HM/HA
Dry Bones (2)	Teehee Valley	68	13		JU/HM/HA
Eeker	Woohoo Hooniversity	24	2	School Slacks Smart Pants	JU/HM
Elite Troopea	Gwarhar Lagoon	40	12		JU
Fuzzbush	Chucklehuck Woods	24	5	Bubbles' Gear	JU/HM
Glurp	Joke's End	70	10		HA
Gold Beanie	Chucklehuck Woods	50	93	Spike Badge Chuckola Badge	JU/HM/HA
Goomba	Koopa Cruiser	2	0		JU/HM/HA
Goomdiver	Oho Ocean	25	8		JU
Gritty Goomba (1)	Teehee Valley	30	4		HM/HA

Gritty Goomba (2)	Gwarhar Lagoon	68	8		HM/HA
Gunner Guy	Bowser's Castle	90	25		JU/HM
Hammer Bro	Bowser's Castle	132	25		JU
Fighter Fly	Stardust Fields	2	2		JU/HM/HA
Ice Snifit	Joke's End	68	18		JU/HM/HA
Lakipea	Beanbean Castle Area	22	10		JU
Laser Snifit	Woohoo Hooniversity	20	4		JU/HM
Limbo Bro (1)	Guffawha Ruins	60	18		JU/HM
Limbo Bro (2)	Teehee Valley	80	13	Ancient Pants	JU/HM
Magikoopa	Bowser's Castle	110	20		JU/HM
Malibut	Oho Ocean	68	8		JU/HM
Mecha-Blooper	Gwarhar Lagoon	92	12		JU
Mecha-Chomp	Woohoo Hooniversity	26	6	School Emblem	JU
Oho Jee	Oho Oasis	4	1	Oho Jee Wear Oho Jee Symbol	JU/HM
Oucher Glass	Guffawha Ruins	60	5		JU
Parabeanie	Beanbean Castle Area	9	2		JU
Pestnut (1)	Chucklehuck Woods	15	2	Spike Badge	HM/HA
Pestnut (2)	Oho Ocean	4	2		
Paratroopea	Beanbean Castle Area	16	3		JU
Pirahna Bean	Beanbean Beach	150	1	Pirahna Swing Pirahna Suit	HM/HA
Pirahna Plant	Beanbean Airport	6	1		HM
Rex	Hoofoo Mountain	6	2-3		JU/HM/HA
Scaratroopea	Joke's End	48	20		JU
Sharpea	Outside of Beanbean	2	2	Woo Bean	HM/HA
Sniper Bill	Bowser's Castle	80	10		JU
Spiky Snifit	Teehee Valley	67	10	Red Peppers	HM/HA
Spiny	Beanbean Castle	15	1		HM/HA

Starkiss	Oho Ocean	58	1		JU/HM
Super Fly	Beanbean Castle	12	2		JU/HM/HA
Sworm	Beanbean Castle Area	14	2		JU/HM/HA
Tanoomba	Beanbean Castle Area	20	0	Green Peppers	JU/HM/HA
Troopea	Beanbean Castle Area	16	3		JU
Virus Yellow/Red/ Blue	Woohoo Hooniversity	22	4	Red Peppers Steady Badge	JU/HM
Yo Bro	Woohoo Hooniversity	30	10		JU/HM

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=====
= [8.1] : Bosses                                     =
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Here's a brief list of the bosses in a similar format as above with the normal enemies. They are not in alphabetical order but instead in the order you meet them in the game.

Name	Location	EXP	Coins	Drop
Fawful (1)	Koopa Cruiser	N/A	N/A	N/A
Tolstar	Stardust Fields	30	Varies	1-UP Mushroom
Hooooros	Hooohoo Mountain	30	24	1-UP Mushroom
Dragohoho	Hooohoo Mountain	50	34	Super Mushroom
Queen Bean	Beanbean Castle	160	16	1-UP Super
Rookie (1), Popple (1)	Chateau de Chucklehuck	160	64	1-UP Mushroom, Green Peppers
Wiggler	Chucklehuck Woods	120	0	Super Mushroom
Chuckolator	Chucklehuck Woods	260	0	1-UP Mushroom
Cackletta (1)	Woohoo Hooniversity	900	300	1-UP Super
Rookie (2), Popple (2)	Woohoo Hooniversity	300	66	1-UP Mushroom Red Peppers
Mom Pirahna	Beanbean Airport	200	0	Spiny Badge A

Trunkle	Teehee Valley	500	188	1-UP Mushroom, Super Nuts, Lucky Bros.
Hermie III	Gwarhar Lagoon	450	80	Lucky Ribbon.
Popple (3)	Chucklehuck Woods	600	121	None
Jojora, Chucklissa/ Oholina/ Hoohoolia/ Teeheena	Joke's End	800	180	Sledge Heart
Popple (4), Birdo	Teehee Valley	1400	594	Golden Mushroom, 5x Red Peppers
Iggy	Bowser's Castle	800	99	1-UP Mushroom
Morton	Bowser's Castle	800	99	Bowser Fist
Lemmy	Bowser's Castle	800	102	Green Peppers
Ludwig	Bowser's Castle	800	99	Red Peppers
Roy	Bowser's Castle	800	99	Bowser Fang
Wendy	Bowser's Castle	800	102	None.
Larry	Bowser's Castle	800	99	1-UP Mushroom
Fawful (2)	Bowser's Castle	1500	365	1-UP Super
Bowletta	Bowser's Castle	N/A	N/A	N/A
Cackletta (2)	Bowser's Castle	N/A	N/A	N/A

=====  
= [9.0] : In-Game Cameos/References =  
=====

This is a list of cameos and references of things you'll see in the game which come from other games or previous Mario titles.

- The Koopa Kids/Koopalings. They first appeared in SMB3. All 7 are here.
- Virus enemies in Woohoo Hooniversity. Dr. Mario, anyone? They even have the Dr. Mario functionality! If they all become the same color, they will all instantly die.
- Obvious returning major characters like Princess Peach, Toad, and Bowser.
- Wario & Kirby, on posters in the Yoshi Theater.
- Yoshis, at the Yoshi theater. Yoshis were first introduced in Super Mario World for the SNES/Super Famicom.
- Many enemies reference SMB2 like Snifits, and Chuck Guys (Like Shy Guys).
- Professor E.Gadd, from Luigi's Mansion. He owns Starbeans Cafe, here.
- The Donkey Kong-like barrel jumping sequence in Woohoo Hooniversity to save a hanging Luigi.
- the Great Force item. Triforce, anyone? (Legend of Zelda)

- Crabs like the ones from the original Mario Brothers. videogame.
- Geno, who appears in the Little Fungitown Arcade on the minigame screen. He was a playable character from Super Mario RPG for the SNES.
- Birdo, another SMB2 character plays a supporting role in this game.
- Popple sharing many similar qualities to the thief from Super Mario RPG.
- Several scenes remiscent of Mario 1 and/or 3. Like the one in Bowser's Castle that even has the drawbridge with the axe to drop the cardboard King Koopa/Bowser into the lava. Or the old 8-bit SMB1 flags on flagpoles attached to blocks.
- Tanoomba enemies, who are basically doing the reverse of what one of the suits in SMB3 did.
- Tennis or Pong reference with Larry Koopa in Bowser's Castle.
- Several classic Mario enemies with beanified names like Lakitu, Spiny, Paratroopa, Boomerang Bro, Hammer Bro, Pirahna Plant and so on. Really too many to name.
- Toadsworth, who is from Super Mario Sunshine (Gamecube).
- Thwomps in the mine cart minigame and at the Hammer-Head Bros. second house, where they run two minor minigames.
- Fuzzbush enemies spit out Fuzzies from Paper Mario & Super Mario World.
- Various old remixed music from many Mario games.
- Chuckorocks are much like Octorocks from the Legend of Zelda games.

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=====
= [10.0] : Secrets/Extra Info                                     =
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This is a small section covering for extra information and secrets.

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The High Jump Coin Trick:
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```

Did you know? If you pound Mario down to midget size, try to High Jump on him with Luigi and then jump with midget Mario while Luigi is above him, you will pound Luigi like a block. You will get 1 coin, and Luigi will lose 1 HP. You can juggle him like this over and over, however you will only get coins when he actually has HP greater than 1. It won't kill Luigi.

Using this trick with a high 'Stache stat, one can make risk free profit. How? a 25 HP Mushroom doesn't cost 25 coins with a high stache, for example.

```
-----
Max Stats/Level info:
-----
```

There is a max level and stat in this game, and thanks to someone else who bothered to check it out, here they are:

Max Level = 99.

Mario reaches level 99 at 946405 EXP.  
Luigi reaches level 99 at 946498 EXP.

Max Stats;

Max HP = 999.

Max BP = 999.  
Max POW = 999.  
Max DEF = 999.  
Max Speed = 999.  
Max Stache = 999.  
Max Coins = 9999.  
Max EXP = 999999.

Needless to say, you won't get those stats without using many, many drinks, or cheating! Not that you need them.

-----  
Misc. Info:  
-----

- Poppo appears at Little Fungitown where he's being trained as someone's "Rookie" by a toad just outside of the Mushroom Embassy in Little Fungitown, after your last fight against him.
- Barrel Line-Up Mini-Game becomes playable in the Little Fungitown Arcade some time after the S.S. Chuckola goes into the sea.

=====  
= [11.0] : Contacting the Author =  
=====

You can contact me via e-mail at [devhatesyou\(at\)gmail\(dot\)com](mailto:devhatesyou@gmail.com).  
Try not to mail about things answered in this FAQ!

=====  
= [12.0] : Credits =  
=====

Here's where I acknowledge contributors and other things I feel added to the making and maintaining of this guide.

- My hands, which will someday have Carpal Tunnel or something equally bad. ~85 words per minute with extreme pain, coming soon!
- Distributors of fine iced tea mix. A must for me! Just add water.
- The Miracle that prevented Windows from crashing after I hadn't saved over an hours work on this guide. I've had it happen before! Luckily not on this piece of work. I might have cried. Really.
- "c c" [[dais12\(at\)hotmail\(dot\)com](mailto:dais12@hotmail.com)] - For much useful Advance Bros. Attack info! It's thanks to him that the missing ones (except for Swing Bros. which I later figured out myself) got filled in.
- [[dexter\\_dtt\(at\)hotmail\(dot\)com](mailto:dexter_dtt@hotmail.com)] - For telling me how to make use of the previously useless barrel in Joke's End at the room with the timed yellow block bridge. It's not so useless now!
- Jon Mott [[weeble1\(at\)charter\(dot\)net](mailto:weeble1@charter.net)] - Huge correctional info on Bounce



Bros. Advance functionality.

- "GravyFlood" - For few suggestions to make this a bit easier on the eyes. Also, extra info about the Mom Pirahna boss.
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- [jamescom1(at)yahoo(dot)com] - Max stats/level info. A couple corrections.
- "FireHawk13" - Chuckorock / Octorock (Zelda) reference.
- Goju Tsume [gojutsume(at)hotmail(dot)com] - Chopper Bros. normal attack extra info (button mashing part), and another secret Hoo Bean block at Joke's End.
- [joshuatc(at)rogers(dot)com] - Alerting me that Jojora is indeed defeatable.
- Origami Sensei [origami\_sensei(at)hotmail(dot)com] - Misc. info/suggestions.

\*If I forgot you as a contributor, send me an e-mail and I'll put you in the next update.

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=====

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