

a specific section in the FAQ, press CTRL + F to open a search box. Type in the series of numbers for the desired section that you're trying to find and press Enter. Whabam! The search function will take you there in an instant.

[1] VERSION HISTORY.....	[0100]
[2] CONTROLS.....	[0200]
[3] CHARACTERS.....	[0300]
[4] THE BASICS.....	[0400]
[5] WALKTHROUGH.....	[0500]
Mushroom Kingdom.....	[0501]
Koopa Cruiser.....	[0502]
Stardust Fields.....	[0503]
Hoohee Village.....	[0504]
Hoohee Mountain.....	[0505]
Beanbean Castle Area.....	[0506]
Chateau de Chucklehuck.....	[0507]
Chucklehuck Woods.....	[0508]
Beanbean Castle Area.....	[0509]
Woohee Hooniversity.....	[0510]
Oho Oasis.....	[0511]
Beanbean Airport.....	[0512]
Teehee Valley.....	[0513]
Little Fungitown.....	[0514]
Guffawha Ruins.....	[0515]
First Beanstar Piece.....	[0516]
Second Beanstar Piece.....	[0517]
Third Beanstar Piece.....	[0518]
Fourth Beanstar Piece.....	[0519]
Joke's End.....	[0520]
Final Preparations.....	[0521]
Bowser's Castle.....	[0522]
[6] ITEMS.....	[0600]
[7] BESTIARY.....	[0700]
Enemies.....	[0701]
Bosses.....	[0702]
[8] THANKS/CREDITS.....	[0800]

[1] VERSION HISTORY [0100]

FAQ/Walkthrough #18

Version 1.0 (03/14/07) - FAQ/Walkthrough complete and submitted.

[2] CONTROLS [0200]

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| D-Pad | | Move | | | | |
|-----|-----|-----|-----|
| Start | | Change Brothers | | | | |
|-----|-----|-----|-----|
| Select | | Open Menu | | | | |
|-----|-----|-----|-----|
| A Button | | Jump, Confirm (Mario) | | | | |
|-----|-----|-----|-----|
| B Button | | Jump, Confirm (Luigi) | | | | |
|-----|-----|-----|-----|
| L Button | | Change Bros. Attack, View Status (Mario) | | | | |
|-----|-----|-----|-----|
| R Button | | Change Bros. Attack, View Status (Luigi) | | | | |
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[3] CHARACTERS [0300]

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'- MARIO -----|-----|-----|-----|

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Mario is the main man of the Mushroom Kingdom and always helps out where there is trouble. He used to be a plumber, but now it seems that he's considered the bodyguard of Princess Peach. Whenever something bad happens to her, you know that Mario will be after her. Mario and Bowser always quarrel, yet the red plumber always comes out on top.

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'- LUIGI -----|-----|-----|-----|

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Luigi is Mario's younger brother. He usually doesn't follow Mario around on his quests, but they know when to team up to get the job done. Luigi may be cowardly and not as courageous as his bro, but neither could survive without the other, and both know that. Luigi tends to take the abuse throughout the game, as for that he never gets the respect that his brother does.

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'- PRINCESS PEACH -----|-----|-----|-----|

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Peach is the princess of the Mushroom Kingdom. She's always in a heap of trouble; pretty much every single game she's been in she's needed to be rescued. Her disappearance triggers Mario and Luigi to team up and find her.

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'- BOWSER -----|-----|-----|-----|

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When Bowser's around, he'll be bringing destruction with him! The king of the Koopas has a strange obsession with Peach and always tries to kidnap her.

Most of the time he's successful, but his plans fall short when Mario arrives to the scene. If there's carnage about, you can expect Bowser to be behind it. There are some strange and dire situations where Bowser and the Mario Bros. team up, but don't expect them to get along at all.

'- CACKLETTA -----'

Cackletta is an evil witch whom has stolen the voice of Princess Peach. She replaces Bowser as the main villain of Superstar Saga and stands in the way of the two brothers many times. Cackletta has many powers, such as casting spells or transforming. Cackletta also has a faithful, but crazy, servant.

'- FAWFUL -----'

Fawful is the servant of Cackletta, but he doesn't do a good job of it. Most of the time he is found losing to Mario and Luigi, but is by far the best character in the game. He is the source of most of the humor in Superstar Saga with lines such as "I HAVE FURY!".

[4] THE BASICS [0400]

'- BATTLES AND TIMING -----'

Timing is everything in battles. They can either let you dodge attacks or deal more damage. If Mario uses a jump attack, press A right before hitting the enemy to deal more damage. If you jump with Luigi, do the same but press B instead of A. For using hammers, it's pretty much the same way. When you use a hammer, press the character's designated button when the hammer shakes. You will deal more damage to the enemy that way.

You can also dodge enemies attacks. All enemies have some sort of attack pattern that help you dodge attacks. Let's use a Dry Bones as an example. When Dry Bones attack, his head will spin. If it spins up and down, it will attack Mario. If the head spins left and right, it'll aim for Luigi. Some enemies will use red and green as a symbol for whom they are attacking (red is Mario and green is Luigi, but I'm sure you knew that already). Keep your eyes peeled for these symbols.

'- AN EXPERIENCED FIGHTER -----'

For each battle you win, the surviving Mario Bros. will gain an number of experience points. You will level up after gaining a certain amount of experience points. When you gain a level, these attributes will increase:

Heart Points (HP) = This should be obvious: it's your health. If it reaches zero, then that character dies. If both bros die, then it's game over for you.

Bros Points (BP) = Like most RPGs have MP, Superstar Saga has Bros Points. These allow you to use Bros Attacks; if it reaches zero, then you cannot use said attacks.

Power = The higher it is, the more damage you'll deal to enemies.

Defense = The higher it is, the less damage you'll receive from enemies.

Speed = Determines what order the players go in battle in regards to the enemies.

Stache = The higher it is, the bigger discount you get on shop items. It also boosts your chance of a critical hit.

After you level up, you will get to raise one attribute as a bonus. When the Lakitu appears with the spinning wheel, move it down to the attribute you want to increase more. The wheel will spin and press A to stop it. Whatever number it lands on is how much the stat will increase. For instance, let's say your HP is currently at 35 and you want to use a bonus on it. You stop the wheel and get 4. Now your HP is raised to 39. It's that simple!

'- NEW MOVES -----'

Throughout the course of the game, the adults can learn several abilities. These abilities cannot be used in battles, but they are helpful for accessing new areas which were not accessible earlier or just simply progressing through the game. Here is a list of the abilities that you can learn:

-- High Jump --

Use: Luigi

When Learned: Stardust Fields

Description: When Luigi is in the back, use the command. As Luigi jumps on Mario's head, press B just as he lands on Mario's head to jump even higher than normal.

-- Spin Jump --

Use: Mario

When Learned: Stardust Fields

Description: When Mario is in the back, use the command. Press B and Mario will hop on top of Luigi. Press B once more and the duo will begin to spin, allowing you to cover more ground.

-- Mole --

Use: Luigi

When Learned: Chateau de Chucklehuck

Description: When Mario is in the back, hit Luigi with your hammer. Luigi will now be smashed underground. Now you can reach new grounds but you cannot cross metal floors. Press A to return to normal.

-- Mouse --

Use: Mario

When Learned: Chateau de Chucklehuck

Description: When Luigi is in the back, hit Mario with your hammer. Mario

will be squished into a pancake-like shape. Now Mario can pass through tiny holes. Hit him with the hammer once more to revert him back to normal size.

-- Firebrand --

Use: Mario

When Learned: Fire Palace

Description: When Mario is in the front, press and hold A to charge up a fireball. Release A to send it flying. This is mostly used to light torches.

-- Thunderhand --

Use: Luigi

When Learned: Thunder Palace

Description: When Luigi is in the front, press and hold B to charge up a ball of lightning. Release B to shoot out a burst of electricity. You can use this ability on blue orbs.

-- Fire Dash --

Use: Mario

When Learned: Gwarhar Lagoon

Description: When Mario is in the back, select Firebrand and charge up a fireball. Release A to light Luigi's behind on fire, making the two run incredibly fast. You cannot control either of them, and they'll stop if they hit a wall or obstacle. Used to knock over giant Koopa Troopas.

-- Thunder Shock --

Use: Luigi

When Learned: Gwarhar Lagoon

Description: When Luigi is in the back, select Thunderhand and charge up a ball of lightning. Release B to shock Mario. While Mario is electrocuted, you can move the duo. This ability is used in order to cross some hazards.

'- MARIO'S BROS ATTACKS -----'

Bros Attacks are special abilities used in battle to deal damage to enemies. There are three levels to each of them; the first being easiest, second being hard, and third being the hardest. Here's a list of Mario's Bros Attacks:

-- Splash Bros --

BP Used: 4 (Levels 1 and 2), 3 (Level 3)

When Learned: Default

Description: Press A to have Mario jump on Luigi. Press B to send Luigi in the air, then press A as Luigi right before he lands on an enemy. The later combo is A, A, then B.

-- Swing Bros --

BP Used: 6 (Levels 1 and 2), 4 (Level 3)

When Learned: Win Secret Scroll #1 - Hammerhead Bros. Cave

Description: When Luigi runs at Mario, press and hold A. The two will spin around; press B when the target is indicated to have Luigi smash into the enemy. The later sequence is B, then A and B at the same exact time.

-- Chopper Bros --

BP Used: 5 (Levels 1 and 2), 3 (Level 3)

When Learned: After learning the Mole/Mouse abilities

Description: When Mario's hammer begins to shake, press A to hit Luigi. Right before Mario lands on Luigi, press B to be shot in the air. Next, press A rapidly to deal damage to the enemy. The later sequence is A, A, then B rapidly.

-- Fire Bros --

BP Used: 6 (Levels 1 and 2), 3 (Level 3)

When Learned: After learning the Firebrand/Thunderhand abilities

Description: When Mario charges up a fireball, repeatedly tap A. When they are thrown at Luigi, press B when a green circle appears over Luigi. In later sequences, press A to create a big fireball and send it at the target.

'- LUIGI'S BROS ATTACKS -----'

Bros Attacks are special abilities used in battle to deal damage to enemies. There are three levels to each of them; the first being easiest, second being hard, and third being the hardest. Here's a list of Luigi's Bros Attacks:

-- Bounce Bros --

BP Used: 4 (Levels 1 and 2), 3 (Level 3)

When Learned: Default

Description: As Luigi jumps into the air, press B when prompted. Next, press A when said so. As Luigi lands on the enemy, press A once more to deal extra damage. The later sequence is A, B, B, then A.

-- Knockback Bros --

BP Used: 5 (Levels 1 and 2), 3 (Level 3)

When Learned: After learning the Mole/Mouse abilities

Description: When Luigi wields his hammer, press B to crush Mario. When he winds back his hammer once more, press B again to hit Mario into an enemy. Press A right before Mario lands on the enemy. The later sequence is the same, but the ability will continue if you hit B to send Mario back at the enemy.

-- Cyclone Bros --

BP Used: 8 (Levels 1 and 2), 4 (Level 3)

When Learned: Win Secret Scroll #2 - Hammerhead Bros. Cave

Description: When Luigi has his hammer out, press B to flatten Mario. Then press A repeatedly when Luigi hops in the air. When the group spins towards an enemy, press A right before you hit it. This attack is continuous.

-- Thunder Bros --

BP Used: 6 (Levels 1 and 2), 4 (Level 3)

When Learned: After learning the Firebrand/Thunderhand abilities

Description: When Luigi charges up a lighting ball, press B. Next, press B once more to jump off of Mario. Finally, hit B again to shoot lightning bolts at the target. The attack is weak, but lowers their Defense. The later sequence is B, A, A, then B.

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[5] WALKTHROUGH

[0500]
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MUSHROOM KINGDOM

[0501]
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The game will start off with the lovely Princess Peach. Next, the Goodwill Ambassador from the Beanbean Kingdom wishes to present a nice token of appreciation to Peach. Unfortunately, IT'S A TRAP! A cloud of gas pours out of the present box and swarms Peach, stealing her voice. The Ambassador and his sidekick reveal themselves to be Cackletta and Fawful. Like any villain would do, they bolt afterwards.

'- MARIO'S HOUSE -----'

A Toad runs down to Mario's house and tells Luigi of the situation. He then runs inside to find Mario, but he is nowhere to be found. Time to control Toad! Walk to the left side of the house and try to enter the bathroom in the back. Toad will rush inside to find a naked Mario. He scrams, but not before telling Mario what happened to Peach. Mario realizes the danger and leaves with Luigi to Peach's Castle.

'- PEACH'S CASTLE -----'

The brothers will run into Bowser, who has already made his way into the castle (trying to kidnap Peach, most likely). Bowser gets pissed off and challenges Mario to a fight while Luigi cries in the corner. Ah, yes, the first of many blatant insults towards Luigi. This guy will never get a break.

Hello tutorial battle! You cannot beat Bowser, so this fight is just a way for you to get used to the battle system. And yes, it is easy to get used to. Toad will give you a rundown of the Action Commands. If this is your first time playing, then I suggest listening to what he has to say. You can press A right before jumping on Bowser's head to deal extra damage. In order to dodge his flame breath attack, jump as he begins to breathe in. The battle will end after a couple rounds.

Bowser will complain about losing to Mario yet AGAIN, but the feud is interrupted by one of the Toads. He fills the three in on how Peach's voice was stolen and replaced by explosive vocabulary! Bowser refuses to kidnap a princess who has the capability of blowing up his castle with her voice alone. Instead, he tells Mario to retrieve Peach's voice, so THEN Bowser can kidnap her. =)

Bowser offers to help Mario and Luigi (gasp) by using his Koopa Cruiser to head off to Beanbean Kingdom. Mario will run off to the plaza.

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'- PLAZA -----'

The plaza may seem small, but you can get some items here, so don't run off too fast. First off, head to the left side to find some hedges. Jump up to reach a hedge hugging the left wall. Talk to the Toad up here; he'll ask you to find something precious of his. Walk south to reach a wall. Press A to find the Toad's precious belonging. Talk to him again to receive a 1-Up Mushroom. From here, jump to the hedge on the right, then hit the block above to get a Mushroom.

Drop down and go to the right to find another Toad with a Mushroom lying on top of a hedge. Jump up and grab the Mushroom, then offer it to the Toad to get a Super Mushroom! Past the Toad is another hedge wall. Jump up to the top to find another block. Hit the block for a Mushroom. Once that's done with, proceed to the north end of the plaza and talk to Luigi. He will tell Mario that Bowser went north.

With the information in hand, talk to the Koopa walking around the northeast end of the plaza. Tell him that Bowser went north and he'll scurry away. After that, head past Luigi to the next area containing a Save Album. In order to use the Save Album, stand under it and jump into it. From here, you can save your game. Do so and head north to be stopped by an elderly Toad. He will give Mario a suitcase (it is used to hold items and equipment) and 100 Coins. Continue north to the next area.

Mario and Luigi will spot Bowser standing on top of his patented Koopa Cruiser. Mario will jump on board as Bowser calls upon his army of baddies to accompany the two in the cruiser. Unfortunately for Luigi (who was planning on cheering Mario on from the sidelines), is accidentally taken in as a crew member.

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KOOPA CRUISER [0502]
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Mario and err... Green Guy... are ordered to report to the deck. First off, save your game at the Save Album and exit through the eastern exit. Talk to the Koopas here to learn basic controls when paired up: press Start to switch positions. Press A to have the guy in the front jump, while pressing B makes the dude in the back jump. Walk to the right to find a Bros. Block. Talk to the Koopas to learn about it, then try it out to gain some Coins. Go through the doorway on the bottom-right walkway.

The first thing you see when entering the room is a Koopa behind a camera. This is where your passport portraits are taken; walk to the north until you're stopped by the cameraman, who will place the brothers on the stand to get their picture taken. First, open your suitcase by pressing Select and the cameraman will show you your passports.

When you are prompted to do so, step onto the platform. Even though the cameraman suggests that you don't make goofy poses, I always do so. If you wish to look like an idiot on your portrait, press the D-Pad in any direction. Once the pictures are taken for both characters, go across the

walkway. Hit the block along the way for a Mushroom, then head to the east. Ignore the staircase for now and continue south.

Talk to the Koopa here. If you helped him back in the plaza, then he'll give you a 1-Up Mushroom. Hit the block next to the Koopa for a Mushroom and return to the stairs. Go up said stairs to reach another hallway. Move down the hall until a barrel blocks your path. Walk into the barrel to push it into a wall, breaking it. Head towards the Koopa to be stopped. This guy will teach you the basics of fighting as a pair, so I recommend that you listen up.

Break the barrel in the corner to get in a fight with some Goombas. Listen to the Koopa's orders on how to dodge. Remember, Mario uses the A button and Luigi uses the B button. The rest is cake. Once the tutorial is over, continue along until you reach another barrel. Break it to reveal a Goomba; defeat it in battle. The Koopa ahead will teach you how to enter a battle properly.

In order to gain the edge on an opponent, try to start the battle by attacking them. For example, if you jump on the Goombas, you will start the battle by automatically damaging the entire party. It's a good way to kick off a hard fight. Defeat the two pairs of Goombas, then move up the stairs to the west.

Save your game here and head to the west, where you'll find a red block with an exclamation point on it. Hit the block to activate a crane which moves cargo. Unfortunately, it mistakes Luigi for cargo and grabs him instead. The Koopas agree that since he's up there, they'll use the green guy as a lookout.

Up on the deck, Mario will be with Bowser; both learn that they're almost over Beanbean territory. Suddenly, Luigi spots someone in the distance. It's Cackletta, the evil witch who stole Peach's voice! Instead of sticking around, she sickens her (incredibly super awesome/funny) sidekick named Fawful on the gang. BOSS BATTLE!

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| BOSS: Fawful                                     HP: 30 |
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|
| This boss is simple enough, and all you can do to attack is use Solo |
| Attacks (which is all you really need for this battle). The evil Fawful |
| will attack by shooting fireballs out of his weird hat thing. Pay close |
| attention to the color of his words. If they are red, then the fireball |
| is headed to Mario. If it's green, then dodge with Luigi. Sure, Bowser |
| tells the brothers the same exact thing, but I beat him to it. =)      |
|
| Fawful's next attack is a little more confusing. He will say a line; pay |
| attention to the last word: "this". If it is red, then he will attack   |
| Mario first. But beware, because Fawful will then shoot a fireball at   |
| Luigi! Dodge the first attack with Mario, then dodge with Luigi. But if |
| the lettering is green, then Luigi will be targeted first and Mario     |
| last. It sounds confusing, but you'll get the hang of it.              |
|
| After attacking Fawful enough, his headpiece will break off and the fight |
| will change. Now Fawful uses a ramming attack: he will run, then stop,  |
| then roll into a character. After he pauses, jump in the air to avoid   |
| him. The battle shouldn't take too long. You probably won't have to use |
| any items, but you always can if you're not good at dodging.          |
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After the battle, Fawful will shout his signature line - I HAVE FURY! - and proceeds to destroy the Koopa Cruiser. Mario and Luigi will land in the middle of nowhere (Stardust Fields to be exact), but who knows where Bowser and the rest of the crew went...

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STARDUST FIELDS

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[0503]

After Luigi helps Mario out of the ground, the two reunite. Head west while talking to the downed crew members. One tells the duo that Bowser landed on "the other side of the border", wherever that is. Anyways, go across the bridge and enter the castle. Mario and Luigi will be stopped by two Hammer Bros, who test the brothers' jumping abilities in a minigame.

In "Border Jump", your task is to avoid the pole that the Hammer Bros carry by jumping over it with both characters. It gets tricky at times, and if you get hit, then you lose a life. Each character has three lives; so make sure that you don't get hit three times or you will lose. Make sure to use A for Mario and B for Luigi. After winning, the two will let you pass.

Pass across the bridge until you are stopped by one of the Hammer Bros, who gives you a map of Beanbean! Head west to find a green pipe; go inside to activate it, then return to Stardust Fields. This can teleport you to other green pipes found throughout Beanbean. Since this is our first one so far, we can't use it to go anywhere. Continue south to the next area.

You will have to jump over a series of glowing spikes to reach the other side. They don't even hurt you, so don't fret. Hit the block at the end for a Mushroom and go down the stairs. Jump over the next set of spikes and break open another block for a Mushroom. Drop down, then head east across the bridge.

There will be some enemies roaming around here. Remember, the best way to start a battle is to jump on an enemy. If they hit you, then you will take damage before the start of the battle. Take out the Fighter Fly ahead and go south. Defeat the next one, then cross the bridge to the west.

Save at the Save Album and jump up the stairs to find a giant cannon. Wait, someone is stuck inside it. Someone very familiar. Walk over to the cannon to find Bowser. Before the conversation can continue, a giant green monster falls from the sky. It is Tolstar, the great and famed king of Stardust Fields! Unfortunately for us, Tolstar won't let Bowser out of the cannon unless Mario and Luigi pay up.

Mario happily pays Tolstar all of their money, but apparently the king doesn't accept coins from the Mushroom Kingdom! The amount only totals to a small amount, and Tolstar will free Bowser if the bros fetch him 100 Beanbean coins! He opens up a bridge for exploration, so time to hunt for some money! Drop down and go across the newly formed bridge. Go north in this next area to reach another section of the fields.

Hop over the two sets of spikes to reach the edge of the fields, then go north. Defeat the Fighter Fly ahead to gain some cash. Hit the block to the west for some Coins, then use the Bros. Block to the north to gain some more Coins. The upper areas are inaccessible right now, so go across the path in the northeast corner.

| Tolstar is by no means as easy as Fawful, so you might have to use some |
| items for this one. Tolstar will attack by hurling spiked balls at the |
| bros. Pay attention to the arm in which he throws it with. If Tolstar |
| uses his right arm to throw the ball, then it's aimed for Mario. If he |
| throws with his left arm, then dodge with Mr. Green (Luigi). It's pretty |
| funny, since Tolstar accidentally reveals this during the battle. |

| The battle with Tolstar is a perfect time to use your Bros Attacks. Try |
| them out on the big guy; each one deals around 4 damage. After a couple |
| rounds, Tolstar will spice up his attacks. Now if he laughs before using |
| an attack, the spiked ball will bounce. If it bounces, then do not jump; |
| it will pass right over your head. So whenever Tolstar laughs before |
| throwing, then the ball will pass over you. |

| Keep it up and Tolstar will change his attack once more. Now he will |
| throw two spiked balls at both bros! Sometimes he likes to confuse you |
| by having one roll and one bounce, but pay attention to when he laughs. |
| This is the last defense, so if you can handle this attack, then you're |
| good. After defeating Tolstar, you will receive all of your Coins again! |
| Oh yeah, and you get a 1-Up Mushroom! |

+-----+

Once Tolstar is defeated, he will fall to the ground. Unexpectedly, a Toad
pops out of the star next to the cannon and lights it; saying that he's tired
of Bowser's constant complaining. Bowser is launched out of the cannon right
into Tolstar, and both of them fly off into the distance.

After the scene, Spin Jump across the gap to the western platform and head to
the area beyond. Cross the bridges to reach a Save Album. Save here, then
enter the cave ahead. High Jump up the series of platforms to the north, then
Spin Jump to the island in the middle. Hit the block here for a Mushroom,
then fall down to ground level. Continue to the left and obtain another
Mushroom. Head south to exit the cave.

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HOOHOO VILLAGE [0504]
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What a nice sight! It's better than that dark Stardust Fields. Anyways, cross
the bridge to enter the village. Unfortunately, Mario and Luigi are chased
out by a trio of guards. They blame the brothers for the disappearance of
someone named Prince Peasley, but we obviously have no idea who that is. They
don't believe that the two are the legendary Mario and Luigi, but an injured
Tolstar appears to prove them otherwise.

The guards apologize and say that their prince has been kidnapped. They say
the the kidnapper was someone who...wore a helmet and spoke of mustard and
fink-rats? Psh, only one wacko talks about that stuff. Now that the guards
trust you, you can enter the village.

The first thing you should do inside the village is drop down to the southern
ledges. Once down here, head across the bridge to find a block. Hit it for a
Mushroom and then go inside the doorway in the middle. Large rocks block the
path, but you can still collect some Coins and another Mushroom. After
grabbing them, head outside again and return to the upper level.

Talk to the villagers to learn about someone (or something) that is named
Blablanadon. Apparently he is a helpful lil' dude who offers to fly people up

to the top of Hoohoo Mountain. But he left after seeing someone who looked like Prince Peasley and hasn't returned. Head west to find a Save Album, so save right now. After saving, drop down and cross the bridge to the west to reach another house. Pass by it to find Fawful. He will attack a guard before confronting the bros. After making more crazy analogies, Fawful will block your path with a giant stone. Return to the Save Album.

This time, go up the steps to the west. The gang will soon reach a broken bridge and a house. Go inside the house to meet the Hammerhead Bros. Show off your jumping skills and they will agree to make you hammers. Of course, you have to do some dirty work; collect Hoohoo Blocks that are found on the mountain summit. Exit the house and the bridge should be fixed. If not, talk to the villager at the bottom and head back inside the house. When you leave, everything should be fixed.

Before heading off to Hoohoo Mountain, there are some goodies for us to get. Return to the Save Album and there should be an opening to the left of it (up the stairs). Head through the opening to enter a cave.

You can find some Coins in the cave up ahead, so grab 'em and go to the left. Hit the block to find a Mushroom and climb up the steps. Spin Jump across the gap to reach the other side. You can find another Mushroom as well as a Bros Block. Afterwards, exit the cave via the southern exit. Once outside, begin to cross the bridge. Hit all of the blocks here to get two Mushrooms, Syrup, and Coins. You can't do anything else here, so return to the Save Album.

Save your game and return to the fixed bridge. Once you are ready to ascend Hoohoo Mountain, proceed to the left.

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HOOHOO MOUNTAIN	[0505]
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Defeat the Beanie to the left before jumping up the steps. Take out another Beanie and hit the block tucked in the northern corner for a Mushroom, then continue up the ledge. In the upper section, you will have to use the High Jump and Spin Jump to continue. Once you reach the path stretching to the east, ignore it at the moment and High Jump to the leftern ledge. Defeat the Beanie up here and Spin Jump to the end of the ledge. Hit the block to get Syrup and return to the path, then continue east to the next area.

First off, clear the lower levels of Beanies so there are no nuisances roaming around. Once that's done with, climb the rocks on the west side of the area to reach a gap. There is a pretty obvious whirlwind swirling around to the right of the gap; this work of nature powers up your Spin Jump, allowing you to go faster and farther. Try it out: Spin Jump into the whirlwind to spin around even faster, then continue to the eastern platform. Walk to the right to enter the next section of the mountain.

Immediately head to the right and defeat the pair of Dry Bones down here. Return to the entrance of this area, where I'm sure you noticed that little blob on fire. Ignore him for now and jump up the steps on the left. Head to the watering hole (as the sign says) and climb up a couple more steps. Use your High Jump to reach the ledge above, then hit the block to the right for Syrup.

Continue to the west end of the watering hole. There is a small spring with flowing water; step into it for Mario to take a couple more gulps than suggested. He will grow twice as fat, so walk over to the nearby flaming

blob. Use Luigi's High Jump on the inflated Mario to have him spray the water on the flaming blob. He'll be extinguished, and a whirlwind will appear to the right.

Step up to the whirlwind and use it to reach a ledge north of the whirlwind. Hit the block for a Mushroom, then Spin Jump to the left. You will reach a platform with a Save Album. Save here and walk a couple steps south, then Spin Jump to another platform to the left. Grab some Coins from the Bros Block and use your High Jump to traverse up a series of steps. From here, go north.

Fight the Beanie and Dry Bones in front of you and once they're finished, take a gulp of water from the nearby spring. Extinguish the flaming blob to create another whirlwind. However, don't worry about it right now. Head past the spring and into the next section. Defeat the enemies here as well to find another flaming blob. Use the spring from the previous area to extinguish this flaming blob, creating a second whirlwind.

Ah, just what we need. Head up the steps to the left and Spin Jump into the whirlwind. Use it to reach the ledge to the right, then continue along. Use the second whirlwind to reach a platform. Hit the "!" Block here to create a spring in an earlier part of the mountain; we'll worry about that later.

Spin Jump south to get around the stalagmites and stop on the platform. Hit the block for a Mushroom and return to the other side. Drop down on the right side of the platform, defeat the Dry Bones, then proceed south.

Well, we are back at that "earlier area". Woo, that was easy. Use the spring to inflate yourself, then drop down the steps to the flaming blob. Extinguish him to make another whirlwind appear to the right of your location. Spin Jump into it, then move east through it to reach another whirlwind. Spin into this one, then continue all the way east to reach a high ledge. Go down the steps and save your game at the nearby Save Album once you get the chance.

Speak with the statue in the center of the area. This statue, Hooooros, will not let you pass. It demands that you prove yourself worthy by playing a minigame. Gee, way to test your strength and knowledge: with a minigame. Well, at least it's easy.

You must use Mario's Spin Jump to collect 10 Hoohoo Spirites in 30 seconds. You must stay on all four pillars and if you fall, then you lose. It's pretty tricky, since the spirits disappear if you take too long in trying to capture them. Once you have won, Hooooros will give you one more challenge: the challenge of defeating him in battle!

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+-----+
| BOSS: Hooooros                                     HP: 45 |
+-----+
|
| At the start of the battle, Hooooros will disappear into one of two |
| stone pillars. Attacking a pillar will break it instantly. If you break |
| the pillar that Hooooros is under, then he will disappear under the |
| other one. So, the trick is to destroy the one that Hooooros is NOT |
| under first, then take out the one that it's under. It'll try to float |
| under the pillar, but it won't be there, leaving him exposed. |
|
| When Hooooros is under a pillar, it will fire a purple beam at one of |
| the bros. Simply jump over the beam before it reaches you. The trickier |
| attack is when Hooooros is visible. He will fire a beam next to either |
```

| Mario or Luigi. Then, the beam will travel across both bros, meaning you |
| will have to jump with both characters to avoid the attack. |

| After you manage to damage Hooooros a couple times, he will summon two |
| new pillars and the cycle will start over again. There is a little trick |
| that helps decrease the time consumed during this battle. It actually |
| helps quite a bit during the battle (at least it made it easier for me). |

| When Hooooros is exposed, a pillar will appear next to him. Take the |
| time to destroy this pillar, because after a while of being visible, |
| Hooooros will try to escape under a pillar. But if you destroyed it, he |
| won't be able to hide under anything! In short, make sure there are NO |
| pillars present during the fight. Overall, the battle is an easy one, |
| but it might take a lil' bit of time to defeat him. You will win a 1-Up |
| Mushroom once Hooooros is done for. |

+-----+

After defeating Hooooros, the gateway to the summit will be opened. High Jump up to the northern ledge and head to the right end. Spin Jump across the gap towards a small pillar, which contains a block with Syrup inside. Do the same on the other end to find a Mushroom inside. Once you have both items in possession, High Jump on the northern ledge to continue up the mountain.

Once in this next area, hit the "!" Block. You'll create a spring high above. Defeat the Beanie and Dry Bones on the other end, then go up the staircase. Ignore the flaming blob for now and Spin Jump across the platforms. Once you reach the pillar on the west end, High Jump to the two ledges above. The stalagmites prevent you from walking towards the stream, so Spin Jump around them. Gulp up some water to fatten Mario up.

While Mario has all the water stored in his tummy, walk behind the wall to reach the eastern end of the area again. Drop down here, then climb up the stairs towards the flaming blob again. Extinguish him to make a whirlwind appear. Once again, Spin Jump to the western side, then High Jump on the ledge.

This time, you can Spin Jump to the right to end up inside the whirlwind. Once inside, make a quick pit stop by landing on the northern platform. Hit the block for some Syrup, then spin into the whirlwind again. Use it to spin to the right, then climb up the stairs. Hit the block up here for a Mushroom, then move north to the next area.

The first thing you should do here is defeat the enemies on the west end. In the western corner is a block; hit it to obtain a 1-Up Mushroom. Huray! Now return to the entrance and High Jump up to the ledge. Climb up the stairs to spot...a moving whirlwind! As it moves towards the ledge, Spin Jump into it, then spin to the left. Make sure you don't overshoot the ledge as well, since that's a common mistake. Spin Jump to the left, then walk to the north.

This place is pretty tough, since the moving whirlwind is a pain. Make sure to take out the Dry Bones above you, then head to the right. Spin Jump over the two gaps and take out the Beanie. There's a lone block here, so hit it to get a Mushroom. Return to the left side of the area, where you will find a set of steps leading up to the moving whirlwind. To the north is a long stretch of land (take note that you CANNOT land on this while riding in the whirlwind).

As the whirlwind approaches you, Spin Jump into it, then launch yourself out of the whirlwind. It should move with you, so if you think that you're going

to fall, press Left on the D-Pad to get back in the whirlwind. It's a lot easier than it sounds, but make your way to the right, where there are two platforms in between a wall. Use these as landing posts so you don't fall all the way to the bottom (that would suck). Use these two platforms to reach yet ANOTHER whirlwind, which will finally take you to a platform on the right.

Climb up the steps, then Spin Jump to a pillar in the middle. Spin Jump to another set of steps, then ultimately to a far ledge holding two blocks. Hit them both for Syrup and a Mushroom. Now below you to the right is the set of land that you could NOT fall on when using the whirlwind. Well now you can access it: drop down onto the ledge and climb up the stairs to the summit.

Ah, you're finally up on the summit. Walk across the bridge to the left and ignore the telescope (if you really can't resist, press A next to it to check out the kingdom below). Continue to the left to find a Save Album and a staircase. Save your game here. I haven't been talking about levels right so far, but just to let you know, I was level 7 here; if you're around there, then you should be fine.

Go down the steps to find a pteranodon sitting on a bunch of stones. Walk into the one on the right to tick him off. He will yell at Mario and Luigi for kicking the ever-so-precious Hoohoo Block. The dinosaur introduces himself as Blablanadon. Yep, it looks like this is the same guy who went missing from Hoohoo Village. Blablanadon says that he followed Prince Peaseley up to the summit, where he found a giant egg. He decided to take care of it ever since.

Wow, speak of the devil. As soon as Blablanadon starts talking about the egg, it starts to rumble. The egg hatches, revealing a giant dragon! As the rumbling stops, a Hoohoo Block falls down the mountain and coincidentally lands in the house of the Hammer Bros. Anyways, the dragon spits a rock out at Blablanadon, sending him crashing into the horizon. Well, looks like we have an angry baby to deal with!

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+-----+
| BOSS: Dragohoho                                     HP: 80 |
+-----+
|
| In the first round or two, Dragohoho will be large in size. When he uses |
| his rock-spitting attack, it will be unavoidable. Make sure to attack |
| him two or three times to make the dragon shrink in size (similar to the |
| Rex enemies we fought on the mountain). Once Dragohoho has been crushed, |
| you can avoid the rocks by jumping over them. |
|
| Dragohoho will spit out up to four eggs at the characters. If he rears |
| his head back before spitting, then the attack will go to Mario. If not, |
| then the rock is targeted for Luigi. Sometimes Dragohoho will spit out |
| a giant stepping stone. He uses this stone to get closer to the bros, |
| meaning his attack will be harder to dodge. If dodging his attacks is a |
| cinch for you, then ignore targeting the stone. If you're having a bit |
| of trouble, then dedicate two attacks to destroying it. |
|
| At one point, Dragohoho will return to normal size, meaning his next |
| attack will be unavoidable. Simply cure this by stomping on his noggin. |
| This boss is probably tougher than the others at this point, so try out |
| some Bros Attacks to dish out some more damage each turn. Also, remember |
| to heal up with Mushrooms. Dragohoho will be pushing up daisies if you |
| keep up a concentrated assault. You'll earn a Super Mushroom afterwards. |
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+-----+
Once the battle comes to a close, Dragohoho will begin to glow and...turn into a little green guy?! Blabaddon returns and tells the bros that this is none other than Prince Peasley! He said that Cackletta turned him into a dragon and trapped him into an oversized egg.

Peasley gives Luigi an autographed rose, which will allow the two to enter Beanbean Castle and the surrounding town. He will leave, and Blablanadon brings Mario and Luigi back to HooHoo Village. Just to let you know, if you ever need to return to the mountain summit, just talk to Blablanadon; he will gladly do it for you.

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'- HOOHOO VILLAGE -----'

Head west to reach the Save Album. Save your game at the Save Album, then return to the Hammerhead Bros' house. The Hammerhead Bros make two hammers out of the HooHoo Block, one for both brothers. They'll also teach you how to use 'em! As the person in the front, press R to switch to your hammer. Then press A to give it a good swing. Test it out on the rock in the room on the right. Break the rock, then hit the block for a Nut. Head back outside.

Our next destination is the rock that Fawful used to block our path. Now not even that can stand in the Mario Bros' way! From the Save Album, drop down the steps and continue west past a house. Cross the bridge to find the rock. Break the rock with your hammer, then continue to the left. High Jump up to the bridge and cross it to find a block; hit it open for a Nut. Drop down to the ground and head south.

Break all the rocks in the area, but avoid the flaming one at the southwest corner of the screen. It has to be put out with water, but unfortunately the spring in the northeast corner of the area isn't working. Break the rocks on the southeast path to reach a wooden pole with an "X" etched on the top. Hit the pole down with your hammer to start up the spring.

The rest should be pretty obvious to you, but I'll explain it anyways. Have Mario step into the spring to get a couple gulps of water, then walk towards the flaming rock. Now you can either jump on top of Mario or hit him on the head with your hammer, but either way the rock will be extinguished. Break it with your hammer and continue on.

Go south to find a Bros Block, so hit it to nab a bunch of Coins. Head east and save at the Save Album found here. Break the rocks in front of the doorway, but don't go through just yet. Continue east down the stairs and head onto the bridge in the next area. From here, hit the many blocks to obtain two Mushrooms and two Syrups. You can't continue to the right, so return to the doorway.

Go through and talk to the old man at the northern end of the mine. He will start up a minigame in order for you to reach the mine exit. This game is fun, but very easy. Mario and Luigi will be in separate mine carts on separate tracks; Mario will be in the front and Luigi will be in the back. You must use the D-Pad to shine the flashlight throughout the mine in order to find fuel and gems. Pay attention to both tracks, and press A to jump and grab the fuel/gems. Also, avoid the falling rocks by jumping over them when they land on the track.

Once you reach the end, you will be at the other side of the mines. Talk to

the old man who somehow made his way here, then leave via the southern exit. There is a Save Album right outside of the mine, so save when you get the chance. Next, hit the two blocks for a Mushroom and a Nut, then break the rocks blocking the bridge. Cross the bridge to the next area.

As Mario and Luigi continue on, they will be stopped by the Hammer Bros. Of course, they forgot to teach you about using hammers in battles! Like always, press A to have Mario attack and B for Luigi. When attacking with a hammer, press either A or B as it shakes to deal extra damage. When defending with it, press A or B right before it shakes to whack an enemy. Tutorial over!

Once the Hammer Bros leave, head up the stairs to the northwest section of the area, then continue north. Hit the block nearby for Syrup, then hit the one on the other side of the tree for a Mushroom. The rest of the area is inaccessible, so return to the previous area and head south. Sayonara Hoohoo Mountain!

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BEANBEAN CASTLE AREA [0506]
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'- NORTHWEST BEANBEAN -----'

Here we are, in the heart of Beanbean Kingdom! Defeat the Sharpea up ahead and go east. To start battles with a hammer, simply whack an enemy on the field screen to start the fight. Remember, you can only use the hammer to hurt spiked enemies; jumping is a big no-no.

Jump down the ledges and continue down the path. Defeat the Sharpeas in your way and exit through the southern end. In the next area, read the right to your right; Beanbean Castle is south of here. Defeat the Swarms in the area and continue south. Once again, defeat the Sharpeas here and go south to find another sign. It says that Beanbean Castle is east of here, so go across the bridge to reach it.

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'- BEANBEAN TOWN -----'

Mario and Luigi enter Beanbean Town to see that it is in ruin. All of the townsfolk are lying on the ground and the buildings are a wreck. Talk to the people to learn that the town was attacked. The only place that's open is the item shop, which is in the northeast end of town. Head inside if you wish to buy any items. Once you're ready to move on, go up the stairs behind the shop.

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'- BEANBEAN CASTLE -----'

Save your game at the Save Album, then head west to reach a small house. Go inside and enter the green pipe to activate the warp point. Leave and return to the Save Album, then go across the stone bridge and up the stairs towards the castle doors. The two will be stopped by guards, and Luigi gets owned yet again. Prove that you're the real Mario by jumping, but the guards still aren't too smart. The bros aren't allowed in, but Luigi shows the guards the rose that Prince Peasley gave him. Well, now they are.

Once the guards move away, go through the main entrance and jump up on the

ledge. Go through the northern doorway, then to the left. Proceed down the hallway to find someone lying on the ground. Talk to the lil' guy to be interrupted by Lady Lima, the highest ranking of the women at court. Lady Lima then denies access to the queen's chambers, and activates a trap door under the bros, sending them into the sewers below. Simply ridiculous.

'- BEANBEAN CASTLE SEWERS -----'

Lady Lima tells the bros that if they are the real Mario Bros, then they must prove it...by repairing the castle's plumbing! Dun dun duunnnn!! Ugh, what a waste of time. Anyways, use the Save Album up ahead to save your progress.

Jump on top of the pipe and defeat the Super Fly, then proceed with defeating the rest of the enemies in the area. You may notice some geysers erupting from the pipes. You must whack the stoppers down into the hole to hold the water in the pipe. Once you whack all three stoppers in, the door in the northwest corner will open up. Go through said door to the next area.

Like the previous area, the first thing you should do is wipe out any enemies. Next, ignore the geyser at the north end of the room: if you bash it down, two Spinies will fall from the ceiling. Approach the red wheel and use your Spin Jump next to it. You will spin the wheel, making some more stoppers pop out at the southern end of the room. Hit the stoppers down to plug the holes, resulting in the door opening up. Head on through to the third area.

As you enter the room, jump up onto one of the pipes, then up onto the large blue ledge. Defeat the Spiny up here, then hit the blocks for Syrup and two Mushrooms. Ignore the red wheel to the right, unless you want Spinies dropped on your head (that's what happens if you spin the wheel). Drop down, clear the room of enemies, and head east to a small area.

There is another red wheel in here, and this one needs to be spinned. Hop up on the pipe and use your Spin Jump to turn the wheel. One of four stoppers will pop out of the pipe, and a big "4" will appear on the screen. Since plumbing couldn't be easy, we have to plug the holes in the correct order.

Hit the one on the top-left corner, and two more stoppers will pop up. Hit the one right below you, then plug the one on the top-right corner. Lastly, whack the one right below it to raise a platform in the corner. High Jump onto it, then do the same to reach the ledge above. Head north to the next area.

There are two Mushrooms inside the blocks, so grab them first. Then hop up onto the pipe and Spin Jump to turn the red wheel. Doing this makes some stoppers pop up in a previous area. Return to the area where you had to whack the stoppers in the right order, then move west. The stoppers popped up here, so run over to them and whack 'em down with your hammer. After you hit the two of them down into the pipe, the door at the north end will open. As always, continue through.

There's a Save Album in this room, so save. There's one stopper here, so plug it into the pipe to open two doors. None other than Lady Lima and another little guy comes out of one of the doors. Lady Lima talks to the bros and says that she was trapped down here by Cackletta. That means that the Lady Lima that trapped Mario and Luigi in the sewers was an imposter!

The "Lady Lima" upstairs now has access to the legendary Beanstar, and the real Lady Lima tells the bros to hurry up and stop Cackletta from getting her

paws on it. Save once more and head through the door behind it. Proceed up the large set of stairs to reach the first floor of the castle.

'- BEANBEAN CASTLE -----

Cackletta and Fawful appear after nabbing the Beanstar, and tell the bros that the last step to world domination is to awaken the Beanstar. But just to put the Mario Bros in a pickle, the evil pair sick Queen Bean on the bros. Queen Bean...on beaver tranquilizer!

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+-----+
| BOSS: Queen Bean                                HP: 120 |
|      Right Arm                                  HP: 22  |
|      Left Arm                                   HP: 22  |
+-----+
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| Say hello to a very hard boss. I mean, she's on steroids! There are a grand total of three targets in this fight: the queen herself and her two arms. In order to end the fight, you must reduce the Queen Bean's HP to zero. Unfortunately, her crown makes it impossible to use jumping attacks, and your hammer doesn't do much damage. What you have to do is take out her two arms first.

| When the Queen Bean's arms are in tact, she will use a strong shockwave attack. When she pounds the ground, jump over the purple wave with both bros. Have both bros target one arm until it becomes a shriveled mess. Once the arm is destroyed, focus on the other one. When she only has use of one arm, the queen will use it to punch one of the brothers; just hit it away with your hammer. She'll also use a much faster shockwave, but the attack is only directed towards one character. If her right arm is in tact, then it's headed for Mario. If not, then it's towards Luigi.

| Once both of the queen's arms are destroyed, her crown will fall off, so start to use jumping attacks or Bros Attacks. Now the only attack she'll use is one where she spits beans out of your mouth. Watch her shriveled up arms before she spits them out; if her right arm twitches, then it will head to Mario, and left for Luigi. Make sure to DODGE the attacks! If you counterattack and jump on the bean, they'll roll back and turn into Beanies! If you accidentally do, then just ignore the Beanies.

| After several turns with her head exposed, the Queen Bean will grow her arms back and the crown will appear on her head again. Now her shockwave attack will wipe out any Beanies on the field, which is why I told you to ignore them. Once her arms are pumped up, repeat the process again. This is a pretty hard battle, since it's long and the queen's attacks can deal a lot of damage. You will receive a Woo Bean, Mushroom, Syrup, and a 1-Up Super for defeating the Queen Bean. Nice!

Lady Lima said that Cackletta fed the Queen Bean a Belly Blech worm, and that's why she's all roided up. The only way to cure the queen is to obtain the legendary Chuckola Reserve found in Chucklehuck Woods. And that's where we will be headed off to next. Lady Lima will give you the Beanbean Brooch, and off you go.

Head south, then go through the hallway to the right. Once you get out, keep

going south through all the doorways to exit the castle. As you cross the bridge, Lady Lima's little servant guy will give Mario a Bean Badge. He will also teach you how to equip badges. And of course, Luigi has to buy a badge of his own. Sigh, no Luigi love in this game. Save at the Save Album outside and return to town.

 '- BEANBEAN TOWN -----'

Once back in town, stop in the item shop. An extension has now been added, so talk to the skinny woman to check out her selection of equipment and badges. Pick up some equipment for both brothers as well as a badge for Luigi, then head out. Chucklehuck Woods is west of Beanbean Castle, so go through the western exit of the town.

 '- NORTHWEST BEANBEAN -----'

Walk across the southern bridge to reach another area. Defeat the Parabeanies here and head to the bottom, where you will find a bunch of ledges. High Jump your way to the top, then walk across the bridge on the left. From here, use your Spin Jump to glide to the northwest ledge and talk to the two guards.

After showing them the Beanbean Brooch, the bros will gain access to the sector beyond. Follow the path by jumping up and down the steps along the way. Defeat the Parabeanies and Spinies that stand in your way, then head to the north end of the area to reach Chateau de Chucklehuck.

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CHATEAU DE CHUCKLEHUCK	[0507]
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Enter the building that stands in front of you. Save at the Save Album, then inspect the statues for some fun facts on Chuckola Cola. You know, if you ever want to brew the stuff yourself. =)

Anyways, walk down the hall and enter the next room at the end. You will be presented with a maze in front of you. And along with the barrel maze comes an ASCII that guides you through it!

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X = Barrels

END

START

It's a little crude, I know, but hopefully it helps. As Mario exits the barrel maze, he'll be without Luigi! And in the green guy's place is a strange little man. The man runs off and Luigi exits the maze. Follow where the mysterious person went by High Jumping up the steps. Once you're on top of the barrels, avoid the holes and walk across the plank on the western edge.

Once again, I'll just plug in the levels for my characters. Both of them at this point were level 11, so you should be fine if you're around there.

The brothers will find the angry man again, as he refers himself as Popple, the famous shadow thief. As Popple is spotted, he runs down the barrels and calls to his sidekick, Rookie. I'm not sure why, but the two thieves tell Mario and Luigi that they're after the Chuckola Reserve. Hm, this Rookie guys looks REAL familiar. Even Rookie recognizes the bros, but decides to fight the two anyways. Boss time!

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+-----+
| BOSS: Popple                                     HP: 100 |
|      Rookie                                     HP: 120 |
+-----+
|
| As the battle starts, Popple will run over to one of the bros and steal |
| a Mushroom. To prevent this, whack him with your hammer as he advances |
| towards you. The order of elimination is solely based on whether you |
| want to get extra EXP. If you want the experience, take out Popple, then |
| Rookie. If not, then defeat Rookie first. I'll provide you with a a plan |
| that involves defeating Popple first. |
|
| Whenever you attack Popple, Rookie will immediately counterattack by |
| hurling a hammer at each bro. It's pretty tricky at first to avoid them, |
| but it becomes easier over time. Popple spends most of the battle trying |
| to steal Mushrooms from you, so hit him away whenever you get the chance |
| or else you'll constantly get robbed. Aside from pickpocketing the bros, |
| Popple can also tackle either Mario or Luigi. Also, he will use the |
| stolen Mushrooms to heal either himself or Rookie. |
|
| Defeating Popple quickly is the key, so pummel him with Level 3 Bros |
| Attacks, which can deal around 30 damage apiece to the creepy little |
| dude. Remember that Rookie will automatically attack every time you hit |
| Popple, so try to take him down in as few turns as possible. |
|
| Once Popple is out of the way, the battle is a lot easier. Start using |
| Bros Attacks to rack up a lot of damage to Rookie. After you deal around |
| 60 damage to Rookie, he will start to use a new attack. Now Rookie will |
| spit a fireball at one of the bros. All you need to do is jump over the |
| flame as it passes by you. Remember to heal with Mushrooms and restore |
| your Bros Points with Syrup. You will receive a 1-Up Mushroom and Green |
| Peppers after defeating both Popple and Rookie. |
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After the two thieves have been defeated, they will run off in order to search for the Chuckola Reserve. Leave the room through the western exit. Save at the Save Album up ahead, then approach the barrel on the west side of the room. Walk into it to push it into a wall, smashing the whole thing to

pieces. Not only that, but two weird guys fall out of the wreckage!

The two look like old-fashioned Wigs and have a very annoying accent, but they have names: Cork and Cask. They decide to help out the Mario Bros, but first they run off into the northern room. Before following them, High Jump on the set of crates in the corner of the room and hit the Bros Block. Then drop down and head into the northern room.

Cask and Cork will be waiting for you, and they decide to teach the bros new hammer techniques! The two new abilities are Mouse and Mole. For Luigi, use the Mouse technique by selecting the hammer. Then, hit Mario (who should be in the front) to crush him into a miniature version of himself, allowing him to reach tiny areas. Mario has the Mole ability. When in the back, select the hammer and hit Luigi to send him underground. Now as Luigi, you can move under gates and such.

The two will order Mario and Luigi to enter the room on the right and find two goblets. Do as they say by entering the room. Once you enter, drop down and approach the tiny hole. Use your Mouse technique to squash Mario, then send him running through the hole. Jump up on the table and grab the Red Goblet.

Return to Luigi and revert back to normal size. Now switch places and walk towards the gate on the right. Use the Mole technique to send Luigi underground. Pass under the gate, then press A to come back above ground. Jump on the table in the back and use your hammer to hit the switch on the wall. This opens the gate, reuniting the two bros. Once back together, use your High Jump to get onto the ledge and collect the Green Goblet.

Return to the previous room to show off your incredible skills to Cork and Cask. They have deemed the two worthy of passing on. Head south and save once more, then continue south to enter Chucklehuck Woods.

=====
CHUCKLEHUCK WOODS [0508]
=====

After exiting the building, go west to reach the woods. Use your High Jump to reach the large square pillar, then hit the block on top for a Mushroom. Watch out for the trees, since they are the home of Pestnuts. If you walk towards a tree, one may drop down and roll into you. Jump up the steps north of the pillar and hammer away the rock, then head to the next area.

Hit the three blocks here for a Mushroom, Syrup, and some Coins, then walk into the green pipe. Head right back out, then return to the previous area. There is a map on the western wall, so examine it to check out the coordinates of the bros. As you can see, this place is pretty big. Well, lets get moving! Go to the left of the sign into the next section of the woods.

You'll be presented with an obstacle, a gate, but it's nothing you can't overcome. Use the Mole technique and have Luigi travel under the gate. Pop back out on the other side and hit the red switch on the wall to lower the gate. Regroup and use your High Jump to reach the ledge, then continue on.

A Save Album is found on the southwest corner of the area, so you may want to save here. High Jump onto the ledge and save your game, then drop back down. Hammer the two rocks against the wall to reveal two small holes, but we'll get back to that later. Return to the Save Album and proceed to the left.

Hit the blocks found here for Coins, a 1-Up Mushroom, and Refreshing Herbs. You can't do anything about the giant Koopa standing in front of the entranceway, so ignore him and return to the previous area. Drop back down and use Mouse to have Mario enter the hole on the left. Hit the switch in the back to open the gate here. Return to Luigi, but don't go through the gateway just yet. Use Mouse to enter the other hole and hit the blocks for a Mushroom and two Syrups. Now return to Luigi and proceed north of here.

There will be a barrel, a sign, a switch, and a mask found in this area. If you step on the switch, the mask on the wall will shoot a fireball at the bros. Read the sign to be hinted at what you should do here. If you can't figure it out, then read ahead.

Use the Mole technique to have Luigi tunnel under the barrel, then press A to pop right under it. Now have Luigi (while inside the barrel) step on the switch. The fireball shot out from the mask will ricochet off of the barrel and destroy it, raising a ledge in the corner. High Jump up the ledges and continue north.

Jump up the steps, defeating the Chuck Guy as you go along. Once you reach the top, smash apart the rock in your way and head to the east. In this small room, hit all the blocks for some Coins, a Mushroom, and Refreshing Herbs. Return to the previous area and head back down the steps. This time, move west and hop up the ledges. There's a rock blocking a path, so destroy it, but don't go down the path just yet. It leads to a dead end, so take the western route instead.

Defeat all the enemies in this next puzzle-tastic room. Once the coast is clear, jump up on the steps and Spin Jump to the northeast pillar. Use Mole and like before, have Luigi jump inside the barrel. Drop off of the ledge and walk to the western wall, where you should spot a switch high above. Plant yourself right under the switch, then press L as Mario to scroll through your command. You should see one with a picture of a barrel. Press B to jump on top of the barrel, then use your hammer to hit the switch. Now as the ledge to the left of you rises up, High Jump to the top and move on.

Save your game with the Save Album right in front of you, then head north (as the eastern and western paths are blocked off) to meet Chuckleroot. This giant tree is the protector of Chucklehuck Woods (that likes to split himself up) and he won't let the bros pass until they find all three kinds of the Chuckola Fruit. With that said, the two paths next to you will open up. Lets head down the eastern path first, shall we?

Defeat all the Pestnuts and Chuck Guys here, then head to the northeast exit. Smash all the rocks here to reveal little X's on the ground. If you use Mole and walk under an X, then pop out from under it, you will collect a Bean. Beans are very important a little later in the game, so it's crucial to stock up now whenever you come across X's on the ground. Collect all the Beans here, including one in the previous area, then head down the southeast path.

Drop off of the ledge here and go north to a large gated area. There are two paths to take, the left path only accessible by mini Mario. Head through after using Mouse, then hit the switch. The gate on the right path will open up, so have Luigi hit the switch there. This opens up a gate on the left path. Keep alternating between bros until you are stuck.

Once there are no more switches to hit, regroup on the right path. You probably noticed that there isn't metal grating underneath you, so use Mole to go under the gate. Once on the other side, hit the switch as Luigi to open the final gate on the left path. Unfortunately, the gate will close in 15

seconds.

This part is pretty tricky. What you have to do is use the spring pad on the right to jump over the wall and regroup with Mario. From there, run to the entrance of the left path, use Mouse on Mario, then have Mario run to the end of the path and grab the White Chuckola Fruit. I found it easiest to have Mario waiting at the entrance of the left path before you use Luigi to start the timer. Once you have the White Chuckola Fruit in your hands, return to the area where Chuckleroot was.

Save at the Save Album once more, then head down the western path. Take out the Chuck Guys present, then High Jump onto the pillar and grab the Refreshing Herbs from inside the box. Next, drop down and head down the steps at the western end. Fight the Pestnuts down here as well and walk down the southwest road.

Mario and Luigi meet the granddaughter of Chuckleroot as they enter. She'll teach you about collecting Beans, so if you didn't understand my explanation earlier (shame on you!), then you should get a better understanding now. Collect all five Beans, then talk to the little girl. She will now let the two of you through.

Drop down off of the high ledge, then approach the walled area in the center. You'll spot a squiggly behind of something coming out of the hole. Walk up to it, then press combinations of B and A to jump on the thing. It'll crawl inside the hole, so use Mouse to go in after it. As you try to do so, an angry Wiggler will explode out of the hole. Jump onto him to start the battle.

```
+-----+
| BOSS: Wiggler                                     HP: 34 |
+-----+
|
| I love Wiggler; he's so cute, yet maniacal at the same time. Well, too |
| bad for him, since he's gonna get his butt kicked by the Mario Bros! The |
| battle isn't as easy as it sounds, so don't think this battle will be a |
| cinch judging from his low HP count. There are five targets: his head, |
| and four segments of his body, and they are all red at the start of the |
| fight. Hit one of the body parts to turn them yellow. |
|
| Once all four body parts are yellow, Wiggler will calm down and his head |
| will finally turn yellow as well. Now is your chance to target his big |
| noggin with Bros Attacks. Once you hit Wiggler in the head once, he'll |
| get pissed again and his whole body will turn red again. On top of that, |
| Wiggler will use a shockwave attack that must be dodged by both bros. If |
| not, you will be hit for around 9 damage. |
|
| On top of that, Wiggler has another attack that he uses frequently. The |
| worm will stand in front of a bro and charge right through him. And yes, |
| there is a catch: if you counterattack one of his body segments, they'll |
| change colors. So if you accidentally jump on one of his yellow body |
| parts, they will change red, ultimately setting you back one step. The |
| battle can be long and tedious, but it really isn't that hard. You will |
| earn a Super Mushroom for your troubles. |
+-----+
```

Wiggler runs away after getting totally owned. Use Mouse to enter the hole and nab the Red Chuckola Fruit. Only one more to go! Return to the previous area by High Jumping onto the ledge in the northeast corner.

Once back here, take the southeast trail this time. Defeat the Chuck Guys here and go towards the two ledges. High Jump onto the one in the center, then Spin Jump onto the ledge against the wall. Hit the block for Syrup, then drop down and continue north.

You will now be in a large cave. Hit the three blocks in front of you for a Mushroom, Syrup, and Coins. Proceed east from here until you reach a set of steps. Walk past the steps to find a block in the corner; hit it for a Mushroom. Return to the steps and High Jump up them to the right to find a block. Hit it for some Coins, then jump up the steps to the left to reach a Bike Pad. Use the Bike Pad to travel across a gap to another ledge.

Walk to the right and Spin Jump over the crevice to find the Purple Chuckola Fruit! Grab the fruit, then go south. You will be back at an earlier section of the woods. Specifically, the path that was blocked by a rock. I told you to break the rock, but don't go down the path, since it was a dead end. Well, anyways, return to the whereabouts of Chuckleroot.

Make sure to save at the Save Album, then talk to the tree. He will open the path to the bros, but two unexpected visitors arrive: Popple and Rookie! They run down the new path, so follow them why don't ya?!

Hit all the blocks found on the path for Coins, a Mushroom, Refreshing Herbs, and a 1-Up Mushroom, then continue north up the ledges. Save at the Save Album and head up the next set of steps to reach a tree. Well, that's perfectly normal. Head on inside.

Walk down the bridge until the bros spot someone telling jokes to a barrel full of soda. The old guy is Bubbles, and you should already know who he is if you read the signs and stuff in Chateau de Chucklehuck and Chucklehuck Woods. If you didn't, well, he's the founder of Chuckola Cola. And the barrel of soda is the legendary Chuckola Reserve. Bubbles tells the bros that he caught Popple and Rookie, and they are shown trapped inside of barrels. Popple warns the bros about the soda. Something does seem fishy about this soda. I mean, it even comes to life and attacks the bros. That's a little suspicious, right?

```
+-----+
| BOSS: Chuckolator                               HP: 300 |
|      Shield                                       HP: 30  |
+-----+
|
| Well, the Chuckolator is the hardest boss so far, so I hope you are well |
| prepared. My characters were both level 14 when they entered the fight. |
| The Chuckolator will start by slashing the ground with his sword, making |
| a red blob. The blob will start to slide towards a bro; destroy it with |
| your hammer to avoid getting stunned. |
|
| The evil soda monster can also change his arm into a bottle of soda pop. |
| He'll then shoot out giant soda bubbles at the bros. If the bottle arm |
| aimed upwards, then he will shoot Mario. If it is downward, then it is |
| headed for Luigi. I must admit, it's a pretty hard attack to dodge. |
|
| Don't bother using jump attacks in this battle; it only deals 1 damage. |
| Instead, use hammer attacks. When you do, the Chuckolator will block you |
| with his shield. The attack will instead damage the shield, which has 30 |
| HP. Keep attacking with your hammer until the shield is destroyed. |
|
```

| Use your hammer Bros Attacks (the second one) to really damage this guy. |
 | The Level 3 attacks should deal around 35 damage to the Chuckolator. |
 | Also, take note that the Chuckolator will use a combination of his soda |
 | bubble attack and his sword slash one. He will usually intertwine them |
 | while targeting the bros; look at the dodge icon at the top-left corner |
 | of the screen to notice which attack he's using. |
 |
 | Throughout the battle, the Chuckolator's attacks will be progressively |
 | quicker than before. After dealing around 200 HP, the Chuckolator will |
 | shrink. Now Bubbles will come into the battle and try to heal it with |
 | incredibly bad jokes. Luckily, the attack only heals for around 20 HP. |
 | Now Chuckolator can only use a simple ramming attack, which can easily |
 | be counterattacked with your hammer. |
 |
 | Once Chuckolator has shrunk, now is the time to use Syrups to regain BP. |
 | Take note that Bubbles will heal it after every turn, so don't waste too |
 | much time. Smash the Chuckolator with Level 3 Bros Attacks to finally |
 | put it out of its misery. You'll win a 1-Up Mushroom after the fight. |
 |
 +-----+

After the Chuckolator has been defeated, Bubbles will scream in anger and destroy the ground below the group, sending the two (as well as the Chuckola Reserve) into a cave below. Mario falls into the barrel of soda, whereas Luigi drops onto a ledge above. Time to control Luigi all by himself!

Walk across the bridge and save at the Save Album. Head north to the next section of the cave. Hit the blocks in here for two Mushrooms. There's a Chuck Guy over here, so you can either go around the pillar and kill him or destroy the rocks, then take him out. Either way, kill the punk and cross the bridge. Defeat the Chuck Guy on the other side, then destroy the rock blocking the southern path.

Cross the bridge on the right and take out a Chuck Guy. Smash the rocks in the way to find another Chuck Guy, and defeat him as well. Head to the west to find a block in the southern corner. Hit it for a Mushroom, then go around the rock wall and head down the northwest path, defeating another Chuck Guy along the way.

Hit two more blocks south of the entrance to obtain some Coins, then go west of here to find the barrel. Luigi actually manages to do something useful; he rolls the barrel with Mario inside into the water and rides it all the way to Beanbean Castle. What a guy!

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BEANBEAN CASTLE AREA [0509]
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'- BEANBEAN CASTLE -----'
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After the guards at the castle entrance find the bros, they learn that Mario accidentally drank all the Chuckola Reserve when he was trapped in the barrel. They bring him into the queen's chambers. Press B to have Luigi step on Mario's head, and the red guy will spit the soda into the queen's mouth. Gross! Anyways, she spits out the Belly Blech worm and is reverted back to her normal, fat self.

Once the queen is restored, she gives some background info on the Beanstar.

It is the protector of Beanbean and has the power of granting any and all wishes. The Beanstar was put in a deep sleep to prevent something like this from happening, but the only thing that can awaken the Beanstar is the voice of a great beauty... and I think you can put two and two together.

The queen tells the brothers to meet up with Prince Peasley, so head south until you find him. He says that Cackletta just snuck into Woohoo Hooniversity, so we must head there in order to stop her. Prince Peasley heads to the same place in order to stop her himself. Continue south to exit the castle and save at the Save Album, then head into town.

.-----.
'- BEANBEAN TOWN -----'

The town has been repaired since the last time we were here and now all of the buildings are opened. Time to take a tour, shall we?

First off, the item and badge shops have been stocked with new stuff, so check it out and purchase some goods there. From the badge shop, head west and enter the large building against the northern wall. This is Starbeans Cafe, where you can use the Beans you dig up to create tasty beverages. At this point I was able to make a Woohoo Blend, so you may be able to do the same.

If you do, the power will go out shortly after the drink is made. A ghost appears and scares Luigi, but a familiar face shows up. If anyone has played Luigi's Mansion, they'll know who E. Gadd is. He's actually the owner of the cafe, and he sucks up the creepy ghost. After, Mario will give E. Gadd his drink, and the professor rewards the bros by giving them the Greed Wallet. This wallet doubles the amount of Coins you receive from battle!

Afterwards, leave and go inside the house at the southeast corner of town to find a block. Hit it to receive a Mushroom, then go back outside and cross the bridge to reach the eastern side of town. The building south of here is the Information House. It provides the bros with information on what they're supposed to do next. Unless you don't want to use my FAQ (sniff...), then you can come here and pay up to receive some clues on where to go next.

Walk around the item shop to the back end, where you should find some ledges to the side. Jump up the ledges to reach a large house; go inside. Hit the blocks inside for a Super Mushroom, two Hoo Beans, and Syrup. You can actually High Jump onto the building's roof to access a passage leading north. If you follow the path, it leads to a photographer. If you wish to pay up 100 Coins, you can get your passport picture retaken.

Anyways, that's all there is to see in Beanbean Town. Exit the town via the bridge to the east.

.-----.
'- SOUTHEAST BEANBEAN -----'

Watch out for the ever-so-annoying Lakipeas here that constantly stalk you. Not only that, but they drop Sharpeas on top of the bros. Use your High Jump to initiate a battle with them. If you read the sign east of Beanbean Town entrance, it says that Woohoo Hooniversity is south of here. So walk across the bridge south of the sign.

Continue south, defeating the Swarms that stand in your way. There will be a

group of guards at the bottom of the area, but they reluctantly let the brothers pass. Once in the next area, follow the path and defeat the Parabeanies along the way. Read the sign ahead, which states that your destination is now east of here. Continue that way and fight the Troopeas here as well. Cross the eastern bridge and move onto the next area.

Once you reach the beach, head north to find two blocks. One holds a Super Syrup while the other contains some Coins. Go south this time and follow the beach, collecting Coins as you go. Cross the bridge and jump up the steps to reach the entrance of the university. Save at the Save Album, then enter Woohoo Hooniversity.

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=====
WOOHOO HOONIVERSITY [0510]
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As soon as the duo enters the university, they will be nearly trampled by a bunch of shrieking students. Walk down the hall to find another student. He tells Mario and Luigi that Cackletta is turning all of the professors into monsters, and shortly turns into a hideous monster himself. Time to fight!

Yeah, no boss or anything; just a Laser Snifit. Jump over his laser rings and pound him down. He'll be finished in one or two rounds. Continue down the hall into the next room.

Ugh, just from looking at this room, you can tell that this place isn't going to be fun. Most of the paths are blocked off by electric fences or steel doors, but you can reach two blocks in the northwest corner. High Jump up to the ledge and hit the two blocks here to get a Super Mushroom and Syrup. Drop down and go north to make your way into the next room.

Hop up the stairs on the right and hit the block to get a Hoo Bean. Next, hit the "!" Block north of your location to turn the mirror in the center of the room (make sure that the "O" is facing south). Jump down and up the steps on the right side. Hit the block for a Mushroom and hit the next "!" Block to deactivate the electric fence in the previous room. Return to the room and walk through where the fence was.

Defeat the Laser Snifits inside and use the Save Album at the south end of the room. The door below is locked, so head west instead. Fight the Laser Snifits and Blue Viruses here to clear the room out. Read the sign at the intersection and continue west into the Block Research Room.

Explore the rooms to not only view a timeline of blocks used in the various Mario games, but two new blocks. Rally Blocks move inbetween both bros, and you must hit it when it's under a bro to send it over to the other one. Keep it up to get Coins (you cannot get Coins from this block through). The Random Block is like a Bros. Block, but the colors and symbols randomize. Once again, you cannot get Coins from this block.

Head back to the intersection and go north to enter the Sun Room. Kill off all of the Red Viruses and Laser Snifits first, then enter the room on the southeast side. You will find your first Random Block in here, so you should get a bunch of Coins if you tested out the prototype earlier on. High Jump onto the ledge and hit the blocks here to get a Mushroom, Nut, and Hoo Bean. Drop down and return to the previous room.

Continue north and kill the enemies inside before going down the hallway to the east. Defeat the Laser Snifits inside and inspect the sign on the wall

nearby. The release code will seem meaningless now, but it's important for the room ahead. Afterwards, go north to reach the Sun Door.

There are large green poles with circles on them; some are red and some are blue. You have to match the color on the poles to the release code by hitting them with your hammer. Here is what the release code looks like:

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

Of course, "R" is red and "B" is blue. Once you match it up, a beam of light will be released from the door. It ricochets off of a mirror, but stops at another one. A door north of there will open up.

Just for the record the room where the door just opened up is west of here. Exit the Sun Door room, then head west to reach it. High Jump up on the ledge and go through the doorway. Take out the Viruses inside and continue to the west to find a Save Album in the next room. Save and use the Rally Block nearby, then drop down from the ledge. Continue south to reach another room.

This room is a pain; I mean it. There are many doors and nooks and crannies, but we can only access one at the moment. Walk to the left to find a slot. Use Mouse to have Mario get inside and hit the switch. The gate behind him close, but another one opens up next to him. Use Luigi to go through the gate and hit the switch in the back. This will close the gate behind him now! You will have to play a minigame to open both games.

You have to hit the blocks that move around the room to score points. Score 30 points in 25 seconds or less to have both doors open up. It's actually pretty tricky, but you should get the hang of it after one try. Once you manage to free yourself, the gate south of here will open up. Use Mini Mario to jump through and hit the block for a Mushroom. Next, climb up the steps to reach the top of the wall. You can walk on the top of the wall to go around the perimeter of the room.

Head north, jumping over the gaps to reach a room to the left of the entrance. Drop in and hit the switch to open a gate leading to a barrel. Drop down and regroup, then approach the barrel. Use Mole to have Luigi jump under the barrel. Walk north towards the wall (right inbetween the room you were just in and the room that you first entered). You should spot a switch high up on the wall. Move Luigi towards the wall, then use Mario to jump on top of him. Hit the switch to move the mirror outside.

This triggers another event where the beam of light travels farther into the university. Follow it back to a previous room; once you get there, save at the Save Album. The door below has now opened, so move on through.

Hit the blocks in here for a Mushroom, Nut, Syrup, and Super Mushroom, then use the Random Block in the center. Proceed west and drop down from the ledge. You should notice a small brown step in the corner, jump onto it and walk across it to the next area. From here, go north to find a map and a Save Album. Save your game and walk down the ramp in front of you. Defeat the Red Virus and proceed west.

Hit the switch here to make a barrel drop down in the previous room, then return to the Save Album. Walk past it and go south to be back in the entrance to the factory-like area. An "!" Block is floating in the air to the

left, but Spin Jump around it to the ledge beyond. Continue from ledge to ledge until you reach a switch; hit it to open up a doorway not too far away. Keep Spin Jumping until you reach the doorway, then go on through.

Navigate your way through the maze-like ventilation shaft to reach a switch in the northeast corner. Hit it to make a second barrel appear in the room from before. Return to Luigi and team up. High Jump up to the ledge on the right again and Spin Jump to the ledge to the left of the "!" Block. From here, Spin Jump across and head east to enter the room with the barrels inside.

Listen carefully, because you don't want to mess this one up. Once you are in the barrel room, use Mole to tunnel under the barrel on the LEFT. Leave the other barrel right against the statue. Once Luigi is under the barrel, step on the switch. The mask will fire a blast, but it will ricochet off of Luigi and his barrel. It will then travel to the right, where it should hit the other barrel. From there, it flies into the computer on the wall, destroying it and raising the crane in the area before. The crane snatches the barrel with Luigi inside, leaving Mario all alone.

With the crane out of the way, return to the area (it's the one with the switch; when you hit it a barrel dropped down). Now that the crane is out of the way, you can walk across the platform. Jump up the steps and over the gaps to reach several platforms. The blocks found here hold Refreshing Herbs, Syrup, and a Mushroom. Drop down from here, defeat the enemies, and continue south.

You will appear on the bottom of a large shaft. At the top, the crane releases Luigi next to a switch. You have to travel up a series of ramps to reach Luigi, however barrels will roll down the ramps in an attempt to squash Jumpman -- err, Mario. Once you reach the top, the crane will take Luigi somewhere else. Hit the switch behind you to lower a wall on one of the ramps. The crane will then drop Luigi on the top ramp, resulting in a gargantuan chain of events leading to Luigi hitting the "!" Block that was unreachable.

With the block hit, the mirror will move and the beam of light will continue through Woohoo Hooniversity until it stops at yet another mirror. Like always, a door will open up behind it. Follow the light to find the newly opened door and go through to the next area.

Jump off of the step and have Mario step in the water fountain to fill up. Head south to enter the next room. Here you will find an "!" Block floating above a giant hole. On the other side of the hole is an electric-filled pipe with a little robotic mouse standing right next to a gap in the pipe. Have Mario line up with the mouse's location and use Luigi's hammer to spit a ball of water at the mouse. It will be pushed into the gap, connecting the circulation through the pipe. This makes the fan behind the "!" Block turn on, blowing the block to a safe location.

Go south to find the block and hit it to move the final mirror. This leads up to the room we were in in the very beginning of our journey in the university. Return to the beam of light, then follow it north. Once here, jump up on the steps to the left and hit the "!" Block. This moves the final mirror and opens the door beyond.

Inside, Fawful is in possession of the Beanstar. Cackletta prepares to use Peach's voice to awaken the legendary star. Enter the room to stop them! Go north to find a small room with two blocks; hit 'em for a Super Mushroom and a Hoo Bean. High Jump onto one of the two ledges, then up onto the platform

above. Hit the block on the right for a Hoo Bean and save via the Save Album on the left. When ready, proceed into the northern room.

Inside, Cackletta uses three robots to emit Peach's voice. This awakens a rather angry Beanstar, which proceeds to destroy the floor under it. The robots fall through and the Beanstar follows. Before Cackletta and Fawful can figure out a game plan, they're stopped by the Mario Bros. Fawful is hammered into the ground by Luigi, so Cackletta is all alone on this one. I love two-on-one assaults, don't you?

```
+-----+
| BOSS: Cackletta                                     HP: 200 |
+-----+
|
| The battle starts off in the worst way possible. Cackletta will summon |
| six holes which travel towards the bros. You will have to jump over each |
| hole as either Mario or Luigi. If you fail to do so, you will lose a lot |
| of HP and you will gain weight. When you have a weight on you, jumping |
| attacks will be much quicker, messing up your timing (possibly). |
|
| Afterwards, Cackletta will create two identical clones. You must target |
| the real one with one of your attacks. If you attack a clone, it will |
| turn into a wave of bats. Like the lightning attack, you'll have to use |
| both bros to jump over the swarm of bats. The bats can poison you, so |
| make sure to use Refreshing Herbs here. |
|
| Cackletta has a lightning attack which can deal around 12 damage. To |
| dodge the attack, watch her arms. If she raises her right arm, then the |
| lightning will hit Luigi first, then Mario shortly after. If she raises |
| her left arm, then it will head for Mario, then Luigi. If Cackletta puts |
| up both her arms, then the lightning will hit both bros simultaneously. |
|
| The battle will continue to repeat itself from now on (aside from the |
| hole attack). After defeating Cackletta's clones (or if you manage to |
| hit her first), she will remain solo for a turn or two. After that, she |
| will create another set of dummies. Make sure to heal with Nuts and use |
| Refreshing Herbs if poisoned. |
|
| After dealing quite a bit of HP to Cackletta, she will get frustrated. |
| Like in the beginning of the battle, she will start to use the dreaded |
| hole attack. She will use it twice in a row now, so if you fall in the |
| first time, it's even harder to dodge it with a weighted status. Try to |
| use your strongest Bros Attacks now, since Cackletta will continue using |
| this attack until she is defeated. |
|
| She only has around 50 HP at this point, so the fight won't last much |
| longer after she gets big and angry. Cackletta deals a lot of damage |
| with her attacks, but it isn't terribly hard. The best way to end this |
| battle quickly is to solo her out, then pummel her with Bros Attacks |
| before she creates more clones. Then once Cackletta gets angry, use some |
| Syrup and continue hitting her. You will win a 1-Up Super once the fight |
| comes to an abrupt close. |
+-----+
```

It seems that Cackletta is nearing her last breath, but, unfortunately, in comes Fawful to the rescue. He uses his headgear to suck up Cackletta's life force. Fawful attempts to use one final attack to destroy the brothers, but Prince Peasley arrives and hands Fawful his ass on a silver platter. With

the bad guys out of the way, Prince Peasley tells the bros to find the fallen Beanstar.

High Jump onto the eastern ledge and go through the door to reach the basement. Save your progress at the Save Album and High Jump up to the ledge north of your location. Hit the block for a Nut and go down the stairs to the next area. Once you reach the bottom of the staircase, drop off of the ledge and continue south. Hit the Bros Block, then descend down yet another staircase to the west.

Hit the Random Block you find at the bottom of the steps, then continue down the path to another set of stairs to the east. Boy, lotta steps. :-X

Finally, we're at the bottom of the basement. Hit the two blocks for a Super Mushroom and Super Nut, then head down the path to the west. Defeat the Laser Snifits and Blue Viruses in this area and go through the doorway above.

Once again, clear the room of enemies first, then continue down the path to the eastern exit. The next room is a giant set of ledges leading south. Defeat the enemies while dropping down to ground level, then hit the block in the corner for a Super Syrup. Exit the area to the east. Fight the Yellow Virus in here and hit the block for a Super Mushroom. Then hit the Save Album to save your game. After saving, ignore the yellow door and continue east to the next area.

You will have to deal with some robotic mice again. This time you have to plug three gaps in the pipe with three mice. They will run south, pause in front of the first gap, then continue south. Use the water fountain at the top of the room for your water supply. The first one should be easy to get.

Once you plug the first gap, the second two will be a bit harder. There will not be a limited supply of robotic mice, and they won't stop in front of the gap. You will have to time your spits to plug the second hole. The third mice will not only refuse to stop in front of the gap, but it will ricochet around the path AND alternate speeds! This guy is tricky to get, so you'll most likely have to make a pit stop at the fountain a couple times.

Once all three gaps are plugged in, the door by the Save Album will open up. Return there and save, then enter the door. High Jump onto the ledge to find an unexpected visitor. Well, visitors. None other than Popple and Rookie corner the fallen Beanstar. You know, them being thieves and all, they try to steal it. Well that clearly isn't going to happen, right? RIGHT?

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+-----+
| BOSS: Popple                               HP: 150 |
|      Rookie                                HP: 250 |
+-----+
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|
| Popple and Rookie are genuinely the same as we last fought them back in |
| Chateau de Chucklehuck. Popple will still try to steal from the bros. If |
| he grins before charging, then defend with Luigi. If not, then attack |
| with Mario. Like before, Rookie will attack every time Popple is hurt, |
| so counterattack when he throws two hammers at the bros. You'll have to |
| defend with Mario, then Luigi quickly afterwards. |
|
| Rookie will also shoot fireballs at Mario or Luigi; simply jump over the |
| balls of fire to avoid taking damage. After you attack the duo for a few |
| turns, Popple and Rookie will unleash their Bros Attacks. Yes, they have |
| Bros Attacks! They each have one, so you will have to avoid two new |
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| attacks. One is where Rookie will grab Popple and jump in the air. He'll |
| piledrive Popple into the ground, creating two shockwaves. All you have |
| to do is jump over them with both bros. |

| The next one is a bit harder to avoid. Rookie will light Popple on fire, |
| then hurl him at one of the bros. You will have to hit Popple away with |
| your hammer to avoid taking around 15 damage. Their Bros Attacks pack a |
| punch, so use Nuts and Mushrooms to heal up through the battle. Remember |
| to take out Popple if you want the extra EXP. If not, then focus on the |
| big Rookie instead. Either way, the battle is significantly easier once |
| one member is defeated. You will earn a Red Pepper and 1-Up Mushroom |
| after defeating the deadly (and annoying) duo. |

+-----+

Once Popple and Rookie are defeated, they will fall to the ground. A Peach robot falls from above and wakes up the Beanstar again. Popple and Rookie jump ont top of the angered Beanstar, as do the Mario Bros. The Beanstar will fly into the sky, and Popple, Mario, and Luigi will fall down into oblivion.

Rookie still hangs onto the Beanstar, and slowly begins to remember who he really is. Yeah, I'm sure you figured it out already, but Rookie is Bowser in disguise (and what a disguise it was; I mean, a blue mask? You can do better than that). Rookie falls to the ground, and the Beanstar explodes! It breaks into four pieces as they scatter arond Beanbean Kingdom.

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OHO OASIS	[0511]
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'- OHO OASIS -----'

Luigi will fall to the ground on a sandy beach, and Mario is stuck in the ground (as well as being tortured by little crabs). Luigi scares them off though. Press A to free Mario from the sand to regroup on Oho Oasis. A Save Album is located north of here, so make sure to save your game.

Play the radio nearby to learn about the inhabitants of Oho Oasis, Oho Jees. These strange creatures speak the same language as humans, but no one can understand what they're saying. Gonorth to find a large stone building. Go inside and talk to the Oho Jee. This is the Thunder Palace. Go to the left to find a set of stairs and ascend them to the upper floor.

Walk past the gate in front of you to the right to find another one. However, you can tunnel under this one, so use Mole to have Luigi reach the other side of the gate. Enter the room up ahead. In here, go up the stairs to find a stone block with a lightning bolt etched on it. Use your hammer to break it, revealing the Thunder God. He tells Luigi to leave, but ignore him and examine the blue orb on the pedestal. Luigi will get electrocuted, learning Thunderhand in the process!

Press R to select the Hand Power, then press and hold A. Luigi will charge up a ball of electricity, then let go of A to release it. Once the tutorial ends, go down the stairs and through the western exit. You will be on the other end of the first gate. There's a blue orb on the wall behind the gate; use Thunderhand on it to open the gate. Regroup with Mario and exit the Thunder Palace.

Return to the Save Album and save yet again. This time proceed west and walk down the path between the two totem poles. Continue north to reach the Fire Palace. Yep, we gotta get a new power for Mario!

Enter the palace and drop off the ledge to the right. Go through the doorway to find a gate with a metal floor underneath. Similar layout, eh? Go left to find a small nook in the wall. Use Mouse to have Mario go through the hole to the other side. Go through the door and climb the steps. A stone with a fire symbol drawn on it will block your path, so smash it to pieces with your hammer. This will trigger the entrance of the Fire God. After he's talking, touch the red orb to learn Firebrand!

The tutorial is identical to Luigi's Thunderhand technique. Use R to switch to your Hand Power. Then, hold A to charge up a fireball, then let go to create a swirling ball of flame. After the lesson ends, go down the stairs and continue through the eastern exit. Like in the Thunder Palace, the gate from before blocks your path. Walk over to the eastern wall to spot a little alcove. Use Firebrand on it to open the gate. Find Luigi, team up, and exit the palace.

Now that both Mario and Luigi have their newfound skills, you can go around the oasis and kick all of the inhabitants' behinds! To enter a battle with an Oho Jee, use either Firebrand on the red guys or Thunderhand on the blue ones.

Once the battle starts, you have to use the OPPOSITE skill to damage them. So if you're fighting a red Oho Jee, use Thunderhand on them. If you use the same skill as their color, you will heal them. They don't give a lot of EXP, but you can win some Oho Jee Wear from them, which is pretty good. Fight Oho Jees until you get two pairs, then equip them.

Afterwards, head to the Save Album. Save your game and go south to find a ledge. Jump up to it and inspect the stone wall nearby. There are two alcoves present; one is empty and the other one holds a blue orb. Use Firebrand on the empty alcove and Thunderhand on the blue orb. This will create a bridge leading to a yellow pipe; go inside to reach the bottom of the ocean.

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'- SEABED -----'

You will enter the Seabed, which is a pain to navigate through. I hate swimming. In order to swim with Mario, press A repeatedly. Same goes for Luigi, yet you press B instead. Hit the Save Album in front of you to save, then swim to the left.

Giant pieces of coral will block you from going any further. Luckily for us, fire seems to be perfectly stable underwater and won't go out, so use Firebrand on the alcove to the right to destroy the coral. With the obstacle out of your way, swim down the path to the next area.

This place is not only large, but the ground in some parts is covered in spikes. If you fall, then you die. Luckily you can just swim OVER them, but make sure not to dive too low or it's over for you. So make sure to press A and B repeatedly to make both bros swim. You can swim onto the platforms if you want to stay safe, but the easiest way is to swim directly southwest to the exit. It's the one with a green and white border, so it's hard to miss.

Once in here, swim into the ledge and use Thunderhand on the orb. The metal door nearby will open, allowing you to swim to the next area. The entire floor here is covered with spikes, so be careful. Also try to avoid the

Bloopers swimming around as you make your way to the northwest corner. There should be a spot low enough to land on. From there, go through the doorway to the next area.

Swim north to find a switch on the wall; hit it with your hammer. The alcoves to the left will light up one by one, then go out. What you have to do is light the alcoves with Firebrand in the same order that they lit up in the first place. I'm not sure if it's random every time or not. Afterwards, the coral will open up, revealing a path. Instinctively, follow the path.

The paths here are all blocked off at the moment, so take out the Goomdivers and Bloopers. Exit via the western opening to find a yellow pipe and a Save Album. Save your game and enter the pipe. In order to climb up the pipe, hold A and B and press up on the D-Pad. Continue up the pipe to return to Beanbean Castle.

Back in Stardust Fields, you'll see Bowser lying on the ground. Fawful and Cackletta (well, her soul) will find him. In a really rad scene, Fawful will unleash Cackletta's evil soul into Bowser.

'- EAST BEANBEAN -----'

Well, lets not worry about Bowser's well-being now. At least we are back in familiar territory! Well, somewhat. Hit the switch on the wall to lower the gate, then go through to spot Prince Peasley. Luigi will try to reinact what happened in a rather...bad manner, but the prince gets it all. Prince Peasley lets the bros help search for the four Beanstar pieces, but he first tells them to head to Beanbean Airport to meet Peach.

Before we do so, go north to find a cave opening on top of a ledge. Go inside to find a green pipe. Enter the pipe to open up a warp point. Exit the cave and walk down the southwest path. Follow the road west until you find a bridge leading south; take it to the next area.

'- SOUTH BEANBEAN -----'

From here, continue south to find a path with a bunch of guards in front of it. If you remember, this is the path we took to reach Woohoo Hooniversity. We don't want to go this way, so instead look to the left. Jump up the ledges and drop down to the other side. Use Mole on Luigi, then have him tunnel north underneath the metal fence.

Have him jump up the steps and cross the bridge west. Use Luigi to jump across the treetops to the western end, which holds a block. Hit the block for a Hoo Bean and drop off to the ground below. Walk to the east a bit to find an "!" Block. Hit it to open a gate south of here.

Go past the gate that just lowered and head east to find Mario. Regroup and return to the "!" Block. Proceed west across the bridge and straight into the next area. High Jump onto the green bushes and drop off on the other end. Read the sign posted on the tree: Beanbean Airport is directly south of here. From the sign, go south to spot two blue orbs. Use Thunderhand on both of them to open the path. Needless to say, head south to the next area. Use the Random Block to the right to nab some Coins, then save at the Save Album next to it. Continue across the bridge to enter the airport.

Walk towards the runway (which is located inbetween the two desks on the left side of the airport) to be stopped by Lady Lima. She will tell the brothers to head to the runway immediately. But that's what we're trying to do...

Once you reach the runway, Lady Lima orders Mario and Luigi to dispose of the Piranha Plants that dug their way into the ground. Fighting them one-on-one won't work, so ignore the two in front of you and go west to the next section of the runway. You will find a giant egg, a fountain, and a Save Album. Ignore the egg for now and save your game. Next, have Mario drink from the fountain. Walk over to the nearby Piranha Plant and use Luigi's hammer to shoot water at the plant. Then use Thunderhand to electrocute the Piranha Plant. A section of the big egg will crack.

Do this four more times (with the four remaining Piranha Plants scattered around the runway) to break the egg entirely. Of course, what comes out of the egg is even worse than the problem to begin with, so we will have to deal with a gigantic Piranha Plant now. It's a pretty tough boss; I was at level 21 at this time, so you should be around there. Walk up to the giant Piranha Plant to begin the boss battle.

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+-----+
| BOSS: Mom Piranha                                     HP: 220 |
+-----+
|
| This battle is a pretty hard boss, so don't fret if you die once or even |
| twice trying to win. Mom Piranha is almost always accompanied by two |
| Piranha Plants during the battle. Make sure to destroy the two Piranha |
| Plants before targeting Mom Piranha; if you go right after the momma, |
| they'll attack unmercilessly. The trick to defeating them quickly is to |
| use your new techniques. Use Thunderhand on a red Piranha Plant and use |
| Firebrand on a blue Piranha Plant. |
|
| After the lil' guys are dead, target Mom Piranha. She will use two mean |
| attacks. The most common one is an energy ball. She will shoot a giant |
| energy ball at one of the bros; send it back by using your hammer. She |
| uses this attack when there are Piranha Plants on the field as well. She |
| also has another attack, but it's only used when the two Piranha Plants |
| are defeated. Mom Piranha will swing her vine arm across the field at |
| both bros. It will then come back again, so jump over it twice. |
|
| Not only that, but Mom Piranha will heal around 20 HP every turn. Now if |
| that wasn't bad enough, it gets even worse: Mom Piranha and her Piranha |
| Plants will change color. After she has been alone for a few turns, she |
| will summon two new Piranha Plants, but they will be a different color. |
| She will also change the same color as them. The battle starts off with |
| the enemies red, and it will alternate from blue and red afterwards. |
|
| If she is red, then have Mario use his hammer and Luigi use Thunderhand. |
| When blue, switch the roles. Jumping attacks are ineffective, so they're |
| out of the question. Her attacks deal a lot of damage, so make sure to |
| use plenty of Nuts and Super Mushrooms. The battle against Mom Piranha |
| will be pretty long, since you don't have the option of using your super |
| powerful Bros Attacks. After the battle, you'll win a Spiny Badge A. |
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Once Mario and Luigi have defeated the Mom Piranha, Luigi will use his super-evil-Piranha Plant-killing device: his arse. Classy. Once the pests have been exterminated, return to the runway entrance and speak with Lady Lima. Princess Peach makes her grand entrance into the Beanbean Kingdom, and they head off to Beanbean Castle.

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'- BEANBEAN CASTLE -----'

Mario and Luigi shockingly learn that Peach's voice was never stolen in the first place! That's good to know, considering how everything we did in the game up to this point was for nothing. Sigh.

Prince Peasley says that he warned Peach before Cackletta showed up. Instead, Cackletta ended up stealing Birdo's voice, who was in disguise. And that's also why the Beanstar reacted so strangely when it heard the voice. It's because Birdo sucks.

When you gain control of the bros, head north to the throne room for another scene. You learn that the brothers' next mission is to head with Peach to Little Fungitown. Unfortunately, they have to go through the perilous Teehee Valley first. After your mission has been assigned to you, exit the castle. Save your game at the Save Album and check out the shops in Beanbean Town. After shopping for equipment and items, leave Beanbean Town through its eastern exit.

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'- EAST BEANBEAN -----'

Follow the dirt road north of here and defeat the Lakipea here. Walk down the path until you reach a gate and a blue orb. Use Thunderhand on the orb to open the gate. Follow the winding path to the next area. Continue down the road until you find the entrance to a cave. Go inside.

Save your game at the Save Album and walk down the stone steps. Go across the bridge to find the Hammer Bros! Agree to have them reforge your hammers, free of charge. You now have Super Hammers! These hammers are even more powerful than your old ones and can break dark gray boulders. Test it out on the boulder to the right. Smash it apart and go across the bridge. Break the next boulder and talk to the Thwomp inside. You can play a minigame here allowing you to obtain a Secret Scroll 1. All you have to do is break one of three boulders. Try it until you get the scroll, which teaches you a new Bros Attack.

Once you have the Super Hammers and the Secret Scroll 1, exit the cave. Return to where the blue orb was and go north. Inspect the sign as it talks about the path to Teehee Valley being blocked by a SUPER rockslide. Well good thing we can balance all this super-ness out with our Super Hammers! Break the rock and enter Teehee Valley.

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TEEHEE VALLEY

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[0513]

Peach and Toadsworth will find the bros after they enter the valley. You

learn that you have to ESCORT Peach to Little Fungitown. What would a game be if it didn't have the awful escort missions? Well here is ours. Toadsworth will let Peach out of her sight and she'll be kidnapped by a Gritty Goomba. That will probably happen a lot throughout this dungeon. Enter the yellow pipe on the west side of the area.

Once you reach the cave, proceed along the tunnel. Defeat the two Gritty Goombas inside and inspect Peach to rescue her. What you have to do in every area is defeat all the enemies present. That way Peach won't run into them and get kidnapped. 'Cause if she does, you have to do that every time. So your best bet is to not let Peach out of your sight, but if you spot an enemy, attack it. Also make sure that Peach makes it to the area exit before you; if you leave without her, you will have to redo the previous area all over again. If you need Peach to walk the opposite direction, just talk to her.

In the next area, Peach will go south. Defeat the Gritty Goombas until she reaches a gate. Make sure to hit the "!" Block to open the gate, or else she will reach the gate and turn around. Once she goes through the gate, follow her to the next area.

Follow Peach until she approaches a flight of stairs leading to a long ledge. She will walk behind it; follow her and defeat the two Gritty Goombas in her way. Hit the switch at the end of the path to make a barrel appear on the ledge. Talk to Peach to have her turn around and wait until she reaches the front of the steps.

Then talk to her once more, then quickly jump up the steps and break the rock in front of you. Use Mole to have Luigi get inside the barrel. As Peach walks with you towards the gate, have Mario jump on top of the barrel and hit the switch on the wall to open the gate. Follow Peach through the gate to the next area. Phew!

Alright, the final area! Let Peach walk to the left side of the area towards the gate. Defeat the Gritty Goomba that waits here, then let Peach turn around. I'm sure you noticed the pillars we have been passing; we'll have to traverse across them this time. Once Peach is back on the right side of the area, talk to her and turn her around. Now quickly High Jump up to the first platform, then switch positions. Spin Jump like a madman across the pillars, then jump to the final one. Hit the "!" Block to lower the gate, letting Princess Peach through to the next area. That's it!

Peach and the bros will find the entrance to Little Fungitown (finally...) Follow Peach north to find her cornered by a giant monster. Time to rescue Peach yet again.

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+-----+
| BOSS: Trunkle                               HP: 110 |
|           Head                               HP: 60  |
+-----+
|
| Despite the low HP, the battle with Trunkle isn't exactly a walk in the |
| park. You can attack either the body or the head, but I suggest going |
| after the body. Jumping attacks do diddly-squat to the head, so focus on |
| the body at all times. Trunkle will usually spin one of his arms and |
| rolls a rock towards one of the bros. If he uses his right arm, then it |
| is going towards Mario; left for Luigi. Simply hammer it to pieces. At |
| times the boulders also curve to the opposite bro; I found it best to |
| defend with both Mario and Luigi. |
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| Trunkle's second attack is even more annoying. He will suck in various |
| objects into his mouth: Gritty Goombas, Mushrooms, and Poison Mushrooms. |
| Make sure to jump over the Gritty Goombas and Poison Mushrooms as they |
| make their way towards his mouth, but let the Mushrooms hit you. Trunkle |
| will gain HP after eating random objects. |

| After you attack Trunkle enough, he will split into four miniature |
| versions of himself. One will keep a golden nugget in its mouth. The |
| four Trunkles will then shift position a couple times; you must attack |
| the one with the gold nugget in its mouth. The other ones will simply be |
| destroyed after one attack. While this happens, the Trunkles will dig |
| underground and try to punch the bros. Hammer them once they approach |
| you. They'll also attack by rolling into you; just jump on top of them |
| to successfully counterattack. |

| Keep attacking the real Trunkle until it is defeated and the fight ends. |
| Once you have defeated Trunkle, you will win a 1-Up Mushroom and a grand |
| total of four Super Mushrooms. Nice! |

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Peach will thank the bros for saving her for the millionth time. Two Toads
from Little Fungitown will grant you access to their town. The team will step
on the lift to the town.

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LITTLE FUNGITOWN

[0514]
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The citizens of Little Fungitown will happily welcome Princess Peach and the
Mario Bros. Finally, we get some Luigi appreciation here. Peach splits from
the bros and lets them explore town.

Stop by the shops first; the Item Shop is located right above you and the
Equipment Shop is found in the northern section of town, right next to the
Save Album. From the entrance, walk across the bridge to find it. First, save
at the Save Album, then go crazy in the shops. I recommend picking up the
Shroom Bells. Afterwards, exit the shop and go east across the bridge. Now go
south across another bridge. Follow the path to a green pipe. Go inside to
create a warp here. Exit the pipe back to town.

Return across the bridge and enter the house right above it. This is the
minigame house! Jump up the steps to the upper floor and inspect the machine
here. The minigame is pretty easy, so the 200-point high score shouldn't be
too hard to beat.

Various items (Mushrooms, Flowers, Stars, and Bob-ombs) will fall onto the
ledge in the center. Two Piranha Plant blocks on either side of the ledge
will move up and down; only one will be open though. You have to tilt the
ledge using A and B to tilt the items into the hole in the block (the Piranha
Plant's mouth). If a Bob-omb falls in, then the hole will close and the hole
in the opposite block will open up. Keep tilting items into the holes until
you get 200 points; it's really easy and quite fun.

The prize for winning is an Invincishroom. Mario will eat it, but becomes
terribly sick. He's rushed to an infirmary and the Toad doctor says that
Mario has Bean Fever. The terrible sickness will eventually turn Mario into a
bean! The only cure is Crabbie Grass; located in Guffawha Ruins. Luigi has to

go in a dungeon all by himself?! Luigi will get frightened about hearing rumors of Guffawha Ruins, so you'll have to control a shaking Luigi. You won't be able to jump with him, but you won't have to at the moment.

Go south across the series of bridges into town. Continue south to find a house situated on a pink platform. Drop onto the platform and enter the house. Talk to the old Magikoopa for Luigi to be hypnotized into believing that he is as courageous as Mario. There you go! Once you have control of Luigi again, exit Little Fungitown.

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'- TEEHEE VALLEY -----'

Go south from the lift to find two signs and a Save Album. Save and read the sign on the left. Do as the sign says and step on the elevator. Drop off of the platform and go west to the next area. Follow the trail, breaking the rock along the way, and continue south (ignore the eastern path since it leads to a dead end).

Break the next rock that blocks your path and continue down the road. You can check the map here to see where you're at. Ha, that sounds like a promo for Boost Mobile. I'm lame. Anyways, continue west to the next area. In here, put your jumping skills to the test by jumping over a series of steps. Hop onto the spring pad to launch yourself over the wall, then continue down the path.

Cross the bridge and go north, hitting the block for a 1-Up Mushroom. Go back south to find a Save Album, so save your game. Continue south to find a set of stairs. Jump down the stairs and hit the trio of blocks to obtain two Mushrooms and some Syrup. After collecting the items, move west until you find a large staircase. Jump up the stairs to enter an area surrounded by stone pillars. Break the red stone in the center to start a minigame.

Luigi will be positioned in the center of the area as little blue balls bounce up and down in front of you. Press A to hit them and avoid the red ones. If you accidentally hit a red one, you will lose. At later points, the balls will change color; make sure you hit the blue ones. Hit eight balls to complete the minigame, and a switch will appear in the center of the area. Hit it with your hammer to open the entrance to Guffawha Ruins. Enter.

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GUFFAWHA RUINS [0515]
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Head north to find two blue orbs and a Save Album. Save first, then use Thunderhand on both orbs to open the doorway ahead. Defeat the Chuck Guys in this room, then go down the stairs found at the eastern end and proceed through the door. Hop up the stairs in front of you and hit the "!" Block at the top. Several platforms will rise up, filling the gap leading to the door. Make sure to jump across these small platforms quickly, for they will fall shortly after. Once you make it across, go through the door.

Fight the Chuck Guys in the room, then go down the stairs. Instead of entering the doorway, continue to the east. Defeat the lone Chuck Guy found here, then hit the block for a Super Mushroom. Now you can return to the previous area and go through the doorway. Hop up the steps to the top. You will have to cross various moving the platforms. The first one moves horizontally, so jump on it and hop to the vertical-moving one. Now make your way across the spinning platforms to the door.

Ah, now time for the puzzle. This room really sucks. Hit the Save Album to the west to save your game, then approach the center of the room. The room is composed of several flights, each divided in the center by a stone wall. Each side has colored platforms which can be raised or lowered by hitting the switch behind it. Hit the blue switch on the left side to lower the blue platform. Hop onto it, then up to the wall, then onto the green platform, then finally to the right side of the second floor.

Once here, hit the green switch to lower the green platforms. Now jump from the blue platform up to the red platform, then to the third floor. You can also jump up these platforms to reach the fourth and final floor. Hit the lone red switch found here to lower the red platforms. After hitting that, drop ALL the way down to ground level.

From here, hit the blue switch to this time raise the blue platforms. It's all good, since the lowered green platforms will allow us to reach the second floor. Jump onto the red platform to reach the blue one, but don't go up to the third floor. Instead, drop off of the platform and hit the green switch below to raise the green platforms. Now you can use the green platform from ground level to reach the LEFT side of the second floor (since both platforms on ground level have risen). Now jump up the series of platforms to reach the door. Go on through.

Drop down the steps while defeating the two Chuck Guys, then proceed through the doorway. Ascend up the large flight of stairs and hit the "!" Block at the top. A large stone head and three platforms will appear to the left. After the conversation, agree to play the minigame.

All you have to do is avoid the stone head's flame breath while jumping from platform to platform. The platforms will slowly move towards the stone head as he eats them while others appear on the right. It's basically like a giant conveyor belt. As he fires, just jump over the flames. As your platform nears his face, just jump to the platform behind you. Survive for 30 seconds and you will come out victorious.

Once you have won, the door below you will open. Drop down to the first floor and go through the doorway. Walk towards the center of the room to find a small shrub. Inspect it to obtain the Crabbie Grass, then exit the ruins through the door in the back. Go through the yellow pipe to find a Save Album. Save, then go through the next yellow pipe to appear back in Little Fungitown.

'- LITTLE FUNGITOWN -----'

Make your way back to the infirmary where Mario waits. As you head back, Luigi will be struck by lightning. Luigi will regain his memory and a nearby Toad will tell him of his recent accomplishment. The Toad says that Luigi will be a legend in the town! Yes!!

Anyways, Luigi continue towards the infirmary until he's stopped AGAIN. A panicked Toad signals that there's trouble, and more lightning strikes the ground. The Koopa Clown Car will fly down with Peach inside. Luigi thinks this is the work of Bowser, but it's really none other than Bowletta!

...who?! No, it's not a tranny. It's what happened when Cackletta's soul invaded Bowser's body. So it's like twice the evil! So Cacklet- err, Bowletta and Fawful kidnap Peach and fly away. Go towards the infirmary and save at the

Save Album, then go inside. Luigi will revive Mario using the Crabbie Grass and the team will be reunited.

The gang reports to Beanbean Castle, where Bowletta sends them a message. She says that if they want to see Peach again, then they must bring her the four Beanstar pieces. Well there you have it. Prince Peasley has marked the locations of the four pieces on your map, so lets go for those Beanstar pieces! Leave the castle and save at the Save Album outside, then exit Beanbean Town via the eastern exit. In order to reach the first piece, we have to enter Teehee Valley. You should know the way there.

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FIRST BEANSTAR PIECE

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[0516]

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'- TEEHEE VALLEY -----'

From the entrance, hop up the step to find a Save Album. Save and drop off of the ledge to the right. From there, High Jump to the eastern ledge, where there is a path to the next area. Proceed through. Continue east and use the Bros Block to get some Coins, then continue down the path to the next area.

Here you will find a giant ship stuck in the sand. And there's something shiny on the deck. It's the first Beanstar piece! High Jump to the top of the step on the right side of the ship, then Spin Jump onto the deck. Before the brothers can grab it, two skeleton sailors will come onto the deck and take it. Bummer. Follow them into the ship.

.-----.
'- S.S. CHUCKOLA -----'

Save with the Save Album on the left, then go down the stairs on the left. Go south down the hall until you eventually find a set of stairs. Descend the stairs and continue south to the next room. Save your progress at the Save Album and go down the stairs on the left. You will see a sailor bring the Beanstar piece into a room that becomes blocked off by another sailor. Talk to him to learn that you need a Membership Card to get inside the hold.

Go back up the stairs and proceed north through two rooms. The brothers will be stopped by a weird guy who runs out of the ship. Talk to the skeleton sailor standing in front of the door and agree to help him out. Time for a minigame.

This minigame is pretty hard and takes some quick thinking. You have to use Mario and Luigi to match up lines of red and blue barrels. I recommend trying out the practice session for a while in order to get the hang of it. After, play the real deal. You have to match up ten lines of barrels in three minutes in order to win. It's actually quite tough, but I didn't mind, since I thought the game was pretty addicting.

Once you do, Mario and Luigi will receive the Membership Card. Return to the hold and talk to the sailor on guard. He will let you pass, so enter the hold. After confronting the sailor with the Beanstar piece, he agrees to give it to you under one condition: you have to somehow remove the skeleton up ahead out of the wall that he's stuck in. Talk to Bloat to find out that he drank too much Chuckola Cola and got stuck in the crack. If only we had some bombs to get him outta there...

Exit the hold and go back up the stairs on the right. Continue north to the next set of steps and ascend them. Walk north down the hall to find a suspicious set of floorboards right in front of you. You can't miss them. Hit the floor with your hammer to make some dynamite fall next to Bloat. Return to the hold and use Firebrand on the dynamite to make the whole place go kaboom!

Doing this will cause Bloat to fall out of the crack, but sand begins to pour into the ship. The S.S. Chuckola is dislodged from the wall it was stuck in and falls into the ocean. It's finally afloat! Of course, the good news ends quickly, for the ship hits a rock and sinks to the bottom of the ocean. Not only that, but the Beanstar piece floats away.

'- SEABED -----'

The Beanstar piece will float through the northeast exit, so make your way up the platforms to the top of the sunken ship. Head towards the Save Album at the top and save, then exit to the east. Mario will spot the Beanstar piece float through the southern exit, but we can't follow it just yet (there's a gate blocking the way). Swim over the gap to the right and continue down the path, jumping across the ledges along the way. You will come to an alcove at the end, so use Firebrand on it to lower the gate. Swim after the Beanstar through the exit.

Defeat the Starkisses and Cheep Cheeps in this room, then drop off of the ledge to the left side. Hit the block for a Hoo Bean, then jump over the wall and continue to the right. In the next room, use Mouse on Mario and have him jump into the hole in the wall.

Continue out on the other side and continue down the path. Continue to the western wall where you will find an alcove. Use Firebrand on it to destroy the coral separating the bros. Reunite and go to the right of the alcove to find a blue orb. Use Thunderhand on it to open the door, letting the brothers continue onward.

Once in the next area, High Jump up to the ledge. Save at the Save Album and go through the yellow pipe. Climb up the pipe to reach Gwarhar Lagoon.

'- GWARHAR LAGOON -----'

Gwarhar Lagoon may have a tropical feel that was definitely needed in the game, but this dungeon is really long. And it sucks. Just look at the map on the wall next to the yellow pipe you came out of. Anyways, hit the Bros Block below and continue to the east. Walk past the two gossiping women and save at the Save Album. Walk to the eastern exit for a large woman to push Mario and Luigi out of the way. She walks over to the other ladies... new gossip! She says that someone named Hermie found the "bean thing that fell out of the sky". So it looks like we have to find Hermie in order to get the Beanstar piece back.

Don't follow the ladies just yet; go north to find a green pipe. Enter it to activate the warp point, then exit. Return to the previous area and follow where the three women went by going east, then continue north. Hit the Random Block until it runs out of Coins and enter the cave.

Save your game at the Save Album ahead and proceed down the long hallway. You should now be in the lobby of the Jellyfish Sisters' Relaxation Room. You can cough up 200 Coins to get a nice hand massage for both bros. If you don't have the cash, return to the green pipe and warp to an area where you can battle enemies for Coins.

If you have the Coins, then talk to the teller behind the desk. Pay up, then sit on the chairs in the room on the right. The Jellyfish Sister will welcome the brothers by giving them a soothing hand massage. Ahh. In the process, Mario accidentally reveals his Firebrand power. Luigi also accidentally unleashes his Thunderhand ability. The Jellyfish Sisters are amazed at this, and reveal that they have two special hand techniques as well. Not only that, but they decide to teach them to Mario and Luigi.

The bros enter a cave with the Jellyfish Sisters following them. Luigi is up first to learn his new technique. When Luigi is in the back, select your hand technique and use Thunderhand on Mario's behind. Let go of B to electrocute your brother, allowing the two of you to move together in any direction. Try it out by electrocuting Mario, then bumping into the green Jellyfish Sister against the wall. Neat-o!

Now for Mario. Select the hand ability while in the back row and use Firebrand on Luigi. Let go of A to send Luigi speeding in the direction he's facing, with Mario right behind him. In order to stop dashing, simply change direction or press A. Test out your new power by using the technique to dash right into the circular rock to the right of you.

Once the brothers have learned their new hand powers, the Jellyfish Sisters will order them to get two Pearl Beans found in the cave. Of course you'll have to put your new abilities to the test, so it's good practice. Go across the bridge next to you to the next area. From here, head down the bridge on the left.

Read the sign to learn about Boo statues. Like Boos in all other Mario games, they will disappear if you look straight at them. And your goal with these statues is to push them to the side. So walk past the statue and use Thunderhand on Mario. As Mario is stunned, walk next to the statue (it should be visible) and push it to the left to create a bridge. Walk across the bridge to the next area, where there's another Boo statue. Do the same with this one to create another bridge and walk across it to the next area.

You will come to a room with a set of giant spiked rollers that roll across the walkway in front of you. You have to walk with them in order to reach the path that extends north. The only way to do this is to use Thunderhand on Mario, then walk onto the path as the two are stunned. Once you're on the other side of the rollers, continue north to collect the Green Pearl Bean.

Return to the forked road just past the Jellyfish Sisters, and take the path on the right this time. Continue across the bridges until you reach a large Koopa. He claims that nothing can knock him down, but we're here to prove him wrong. Use Firebrand on Luigi's behind to charge into the Koopa, knocking him onto the ground. Knock down the second Koopa using the same method and continue north.

You'll be in a room similar to the room from before; there will be a set of spiked rollers that roll across the path. This time you have to dash across the path to reach the other side. Time your dash and use Firebrand on Luigi, then run through safely to the other side. From there, proceed north to find the Red Bean Pearl. Grab it to return to the Jellyfish Sisters.

Once both Pearl Beans are in tact, the Jellyfish Sisters will let you go. Head back down the hall, save at the Save Album, then exit the relaxation room. Go south from the relaxation room, then head east across the stepping stones to be greeted by a large Koopa. Use Firebrand on Luigi to knock him down, then follow the path around the palm trees. Defeat the Elite Troopeas along the way and continue along the beach. Knock down the Koopa that blocks the path, then enter the yellow pipe.

The bros will find themselves at the seabed again. Swim through the hole in the coral and defeat the Cheep Cheeps, then continue south to the next room. Hit all the blocks to obtain a Super Mushroom, Hoo Bean, and some Coins. Return to the last area and swim into the giant whirlpool. Use Spin Jump while inside of the whirlpool to be shot up to the ledge above. Fight the Cheep Cheep that patrols here and go through the yellow pipe to return to the surface.

Save your game at the Save Album, then move down the sandy trail to the area below. You will have to use Thunderhand on Mario in order to navigate past the spiked rollers here. Once you do, continue south down the path. Yay, another roller obstacle! This time you have to use Firebrand on Luigi to dash through them to reach the next area.

Fight the Elite Troopeas found up ahead and go south to the next area. Take out the Gritty Goombas that pursue you and read the sign southwest of the entrance to learn about the second mysterious item: Spin Blocks. While using Spin Jump, spin into one to have it move in that direction. Use Spin Jump and spin into it from the east, making the block slide to the west, ultimately crashing into the ledge. High Jump onto the Spin Block, then jump up to the platform. From here, drop down and proceed west down the path.

Hit the Rally Block found in the corner, then go north under the stone bridge to reach an intersection. Remember this place, since we'll be back here in a little bit. Head down the western path to the next area. Take out the onslaught of Gritty Goombas up ahead and follow the road west to the next area. Defeat the ???s here and follow the path south, then enter the pipe to reach another underwater section.

Hit the block in the northwest corner for a Hoo Bean, then swim north. Take out the Cheep Cheeps and Starkisses here, then swim north to find a whirlpool. Use Spin Jump inside to be propelled to the northern ledge. Swim north to the next area. In here, defeat the four Starkisses, then continue through the path until you find a yellow pipe. Enter it and climb to the top.

Use Thunderhand on Mario, then push the Boo statue to the side. Doing this triggers a stone bridge to be made back at the intersection from before. You know, the place that I told you to remember? Yep, that one. Drop off of the high ledge to be brought into familiar territory and go south this time.

Follow the path until you are brought towards a set of steps, so jump up to the top. You will be on top of a long walkway; hit the "!" Block right in front of you to make a round stone and another "!" Block appear on the other end. Not only that, but a 10-second timer begins. Quickly use Firebrand on Luigi to dash across the walkway and into the stone, pushing it aside. Hit the "!" Block above you to stop the timer and create a bridge below. Drop down, go across the bridge, and into the next area.

Take out the ???s in the surrounding area and head south to find a Save Album. Use it to save your game and proceed west. We will have to complete another timed race, but this one is a lot harder than the last one. Jump up the steps and make sure Mario is in the back. Hit the "!" Block to start a 20-

second timer start, as well as make a round stone and another "!" Block appear on the end of the walkway.

Quickly use Firebrand on Luigi to dash into the stone and move it. Hit the "!" Block to make another one appear on the northern walkway. What you have to do is Spin Jump to the northern walkway and hit the "!" Block found here. Hitting this will make a third and final "!" Block appear on the right side of the walkway, as well as a round stone. There should be around 10 seconds on the clock if you're fast. Now use Firebrand on Luigi to dash across the walkway and into the stone. Hit the "!" Block at the end to complete the challenge. A winner is you!

Doing this will create a bridge on the western end of the area. Drop down and go across the bridge. Follow the beach to find another Boo statue. Use Luigi's Thunderhand technique to have Mario move it. This makes the bridge back at that intersection (the important one) extend, as well as creating one right in front of you. Cross it to the upper area. You will be back at the area where the first race took place. Go north, then head northeast to reach the intersection.

The path isn't complete just yet, but you can use the Save Block here to save your game. Once you have done so, go down the right side of the forked path. You'll be in an area with a Spin Block and several platforms. Spin into the block so it moves north, right into the ledge. Then spin into it so it moves east, right into the pillar. Finally, spin into it from the south end, so it goes north into the blue wall.

Now you can jump up onto the northwest ledge, spin onto the Spin Block, then onto the platform with the Boo statue. Move the statue to create the final piece of the bridge. Return to the intersection, save at the Save Album once more, then go across the stone bridge to the next area. The bros will spot the gossiping women decorating the shell of a giant hermit crab. Yeah, that thing is Hermie. Okay, unexpected...

Apparently the crab's inner child got the best of him, mistaking Mario for good ol' Saint Nick. Unfortunately, the ladies know who Mario is, and all of their attention is directed towards the moustached hero. Ah Mario, always being the player. Even Luigi gets in on some praising! Anyways, Hermie becomes incredibly jealous of brothers (who doesn't?) and challenges them to a fight. I was level 29 before the battle started, so hopefully you are around the same.

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+-----+
| BOSS: Hermie III                               HP: 400 |
|           Right Claw                           HP: 80  |
|           Left Claw                            HP: 80  |
+-----+
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| There are three targets to deal with in this battle, so you will have to |
| deal with all of them eventually. Hermie III will attack with his two |
| giant claws. He will extend one out in front of a bro. They always start |
| by twitching. If the claw begins to wiggle back and forth afterwards, |
| then make sure to jump over it. If the claw does not wiggle, then Hermie |
| will not attack. Lucky you. Hermie will also shoot purple bubbles at one |
| of the brothers, so use your hammer to knock them away or else you will |
| most likely be poisoned. |
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| You'll have to deal with the two claws first if you want an easy fight. |
| They are weak against lightning, so start the fight by using Luigi's |
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| Thunder Bros attack. This should lower the defense of all three targets |
| if lucky. From there, have Luigi use Thunderhand and Mario use jumping |
| attacks and/or heal. The claws have 80 HP, so they should each go down |
| rather quickly. |
|
| Once the claws are bandaged off, attack Hermie's head. I recommend using |
| Bros Attack on Hermie III, since he will retreat into his shell after |
| one or two rounds. When that happens, use Firebrand to burn the shell. |
| Make sure to use Firebrand rather quickly, because Hermie will restore |
| around 13 HP every turn he stays inside of his shell. Using Firebrand on |
| Hermie's shell causes to come back out, but both claws will be repaired |
| this time. In other words, you will have to change battle plans. |
|
| Keep repeating the strategy above to defeat Hermie III. The fight can be |
| very long if you choose to take out his claws first. If you decide to go |
| right after Hermie himself, you will have to deal with his counterattack |
| every time you attack his head. Choose whichever method you prefer, but |
| either way the battle is long and annoying. You will receive a Lucky |
| Ribbon once Hermie III bites the dust. |
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The women apologize on Hermie III's behalf and give Mario and Luigi the Beanstar piece. Wow, we did so much stuff, and we only have one so far. Don't worry; the others will be a lot easier to get.

Go west to find a Boo statue near a group of palm trees. Use Thunderhand on Mario and move it to the side to create a bridge to the north. Go across the bridge, then north to reach the entrance to Gwarhar Lagoon. Save at the Save Album nearby and walk down the northern path. Enter the green pipe and warp to Chucklehuck Woods. Time to hunt for the second Beanstar piece!

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SECOND BEANSTAR PIECE [0517]
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'- CHUCKLEHUCK WOODS -----'

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After exiting the pipe, go south. Drop down the set of ledges and head west. Once again, drop off of the ledge to the ground. Go through the golden gate to the north and High Jump up onto the ledge. This place should be somewhat familiar to you. Continue north to the next area. From here, High Jump onto the ledge on the left to find a Save Album. Save at the Save Album and walk down the western path.

There is a large Koopa standing guard nearby, so use Firebrand on Luigi to knock him over. He will move aside, granting you access to the northern entrance. Go inside to enter a large cave. Jump up the steps in front of you and hit the block repeatedly for some Coins. Hit the block to the left for a Mushroom. You can also get some Coins from the Random Block to the left. After all of that, leave the cave through the southwest exit.

Save your progress at the Save Album near the cave exit and follow the trail west. Continue to the end of the road, then jump up on the platform. High Jump to the ledge to the right of you to find a Bros Block. Hit it repeatedly to get some Coins, then fall off and go south. Follow the road to the left side of the area, then climb the stairs. Walk past the snail into Winkle Colosseum.

Talk to the blue snail to the right of the entrance. Tell him that you are up to the challenge and pay up 500 Coins. If you don't have the money, fight some enemies back in Gwarhar Lagoon or sell some stuff back in Beanbean Town. Talk to the blue snail standing in front of the northern door after paying. Tell him that you want to practice for him to open the door. You will now play a minigame.

Ask the snail to explain the rules of Chuckola Bounce. Mario and Luigi are both holding a large metal pole on each end. A group of Chuckorocks will surround you and shoot out rocks. Move around the arena with the D-Pad. Press A to rotate the pole to the right and B to rotate it left. Your goal is to use the metal rod to deflect incoming rocks so they ricochet into the enemies. The rocks start off as red, but once they hit the rod, they turn blue. Only blue rocks can destroy the Chuckorocks.

Barrier Mushrooms will also come onto the arena; touch it to make one of the bros invincible. Once they are invincible, any rocks that hit them will automatically bounce into an enemy. You will have to beat the high score of 20 to advance. Personally, the game is pretty hard and becomes very hectic after a while.

Once you win, the snail will award the bros with the Winkle Card. The Winkles now acknowledge you! Thank the lord; I would never be able to live with myself if SNAILS didn't acknowledge me. Exit the Colosseum and go back down the path, using your High Jump to reach the platform at the end. Walk north to the previous area. Save at the Save Album once more and talk to the snail guarding the northern section of the area. After he is shown the Winkle Card by Mario, he will let the duo pass.

Walk to the left to find a block; hit it to get a Nut. Go back to the eastern side and jump up the steps. High Jump to the ledge above and walk down the path to spot Popple yet again. He's trying to grab the Beanstar piece that fell on top of a large statue, but the Mario Bros stop him. Popple grabs the Beanstar piece, but is eventually backed into a corner. We get to fight Popple, and he has no one to back him up this time!

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| BOSS: Popple                                     HP: 500 |
+-----+
|
| Don't underestimate Popple just because he doesn't have a lackey to help |
| him out. The most important part of the battle is Popple's opening move. |
| He will walk backwards towards a bro, then lunge at them. Make sure to |
| hit him away with your hammer, or else he'll take it! If Popple takes |
| one of the brother's hammer, he will use it to attack the bros. Well you |
| can't defend yourself with the brother who it was stolen from, so take |
| the hit like a man. You can counterattack with the other brother though. |
|
| Now if you are like me and get both hammers stolen, then that really |
| sucks. A lot. You will not be able to use them (duh) and Popple will use |
| them to attack you, leaving you defenseless through the assault. Heal a |
| lot during this fight if you get both stolen, or else you're done for. |
|
| Popple will also pull out a large white bag. He will then throw various |
| items out at the bros, such as Coins, Mushrooms, Poison Mushrooms, and |
| bombs. For the most part, they will bounce over the bros. Make sure to |
| jump and grab the Mushrooms and Coins, but avoid the others. Other than |
| that, Popple will ram one of the bros. If he grins, then he will attack |
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| Luigi. If not, then he will go for Mario. Jump to avoid the attack. |
|
| If you got your hammers taken away, you will most likely have to heal a |
| lot during the fight. As for your offensive maneuvers, I suggest using |
| Bros Attacks nonstop. Note that you cannot use the hammer-related ones |
| if you got your hammers stolen. Popple has obnoxiously high Defense, so |
| most normal attacks don't hurt that much. You will get your hammers back |
| after several rounds though, so that's good. You won't get a darn thing |
| for defeating Popple, either. What a gip! |
|
+-----+
+-----+

After the beatdown, the bros will get the second Beanstar piece. Only two more to go! Drop off of the ledge and return to the green pipe, then warp to Beanbean Castle.

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THIRD BEANSTAR PIECE [0518]
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Exit the house and return to Beanbean Town. If you wish, you can stock up on any items or equipment, but it really isn't needed. Leave the town through its western exit.

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'- WEST BEANBEAN -----'

From the town exit, walk north past the Sharpeas. Continue north through the next area until you reach several ledges and a gate. Jump up the ledges and approach the gate. Use Mole on Luigi to have him tunnel to the other end, then pop out. There you will find a switch on the wall, so hit it with your hammer to lower the gate. Reunite yourself with Mario and High Jump up to the ledge on the right, then continue onward to find a green pipe. Go inside to create a warp point, then return to the previous area.

Leave the gated area and High Jump onto the ledge. Drop down and move east to the next area. Walk north under the bridge, then stop near the wall nearby. There is a blue orb lodged in the wall, so use Thunderhand on it. This will create a platform right next to you, so High Jump up to it and enter the cave.

You will be introduced to Simu-Blocks in this cave. In order to activate the block, you must hit both of them with the two bros at the same time. For the first pair, have Mario jump on the ledge and leave Luigi on ground level. Then hop up to the next platform. Line up the two bros under the blocks and press A and B together; you should hit both of them, creating a bridge to the next section.

This section is a bit tricky. Bring the bros to the right side of the Simu-Blocks, where you'll find a low ledge. Have Mario jump to the top and leave Luigi behind again. Continue jumping up the ledges to the left while Luigi follows below. Match up the two bros under the Simu-Blocks and hit them to create another bridge onward.

The third section is a bit easier than the last one. High Jump to the platform on the right so both bros are standing on it. Now jump over the gap to the left, but make sure that Luigi falls to the ground below while Mario makes it across. Once both bros are separated, line yourselves under the blocks and hit them. And there's the end of the line. Talk to the Monty Mole

at the end of the cave to be rewarded with Wool Slacks. These pants have Auto-HP regain, so I recommend equipping them to someone. Leave the cave after getting the slacks.

Once you're out of the cave, drop down from the ledge and go east. Avoid the Tanoombas and jump up the steps to the right. High Jump up to the tall ledge and follow it to reach a metal gate. Use Mole to have Luigi tunnel under it, then pop up and hit the "!" Block above you. This will lower the gate. Team up again and High Jump to the ledge on the left. Follow the path to reach the upper level of the previous area.

From here, Spin Jump across the platforms to reach the left side of the area. Cross the bridge and go north to find a Boo statue. Use Thunderhand on Mario and push the statue to the left, which creates a bridge right next to you. Cross the bridge to reach a dead end. However, the northern wall is cracked, so whack it with your hammer to reveal a cave opening. Head inside.

Jump over the steps to the other side, where you will find a small hole. Use Mouse on Mario and go inside the tunnel. Mario will reach a large cavern that stretches to the right. Jump over the various platforms and make sure that you don't fall; the spikes below aren't exactly comfy. Jump across the platforms and avoid the Sparks to eventually reach a Monty Mole. Talk to him to receive Iron Pants. Afterwards, enter the pipe to the right to be transported to the entrance.

Exit the cave and drop down below, then go north. A Koopa stands guard, so use Firebrand on Luigi to hit him out of the way. Once the pathway is cleared, you can continue through to reach Yoshi Theater.

.-----'.
'- YOSHI THEATER -----'

Talk with the two people standing near the entrance sign with an especially important centerpiece: a Beanstar piece. The little green guy ignores the bros and tells his master (the guy in the Yoshi egg; weird, I know) that the brothers are scams. The servant man is knocked away and the man introduces himself.

He may look familiar to you, and that's quite alright. This guy is Bubbles's younger brother. You know, Bubbles? The crazy old guy who sicked his corrupted soda on us earlier on? Yeah, that Bubbles.

Boddle is his name, theater-owning is his game (pretty lame game). Boddle agrees to give the brothers the Beanstar piece under one condition: he wants Mario and Luigi to find seven Neon Eggs that can be used to decorate the sign. He says that Neon Eggs are made when Yoshis eat particular food. Luckily for us, there are seven Yoshis located in the theater ahead.

Enter the theater and save your game at the Save Album. Check out the nice posters on the wall as well, heh. Anyways, enter the stage on either side of the lobby and talk to the man sitting in the center of the stage. He is Fava, the architect who designed the theater. He tells Mario and Luigi that Bean Fruits are the root for making Neon Eggs. Fava marks your map with the location of seven Bean Fruits. He tells the two to look for suspicious spots surrounded by grass or rocks.

After the talk, exit the stage. Save at the Save Album once more for the hell of it, then leave Yoshi Theater. I'll provide descriptions of finding the seven Bean Fruits below. You can get them in any order, but this is my own

preference. So you know, it's probably just best if you just follow my way. =)

--> BEAN FRUIT #1

After leaving Yoshi Theater, walk east to the next area. Take out the Tanoombas and continue to the east. You will soon reach the entrance to Teehee Valley. Walk past it to find a series of steps. Ignore the steps and walk around them to the right. You should spot a patch of flowers situated into a diamond shape. Use Mole on Luigi and have him tunnel right in the middle of the group of flowers, then pop back out to get your first Bean Fruit.

--> BEAN FRUIT #2

After getting the first one, proceed east to the next area. Drop down into the sandy area and High Jump to the pillar in the middle. Hit the "!" Block in the center to create a platform to the north of you. Spin Jump over to it, then spin to the ledge east of your location. Walk across the bridge to encounter a large Koopa. Like always, use Firebrand on Luigi to knock him over, then continue onward.

High Jump up to the platforms above you to reach a fence. Use Mole to have Luigi tunnel under it, then come out on the other side and use the Save Album to save your game. Walk across the bridge to find a Piranha Bean eating the Bean Fruit. Walk up to it to start a miniboss fight.

The Piranha Bean really isn't that hard at all. It will shoot out a few fireballs. They're quick, so stay on your toes to avoid them. Stick to using Thunderhand, since jumping attacks don't work here. After killing it, the Piranha Bean will end up spitting out a mini version of Prince Peasley. Hit him with your hammer to return him to normal size, and the prince will reward Luigi with the second Bean Fruit.

--> BEAN FRUIT #3

Go back across the bridge and drop down onto the step. Jump up to the left to reach Mario. Regroup and go west to the previous area. High Jump up to the bridge and drop down to ground level. Follow the sandy path and jump up the steps to the grass, then head west to the next area. From here, go west to find a bridge leading south; go across the bridge. Head south from the entrance of this area to find a group of guards. To the right of the guards is a rectangle made of flowers and bushes. Use Mole and pop out from under the rectangle to get the third Bean Fruit.

--> BEAN FRUIT #4

Jump over the steps, then fall down on the other side and continue west. Head north across the bridge, then keep going west. Cross the bridge and ignore the Boo statue, and head west to the next area. From here, you'll come to a bridge leading south. Go across the bridge and smash the rock blocking your way. Continue down the path to find a giant tree surrounded by bushes. Use Mole and tunnel under the southern side of the tree (in between the bushes) and come back up to capture the fourth Bean Fruit.

--> BEAN FRUIT #5

Return to the other side of the bridge and High Jump over the ledge. Head north past the Beanbean Airport entrance to the next area. From here, ignore the Sharpeas and head the southwest end of the area, where you should come to a set of large steps. Jump up the steps to the top and now Spin Jump to the lone platform on the right. You will find another set

of flowers formed into a circle. Use Mole to go under them, then come up to nab the fifth Bean Fruit.

--> BEAN FRUIT #6

Drop down from the platform and continue north to the next area. Follow the dirt road to navigate around the wall in front of you. Once you pass it, get off the path and go west around the trees. You should spot a big rock north of the patch of trees. Break it apart with your hammer and go north to find a group of blue bushes. Use Mole and go in the middle of the square formation, then pop back up to get the sixth Bean Fruit.

--> BEAN FRUIT #7

Go south around the trees, then proceed north to the next area. Instead of jumping on the elevated ledge above you, go west and follow the path to eventually reach a diamond-shaped set of flowers. Use Mole to dig underground, then come back out in the middle of the diamond to capture the seventh and final Bean Fruit.

Hooray, you have all seven Bean Fruits! From this location, walk east to reach a stone road. Continue east down the road to the next area. Now go north under the bridge and continue north to ultimately reach Yoshi Theater yet again.

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'- YOSHI THEATER -----'

Now all you have to do is give the Bean Fruits to the Yoshis. Talk to the ones that are panting and look fatigued. After one eats a Bean Fruit, it'll crap out a nice, shiny Neon Egg. All of the Yoshis are inside the theater; four are in the entrance and three are in the stage.

Once you have fed all seven Yoshis and gotten their Neon Eggs, save in the theater lobby and talk to Boddle outside. He'll take the eggs and put them on the entrance sign. Now everybody is happy! Hooray!! Boddle will, of course, give the brothers the Beanstar piece. One more to go!

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FOURTH BEANSTAR PIECE [0519]
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'- WEST BEANBEAN -----'

Exit Yoshi Theater and go west to the next area. From here, follow the stone road south. Continue south and across the bridge at the bottom. In the next area, follow the dirt road east to reach the next area. Continue east past the entrance to Beanbean Airport and drop off the ledge at the end. Head east to the next area. You should reach a Boo statue as soon as you enter the area. Use Thunderhand on Mario and move it aside to create a bridge leading south.

Go over the bridge, then proceed east across the next one. Follow it to a dead end. Hit the two blocks in the corner of the dead end for Coins and a Hoo Bean. Return across the two bridges, then continue south to the next area.

Once here, walk south a little bit and High Jump onto the ledge. Hit the Save

Album above you and save your game, then proceed across the southern bridge. Continue down the path until you come to some steps. Jump up the steps to the top and you will see the last Beanstar piece! Unfortunately, it's locked in a cage. Ignore it for now and go east across the makeshift bridge. Before you can make it across, the bros will hear an explosion. A random set of guys will run away from the area. Ignore their crazed banter and continue to the right.

Talk to the strange man in the next area. You'll soon find out that this guy has a split personality: Harhall is the nice one and Bleech is the crazy asshat. Harhall automatically assumes that the brothers are here to be his new Splart assistant...whatever that is. However, if you do a good enough job at whatever you are doing, Harhall will give you the Beanstar piece. I'm listening now.

Drink out of the water pump to have Mario become big and fat, then step on the footprints to the left. Take notice of the Designbombs that appear out of the pipes on the right; you have to shoot these guys with water to make 'em hit the large shirt at the other end of the gap. Once a Designbomb hits the white shirt, BAM! The shirt will become the color of that Designbomb. There are three types of Designbombs: yellow, red and blue. If you hit two Designbombs at the same time, the color will be a mixture of the two.

Not only that, but some Designbombs will have different patterns on them. Shoot them to make the shirt identical to the pattern. There are three types of designs: tropical, polka-dot, and checkered. If you hit two Designbombs at the same time, the design will become star-patterned. Once the tutorial ends, Harhall orders the brothers to make four shirts for him.

The first shirt design is simple: make Harhall a red shirt with any type of design. So, watch for the red Designbomb and avoid hitting the other colored ones. When the red one is in sight, shoot it with some water by having Luigi hit Mario with the hammer. Once the color is red, drink out of the fountain and step back on the footprints. Hit any patterned Designbomb as they strafe back and forth to make the first shirt.

Harhall's next shirt must be yellow and checkered. Avoid the red and blue Designbombs as they fly back and forth and shoot a water shot at the yellow one. Next, shoot a checkered Designbomb to successfully make the second shirt.

The next shirt is trickier. Harhall wants the shirt to be purple and polka-dotted. In order to make purple, you will have to hit a blue and red Designbomb at the same time. That way they combine to make the shirt purple. Wait until the Designbombs are lined up, then hit them together. After that, hit the polka-dot Designbomb to complete the shirt.

The final shirt must be brown and with a star print. In order to make brown, you must hit all three colored Designbombs at the same time. It's pretty tricky, so you may have to try it a handful of times to get it right. After it's brown, shoot two or more Designbombs at the same time to create a star pattern on the shirt. That's all four shirts!

Once the assignment has been completed, go west for Harhall to give Mario and Luigi the Beanstar piece. You should have all four Beanstar pieces if you have been following my guide; if you do; head to Beanbean Castle.

'- BEANBEAN CASTLE -----'

Go north until you reach the throne room to trigger a scene. The pieces will be put together in order to reform the Beanstar. Afterwards, Bowletts will send the group a message. She tells the bros to bring the Beanstar to Joke's End, which is in the far corner of Beanbean. She says that in order to reach it, you must find a way of sea travel. And no, you cannot reach it through the seabed.

Prince Peasley arrives on the scene and suggests handing over a fake Beanstar to Bowletta. Sounds like a plan. He hands over the decoy to the brothers and a Toad gives Luigi one of Peach's dress. Princesses have to change clothes too, you know. Prince Peasley then hints that surfing may be a possible way to reach Joke's End. Mario can pretty much do anything he wants, so I suppose he might as well take up surfing as one of his hobbies. Anyways, leave the castle and exit Beanbean Town through the eastern exit.

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'- EAST BEANBEAN -----'

Go down the road as it stretches to the north. Go to the next area, then head through the gate next to the blue orb. Look familiar? It should. Follow the winding path south, then east. Continue down the path and you will eventually come to a cave. Go inside and save your game at the Save Album, then descend the stairs. Enter the room at the bottom to find the Hammer Bros. Like the previous time, they will make upgraded hammers for the brothers. This time they are Ultra Hammers; these bad boys can shatter black rocks like they were nothing!

Test 'em out by going to the right to find a black rock. Break it apart with ease and go across the bridge up ahead. Break the next rock and go inside the room to find a Thwomp. If you have 500 Coins to spare, agree to play his game. You have the option to hit one of three rocks; one of them holds the Secret Scroll 2. The scroll will teach a new Bros Attack to you. Once you have the new hammer and scroll, exit the cave.

After you're back outside, return to the gate and the blue orb. Head south to the next area. You should be at the entrance of Beanbean Town; if you wish to stock up on items, then go west to enter the town. This will be our last stop before entering a crazy dungeon, so I suggest checking out the equipment and items.

If you're ready now, then walk east to the next area. Continue east to reach a gate. Go inside to find a yellow pipe which leads to the seabed. Don't go inside; instead drop down the ledges south of the pipe and break the black rock. Talk to the jellyfish man. He will hint that in order to create a surfboard, you'll have to cram something in the slot below. Approach the slot right below the yellow area and have Luigi stand on it. Use Mole so Luigi is smashed inside the slot. He will then pop out as a surfboard! Poor Luigi.

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'- OHO OCEAN -----'

From the beach, surf south to the next area. From here, continue east across the ocean. Along the way, you will find yellow balloons. Press A to jump into them to collect Coins. Keep surfing east and you will eventually reach a tiny island. Dock on the beach and use the Save Album at the south end of the island to save your game. Talk to the green creature on the beach to start a minigame. Not any minigame, but a surfing minigame! *cheers and whistles*

The goal is very simple; hit all 23 Oho Balloons and surf to the far island. If you manage to do it under 40 seconds, you can get a Casual Coral. It's really hard to do so, so I just passed on it. If you already got it or choose not to, then just change Luigi into a surfboard again and surf north four times. Then go west once, and north twice. Those directions should bring you to the outskirts of Joke's End.

Walk north along the strip of sand to find a bunch of black rocks. Destroy them with your hammer to create a pathway north. Continue up the stairs, then enter the green pipe on the left to create a warp point. Continue north up the long flight of stairs to encounter a strange blue girl. She says that Joke's End is her "playground" and she wants the bros to play with her. She then introduces herself as Jojora and lets the brothers inside. Heed her warning: this place is nothing like we have seen so far.

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JOKE'S END [0520]
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The door at the end of the lobby will be locked. If the solution isn't simple enough from looking at the room, then I guess I'll help you out: use Firebrand to light the alcove on the right side of the room. That'll open the door, letting you go through. Save your progress at the Save Album, then High Jump up onto the platform to the left. Defeat the Glurp that lurks above and High Jump to the second platform, defeat the Ice Snifit, and walk west to reach an outside area.

There will be a whirlwind spinning back and forth above the walkway. From the top of the stairs, wait until it spins towards you. Then Spin Jump inside it. From inside the whirlwin, spin to the left (the whirlwind should be following you); every time you start to run out of speed, turn around and go back in the whirlwind to gain some speed. Keep doing this until you reach the upper platform, where a Monty Mole waits. Talk to him to receive a Red Pepper and a Green Pepper. Afterwards, drop down and go back to the previous area, then enter the northern door.

As you enter the room. Jojora will fly up to a platform at the northeast corner of the room, doubting that we can reach it. Who dare doubt the jumping abilities of the Mario Bros? Head west to the small room to find some blocks. Hit the two for Super Syrup and a Super Mushroom, then hit the Random Block repeatedly to get some Coins.

Return to the room before and read the sign on the northern wall, right next to the cracked piece. It warns the bros not to boil the pot of Joke Broth Soup, which is to the right of the sign. Ignore it for now. Instead, direct your attention to the cracked wall to the left of the sign. Hit the crack three times with your hammer to break the wall down (BREAK THE WALLS DOWN!), then go through.

Defeat the Scaratroopea up ahead and climb the stairs. Talk to the meteorologist to receive a hint on creating whirlwinds, then continue up the stairs to the next area. Defeat the Glurps and Ice Snifits ahead, then check the map to see just how big this place is. Yeah, we'll be here for a while. Defeat the Ice Snifit below and go west to the next room. Hit all the blocks here for a Super Mushroom, two Hoo Beans, Refreshing Herbs, and Coins. The room north of here is a dead end, so return to the previous room and go east.

Take out the Ice Snifit, then Spin Jump over the gap to the metal grating. Walk through the doorway to the next room. The next series of rooms all

contain giant metal rollers and offer two paths to take. Take the right path through the next two rooms (use Thunderhand on Mario to get past the rollers) and you should reach a small walkway with a "!" Block in the middle. Hit it to make a doorway in a previous area open up.

Use Thunderhand on Mario to get past the rollers in the previous two rooms. When you exit, drop off of the metal grating to reach the bottom of the area. Walk past the pot of soup and enter the doorway to the right of the soup. Hit the Save Album in the corner to save your game, then hit the cracked wall to the right three times to break it open. Go through the doorway that's produced from the rubble.

Hit the Random Block up ahead, then continue west. Use the Rally Block to get some Coins, then return to the room with the Save Album. Head east this time and drop down the series of steps and into the next area. Hit the two blocks at the side of the hallway for a couple Hoo Beans, then move down the corridor to reach a dead end. However, this dead end is important. See the metal furnace with a bunch of logs lodged inside? Use Firebrand on the logs to create a fire, boiling the pot of Joke Broth Soup above. The steam from the soup will rise above into the air. Yay for cooking soup in a dungeon.

Jump back up the steps to the right and return to the soup in the hub room. High Jump up the ledges to the left to reach the top of the platform and walk across the grating above the boiling soup. Use your Spin Jump technique in the middle of the steam to create a whirlwind, which rises to the ledge above. We've been up there before. In order to reach that ledge, go through the door on the left. Climb the steps to the room above, then go east from there.

Spin Jump to land inside the whirlwind, then propel yourself across the large gap to the right. And guess what? You land on that oh-so special ledge that you were supposed to never reach, according to Jojora. Take that, you little girl you! Head right to reach the next room.

Jojora will confront the brothers again and says that the challenge before was only the beginning. Psh! Drop down and save your game at the Save Album. Defeat the Glurps ahead and use Mole to have Luigi tunnel under the gate. Hit the "!" Block in the corner to open a door on Mario's side. Split up, gang!

Press Start to switch over to Mario and have him go through the northern doorway. Go up the set of stairs to the next room. There's nothing to do inside here except enter the room above. Do so to reach a small room with a Scaratroopea and Ice Snifits. Avoid them and hit the blocks here for an Ultra Mushroom and Hoo Bean. Go west to the next room and save at the Save Album. Go south to reach a room with a Simu-Block; switch over to Luigi at this point.

Back with Mr. Green, exit the room to the east. Climb the stairway to reach another room. Walk to the left and head south to the next room. Like with Mario, I suggest avoiding all enemies, since they'll probably rip you a new one. Quickly jump up the steps in the middle and hit the block for an Ultra Nut, then run to the left. Avoid the large group of Glurps and head through the northern door. You will reach the same room as Mario, but on the other side of the wall. Go under the Simu-Block and press A and B at the same time for both bros to hit their respective block. Doing so opens the gate on Mario's side.

As Mario, walk down the path to reach a dead end with a "!" Block, but don't hit it yet. Switch to Luigi and have him leave the room through the southern exit. Avoid the Glurps again and continue west. Walk towards the red switch

high up on the wall, but don't stand under it. Switch to Mario and have him hit the "!" Block to make a barrel drop right under the switch. Go back to Luigi and have him hop up on the barrel. Use Luigi to hammer the switch, opening a door behind Mario.

Still as Luigi, go through the door next to you and walk down the narrow bridge. You will reach a locked door and a Simu-Block at the end, so stand under it. Go back to Mario and have him go through the door behind him. Walk down the bridge to end up in the same position; have both bros hit the Simu-Blocks at the same time to summon Jojora. She will applaud the bros and present them with a minigame.

The minigame is identical to the one back in Woohoo Hooniversity. Blocks will float towards Mario and Luigi. The blocks will vary in speed, so time your jumps with the bros. It's hard, but you'll win if you manage to hit 30 blocks in under 25 seconds. Once you complete the minigame, Jojora will open the doors behind the brothers. Success!

While controlling Mario, walk through the newly-opened door. Check the map to view your progress (we're getting there...) and jump up the metal steps. Go through the doorway at the top and proceed up the flight of stairs. At the top, head east to reach a platform with four red candles. Use Firebrand on all four to move a block in one of the rooms below. Exit the room and go back down the three sets of stairs to reach the room where the block was moved. Stand on the yellow block.

Select Luigi and go through the door. If you can't figure it out, you're in the same room as Mario; just on the lower level. Stand under the yellow block and switch to Mario yet again. As you have control of Mario, press B to have Luigi jump and hit the yellow block that you're standing on. It will move upwards; as it is lined up with the other blocks, use Mario to jump up to the green and purple blocks. Hit the block above for some Coins, then head west to the next area.

Avoid the Ice Snifits and Glurps in this room. As you dodge their snowballs, hit the blocks here for an Ultra Mushroom and two Hoo Beans. Continue south and follow the path to the next room. Once again, you will be greeted by a dead end and a Simu-Block. Stand under the block and switch over to Luigi. Have Luigi go south to reach a Simu-Block. Have both brothers hit them simultaneously for the gate on Mario's side to lower.

Have Mario go south and stand under the "!" Block. Now, go back to Luigi and head south to reach the same room as Mario (but on the other side, of course). Stand right across from Mario and have him hit the "!" Block. This should make a barrel fall from the sky. As it falls, stand under the shadow as Luigi so it lands on top of him.

Now with the barrel on Luigi, have him return north to the previous room. Step on the switch to have the mask shoot a fireball at Luigi. Thanks to his wooden exterior, the fireball rebounds off and hits the mask, destroying it. This creates a green bridge connecting the two brothers' paths. Have Luigi jump out of the barrel, then return to the bridge where you played Jojora's minigame not too long ago. Switch back to Mario and have him return to the same area. Finally, the brothers are reunited.

Once Mario and Luigi are together again, walk south down the right bridge. Follow the path to reach a room with a Save Album in it. Save your game, then High Jump to the platform above. Go through the door here. Head up the stairs, defeating the Scaratroopeas along the way. Head to the next room, which is the other end of the area with the four candles (which should be

lit). Ignore the fountain at the top of the room and High Jump up to the ledge on the right. Go east and continue down the stairs.

You will be in a room similar to the hub room, where you'll find Jojora. She will run away through the eastern path; follow her. Jump down the steps while taking out the enemies, then head west. Hit the Random Block for some Coins, then light the logs in the furnace to boil the pot of soup above. Return to the Joke Broth Soup and Spin Jump in the steam to create a whirlwind, which rises to the room above. Conveniently, it rises right in the middle of the four lit candles.

Go through the door to the right of the soup and climb the stairs again. Drop down to the walkway and have Mario drink from the fountain. Now walk south until you are lined up with the whirlwind. Shoot a ball of water into the whirlwind, which spreads the water towards all four candles. The candles burn out, and the door in the northwest corner of the room opens up. High Jump up to it and proceed through.

Go up the stairs to reach a large room with a Save Album. Save your game at the Save Album first, then jump up the steps to find a "!" Block. When you hit it, a bridge will form all the way on the right side of the area.

However, it will disappear shortly after. First off, go to the right to find a block; hit it for an Ultra Mushroom. Next, go back to the block and put Mario in the back. Hit the "!" Block with Luigi, then walk south a lil' bit. Next, use Firebrand on Luigi to dash across the bridge before it disappears. Head east to the next room. I was around level 31 at this time, so hopefully your levels can match.

You will meet up with Jojora yet again, who happens to have invited a special friend over. She lets the bros decide who she wants to invite. Pick a friend, any friend: Chucklissa, Oholina, Hoohoolia, or Teeheena. As far as I know, it doesn't matter which one you choose; I just picked the coolest name. After you pick a friend, Jojora will sick her on the two brothers. What a nice host.

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| BOSS: Jojora                               HP: 50 |
|      Friend                               HP: 500 |
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| This battle is a lot harder than the others we have seen so far, mmkay? |
| Jojora has only one attack, and it's incredibly easy to dodge. As she |
| charges up an ice blast, hammer her. Doing this will knock the mirror |
| out of her hand, and she will run offscreen to find it. This is what we |
| want to happen, since Jojora onscreen is a big pain. If you happen to |
| attack her friend when she is watching, Jojora will counterattack both |
| brothers with a nasty blizzard attack. |
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| The friend will pack quite a punch in her attacks. When she winks at the |
| bros, watch her eyes. If she winks with her left eye, then Luigi will be |
| attacked; right for Mario. After winking, she will run offscreen and |
| roll towards the targeted brother. Make sure to hammer her away unless |
| you want to take around 35 damage. The friend will also plant a big kiss |
| on one of the bros. The attack will poison you (ha, figures), so use |
| Refreshing Herbs on the poisoned bro. In order to avoid her kiss attack, |
| just jump on her head once she approaches. |
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| After a couple turns, Jojora will most likely return to battle. When she |
| does, make sure to avoid attacking until she does so. If you attack her |
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| friend, Jojora will use a blizzard attack. Make sure to repeatedly jump |
| in order to avoid being covered in snow. The worst part is that the move |
| heals the friend for 60 HP. |

| Throughout the battle, Jojora's friend will change her hair color in an |
| attempt to look pretty. When her hair is blonde, attack her with Mario's |
| Firebrand. Avoid using Thunderhand at this time, for it will heal the |
| friend. When she changes her hair to pink, switch attacks. Now start to |
| use Thunderhand; Firebrand will now heal her. Throughout the course of |
| the fight, the friend will change her hair color numerous times. |

| You only need to defeat Jojora's friend in order to win the battle. Not |
| only does she have a lot of health, but it takes a while to get rid of |
| Jojora. The battle is long and tedious, but not extruciatingly hard. |
| Once Jojora and her friend lose the fight, you will win an Ultra Nut. |

+-----+

With the friend dead, Jojora will run away crying. Light the two unlit alcoves in the room to open the pathway, then head east. The gang will find Fawful, who demands the brothers to place the Beanstar on the pedestal sitting in the middle of the room. Drop off of the ledge and use Mole on Luigi. Have him tunnel under the gate.

Luigi will place the fake Beanstar on the pedestal, but Fawful sees right through it. He attack Luigi and takes the real one, then flies away. Use Luigi to go through the northern room. Walk to the end and jump up on the step, then hit the switch on the wall to lower the gate before. Luigi will tell Mario what happened (as if he couldn't see it), but it looks like Mario has an idea, because he takes Peach's extra dress. Hmm...

Save your game with the Save Album, then High Jump up to the ledge on the right. Continue to the next area. Climb up the steps to see a scene. Fawful brings the Beanstar to Bowletta, but Mario makes his entrance. He then presents to Bowletta...another princess?! This princess tells Bowletta that the princess she captured was an imposter. So, Bowletta gets rid of the Peach that she had and gets this new one.

Isn't it kinda fishy that we haven't seen Luigi at all in that scene? I think it's obvious that Mario tricked Bowletta into freeing the real Peach, while she went off and took Luigi in disguise. Well whether you thought that or not, that's what happened. Talk to the real Peach to end the mission.

'- REPAIRED KOOPA CRUISER -----'

It won't take long for Bowletta and Fawful to find out that they accidentally kidnapped Luigi. And boy, they aren't happy about that. Luigi dodges Fawful's attack and runs away. When you are prompted the chance, press A to hit the "!" Block. A box drops behind Luigi, separating the bro from Bowletta. Man, Luigi is soooo cool.

Walk north to find a Save Album; hit it to save your game. Walk east to find a room with three blue orbs inside. One is activated, so use Thunderhand on the other two to make a block appear. Hit it a total of five times to get five Hoo Beans, then exit the room to the east.

Go across the platform and jump on top of the boxes. Hit the block for a Super Mushroom, then use Thunderhand on the two blue orbs here. Head north

across the walkway and use Thunderhand to activate the blue orb in the corner to make a block appear. Jump up on the boxes to the left and hit the block five times to get five Hoo Beans. Continue left down the stairs.

Go south to find a block and hit it to obtain an Ultra Mushroom. Go back up, then jump on the boxes. Hit the block along the way for a Super Nut and proceed to the left. Follow the walkway and you should find a block south of here. Hit it for a Super Mushroom, then exit the area through the southwest corner.

Use Thunderhand on the blue orb to the left to activate it, then proceed across the walkway. Use Thunderhand on the blue orb behind the pillar, then head west. There's another nicely hidden blue orb behind another metal pillar; use Thunderhand on it to make another block appear. Hit it five times to get five Hoo Beans, then save at the Save Album nearby.

Head down the southwest path to find the Beanstar encased in a barrier. Use Thunderhand on the blue orb north of the barrier to free the Beanstar. Luigi will grab the Beanstar and exit the Koopa Cruiser and a rather heroic fashion. I mean, not many people jump from planes. Bowletta, with her rather bad timing, will run into the room right after Luigi leaves. She decides to head to Mushroom Kingdom. I wonder what she would do there? Either way, it's probably something evil.

As Luigi uses Peach's dress to parachute down, Prince Peasley will fly using his trusty flying pillow. I want one of those. Anyways, Luigi hands over the Beanstar to the prince. Unfortunately for Luigi, a bird snips away at his parachute, and the two fall to the ground.

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FINAL PREPARATIONS	[0521]
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'- TEEHEE VALLEY -----'

Mario and Peach gather at Luigi's predicted landing site, but the coordinates are off a tad. Luigi lands on the other side of a wall. Prince Peasley lands safely and presents the Beanstar to the group. Back with Luigi, he falls in a sand pit and lands on a seesaw, propelling a "!" Block up to the surface. Peach exits, leaving Mario to rescue his brother.

Head north, where a black rock stands in your way. Break it apart, then continue to the next area. In here, use the Save Album to save your game. Go to the left and walk around the rocks, then hit the trio of blocks for a 1-Up Mushroom, Super Mushroom, and Coins. Next, go back to the Save Album. Take the leftern path (the right path is where you came from) to the next area. In here, hit the "!" Block to lower a wall in the previous area.

The scene will switch over to Luigi. He'll still be lying on the ground while Pople finds him. He tells an unknown servant to tie Luigi up. Uh oh. Back with Mario, go back north and continue through the newly-opened section. Once on the other side of the wall, proceed to the left to the next area. Defeat the Dry Bones found in the large area and head to the northwest corner. Jump up onto the ledge and enter the yellow pipe. Yep, you're stuck down here.

Head north through the doorway to find two torches. Use Firebrand on the unlit one to the left, which opens the blue door north of the torches. Go through and hop up the steps. Use the Save Album on the left side of the

steps to save your game, then walk through the doorway.

Mario will find Luigi tied up to a pillar, so press A to free him with Firebrand. After the reunion, Popple will arrive and insult the brothers. He says that he found a new rookie to replace Bowser; one that will surely kick our butts! Well I find that hard to believe, so lets take down Popple and his new student once and for all!

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| BOSS: Popple                                     HP: 500 |
|         Birdo                                    HP: 450 |
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| Yep, we have to fight frickin' Birdo. But before we examine her, lets
| talk about Popple first. He is the same as always; his charge attack is
| simple to dodge. If he grins before running, then counterattack using
| Luigi. If not, then attack with Mario. Remember that Popple can steal a
| Mushroom (or even your hammers) from you. If he steals a hammer, then
| he'll most likely use it often. One good point is that Popple will not
| use the bag attack he used the last time we fought him.
|

| Birdo has several attacks at her disposal. Most of them involve shooting
| eggs at the bros. She will fire a black explosive egg at Mario or Luigi;
| check who the crosshair is aiming at. As it falls to the ground, jump
| right before it hits the ground and explodes. Birdo will also try to use
| her big mouth to suck in a bro. As you get drawn in, use your hammer to
| smack her before you get eaten.
|

| Birdo's the real problem here, but take out Popple first. Luckily, you
| can damage him without having his partner counterattack like before. Now
| when Popple is low on HP, Birdo will protect him by sucking him in, then
| spitting him out in an egg along with three others. The eggs will all
| attack by rolling at a brother. Now if you had your hammer(s) stolen
| beforehand, then you'll have to take all four hits like a man.
|

| Target an egg with jumping attacks; they crack after one hit. If an egg
| doesn't contain Popple, then a Bob-omb will come out. It will rush to
| the attacker and blow up, so make sure to jump to avoid the explosion.
| Once you find Popple, the battle will resume normally. However, Birdo'll
| encase Popple in an egg again after several rounds of attacking him.
|

| After depleting all of Popple's HP, Birdo will go insane. Her egg attack
| will be crazy fast and she will target the bros up to four times. Make
| sure to pay attention where the crosshair lies, because you will have to
| quickly jump multiple times in order to avoid the explosive eggs. Use
| your Level 3 Bros Attacks (Fire Bro works wonders) to take Birdo out in
| a relatively speedy manner. You will get five Ultra Syrups and a Green
| Pepper after the challenging fight with Popple and Birdo ends.
|

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+-----+
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After Popple and Birdo lose the fight, Popple will fire his new rookie already. She attacks Popple in a blind rage and leaves. Once you gain control, go through the yellow pipe in the corner of the room. Drop off of the ledge and save at the Save Album below, then go south to exit Teehee Valley. and return to Beanbean Town.

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'- BEANBEAN TOWN -----'

It appears that the town has been destroyed yet AGAIN. Enter Beanbean Castle to learn that Bowser's Castle is attacking the Beanbean Kingdom. It appears as if Bowletta stole Bowser's castle and is now using it to destroy Beanbean Town! Luckily, Mario has the layout of Bowser's Castle on the palm of his hand, since he's been there so much through the years. He and Luigi offer to go to Bowser's Castle to stop Bowletta. Prince Peasley tries to top the bros again and heads to the castle himself. After the scene, return to town.

The item and equipment shops are still open after all of this, and they have some new stuff to check out. Bowser's Castle is the final dungeon, so I recommend stocking up on loads of Ultra Mushrooms, Super Nuts, 1-Up Supers, and Ultra Syrup. Also save some money to pick up Casual Slacks and either the General Badge or Tank Badge. This is the final stop, so go on and use up all your Coins on items 'n stuff.

Also stop by at the Starbeans Cafe and brew some drinks for the road. Hopefully you have been collecting beans along your journey, because you get some good drinks and nice equipment to boot. Afterwards, leave town through its western exit. Now all you have to do is return to HooHoo Village.

'- HOOHOO VILLAGE -----'

Once you reach the village outskirts, go up the stairs and head north to find a Boo statue. Use Thunderhand on Mario, then push the statue aside to create a bridge. Cross the bridge and hit the block for a Nut, then enter the cave. Follow the cave to the exit, where you'll appear in HooHoo Village. Go across the bridge to the right and climb the stairs. Head west and speak with Blablanadon to have him fly you up to Bowser's Castle.

=====
BOWSER'S CASTLE [0522]
=====

Blablanadon will drop the Mario Bros off at the castle entrance. He offers to stay if you happen to want to return to the Beanbean Kingdom. Save your game at the Save Album and jump onto the platform to the left. Hit the block to get an Ultra Mushroom, then hop on the platform on the right and hit the block for an Ultra Syrup. After getting the two items, go north across the bridge and through the door.

Bowletta will receive word of the brothers infiltrating the castle. She decides to rid of the bros by sicking the Koopalings on them. Man, these guys still exist?! They're scattered around the castle and you'll have to fight them as you progress through the castle.

Defeat the Gunner Guy to the right and hop up the stairs. Go through the red door at the top to reach another room full of steps. Ascend the steps to the right and hop over the gaps. Defeat the Boo that flies around and continue to the right. Defeat the Gunner Guy, then jump over the series of gaps. At the final gap, Spin Jump across and go through the door to Iggy Koopa's room.

Save at the Save Album on the left, then follow the purple walkway. Iggy Koopa will confront the bros and spin around, making the two dizzy. He will jump to a platform, and you must follow him by crossing several narrow walkways. However, the controls are reversed since the brothers are dizzy.

Walk across the platforms carefully and avoid the fireballs until you reach Iggy Koopa. Now it's time to kick his ass for making you disoriented!

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+-----+
| BOSS: Iggy Koopa                                     HP: 550 |
+-----+
|
| Iggy will continue to spin his way through the battle. In his first
| attack, Iggy will repeatedly spin around both bros. Make sure to hammer
| him before he makes both bros dizzy, rendering them helpless for a turn
| or two. Iggy Koopa's next attack is a bit harder to dodge, but that's
| not really saying much. He will spit out fireballs at the bros. As they
| arc towards the bros from above, smack them away with your hammer.
|
| I gotta say, Iggy Koopa is painfully easy. For the most part, he only
| uses his spinning attack, and that's incredibly simple to dodge. Use the
| Level 3 Bros Attack to finish him off quickly, or you can conserve your
| BP for later fights. His attacks only deal around 12 damage if you get
| hit, so just pummel Iggy Koopa to submission and get it over with. You
| will win a Max Mushroom for beating the first of the Koopalings.
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A portal will appear where Iggy Koopa once stood. Step into it to appear outside of his room. This time, a bridge extending east will appear. Go across the bridge while avoiding the Gunner Guy to reach a red door; go inside.

In the next room, jump over the spikes to the right and defeat the Magikoopa and Gunner Guy. Hop up the ledges to reach a bridge. Go across the bridge and jump over some more spikes along the way. Defeat the Gunner Guys and Magikoopas and hop over a couple more sets of spikes. You'll soon reach a door, which you should go through.

Proceed up the steps and hop on the bike pad. Wow, haven't used these bad boys in a while, eh? Travel across the lava pit, then step off. Hop on the next set of bike pads and continue across, then go through the large door at the end to reach Morton's room.

Jump up the stairs to the right and use the Save Album to save your game. Return to the path and go north across the bridge, where you'll meet Morton Koopa Jr. He stands on the right side of the walkway, where he will create shockwaves that travel towards the bros. All you have to do is go across the walkway while jumping over the shockwaves. If you hit one, you will have to start at the beginning again. Once you make it to the big guy, a boss fight will begin.

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+-----+
| BOSS: Morton Koopa Jr.                             HP: 500 |
+-----+
|
| Morton Koopa Jr. is actually a somewhat hard boss! Like Iggy, Morton has
| only two attacks. He will use the fireball attack similar to the last
| Koopaling, but he won't stand in front of a bro when firing. Just avoid
| with both brothers at the same time. Counterattack the fireballs to deal
| a nice amount of damage to the big lug.
|
| Morton's other attack is a heck of a lot worse. He will jump in the air,
```

| spin in midair, then drop to the ground. Doing this will create a random
| amount of shockwaves which travel towards Mario and Luigi. Make sure to
| jump with both characters to avoid taking around 25 damage. The number
| of shockwaves depends on how many times if he spins in midair: if Morton
| spins three times in the air, then he will produce three shockwaves.
|
| Still, Morton isn't dangerously hard. This is a good fight to use your
| Bros Attacks to dispose of him quickly. It shouldn't take long to defeat
| Morton Koopa Jr. Once you beat him, you will get some Max Nuts. If you
| are lucky, you'll win a Bowser Fist, a very nice piece of equipment!
|

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Step in the teleporter to exit Morton's room. High Jump onto the platform to
the east, then up to the top. Take out the Magikoopa and continue to the next
area. Jump up the steps and go north, then hop up the next set of steps.
Continue west to reach a gap, then Spin Jump across. The door will open, so
proceed through.

High Jump up the ledges to the right, then to the northern platform. Hit the
Rally Block to get some Coins, then drop down to the top ledge. Spin Jump to
the right and defeat the Gunner Guy, then continue High Jumping up the
ledges. Once again, Spin Jump once you reach the gap, then go through the
room. Spin Jump to the first whirlwind that floats above the lava pit. Once
you're inside, propel yourself to the right to land in another one. Keep
doing this to reach the next area. Now the whirlwinds here will move back and
forth, so time your Spin Jumps. Continue spinning across the lava pits to
reach a door, go inside to enter Lemmy Koopa's room.

Save at the Save Album directly in front of you, then continue across the
bridge. Lemmy Koopa will appear and spin around, creating three identical
clones of himself. Three are fake and one is the real one. You must hammer
the one that appeared first; it's hard to spot, but you should get the real
one after a while.

-----+
| BOSS: Lemmy Koopa HP: 380 |
-----+

|
| Lemmy Koopa may have low HP, but that's because he's a tricky enemy to
| damage. However, there's a way to bypass that. More on that later. First
| off, Lemmy uses the same fireball attack as the other two Kooopalings.
| Simply deflect them back at him once the balls of fire fly towards one
| of the bros. You should know the drill by now.
|

| Lemmy will create three clones of himself, similar to the pre-battle
| ritual thing. You can use trial and error to find the real one by taking
| out all of the clones, or you can use a trick. Use Luigi's Thunder Bro
| attack, which will hit all four targets. This will destroy the clones,
| but also gives the chance of lowering Lemmy's Defense.
|

| Keep pummeling Lemmy with Bros Attacks. He most likely won't get another
| chance to create more dummies, but he is able to after a handful of
| rounds. The fight is even easier than the previous two if you manage to
| take out the clones quickly. By defeating Lemmy Koopa, you will receive
| a Max Syrup.
|

-----+

By defeating Lemmy Koopa, a teleporter will form right in front of you. Go inside to exit the room, then drop down to the left. Drink from the fountain, then use Luigi's hammer to spit water at the burner. Do this as many times as needed to create a safe path to the other side, then cross the burner to the next area. High Jump to the ledge and proceed through the red door.

In here, hop up the steps to the left and defeat the Magikoopa, then hit the block for an Ultra Syrup. Drop down and continue west. You will have to repair an electrical pipe by plugging the gaps with Mechakoopas. Yeah, similar to the activity in Woohoo Hooniversity. Use the fountain at the top to fill up, then plug the first two holes. In the third hole, the Mechakoopa will randomly walk around the pipe; wait until he's lined up, then shoot a water ball at him. Plugging all three holes will open the northern door, so head through.

The next room holds two Piranha Plant buds. Return to the previous room and have Mario take a few gulps of water, then come back here. Have Mario face the Piranha Plant on the left, then have Luigi use Thunderhand on him. He'll spit water on the plant and make it grow. It'll then spit out a "!" Block. Hit it to open the door above. Ignore the Piranha Plant on the right, if you make it grow and hit the "!" Block that it spits out, an enemy will appear.

Follow the path and save at the Save Album, then cross the bridge ahead. Ludwig Koopa will ambush the bros and hide in his shell. He'll then try to spin into the bros; press B to have Luigi jump and A to have Mario jump. It's like a harder version of Border Patrol. I actually had a lot of trouble with it, but that's prolly' because I suck. Anyways, try to leave after avoiding his shell of doom and you will fight Ludwig.

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+-----+
| BOSS: Ludwig Koopa                                HP: 550 |
+-----+
|
| Ludwig is probably the hardest of the Koopalings so far, but c'mon, that |
| isn't really saying much. Ludwig will use the fireball attack like the |
| other guys; I really shouldn't have to explain how to avoid it. He, like |
| Iggy Koopa, will also use a spinning attack. Hammer him as he spins like |
| a madman to avoid becoming dizzy. |
|
| The final attack at Ludwig's disposal is definitely the worst. He will |
| hide in his shell and begin to spin towards a bro. Similar to the game |
| we just played with him, Ludwig will go out of his way to attack bros at |
| the same time; it's very tricky to know where he is going. When Ludwig |
| spins offscreen, jump with both bros, because he's coming back. You also |
| cannot counterattack since his shell is covered in spikes. You will win |
| a 1-Up Super after winning the fight with Ludwig Koopa. |
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Step into the teleporter after the battle. Drop down to the left and use Mouse on Mario, then send him through the hole. Hit the two blocks in here for an Ultra Syrup and Super Mushroom, then hit the switch on the wall to raise the platform to the left of Luigi. Regroup and High Jump up the platforms, then proceed onward through the door.

Defeat the Magikoopa ahead and get over the ledges, then continue to the left. Walk around the large metal room to the northwest corner and hit the Bros Block for some Coins. Return to the from of the metal wall and use Mole to have Luigi tunnel under the first gate. Continue underground through the

first two gates, then go to the left and continue south under the first gate. Pop out and hit the switch on the wall to lower the entrance gate.

Jump on the spring pad to launch over the metal wall, then regroup with Mario. Use Mouse on him, and have Mario go through the holes to reach the final chamber in the metal room. Have him hit the switch on the wall to open the exit. Exit the room, team up, and leave through the northeast doorway.

Walk around the pillars and platforms to the northwest corner and hit the switch to lower a mousehole near the entrance of the room. Return to the hole and use Mouse, then have mini Mario go through. Hop up the steps and jump onto the ledge on the left, then go south and avoid the Boo. Jump onto the pillar and hit the block for a Super Mushroom. Jump slightly southwest to reach the next pillar and hit the block for a 1-Up Mushroom. Hop over the gap to the left wall, then go north. Avoid the Boo and go around the perimeter of the room, jumping over pillars along the way. Once you reach the eastern end, go to the next area.

In here, you'll have to avoid many obstacles. First, jump up the steps and over the pillars; avoid the fireballs along the way. Drop down and continue to the right while avoiding the spinning sparks. Move along and jump up the platforms across the pit. The platforms lead to a dead end, so drop down on the lower end when you get the chance. Follow the path and jump up to the red platform.

It will begin to move across the lava, so hitch a ride. Make sure to jump over the blue platforms along the way. Once at the end, drop down from the ledges to find a giant cutout of Bowser. Walk under it and jump on the axe at the end to lower the bridge, destroying "Bowser". Ah, vintage Mario. Continue to the right and hit the "!" Block to open a door back where Luigi is. Go through the green pipe to return to the entrance of the obstacle-ridden room. Head west and drop off of the wall to reunite with Luigi. Head through the doorway that just opened up.

Hit the Random Block to nab some Coins, then save at the Save Album. Enter the door to reach Roy's Room. You will have to activate several Simu-Blocks to reach Roy. It really isn't that tough to accomplish; stick Mario on the top ledge and leave Luigi below. They're all in a row and fairly easy to reach. Once the path to Roy has been opened, High Jump up to him. Time for battle, right?

Think again. Roy will jump to safety and a teleporter will appear. Weird. Step into the teleporter to exit Roy's room. Continue to the left and across the metal grating. Cross the bridge and approach the switch high on the wall. Wait, here Roy comes! Roy Koopa drops down from above and attacks the brothers.

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+-----+
| BOSS: Roy Koopa                                     HP: 550 |
+-----+
|
| There's a little twist thrown into the battle with Roy Koopa. There is a |
| timed bomb on the edge of the battlefield. It will detonate in eight |
| rounds; once it does, you automatically lose. In short: beat Roy in less |
| than eight rounds. It shouldn't be that hard when using Bros Attacks. |
|
| Roy will rehash several attacks previous encountered in the battle with |
| the Koopalings. He will use the basic fireball attack, which is easily |
| countered. Roy will also steal Morton's shockwave attack. Remember, the |
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| number of times he spins in the air is equal to the number of shockwaves |
| he produces. Remember to jump over them with both brothers. |
| |
| Lastly, Roy will use Ludwig's shell spin attack. The attack is very hard |
| to dodge, since Roy will spin all over the place. The move deals a lot |
| of damage and is a relatively long attack, so heal up with Ultra Nuts if |
| needed. Overall, the bomb may seem intimidating, but if you use the Bros |
| Attacks then you should beat Roy in no time. You'll win a Max Syrup at |
| then end of battle. You also have the chance of receiving the rare piece |
| of equipment: Bowser Fang. |

+-----+

Once Roy Koopa bites the dust, a barrel will appear on the other side of the bridge. Use Mole and have Luigi hop inside, then go towards the switch. Mario should jump on top of the barrel and hit the switch, which causes the two to be blown up to the upper level.

Break out of the barrel, then jump down to the platform on the left. Hit the block for an Ultra Mushroom. Next, jump to the platform a little lower on the right. Hit the block for a Max Syrup. Next, drop down to the ground. You'll have to leave the area and reenter, then do the whole barrel thing to get to the top platform again. Once back on top, move east to the next area.

Go through the red door to the next area. Jump over the steps and continue on. In here, defeat ALL of the Boos that pursue you. They get really annoying and it's almost impossible to proceed without clearing them out. Next, do the whole barrel routine. Tunnel under barrel, move over to switch, jump on top of barrel, hit switch, etc. When the door opens up, head on through.

You'll have to use a barrel to light the two Bowser torches. Just reenter the previous room to find a barrel. After lighting the two torches, go through the northern door that opens up. Go through to find a spiked roller section. Use Thunderhand on Mario, then proceed inbetween the rollers to the eastern path. Go down the path, breaking the rocks in the way, to reach a switch. Hit the switch to reverse the direction of the rollers!

Return to the roller room and now use Thunderhand to go to the leftern path. You're probably going to have to stop at the southern side, then go from there to the path. Follow it to reach the next area. In here, hit the block for an Ultra Mushroom, then jump to the upper ledge. Hit the block here for an Ultra Syrup, then save at the Save Album. Hit the switch on the wall to reverse the direction of the rollers; it'll help a tad later.

Go through the door to enter Wendy's room. High Jump up to the ledge, then drop down to spot Wendy. There are three pipes at the top of the room, and she will hide in the one on the left. Run up to her and whack her with your hammer, and she'll pop up on the right pipe. No matter how fast you run, she will disappear and reappear in the leftern pipe. How do we reach her?

Ooh, I know! Walk to the southern end of the room to find a gate randomly on the side of the area. Who knows why it's here; it's not even blocking the way or anything. Well, it's not that random. Use Mole to have Luigi tunnel under the gate. The reason we're doing this is to split up the bros. Have Luigi stand next to the pipe on the right and switch over to Mario. Walk to the pipe on the left and hit Wendy. When she appear on the right, switch to Luigi and smack her. She'll get angry at you for foiling her plan, and a fight will brew.

+-----+
| BOSS: Wendy Koopa HP: 350 |
+-----+

|
| Yep, another timed battle. The timer is set to eight, and frankly, that |
| is more than enough time. Wendy will usually start the battle by using |
| the Koopaling's patented fireball move. Knock them back at her face to |
| deal some damage. Like Lemmy Koopa, she will also split into four. Use |
| Thunderhand to eliminate the clones early on, then target the real deal. |
|

| Wendy Koopa will also use a ring attack. She will send two rings at the |
| bros. Jump over them to land in the center of the ring. Wendy will then |
| shake her arms; jump right afterwards. If you don't, the rings will hit |
| you, dealing major damage and inflicting the weight status on you. Even |
| after that, the fight is still possibly the easiest one yet. I defeated |
| Wendy Koopa in two turns. You'll receive some Max Nuts after the fight. |
|

+-----+
Once Wendy is down for the count, enter the portal to exit Wendy's room. High Jump onto the top ledge to the right and use Thunderhand on the blue orb. This creates a bridge that you can Spin Jump to. Do so, then Spin Jump across to the other side of the gap. Defeat the Magikoopa and go through the red door.

Hit the "!" Block nearby to start a timer and open the door in front of you. An "!" Block is on the other end of this incredibly long pathway, and you only have 13 seconds to get to it. Fat chance. It may seem impossible, but you can use Firebrand on Luigi to dash through the walls. Dash to the end and hit the "!" Block before the timer expires. Proceed through once you win.

Use Mouse on Mario once you enter the room and send him through the hole on the left. Have Mario walk to the end of the path and jump up the steps at the end to reach a yellow block. Step on it and take control of Luigi. Have him walk down the path to reach the same area as Mario, but on the lower level. Switch to Mario once more. Press B to have Luigi jump, pushing the block under Mario upwards. Now have Mario jump as the block is in midair to reach the ledge above.

Keep doing this to reach an "!" Block. Hit it to connect the two paths. Regroup at the bridge, then go down Mario's path. High Jump up the ledges and past the "!" Block onto the platform, then go through the door to enter Larry's room. Jump up the ledges and save at the Save Album, then follow the road north. Use Mole and have Luigi tunnel under the gate, then drop off of the ledge.

A barrel will fall on top of him and Larry Koopa will appear on the other side of a lava pit. It's time to play some tennis! There is a Bob-omb constantly walking behind Luigi. When Larry serves a fireball to Luigi, bump into it so it doesn't detonate the Bob-omb. You know, that would be bad. Keep up the rally and eventually the fireball will hit Larry. He'll get angry and create a bridge north, as well as lower the gate for Mario. Regroup and cross the bridge and High Jump to the platform to encounter Larry.

+-----+
| BOSS: Larry Koopa HP: 550 |
+-----+

|
| Larry Koopa is another easy sucker. He will rehash the attacks used by |

| his bretheren. Of course, he'll use the same fireball attack as everyone
| else. If you don't know how to dodge it by now, then you probably need
| to be slapped. He will also use the spinning attack used by a few of the
| other Koopalings. Nothin' to worry about.

| Like the last couple boss battles, there will be a timer present. Still,
| the timer is set to eight rounds. They give us way too much time with
| these guys! Anyways, beat Larry to a bloody pulp with your awesome Bros
| Attacks. There isn't anything new to this fight. At least you win a Max
| Mushroom after the battle. I guess that's somewhat redeeming, right?

-----+
There goes the Koopalings. You know, I really like these guys. I remember
fighting them in Super Mario Bros. 3. It's a shame that they were such a joke
in this game. Oh well, step into the portal to exit Larry's room. High Jump
to the right and continue on. Jump up the large staircase to the next area.
Walk to the left past the bridge to find a Save Album and two blocks. Hit the
blocks for an Ultra Nut and an Ultra Mushroom, then save your progress at the
Save Album.

Head across the bridge to the next area, then move to the northern side of
the circular platform. Fawful will make a grand entrance from the center of
the lava pit in a giant machine. Like he says himself, he has a dramatic
entrance. Anyway, you know what's coming next: an incredibly funny and out of
control Fawful speech. After that, the battle will begin.

-----+
| BOSS: Fawful HP: 400 |
-----+

| Overall, Fawful is a fairly challenging boss. I mean, his flashy new
| attire must have given him a power boost. Or maybe it's the big machine
| that assists him throughout the battle. Either way, Fawful is a problem.
| Fawful will begin the fight by shooting an energy blast out of the top
| of his head. Watch the shadow of who it starts to land on, then use that
| bro to hammer the blast back at Fawful. Afterwards, he'll retreat in his
| metal shell. When Fawful is inside of the shell, you can't damage him.

| While inside of his shell, Fawful will use it to shoot a purple energy
| beam inbetween the bros. A second later, it will split and move right in
| their path. Right after the beam hits the ground inbetween them, jump in
| the air with both brothers. Otherwise you'll receive around 20 damage.
| Just as a little pointer, ignore the color of Fawful's text; it doesn't
| signify who he is attacking.

| Fawful's next attack is tricky. The shell will spin and around five big
| balls will spin around towards the bros. As they slowly circle around
| the shell, destroy them with your hammer. If any are left over, you'll
| have to jump over them with Mario and Luigi. After the attack, the shell
| will overheat and Fawful will expose himself. Now is the time to strike
| with your most powerful Bros Attacks!

| You should be able to chop off around 100-150 of Fawful's HP before he
| retreats into his shell. Now his attacks become a little more advanced.
| Now he will use a combination of his energy beam. He will either do the
| attack normally, or he will shoot two beams away from the bros. They'll
| then strafe towards the bros; just jump over them. Fawful will also use
| two or three energy blasts from his head; just hammer them away.

| A very dangerous attack is when Fawful will divebomb towards a bro. He |
| will flap one of his arms, then dive towards a bro. After one dive, |
| Fawful will circle around and dive once more. If he flaps his left arm, |
| then Fawful is going for Luigi. If not, then it's going towards Mario. |
| You'll have to hit him with your hammer to end the attack, or else you |
| will take around 26 damage with each hit. |

| Another tricky one is where Fawful will summon a block above each bro's |
| head. A five-second timer will start where Fawful charges up a laser. |
| Repeatedly hit A and B at the same time to jump at the blocks. You have |
| to destroy the blocks before Fawful fires the beam, or else you'll take |
| around 20 damage five times over! Make sure to keep Ultra Nuts and Max |
| Mushrooms close by, since you'll probably need them in this fight. |

| After a while, Fawful will use the pink ball attack, and then the shell |
| will overheat. This should be the time to use your Bros Attacks and pass |
| with flying colors. Try to knock Fawful off right now, since surviving |
| another round with him inside his shell is hard. You'll receive a Golden |
| Mushroom after the fight ends. |

-----+
"Your lives that I spit on are now but a caricature
of a cartoon drawn by a kid who is stupid!"

That's what Fawful has to say after losing to the Mario Bros. He attacks Mario in one desperate act, but Prince Peasley arrives and slashes Fawful, but not before getting totally owned himself. But not for long, since Mario and Luigi team up by knocking Fawful out of Bowser's Castle. Uh oh.

Prince Peasley leaves after doing absolutely NOTHING. Thanks champ. Anyways, go across the bridge and through the red door. Go across the stone bridge and hit the two blocks for an Ultra Mushroom and Ultra Syrup, then save your game one final time at the Save Album! I was level 37 at this time, so hopefully you are around the same level. Proceed through the red door to confront the evil Bowletta. You know, bad guy talks, good guys stop the bad guy, battle starts.

-----+
| BOSS: Bowletta HP: 500 |
| Flaret 10 |
-----+

| This battle is cake; the main antagonist has less HP than a Koopaling! |
| Bowletta only has three attacks, and none are a real threat. She'll spit |
| out Flarets that fly towards the bros; just jump over them. After, three |
| of them will stay on the field. When Bowletta has Flarets present, just |
| ignore them. She'll end up destroying them if she happens to use her |
| second (and deadly) attack. |

| Her next attack is similar to one that Fawful used. She will summon two |
| blocks over the bro's heads. Repeatedly hit A and B simultaneously to |
| break the blocks before Bowletta breathes a giant stream of fire. Jump to |
| avoid the attack, since it deals a good 20 health to you. I'll admit, it |
| is a relatively hard attack to dodge. |

| Bowletta will also create a star shower which lands on the bro. Ignore |
| the purple ones that rain down, but the red and green ones are to be hit |

| back. If you couldn't figure it out, the red ones go for Mario and the
| green ones aim for Luigi. Hit them back at Bowletta to damage her. You
| should be able to finish off Bowletta in a couple turns. Make sure to
| heal your HP and BP just before the battle ends so you can prepare for a
| tougher one up ahead. Don't worry, this joke isn't the final boss.
|
+-----+

As the battle ends, a Bob-omb will appear and blow the brothers up. Yay!
Bowletta then proceeds to eat Mario and Luigi! Super yay! I find it funny
that the bros end up in a fiery hellhole. Do people's stomachs really have
storms raging inside of them? I mean a lil' over-the-top, dontcha think?
Anyways, the two are confronted by Cackletta's soul, whom we have to fight.

+-----+
| BOSS: Cackletta HP: 1200
+-----+

| First things first; use a Max Nut before doing ANYTHING else. The bros
| start the battle with 1 HP each, so heal up on your first turn. Next,
| try and figure out what to do. The sucky part is that if you're not fast
| enough, Cackletta will go first, meaning that if you fail to dodge her
| attack, then you LOSE. Make sure that doesn't happen, unless you want to
| fight Bowletta all over again.
|

| Cackletta has a crapload of attacks, and they're all capable of making
| you miserable. Cackletta's easiest attack to dodge is when she fires a
| humongous ball of energy at one of the brothers. Hammer it around three
| times in a row to destroy it. Sometimes she'll create an energy ball and
| when it's hit, the ball will fly over to the opposite bro. In this case,
| hit it with the second bro to destroy the energy ball.
|

| Cackletta will spin her massive arms around the field for quite a while.
| They rotate kinda slow, so jump over them with the brothers as they pass
| you. She will also stick her hands out in front of the brothers; smash
| them with your hammer until they retreat permanantly.
|

| Make sure to destroy Cackletta's arms first. If you go for her head
| right off the bat, she'll counterattack with her paws. Use Firebrand on
| her right arm to deal major damage and use Thunderhand on the left one
| for the same results. It won't take long before both arms are gone.
|

| Use your most powerful Bros Attacks to damage Cackletta's ugly face. As
| you attack her head, she will only use the energy ball attacks. After
| dealing enough damage to her head, it will be destroyed as well. Now her
| heart will stick out, and all body parts will regenerate.
|

| She will now use a new attack. Cackletta will snap her fingers, and two
| fireballs will appear. They'll spin around the bros, going right through
| them. Jump over both bros at the same time to avoid the fire. Sometimes
| Cackletta will change the direction of the flames midway; just pay close
| attention to the direction of the flames. Now when Cackletta spins her
| arms around, one will be high up and the other one is low. Jump over the
| low one and watch as the the one high up passes over you.
|

| Now that the heart is visible, target it nonstop with Bros Attacks! It
| has the ability to heal the other body parts, so don't bother targeting
| anything else except the heart. After a while, the heart will go back in
| Cackletta's chest. Now you have to repeat the process of destroying her
|

| body parts. I know, it's not easy. Also, take note that the heart is |
 | immune to all fire and lightning-based attacks. |
 |
 | Cackletta will continue to use new attacks. She'll summon an image of |
 | Fawful, who will fire a stream of green energy blasts at the bros. Make |
 | sure to jump with one brother first, then with the next a second after. |
 | When you get the chance, hammer the image away with your hammer. One of |
 | Cackletta's last attacks is her laser eye attack. Watch for her eyes as |
 | she shoots a bro. If her eyes are up, then the laser will pass overhead. |
 | If they're down, then make sure to jump. |
 |
 | The fight against Cackletta is really long and pretty challenging. It |
 | requires a lot of work to be done just in order to damage her, too. It |
 | won't take long to get used to her attacks, and once you are a master at |
 | dodging them, then that's a surefire way to know that you'll win sooner |
 | or later. You won't get anything after beating Cackletta. Well, other |
 | than the satisfaction of beating the boss of the game. |
 |
 +-----+

Bowletta will cough out Mario and Luigi after the battle. Cackletta's soul is finally destroyed for good, and Bowser is returned to his good (well, evil) ol' self. A door will open up on the right side of the throne room, so drop down. Prince Peasley will confront the bros He said he rigged the place with explosives, and the place is gonna blow in three minutes!

Go through the door on the northeast corner of the room by High Jumping up to it. High Jump up the next ledge, then drop down to the right and continue on. From here, run down the stairs to find a barrel. Use Mole and have Luigi tunnel under it, and drop down the south edge once he's inside.

Go down the southern set of stairs down here, then climb on top of the barrel and hit the switch on the wall. This will open the door back down there, so break out of the barrel and go through the door. Jump onto the ledge to the left, then follow the walkway south of here to reach an alcove high in the air. We're already at the entrance! Drop down to the right and cross the bridge to reach Blablanadon. Talk to him to flee Bowser's Castle. Yep, you just beat Mario & Luigi: Superstar Saga! Way to go!

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[6] ITEMS [0600]

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 '- MUSHROOMS -----'

The most basic healing item around. Heals one character.

- Mushroom heals 20 HP
- Super Mushroom heals 40 HP
- Ultra Mushroom heals 80 HP
- Max Mushroom heals all HP

 '- SYRUP -----'

Syrup restores Bros Points to one character.

- Syrup heals 20 BP
- Super Syrup heals 40 BP
- Ultra Syrup heals 100 BP
- Max Syrup heals all BP

'- NUTS -----'

Nuts restores HP to both characters.

- Nuts heal 20 HP to both characters
- Super Nuts heal 40 HP to both characters
- Ultra Nuts heal 100 HP to both characters
- Max Nuts heal all HP to both characters

'- 1-UPS -----'

1-Ups are used to revive fallen comrades.

- 1-Ups revive one character and heal up to half health
- 1-Up Supers revive one character and fully heal

'- PEPPERS -----'

Peppers are rare, but boost a characters' abilities temporarily.

- Red Peppers boost Power, but inflicts Weight
- Green Peppers boost Defense, but inflicts Light

'- REFRESHING HERBS -----'

Cures all status effects on one character

'- BLENDS -----'

Blends are made in the Starbeans Cafe and increase your stats permanently.

- Woohoo Blend increases a character's HP by 4
- Hoohoo Blend increases a character's BP by 4
- Chuckle Blend increases a character's Speed by 4
- Teehee Blend increases a character's Stache by 4
- Hoolumbian increases a character's Power by 4
- Chuckoccino increases a character's Defense by 4
- Teeheespresso increases a random stat by 4

'- BEANS -----'

Beans are primarily used to create blends at the Starbeans Cafe.

- Woo Beans are green and can be blended at the Starbeans Cafe.
- Hoo Beans are brown and can be blended at the Starbeans Cafe.
- Chuckle Beans are red and can be blended at the Starbeans Cafe.
- Hee Beans are yellow and can be blended at the Starbeans Cafe.

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[7] BESTIARY [0700]
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=====
ENEMIES [0701]
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NOTE: I'll list the enemies by alphabetical order.

And when I state the location, I am only referring to where you first encounter the enemy.

.-----.
'- ????'-----'

HP: 35/50
Location: Gwarhar Lagoon

* Yeah, that's its real name: ????. Anyways, this enemy has two forms. It is most noticeable as a fin under the sand. When the monster attacks, it will pop out of the sand. If a skeleton pops out of the sand, quickly jump to avoid its lunge attack. If a fish jumps out, simply stand there and it'll pass over your head. The skeleton and fish will change positions after every attack, so stay on your toes. Also, the skeleton has 35 HP and the fish enemy has 50 HP.

.-----.
'- ANUBOO'-----'

HP: 60
Location: Teehee Valley

* Anuboo only has one attack, and it's pretty easy to dodge. The attack will start by Anuboo turning into one of the bros' shadow. Make sure to jump with whomever is above the enemy, because it will shoot lasers up at you.

.-----.
'- BEANIE'-----'

HP: 6
Location: Hoohoo Mountain

* Beanies are like the Goomba of Superstar Saga; a common enemy and easy to beat. They have a solo attack where they charge at a bro. Make sure to jump

at the right time to dodge the attack and land on the enemy as well. At times, the Beanie will trip before dashing into you, so watch out for that.

'- BILL BLASTER -----'

HP: 5

Location: Stardust Fields

* Bill Blasters don't do anything except shoot out Bullet Bills. In order to avoid these enemies, simply hop over them at the right time. Bill Blasters just stand there and wait to be destroyed.

'- BLOOPER -----'

HP: 60

Location: Seabed

* Bloopers only have one attack, and it must be counterattacked with your hammer. They will float over a brother's head and attack with their many tentacles. Right as the Blooper floats over a character's head, swat it away immediately.

'- BLUE VIRUS -----'

HP: 35

Location: Woohoo Hooniversity

* Blue Viruses are weak, but very annoying to kill. First off, their only attack involves them shuffling on the ground before charging at a brother. Hammer them away right before they land on your noggin. Every time you attack a Blue Virus, they will change either yellow or red. In order to defeat a group of viruses, you must get all of them to have the same color. It's pretty tricky, I know.

'- BOB-OMB -----'

HP: 30

Location: East Beanbean

* Bob-ombs will attack a brother by walking up to them, then almost instantly exploding. Make sure to hammer it away when it steps in front of you. Yep, that's really it.

'- BOO -----'

HP: 10

Location: Bowser's Castle

* Boos have two attacks that can be tricky. Their first attack is annoying: they will disappear, then reappear in front of a bro. Quickly hammer them

away before they can attack. Their next attack indicates which bro they are going after. If a Boo begins to laugh before dashing, then it will target Luigi. If it doesn't, then it will aim for Mario.

'- BOOMERANG BRO -----'

HP: 60
Location: Gwarhar Lagoon

* This guy is pretty tricky, since he uses his trusty boomerang for all three attacks. His first one is basic; he'll chuck his boomerang at a character. It's easy to tell who it's going to, so just jump over it. His second move will target both bros. Make sure to jump with the first bro, then almost immediately jump with the other one to avoid the attack completely. His last attack is annoying. The Boomerang Bro will throw the boomerang off-screen, and it will shortly arrive, hitting a character in the back. Wait one or two seconds before jumping with the characters.

'- CHEEP CHEEP -----'

HP: 50
Location: Gwarhar Lagoon

* The fish enemy will swim towards one of the brothers and slam into one of them. It's very easy to avoid; just jump over it before it makes contact. Once jumped on, a Cheep Cheep will inflate and grow spikes. The only noticeable difference is that you cannot use jump attacks when the Cheep Cheep is covered in spikes.

'- CHOMP BRO -----'

HP: 130
Location: Bowser's Castle

* Chomp Bros are very annoying -- and strong -- enemies. They only have one attack, and counterattacking it successfully makes the battle a whole lot easier. The Chomp Bro will hold a Chain Chomp and swing it around. After swinging it around eleven times, he will let it go towards one of the bros. My best suggestion is to jump with both bros. If you manage to hit the Chain Chomp while dodging its attack, then it will be destroyed and the Chomp Bro will be defenseless for the rest of the battle.

'- CHUCK GUY -----'

HP: 30
Location: Chucklehuck Woods

* This enemy will use his spear for both of his attacks. His first attack is when he will spin his spear around. Make sure to wait a couple seconds before jumping over it. Chuck Guy will also try to ram you with his spear, same thing: jump over it after pausing for several seconds. Take note that the Chuck Guy can also call for reinforcements.

'- CLUMPH -----'

HP: 200

Location: Joke's End

* Clumphs wield a massive club and use it for their two attacks; both are fairly easy to avoid if you're careful. Both attacks involve creating big shockwaves that arc towards the bros. If the Clumph quickly hits the ground with his club, then a fast yellow shockwave will be sent out. Jump over it with both bros. If the Clumph spends one turn charging up, then he will send out a monstrous purple shockwave on his next turn. This one is really slow, but make sure to jump over it with both bros in order to avoid a serious beating.

'- DRY BONES -----'

HP: 8

Location: Hoohoo Mountain

* Dry Bones will detach their head and have it spin towards one of the bros. It will run to the center of the battlefield and spins its head three times before it spins towards a character. As far as I know, its target is random, so it would be best to jump with both characters. You can also face Dry Bones in Teehee Valley. The methods of defeating them is the same, but this time around they have 60 HP.

'- EEKER -----'

HP: 20

Location: Woohoo Hooniversity

* Eekers are evil: they remind me of Chemistry. These animated beakers will slowly walk towards the bros while filling up with lava. If they are filled to the brim with it, then the Eeker will shoot four fireballs at the bros. Hammer the fireballs away, and you can also hammer the Eeker before it can fill up with the deadly substance. Eekers have a second attack where they clap their hands before ramming a brother. Make sure to jump right after it stops clapping to dodge the attack.

'- ELITE TROOPEA -----'

HP: 40

Location: Gwarhar Lagoon

* Elite Troopeas are very annoying enemies to deal with, since they spend most of their turns reviving fallen comrades. But they do have one attack that is also a pain. It will charge at a character; jump to avoid it. If you happen to counterattack and land on the Elite Troopea, it's shell will slide off and spin towards the other bro. Make sure to dodge it with a jumping attack.

'- FIGHTER FLY -----'

HP: 5

Location: Stardust Fields

* Fighter Flies make their grand appearance in a relatively new game. Hurray! Anyways, they only have one attack. The attack starts off by the enemy quickly jumping closer to the bros, then following up by a second (slower) jump that will land on a character. Jump as the Fighter Fly makes its second hop towards the group.

'- FUZZBUSH -----'

HP: 15

Location: Chucklehuck Woods

* Fuzzbushes are giant trees that spit out several Fuzzies at the gang. Make sure to jump over each Fuzzy that passes by you. If you get hit by one, then you'll get poisoned. Other than that, the Fuzzbush doesn't do anything at all.

'- GLURP -----'

HP: 50

Location: Joke's End

* Glurp's first attack is relatively simple and easy to avoid. The monster will float towards a bro and attempt to chomp on them. Hammer them away once they close in on you. They will also shoot poison clouds at a bro. This one is somewhat hard to dodge, because it's a big cloud. You'll have to wait for the last nanosecond (just as the tip of the cloud barely grazes you) before jumping over it.

'- GOLD BEANIE -----'

HP: 40

Location: Chucklehuck Woods

* In order to fight a Gold Beanie, you will have to damage a Pestnut enemy. It'll usually break open to reveal an enemy, but the chances of finding a Gold Beanie is pretty slim. If you do encounter one, he won't attack you; every turn it tries to run away. Make sure do quickly defeat it to gain a nice amount of EXP.

'- GOOMBA -----'

HP: 4

Location: Koopa Cruiser

* Goombas are so pathetic, it's really not even funny. They're the first

enemies you encounter, and they try to run into a bro and bonk them. Simply jump over them (or on top of them) to avoid the attack.

'- GOOMDIVER -----'

HP: 30
Location: Seabed

* Goomdivers swim towards one of the brothers in a wavy fashion. If they swim directly towards one, then jump over them. However, if a Goomdiver swims above a brother and pauses above their head, then hammer them away.

'- GRITTY GOOMBA -----'

HP: 30
Location: Teehee Valley

* Gritty Goombas are like normal Goombas, except they have spiked hats, which means that jumping attacks are out of the question. They also have a little trick up their sleeves. Before they attack, they'll conjure up a sandstorm. With the sandstorm raging across the area, it makes things very hard to notice which character is being attacked. I recommend using both bro's hammer attacks to be on the safe side.

'- GUNNER GUY -----'

HP: 60
Location: Bowser's Castle

* The Gunner Guy will be pushed in front of a bro by a Shy Guy, then fire one of two weapons out of its cannon. If he fires a bullet, then quickly jump over it. The second weapon is a bowling ball, which travels towards you at a slow pace. Make sure not to jump too quick if a bowling ball pops out, or you'll be thrown off track.

'- HAMMER BRO -----'

HP: 100
Location: Bowser's Castle

* The Hammer Bro only has one attack at its disposal, luckily. First, it will attempt to throw its hammer, but stop to try and fake you out. Ignore it. On it's second attempt, it will actually throw the hammer up in the air. It'll go off the screen, but pay attention to the shadow to see which bro is being targeted. As it lands, swat it away with your hammer.

'- ICE SNIFIT -----'

HP: 60
Location: Joke's End

* Ice Snifit's primary attack is shooting large snowballs towards the bros. They are very slow, so jumping over them/on top of them is a breeze. These guys will also create ice spikes, which travel across the grounds towards the duo. Use your hammer to stop the attack.

'- LAKIPEA -----'

HP: 40

Location: Northeast Beanbean

* Lakipeas are nothing serious. These guys, similar to Lakitus, will throw spiked balls at the brothers. All you have to do is hammer them back. And that's their only attack.

'- LASER SNIFIT -----'

HP: 25

Location: Woohoo Hooniversity

* The Laser Snifit only has one attack, but is executed in two different ways. It will shoot out a circular ring, which damages a bro if they hit it. If the Laser Snifit is standing right in front of the bro, then don't do anything; for it will automatically pass through you. But if it stands farther back, then fires, then you will have to jump through the ring.

'- LIMBO BRO -----'

HP: 40

Location: Guffawha Ruins

* How low can YOU go? The Limbo Bro will perform the limbo throughout both of his attacks. If he does the limbo and stops directly in front of you, then use your hammer on him before he can hit you with his torch. If he stops beforehand, then he'll light the ground on fire. Make sure to jump over the flames during the latter attack.

'- MAGIKOOPA -----'

HP: 100

Location: Bowser's Castle

* Magikoopas use their magic wand to spawn some flames. If the flames form a bar, then they will rush towards both bros. In that case, jump with both characters. If the fire moves towards one character, jump over them when they approach said character. Beware, as the flames will come back towards you. So, jump as they first approach you, then jump again so you don't get blindsided.

'- MALIBUT -----'

HP: 60

Location: Seabed

* Malibuts will spew bubbles that travel towards the brothers. The large ones should be swatted away with your hammer. If he shoots out smaller bubbles, then just hop over them. If you damage the Malibut, then he'll counter by throwing a spiked ball at the attacker. Make sure to hammer this one away.

'- MECHA-BLOOPER -----'

HP: 80

Location: Gwarhar Lagoon

* You should watch out for Mecha-Blooper's sole attack. It will shoot out a total of six bullets at the bros. They are fairly slow, but still kinda difficult to jump over all six in a row. However, once the Mecha-Blooper is out of ammo, it will be defenseless for a turn or two.

'- MECHA-CHOMP -----'

HP: 35

Location: Woohoo Hooniversity

* The Mecha-Chomp is a pretty annoying foe, due to its attack. It will run in the middle of the screen and the faceplate will begin changing between red and green. You'll know who's being targeted when the faceplate stops. If it stops on red, then Mario will be attacked, and green for Luigi. Here is where the annoying part comes in. After you attack the Mecha-Chomp, it will glow blue. Now its attack is reversed. If the faceplate stops on red, the attack will be directed at Luigi, and if it's green, then it'll head for Mario. Yes, this enemy is a pain in the buttocks.

'- OHO JEE -----'

HP: 70

Location: Oho Oasis

* In order to fight Oho Jees, you will have to attack the red ones with Firebrand and the blue ones with Thunderhead. They only have one incredibly stupid attack. These lil' dudes will run around in circles around one of the bros; just jump on top of them when you get the chance.

'- OUCHER GLASS -----'

HP: 40

Location: Guffawha Ruins

* Oucher Glasses are gigantic hourglasses that float in the air. This enemy uses sand to attack. When it turns upside-down and stomps the ground, jump as the ground under you begins to shake; you'll avoid a giant sand fist. When the Oucher Glass creates a ball of sand and rolls it towards you,

knock it back with your hammer.

'- PARABEANIE -----'

HP: 10

Location: Southwest Beanbean

* Parabeanies are just Beanies with wings, but they have two exclusive moves. The first is where they'll fly down towards the bros, but then stop midway and begin to dive bomb one of the bros. Use your hammer right after they pause in the air. Their second attack is almost the same, but instead of diving after the pause, Parabeanies drop on the ground and run towards one of the bros. Jump over them to avoid the attack. After dealing 10 damage to a Parabeanie, they will turn into a regular Beanie.

'- PARATROOPEA -----'

HP: 30

Location: Southwest Beanbean

* Paratroopeas are airborne Troopeas. Similar to the Parabeanie, this enemy will quickly dive towards one of the characters. Make sure to jump right before getting hit. Paratroopeas can also heal themselves; it's a pain. After dealing 30 damage to these guys, they'll revert back to a Troopea.

'- PESTNUT -----'

HP: 16

Location: Chucklehuck Woods

* This guy is a Beanie covered in spikes. In its first attack, the Pestnut will start to roll towards the duo, stop, then roll into one of the bros. Use your hammer after they stop to hit them away. Pestnuts will also roll offscreen, then reappear behind one of the bros. It's best to jump with both characters to be safe. After dealing 16 damage to the Pestnut, it will change into either a Beanie (or a Golden Beanie if you're lucky). You can also find these guys on the Seabed, where they have 50 HP.

'- PIRANHA PLANT -----'

HP: 30

Location: Beanbean Airport

* Piranha Plants aren't that dangerous of an enemy. Their first and final attack involves them spitting fireballs at either bro. Simply jump over them before they reach you or else you will take damage.

'- RED VIRUS -----'

HP: 35

Location: Woohoo Hooniversity

* Red Viruses are weak, but very annoying to kill. First off, their only attack involves them shuffling on the ground before charging at a brother. Hammer them away right before they land on your noggin. Every time you attack a Red Virus, they will change either yellow or blue. In order to defeat a group of viruses, you must get all of them to have the same color. It's pretty tricky, I know.

'- REX -----'

HP: 16

Location: Hoohoo Mountain

* Rexes are giant dinosaurs that are impossible to dodge at first. It will charge, pause, then ram into one of the bros. Normally there's nothing you can do about it, but there's a solution. Every time you attack a Rex, it will shrink in size. Now it will be small enough to jump over.

'- SCARATROOPEA -----'

HP: 40

Location: Joke's End

* These guys are simply beefed-up Paratroopeas, which are airborne Troopeas. Similar to the Parabeanie, this enemy will quickly dive towards one of the characters. Make sure to jump right before getting hit. Paratroopeas can also heal themselves; it's a pain. Once you deal 40 damage to a Scaratroopea, they will revert back to a Troopea.

'- SHARPEA -----'

HP: 8

Location: Beanbean

* Sharpeas are very common and incredibly weak enemies. They can only be targeted with hammer attacks, since they're covered in deadly spines. A Sharpea will jump towards one of the bros in order to poke them. All you must do is hit them away with your hammer at the right time.

'- SNIPER BILL -----'

HP: 80

Location: Bowser's Castle

* This enemy has a very tricky attack in order to dodge. The Sniper Bill will target a bro with his sniper rifle and shoot a small bullet. Sometimes the bullet travels slowly and the Sniper Bill flies towards the bro, reaching him before the small bullet. If this is the case, then jump on top of the Sniper Bill, then quickly jump to avoid the bullet. However, sometimes the roles change, where the bullet will move faster than the Sniper Bull. If this happens, jump over the bullet but jump onto the Sniper Bill. This guy

is one of the more difficult enemies to watch out for.

'- SPIKY SNIFIT -----'

HP: 80

Location: Teehee Valley

* Spiky Snifits are armed with a helmet covered in spines, so jumping attacks are a big no-no here. Spiky Snifits will shoot spiked balls out at the duo. Some bounce over the bros' heads, so don't do anything to avoid it. Other times the balls won't, so you will have to jump over them. Spiky Snifits even shoot out Mushrooms in a rare occurrence, so make sure to let them hit you to regain HP.

'- SPINY -----'

HP: 14

Location: Beanbean Castle Sewers

* Similar to other enemies, the Spiny will walk towards an enemy, stop, then continue into you to take off damage. Like the other enemies, make sure to use your hammer right after they pause.

'- STARKISS -----'

HP: 30

Location: Seabed

* A Starkiss will attack by blowing hearts towards one of the bros. Sure, they're hearts, but they can still deal damage to you. As they move in a wavelike pattern towards the brother, make sure to jump over it before it reaches you.

'- SUPER FLY -----'

HP: 10

Location: Beanbean Castle Sewers

* Super Flies are just like Fighter Flies, except stronger and a little faster. Remember that they jump twice to reach a bro; make sure to avoid them after their second leap.

'- SWORM -----'

HP: 14

Location: Nothwest Beanbean

* Sworms like to burrow in the ground before using either of their two moves. The first is where they'll burrow underground and a hole will appear in front of a character. Then, the hole will move towards the bro. Make sure

to jump on top of the hole as it passes in order to stomp on the Swarm. In its second attack, it will pop out of the hole before it passes under you. You will have to use your hammer in order to whack the Swarm away.

'- TANOOMBA -----'

HP: 30

Location: Northeast Beanbean

* Tanoombas are similar to Goombas, but they have a long tail. They will run over to one of the brothers and begin to spin around. Jump to avoid its tail until the attack stops. The Tanoomba can also shapeshift into either Mario or Luigi, then will attempt to jump on one of the real bros. Just hammer it away to stop the attack.

'- TROOPEA -----'

HP: 20

Location: Southeast Beanbean

* Elite Troopeas are very annoying enemies to deal with, since they spend most of their turns healing their partners. But they do have one attack that is also a pain. It will charge at a character, stop, then continue towards one of the brothers; jump to avoid it. If you happen to counterattack and land on the Elite Troopea, it's shell will slide off and spin towards the other bro. Make sure to dodge it with a jumping attack.

'- YELLOW VIRUS -----'

HP: 35

Location: Woohoo Hooniversity

* Yellow Viruses are weak, but very annoying to kill. First off, their only attack involves them shuffling on the ground before charging at a brother. Hammer them away right before they land on your noggin. Every time you attack a Yellow Virus, they will change either red or blue. In order to defeat a group of viruses, you must get all of them to have the same color. It's pretty tricky, I know.

'- YO BRO -----'

HP: 40

Location: Woohoo Hooniversity

* Yo Bros have two yo-yos that they carry around all the time. One is red and the other is green; a surefire way to see who is being targeted in their attack. The Yo Bro will begin to spin one of the yo-yos before hitting a character. If it's red, jump with Mario, and if it is green, then jump with Luigi.

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+-----+
| BOSS: Fawful                                     HP: 30 |
+-----+
|
| This boss is simple enough, and all you can do to attack is use Solo
| Attacks (which is all you really need for this battle). The evil Fawful
| will attack by shooting fireballs out of his weird hat thing. Pay close
| attention to the color of his words. If they are red, then the fireball
| is headed to Mario. If it's green, then dodge with Luigi. Sure, Bowser
| tells the brothers the same exact thing, but I beat him to it. =)
|
| Fawful's next attack is a little more confusing. He will say a line; pay
| attention to the last word: "this". If it is red, then he will attack
| Mario first. But beware, because Fawful will then shoot a fireball at
| Luigi! Dodge the first attack with Mario, then dodge with Luigi. But if
| the lettering is green, then Luigi will be targeted first and Mario
| last. It sounds confusing, but you'll get the hang of it.
|
| After attacking Fawful enough, his headpiece will break off and the fight
| will change. Now Fawful uses a ramming attack: he will run, then stop,
| then roll into a character. After he pauses, jump in the air to avoid
| him. The battle shouldn't take too long. You probably won't have to use
| any items, but you always can if you're not good at dodging.
|
+-----+

+-----+
| BOSS: Tolstar                                     HP: 50 |
+-----+
|
| Tolstar is by no means as easy as Fawful, so you might have to use some
| items for this one. Tolstar will attack by hurling spiked balls at the
| bros. Pay attention to the arm in which he throws it with. If Tolstar
| uses his right arm to throw the ball, then it's aimed for Mario. If he
| throws with his left arm, then dodge with Mr. Green (Luigi). It's pretty
| funny, since Tolstar accidentally reveals this during the battle.
|
| The battle with Tolstar is a perfect time to use your Bros Attacks. Try
| them out on the big guy; each one deals around 4 damage. After a couple
| rounds, Tolstar will spice up his attacks. Now if he laughs before using
| an attack, the spiked ball will bounce. If it bounces, then do not jump;
| it will pass right over your head. So whenever Tolstar laughs before
| throwing, then the ball will pass over you.
|
| Keep it up and Tolstar will change his attack once more. Now he will
| throw two spiked balls at both bros! Sometimes he likes to confuse you
| by having one roll and one bounce, but pay attention to when he laughs.
| This is the last defense, so if you can handle this attack, then you're
| good. After defeating Tolstar, you will receive all of your Coins again!
| Oh yeah, and you get a 1-Up Mushroom!
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+-----+

+-----+
| BOSS: Hoohooros                                   HP: 45 |
+-----+
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At the start of the battle, Hooooros will disappear into one of two stone pillars. Attacking a pillar will break it instantly. If you break the pillar that Hooooros is under, then he will disappear under the other one. So, the trick is to destroy the one that Hooooros is NOT under first, then take out the one that it's under. It'll try to float under the pillar, but it won't be there, leaving him exposed.

When Hooooros is under a pillar, it will fire a purple beam at one of the bros. Simply jump over the beam before it reaches you. The trickier attack is when Hooooros is visible. He will fire a beam next to either Mario or Luigi. Then, the beam will travel across both bros, meaning you will have to jump with both characters to avoid the attack.

After you manage to damage Hooooros a couple times, he will summon two new pillars and the cycle will start over again. There is a little trick that helps decrease the time consumed during this battle. It actually helps quite a bit during the battle (at least it made it easier for me).

When Hooooros is exposed, a pillar will appear next to him. Take the time to destroy this pillar, because after a while of being visible, Hooooros will try to escape under a pillar. But if you destroyed it, he won't be able to hide under anything! In short, make sure there are NO pillars present during the fight. Overall, the battle is an easy one, but it might take a lil' bit of time to defeat him. You will win a 1-Up Mushroom once Hooooros is done for.

BOSS: Dragohoho HP: 80

In the first round or two, Dragohoho will be large in size. When he uses his rock-spitting attack, it will be unavoidable. Make sure to attack him two or three times to make the dragon shrink in size (similar to the Rex enemies we fought on the mountain). Once Dragohoho has been crushed, you can avoid the rocks by jumping over them.

Dragohoho will spit out up to four eggs at the characters. If he rears his head back before spitting, then the attack will go to Mario. If not, then the rock is targeted for Luigi. Sometimes Dragohoho will spit out a giant stepping stone. He uses this stone to get closer to the bros, meaning his attack will be harder to dodge. If dodging his attacks is a cinch for you, then ignore targeting the stone. If you're having a bit of trouble, then dedicate two attacks to destroying it.

At one point, Dragohoho will return to normal size, meaning his next attack will be unavoidable. Simply cure this by stomping on his noggin. This boss is probably tougher than the others at this point, so try out some Bros Attacks to dish out some more damage each turn. Also, remember to heal up with Mushrooms. Dragohoho will be pushing up daisies if you keep up a concentrated assault. You'll earn a Super Mushroom afterwards.

BOSS: Queen Bean	HP: 120
Right Arm	HP: 22
Left Arm	HP: 22

| Say hello to a very hard boss. I mean, she's on steroids! There are a grand total of three targets in this fight: the queen herself and her two arms. In order to end the fight, you must reduce the Queen Bean's HP to zero. Unfortunately, her crown makes it impossible to use jumping attacks, and your hammer doesn't do much damage. What you have to do is take out her two arms first.

| When the Queen Bean's arms are in tact, she will use a strong shockwave attack. When she pounds the ground, jump over the purple wave with both bros. Have both bros target one arm until it becomes a shriveled mess. Once the arm is destroyed, focus on the other one. When she only has use of one arm, the queen will use it to punch one of the brothers; just hit it away with your hammer. She'll also use a much faster shockwave, but the attack is only directed towards one character. If her right arm is in tact, then it's headed for Mario. If not, then it's towards Luigi.

| Once both of the queen's arms are destroyed, her crown will fall off, so start to use jumping attacks or Bros Attacks. Now the only attack she'll use is one where she spits beans out of your mouth. Watch her shriveled up arms before she spits them out; if her right arm twitches, then it will head to Mario, and left for Luigi. Make sure to DODGE the attacks! If you counterattack and jump on the bean, they'll roll back and turn into Beanies! If you accidentally do, then just ignore the Beanies.

| After several turns with her head exposed, the Queen Bean will grow her arms back and the crown will appear on her head again. Now her shockwave attack will wipe out any Beanies on the field, which is why I told you to ignore them. Once her arms are pumped up, repeat the process again. This is a pretty hard battle, since it's long and the queen's attacks can deal a lot of damage. You will receive a Woo Bean, Mushroom, Syrup, and a 1-Up Super for defeating the Queen Bean. Nice!

BOSS: Popple	HP: 100
Rookie	HP: 120

| As the battle starts, Popple will run over to one of the bros and steal a Mushroom. To prevent this, whack him with your hammer as he advances towards you. The order of elimination is solely based on whether you want to get extra EXP. If you want the experience, take out Popple, then Rookie. If not, then defeat Rookie first. I'll provide you with a plan that involves defeating Popple first.

| Whenever you attack Popple, Rookie will immediately counterattack by hurling a hammer at each bro. It's pretty tricky at first to avoid them, but it becomes easier over time. Popple spends most of the battle trying to steal Mushrooms from you, so hit him away whenever you get the chance or else you'll constantly get robbed. Aside from pickpocketing the bros, Popple can also tackle either Mario or Luigi. Also, he will use the stolen Mushrooms to heal either himself or Rookie.

| Defeating Popple quickly is the key, so pummel him with Level 3 Bros
| Attacks, which can deal around 30 damage apiece to the creepy little
| dude. Remember that Rookie will automatically attack every time you hit
| Popple, so try to take him down in as few turns as possible.

| Once Popple is out of the way, the battle is a lot easier. Start using
| Bros Attacks to rack up a lot of damage to Rookie. After you deal around
| 60 damage to Rookie, he will start to use a new attack. Now Rookie will
| spit a fireball at one of the bros. All you need to do is jump over the
| flame as it passes by you. Remember to heal with Mushrooms and restore
| your Bros Points with Syrup. You will receive a 1-Up Mushroom and Green
| Peppers after defeating both Popple and Rookie.

| BOSS: Wiggler

HP: 34

| I love Wiggler; he's so cute, yet maniacal at the same time. Well, too
| bad for him, since he's gonna get his butt kicked by the Mario Bros! The
| battle isn't as easy as it sounds, so don't think this battle will be a
| cinch judging from his low HP count. There are five targets: his head,
| and four segments of his body, and they are all red at the start of the
| fight. Hit one of the body parts to turn them yellow.

| Once all four body parts are yellow, Wiggler will calm down and his head
| will finally turn yellow as well. Now is your chance to target his big
| noggin with Bros Attacks. Once you hit Wiggler in the head once, he'll
| get pissed again and his whole body will turn red again. On top of that,
| Wiggler will use a shockwave attack that must be dodged by both bros. If
| not, you will be hit for around 9 damage.

| On top of that, Wiggler has another attack that he uses frequently. The
| worm will stand in front of a bro and charge right through him. And yes,
| there is a catch: if you counterattack one of his body segments, they'll
| change colors. So if you accidentally jump on one of his yellow body
| parts, they will change red, ultimately setting you back one step. The
| battle can be long and tedious, but it really isn't that hard. You will
| earn a Super Mushroom for your troubles.

| BOSS: Chuckolator

HP: 300

| Shield

HP: 30

| Well, the Chuckolator is the hardest boss so far, so I hope you are well
| prepared. My characters were both level 14 when they entered the fight.
| The Chuckolator will start by slashing the ground with his sword, making
| a red blob. The blob will start to slide towards a bro; destroy it with
| your hammer to avoid getting stunned.

| The evil soda monster can also change his arm into a bottle of soda pop.
| He'll then shoot out giant soda bubbles at the bros. If the bottle arm
| aimed upwards, then he will shoot Mario. If it is downward, then it is
| headed for Luigi. I must admit, it's a pretty hard attack to dodge.

| Don't bother using jump attacks in this battle; it only deals 1 damage. |
| Instead, use hammer attacks. When you do, the Chuckolator will block you |
| with his shield. The attack will instead damage the shield, which has 30 |
| HP. Keep attacking with your hammer until the shield is destroyed. |

| Use your hammer Bros Attacks (the second one) to really damage this guy. |
| The Level 3 attacks should deal around 35 damage to the Chuckolator. |
| Also, take note that the Chuckolator will use a combination of his soda |
| bubble attack and his sword slash one. He will usually intertwine them |
| while targeting the bros; look at the dodge icon at the top-left corner |
| of the screen to notice which attack he's using. |

| Throughout the battle, the Chuckolator's attacks will be progressively |
| quicker than before. After dealing around 200 HP, the Chuckolator will |
| shrink. Now Bubbles will come into the battle and try to heal it with |
| incredibly bad jokes. Luckily, the attack only heals for around 20 HP. |
| Now Chuckolator can only use a simple ramming attack, which can easily |
| be counterattacked with your hammer. |

| Once Chuckolator has shrunk, now is the time to use Syrups to regain BP. |
| Take note that Bubbles will heal it after every turn, so don't waste too |
| much time. Smash the Chuckolator with Level 3 Bros Attacks to finally |
| put it out of its misery. You'll win a 1-Up Mushroom after the fight. |

+-----+
| BOSS: Cackletta HP: 200 |
+-----+

| The battle starts off in the worst way possible. Cackletta will summon |
| six holes which travel towards the bros. You will have to jump over each |
| hole as either Mario or Luigi. If you fail to do so, you will lose a lot |
| of HP and you will gain weight. When you have a weight on you, jumping |
| attacks will be much quicker, messing up your timing (possibly). |

| Afterwards, Cackletta will create two identical clones. You must target |
| the real one with one of your attacks. If you attack a clone, it will |
| turn into a wave of bats. Like the lightning attack, you'll have to use |
| both bros to jump over the swarm of bats. The bats can poison you, so |
| make sure to use Refreshing Herbs here. |

| Cackletta has a lightning attack which can deal around 12 damage. To |
| dodge the attack, watch her arms. If she raises her right arm, then the |
| lightning will hit Luigi first, then Mario shortly after. If she raises |
| her left arm, then it will head for Mario, then Luigi. If Cackletta puts |
| up both her arms, then the lightning will hit both bros simultaneously. |

| The battle will continue to repeat itself from now on (aside from the |
| hole attack). After defeating Cackletta's clones (or if you manage to |
| hit her first), she will remain solo for a turn or two. After that, she |
| will create another set of dummies. Make sure to heal with Nuts and use |
| Refreshing Herbs if poisoned. |

| After dealing quite a bit of HP to Cackletta, she will get frustrated. |
| Like in the beginning of the battle, she will start to use the dreaded |
| hole attack. She will use it twice in a row now, so if you fall in the |
| first time, it's even harder to dodge it with a weighted status. Try to |

| use your strongest Bros Attacks now, since Cackletta will continue using
| this attack until she is defeated.

| She only has around 50 HP at this point, so the fight won't last much
| longer after she gets big and angry. Cackletta deals a lot of damage
| with her attacks, but it isn't terribly hard. The best way to end this
| battle quickly is to solo her out, then pummel her with Bros Attacks
| before she creates more clones. Then once Cackletta gets angry, use some
| Syrup and continue hitting her. You will win a 1-Up Super once the fight
| comes to an abrupt close.

BOSS: Popple	HP: 150
Rookie	HP: 250

| Popple and Rookie are genuinely the same as we last fought them back in
| Chateau de Chucklehuck. Popple will still try to steal from the bros. If
| he grins before charging, then defend with Luigi. If not, then attack
| with Mario. Like before, Rookie will attack every time Popple is hurt,
| so counterattack when he throws two hammers at the bros. You'll have to
| defend with Mario, then Luigi quickly afterwards.

| Rookie will also shoot fireballs at Mario or Luigi; simply jump over the
| balls of fire to avoid taking damage. After you attack the duo for a few
| turns, Popple and Rookie will unleash their Bros Attacks. Yes, they have
| Bros Attacks! They each have one, so you will have to avoid two new
| attacks. One is where Rookie will grab Popple and jump in the air. He'll
| piledrive Popple into the ground, creating two shockwaves. All you have
| to do is jump over them with both bros.

| The next one is a bit harder to avoid. Rookie will light Popple on fire,
| then hurl him at one of the bros. You will have to hit Popple away with
| your hammer to avoid taking around 15 damage. Their Bros Attacks pack a
| punch, so use Nuts and Mushrooms to heal up through the battle. Remember
| to take out Popple if you want the extra EXP. If not, then focus on the
| big Rookie instead. Either way, the battle is significantly easier once
| one member is defeated. You will earn a Red Pepper and 1-Up Mushroom
| after defeating the deadly (and annoying) duo.

BOSS: Mom Piranha	HP: 220
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| This battle is a pretty hard boss, so don't fret if you die once or even
| twice trying to win. Mom Piranha is almost always accompanied by two
| Piranha Plants during the battle. Make sure to destroy the two Piranha
| Plants before targeting Mom Piranha; if you go right after the momma,
| they'll attack unmercilessly. The trick to defeating them quickly is to
| use your new techniques. Use Thunderhand on a red Piranha Plant and use
| Firebrand on a blue Piranha Plant.

| After the lil' guys are dead, target Mom Piranha. She will use two mean
| attacks. The most common one is an energy ball. She will shoot a giant

| energy ball at one of the bros; send it back by using your hammer. She
| uses this attack when there are Piranha Plants on the field as well. She
| also has another attack, but it's only used when the two Piranha Plants
| are defeated. Mom Piranha will swing her vine arm across the field at
| both bros. It will then come back again, so jump over it twice.

| Not only that, but Mom Piranha will heal around 20 HP every turn. Now if
| that wasn't bad enough, it gets even worse: Mom Piranha and her Piranha
| Plants will change color. After she has been alone for a few turns, she
| will summon two new Piranha Plants, but they will be a different color.
| She will also change the same color as them. The battle starts off with
| the enemies red, and it will alternate from blue and red afterwards.

| If she is red, then have Mario use his hammer and Luigi use Thunderhand.
| When blue, switch the roles. Jumping attacks are ineffective, so they're
| out of the question. Her attacks deal a lot of damage, so make sure to
| use plenty of Nuts and Super Mushrooms. The battle against Mom Piranha
| will be pretty long, since you don't have the option of using your super
| powerful Bros Attacks. After the battle, you'll win a Spiny Badge A.

BOSS: Trunkle	HP: 110
Head	HP: 60

| Despite the low HP, the battle with Trunkle isn't exactly a walk in the
| park. You can attack either the body or the head, but I suggest going
| after the body. Jumping attacks do diddly-squat to the head, so focus on
| the body at all times. Trunkle will usually spin one of his arms and
| rolls a rock towards one of the bros. If he uses his right arm, then it
| is going towards Mario; left for Luigi. Simply hammer it to pieces. At
| times the boulders also curve to the opposite bro; I found it best to
| defend with both Mario and Luigi.

| Trunkle's second attack is even more annoying. He will suck in various
| objects into his mouth: Gritty Goombas, Mushrooms, and Poison Mushrooms.
| Make sure to jump over the Gritty Goombas and Poison Mushrooms as they
| make their way towards his mouth, but let the Mushrooms hit you. Trunkle
| will gain HP after eating random objects.

| After you attack Trunkle enough, he will split into four miniature
| versions of himself. One will keep a golden nugget in its mouth. The
| four Trunkles will then shift position a couple times; you must attack
| the one with the gold nugget in its mouth. The other ones will simply be
| destroyed after one attack. While this happens, the Trunkles will dig
| underground and try to punch the bros. Hammer them once they approach
| you. They'll also attack by rolling into you; just jump on top of them
| to successfully counterattack.

| Keep attacking the real Trunkle until it is defeated and the fight ends.
| Once you have defeated Trunkle, you will win a 1-Up Mushroom and a grand
| total of four Super Mushrooms. Nice!

BOSS: Hermie III	HP: 400
Right Claw	HP: 80
Left Claw	HP: 80

| There are three targets to deal with in this battle, so you will have to | deal with all of them eventually. Hermie III will attack with his two | giant claws. He will extend one out in front of a bro. They always start | by twitching. If the claw begins to wiggle back and forth afterwards, | then make sure to jump over it. If the claw does not wiggle, then Hermie | will not attack. Lucky you. Hermie will also shoot purple bubbles at one | of the brothers, so use your hammer to knock them away or else you will | most likely be poisoned.

| You'll have to deal with the two claws first if you want an easy fight. | They are weak against lightning, so start the fight by using Luigi's | Thunder Bros attack. This should lower the defense of all three targets | if lucky. From there, have Luigi use Thunderhand and Mario use jumping | attacks and/or heal. The claws have 80 HP, so they should each go down | rather quickly.

| Once the claws are bandaged off, attack Hermie's head. I recommend using | Bros Attack on Hermie III, since he will retreat into his shell after | one or two rounds. When that happens, use Firebrand to burn the shell. | Make sure to use Firebrand rather quickly, because Hermie will restore | around 13 HP every turn he stays inside of his shell. Using Firebrand on | Hermie's shell causes to come back out, but both claws will be repaired | this time. In other words, you will have to change battle plans.

| Keep repeating the strategy above to defeat Hermie III. The fight can be | very long if you choose to take out his claws first. If you decide to go | right after Hermie himself, you will have to deal with his counterattack | every time you attack his head. Choose whichever method you prefer, but | either way the battle is long and annoying. You will receive a Lucky | Ribbon once Hermie III bites the dust.

BOSS: Popple	HP: 500
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| Don't underestimate Popple just because he doesn't have a lackey to help | him out. The most important part of the battle is Popple's opening move. | He will walk backwards towards a bro, then lunge at them. Make sure to | hit him away with your hammer, or else he'll take it! If Popple takes | one of the brother's hammer, he will use it to attack the bros. Well you | can't defend yourself with the brother who it was stolen from, so take | the hit like a man. You can counterattack with the other brother though.

| Now if you are like me and get both hammers stolen, then that really | sucks. A lot. You will not be able to use them (duh) and Popple will use | them to attack you, leaving you defenseless through the assault. Heal a | lot during this fight if you get both stolen, or else you're done for.

| Popple will also pull out a large white bag. He will then throw various | items out at the bros, such as Coins, Mushrooms, Poison Mushrooms, and | bombs. For the most part, they will bounce over the bros. Make sure to | jump and grab the Mushrooms and Coins, but avoid the others. Other than

| that, Popple will ram one of the bros. If he grins, then he will attack |
| Luigi. If not, then he will go for Mario. Jump to avoid the attack. |

| If you got your hammers taken away, you will most likely have to heal a |
| lot during the fight. As for your offensive maneuvers, I suggest using |
| Bros Attacks nonstop. Note that you cannot use the hammer-related ones |
| if you got your hammers stolen. Popple has obnoxiously high Defense, so |
| most normal attacks don't hurt that much. You will get your hammers back |
| after several rounds though, so that's good. You won't get a darn thing |
| for defeating Popple, either. What a gip! |

BOSS: Jojora	HP: 50
Friend	HP: 500

| This battle is a lot harder than the others we have seen so far, mmkay? |
| Jojora has only one attack, and it's incredibly easy to dodge. As she |
| charges up an ice blast, hammer her. Doing this will knock the mirror |
| out of her hand, and she will run offscreen to find it. This is what we |
| want to happen, since Jojora onscreen is a big pain. If you happen to |
| attack her friend when she is watching, Jojora will counterattack both |
| brothers with a nasty blizzard attack. |

| The friend will pack quite a punch in her attacks. When she winks at the |
| bros, watch her eyes. If she winks with her left eye, then Luigi will be |
| attacked; right for Mario. After winking, she will run offscreen and |
| roll towards the targeted brother. Make sure to hammer her away unless |
| you want to take around 35 damage. The friend will also plant a big kiss |
| on one of the bros. The attack will poison you (ha, figures), so use |
| Refreshing Herbs on the poisoned bro. In order to avoid her kiss attack, |
| just jump on her head once she approaches. |

| After a couple turns, Jojora will most likely return to battle. When she |
| does, make sure to avoid attacking until she does so. If you attack her |
| friend, Jojora will use a blizzard attack. Make sure to repeatedly jump |
| in order to avoid being covered in snow. The worst part is that the move |
| heals the friend for 60 HP. |

| Throughout the battle, Jojora's friend will change her hair color in an |
| attempt to look pretty. When her hair is blonde, attack her with Mario's |
| Firebrand. Avoid using Thunderhand at this time, for it will heal the |
| friend. When she changes her hair to pink, switch attacks. Now start to |
| use Thunderhand; Firebrand will now heal her. Throughout the course of |
| the fight, the friend will change her hair color numerous times. |

| You only need to defeat Jojora's friend in order to win the battle. Not |
| only does she have a lot of health, but it takes a while to get rid of |
| Jojora. The battle is long and tedious, but not extruciatingly hard. |
| Once Jojora and her friend lose the fight, you will win an Ultra Nut. |

BOSS: Popple	HP: 500
Birdo	HP: 450

|
| Yep, we have to fight frickin' Birdo. But before we examine her, lets
| talk about Popple first. He is the same as always; his charge attack is
| simple to dodge. If he grins before running, then counterattack using
| Luigi. If not, then attack with Mario. Remember that Popple can steal a
| Mushroom (or even your hammers) from you. If he steals a hammer, then
| he'll most likely use it often. One good point is that Popple will not
| use the bag attack he used the last time we fought him.
|

| Birdo has several attacks at her disposal. Most of them involve shooting
| eggs at the bros. She will fire a black explosive egg at Mario or Luigi;
| check who the crosshair is aiming at. As it falls to the ground, jump
| right before it hits the ground and explodes. Birdo will also try to use
| her big mouth to suck in a bro. As you get drawn in, use your hammer to
| smack her before you get eaten.
|

| Birdo's the real problem here, but take out Popple first. Luckily, you
| can damage him without having his partner counterattack like before. Now
| when Popple is low on HP, Birdo will protect him by sucking him in, then
| spitting him out in an egg along with three others. The eggs will all
| attack by rolling at a brother. Now if you had your hammer(s) stolen
| beforehand, then you'll have to take all four hits like a man.
|

| Target an egg with jumping attacks; they crack after one hit. If an egg
| doesn't contain Popple, then a Bob-omb will come out. It will rush to
| the attacker and blow up, so make sure to jump to avoid the explosion.
| Once you find Popple, the battle will resume normally. However, Birdo'll
| encase Popple in an egg again after several rounds of attacking him.
|

| After depleting all of Popple's HP, Birdo will go insane. Her egg attack
| will be crazy fast and she will target the bros up to four times. Make
| sure to pay attention where the crosshair lies, because you will have to
| quickly jump multiple times in order to avoid the explosive eggs. Use
| your Level 3 Bros Attacks (Fire Bro works wonders) to take Birdo out in
| a relatively speedy manner. You will get five Ultra Syrups and a Green
| Pepper after the challenging fight with Popple and Birdo ends.
|

| BOSS: Iggy Koopa

HP: 550

| Iggy will continue to spin his way through the battle. In his first
| attack, Iggy will repeatedly spin around both bros. Make sure to hammer
| him before he makes both bros dizzy, rendering them helpless for a turn
| or two. Iggy Koopa's next attack is a bit harder to dodge, but that's
| not really saying much. He will spit out fireballs at the bros. As they
| arc towards the bros from above, smack them away with your hammer.
|

| I gotta say, Iggy Koopa is painfully easy. For the most part, he only
| uses his spinning attack, and that's incredibly simple to dodge. Use the
| Level 3 Bros Attack to finish him off quickly, or you can conserve your
| BP for later fights. His attacks only deal around 12 damage if you get
| hit, so just pummel Iggy Koopa to submission and get it over with. You
| will win a Max Mushroom for beating the first of the Koopalings.
|

+-----+
| BOSS: Morton Koopa Jr. HP: 500 |
+-----+
|
| Morton Koopa Jr. is actually a somewhat hard boss! Like Iggy, Morton has
| only two attacks. He will use the fireball attack similar to the last
| Koopaling, but he won't stand in front of a bro when firing. Just avoid
| with both brothers at the same time. Counterattack the fireballs to deal
| a nice amount of damage to the big lug.
|
| Morton's other attack is a heck of a lot worse. He will jump in the air,
| spin in midair, then drop to the ground. Doing this will create a random
| amount of shockwaves which travel towards Mario and Luigi. Make sure to
| jump with both characters to avoid taking around 25 damage. The number
| of shockwaves depends on how many times if he spins in midair: if Morton
| spins three times in the air, then he will produce three shockwaves.
|
| Still, Morton isn't dangerously hard. This is a good fight to use your
| Bros Attacks to dispose of him quickly. It shouldn't take long to defeat
| Morton Koopa Jr. Once you beat him, you will get some Max Nuts. If you
| are lucky, you'll win a Bowser Fist, a very nice piece of equipment!
|
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| BOSS: Lemmy Koopa HP: 380 |
+-----+
|
| Lemmy Koopa may have low HP, but that's because he's a tricky enemy to
| damage. However, there's a way to bypass that. More on that later. First
| off, Lemmy uses the same fireball attack as the other two Kooopaling.
| Simply deflect them back at him once the balls of fire fly towards one
| of the bros. You should know the drill by now.
|
| Lemmy will create three clones of himself, similar to the pre-battle
| ritual thing. You can use trial and error to find the real one by taking
| out all of the clones, or you can use a trick. Use Luigi's Thunder Bro
| attack, which will hit all four targets. This will destroy the clones,
| but also gives the chance of lowering Lemmy's Defense.
|
| Keep pummeling Lemmy with Bros Attacks. He most likely won't get another
| chance to create more dummies, but he is able to after a handful of
| rounds. The fight is even easier than the previous two if you manage to
| take out the clones quickly. By defeating Lemmy Koopa, you will receive
| a Max Syrup.
|
+-----+

+-----+
| BOSS: Ludwig Koopa HP: 550 |
+-----+
|
| Ludwig is probably the hardest of the Koopaling so far, but c'mon, that
| isn't really saying much. Ludwig will use the fireball attack like the
| other guys; I really shouldn't have to explain how to avoid it. He, like
| Iggy Koopa, will also use a spinning attack. Hammer him as he spins like
|

| a madman to avoid becoming dizzy.

| The final attack at Ludwig's disposal is definitely the worst. He will
| hide in his shell and begin to spin towards a bro. Similar to the game
| we just played with him, Ludwig will go out of his way to attack bros at
| the same time; it's very tricky to know where he is going. When Ludwig
| spins offscreen, jump with both bros, because he's coming back. You also
| cannot counterattack since his shell is covered in spikes. You will win
| a 1-Up Super after winning the fight with Ludwig Koopa.

+-----+
| BOSS: Roy Koopa

HP: 550 |

| There's a little twist thrown into the battle with Roy Koopa. There is a
| timed bomb on the edge of the battlefield. It will detonate in eight
| rounds; once it does, you automatically lose. In short: beat Roy in less
| than eight rounds. It shouldn't be that hard when using Bros Attacks.

| Roy will rehash several attacks previous encountered in the battle with
| the Koopalings. He will use the basic fireball attack, which is easily
| countered. Roy will also steal Morton's shockwave attack. Remember, the
| number of times he spins in the air is equal to the number of shockwaves
| he produces. Remember to jump over them with both brothers.

| Lastly, Roy will use Ludwig's shell spin attack. The attack is very hard
| to dodge, since Roy will spin all over the place. The move deals a lot
| of damage and is a relatively long attack, so heal up with Ultra Nuts if
| needed. Overall, the bomb may seem intimidating, but if you use the Bros
| Attacks then you should beat Roy in no time. You'll win a Max Syrup at
| the end of battle. You also have the chance of receiving the rare piece
| of equipment: Bowser Fang.

+-----+
| BOSS: Wendy Koopa

HP: 350 |

| Yep, another timed battle. The timer is set to eight, and frankly, that
| is more than enough time. Wendy will usually start the battle by using
| the Koopaling's patented fireball move. Knock them back at her face to
| deal some damage. Like Lemmy Koopa, she will also split into four. Use
| Thunderhand to eliminate the clones early on, then target the real deal.

| Wendy Koopa will also use a ring attack. She will send two rings at the
| bros. Jump over them to land in the center of the ring. Wendy will then
| shake her arms; jump right afterwards. If you don't, the rings will hit
| you, dealing major damage and inflicting the weight status on you. Even
| after that, the fight is still possibly the easiest one yet. I defeated
| Wendy Koopa in two turns. You'll receive some Max Nuts after the fight.

| BOSS: Larry Koopa

HP: 550

|
| Larry Koopa is another easy sucker. He will rehash the attacks used by
| his bretheren. Of course, he'll use the same fireball attack as everyone
| else. If you don't know how to dodge it by now, then you probably need
| to be slapped. He will also use the spinning attack used by a few of the
| other Koopalings. Nothin' to worry about.
|

| Like the last couple boss battles, there will be a timer present. Still,
| the timer is set to eight rounds. They give us way too much time with
| these guys! Anyways, beat Larry to a bloody pulp with your awesome Bros
| Attacks. There isn't anything new to this fight. At least you win a Max
| Mushroom after the battle. I guess that's somewhat redeeming, right?
|

| BOSS: Fawful

HP: 400

|
| Overall, Fawful is a fairly challenging boss. I mean, his flashy new
| attire must have given him a power boost. Or maybe it's the big machine
| that assists him throughout the battle. Either way, Fawful is a problem.
| Fawful will begin the fight by shooting an energy blast out of the top
| of his head. Watch the shadow of who it starts to land on, then use that
| bro to hammer the blast back at Fawful. Afterwards, he'll retreat in his
| metal shell. When Fawful is inside of the shell, you can't damage him.
|

| While inside of his shell, Fawful will use it to shoot a purple energy
| beam inbetween the bros. A second later, it will split and move right in
| their path. Right after the beam hits the ground inbetween them, jump in
| the air with both brothers. Otherwise you'll receive around 20 damage.
| Just as a little pointer, ignore the color of Fawful's text; it doesn't
| signify who he is attacking.
|

| Fawful's next attack is tricky. The shell will spin and around five big
| balls will spin around towards the bros. As they slowly circle around
| the shell, destroy them with your hammer. If any are left over, you'll
| have to jump over them with Mario and Luigi. After the attack, the shell
| will overheat and Fawful will expose himself. Now is the time to strike
| with your most powerful Bros Attacks!
|

| You should be able to chop off around 100-150 of Fawful's HP before he
| retreats into his shell. Now his attacks become a little more advanced.
| Now he will use a combination of his energy beam. He will either do the
| attack normally, or he will shoot two beams away from the bros. They'll
| then strafe towards the bros; just jump over them. Fawful will also use
| two or three energy blasts from his head; just hammer them away.
|

| A very dangerous attack is when Fawful will divebomb towards a bro. He
| will flap one of his arms, then dive towards a bro. After one dive,
| Fawful will circle around and dive once more. If he flaps his left arm,
| then Fawful is going for Luigi. If not, then it's going towards Mario.
| You'll have to hit him with your hammer to end the attack, or else you
| will take around 26 damage with each hit.
|

| Another tricky one is where Fawful will summon a block above each bro's
| head. A five-second timer will start where Fawful charges up a laser.
|

| Repeatedly hit A and B at the same time to jump at the blocks. You have
| to destroy the blocks before Fawful fires the beam, or else you'll take
| around 20 damage five times over! Make sure to keep Ultra Nuts and Max
| Mushrooms close by, since you'll probably need them in this fight.

| After a while, Fawful will use the pink ball attack, and then the shell
| will overheat. This should be the time to use your Bros Attacks and pass
| with flying colors. Try to knock Fawful off right now, since surviving
| another round with him inside his shell is hard. You'll receive a Golden
| Mushroom after the fight ends.

BOSS: Bowletta	HP: 500
Flaret	10

| This battle is cake; the main antagonist has less HP than a Koopaling!
| Bowletta only has three attacks, and none are a real threat. She'll spit
| out Flarets that fly towards the bros; just jump over them. After, three
| of them will stay on the field. When Bowletta has Flarets present, just
| ignore them. She'll end up destroying them if she happens to use her
| second (and deadly) attack.

| Her next attack is similar to one that Fawful used. She will summon two
| blocks over the bros' heads. Repeatedly hit A and B simultaneously to
| break the blocks before Bowletta breaths a giant stream of fire. Jump to
| avoid the attack, since it deals a good 20 health to you. I'll admit, it
| is a relatively hard attack to dodge.

| Bowletta will also create a star shower which lands on the bros. Ignore
| the purple ones that rain down, but the red and green ones are to be hit
| back. If you couldn't figure it out, the red ones go for Mario and the
| green ones aim for Luigi. Hit them back at Bowletta to damage her. You
| should be able to finish off Bowletta in a couple turns. Make sure to
| heal your HP and BP just before the battle ends so you can prepare for a
| tougher one up ahead. Don't worry, this joke isn't the final boss.

BOSS: Cackletta	HP: 1200
-----------------	----------

| First things first; use a Max Nut before doing ANYTHING else. The bros
| start the battle with 1 HP each, so heal up on your first turn. Next,
| try and figure out what to do. The sucky part is that if you're not fast
| enough, Cackletta will go first, meaning that if you fail to dodge her
| attack, then you LOSE. Make sure that doesn't happen, unless you want to
| fight Bowletta all over again.

| Cackletta has a crapload of attacks, and they're all capable of making
| you miserable. Cackletta's easiest attack to dodge is when she fires a
| humongous ball of energy at one of the brothers. Hammer it around three
| times in a row to destroy it. Sometimes she'll create an energy ball and
| when it's hit, the ball will fly over to the opposite bro. In this case,
| hit it with the second bro to destroy the energy ball.

| Cackletta will spin her massive arms around the field for quite a while. |
| They rotate kinda slow, so jump over them with the brothers as they pass |
| you. She will also stick her hands out in front of the brothers; smash |
| them with your hammer until they retreat permanantly. |

| Make sure to destroy Cackletta's arms first. If you go for her head |
| right off the bat, she'll counterattack with her paws. Use Firebrand on |
| her right arm to deal major damage and use Thunderhand on the left one |
| for the same results. It won't take long before both arms are gone. |

| Use your most powerful Bros Attacks to damage Cackletta's ugly face. As |
| you attack her head, she will only use the energy ball attacks. After |
| dealing enough damage to her head, it will be destroyed as well. Now her |
| heart will stick out, and all body parts will regenerate. |

| She will now use a new attack. Cackletta will snap her fingers, and two |
| fireballs will appear. They'll spin around the bros, going right through |
| them. Jump over both bros at the same time to avoid the fire. Sometimes |
| Cackletta will change the direction of the flames midway; just pay close |
| attention to the direction of the flames. Now when Cackletta spins her |
| arms around, one will be high up and the other one is low. Jump over the |
| low one and watch as the the one high up passes over you. |

| Now that the heart is visible, target it nonstop with Bros Attacks! It |
| has the ability to heal the other body parts, so don't bother targeting |
| anything else except the heart. After a while, the heart will go back in |
| Cackletta's chest. Now you have to repeat the process of destroying her |
| body parts. I know, it's not easy. Also, take note that the heart is |
| immune to all fire and lightning-based attacks. |

| Cackletta will continue to use new attacks. She'll summon an image of |
| Fawful, who will fire a stream of green energy blasts at the bros. Make |
| sure to jump with one brother first, then with the next a second after. |
| When you get the chance, hammer the image away with your hammer. One of |
| Cackletta's last attacks is her laser eye attack. Watch for her eyes as |
| she shoots a bro. If her eyes are up, then the laser will pass overhead. |
| If they're down, then make sure to jump. |

| The fight against Cackletta is really long and pretty challenging. It |
| requires a lot of work to be done just in order to damage her, too. It |
| won't take long to get used to her attacks, and once you are a master at |
| dodging them, then that's a surefire way to know that you'll win sooner |
| or later. You won't get anything after beating Cackletta. Well, other |
| than the satisfaction of beating the boss of the game. |

+-----+

Of course, this guide couldn't have been made without some extra help. Here is a shoutout to everyone who made this FAQ possible:

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"Why'd you cut holes in the face of the moon base? Don't you know about the temperature change?"

- MGMT

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