

Super Jump:

Location Learned: Starshade Bros. in Stardust Fields, along with Spin Jump

Positioning: Luigi behind Mario

Performed: Select the Super Jump icon (arrow pointing up) then press B to have Luigi jump onto Mario press B again when Luigi hits Mario press B again. While in the air you can use the D-Pad to move around.

Effects: This Move allows the Brothers to reach higher places than before. This can also be used to make Mario shoot water if Mario is filled with water.

Spin Jump:

Location Learned: Starshade Bros. In Stardust fields along with Super Jump

Positioning: Mario Behind Luigi

Performed: Select the Spin Jump icon (whirly arrow) then press B to have Mario Jump up and hook onto Luigi now press B again to have the Bros. Raise into the air and use the D-Pad to steer.

Effects: You can reach platforms you normally couldn't with a Jump. You can also use Whirlwinds to help make your jump longer.

Hammer:

Location Learned: When Hammer is obtained

Positioning: Front Person

Performed: By having the first person select the hammer icon and then pressing A.

Effects: You can break Rocks

Limitations: Different Hammers Allow different types of rocks to be broken

Micro-Mario:

Location Learned: Cork and Cask in the Chateau de Chucklehuck

Positioning: Luigi behind Mario

Performed: Have Luigi select the Hammer icon and have him hit Mario(They have to be in a perfect line). To make Mario normal size again hit him with the hammer.

Effects: Mario can go into small holes that he normally couldn't go into. He can also jump into small holes.

Mouigi (Mole-Luigi)

Location Learned: Cork and Cask in the Chateau de Chucklehuck

Positioning: Mario behind Luigi

Performed: Have Mario select the hammer icon and then hit luigi, this causes Luigi go underground. To make Luigi resurface press A.

Effects: Luigi can now go under gates that he couldn't before. He can also move barrels.

Limitations: Luigi can not go underground where metal is on the ground.

Hand Power (Mario-Fire):

Location Learned: Oho Oasis

Positioning: Mario in front

Performed: Have Mario select the hand icon then hold A to charge power and release to use the power.

Effects: Mario can now light flammable objects to open new paths.

Hand Power (Luigi-Thunder):

Location Learned: Oho Oasis

Positioning: Luigi in front

Performed: Have Luigi select the hand icon then hold A to charge power once charged release to use the power.

Effects: Luigi can now power-up certain things in field. It can also open up new paths.

Dash:

Location Learned: Massaging sisters in Gwarhar Lagoon.
Positioning: Mario behind Luigi
Performed: Have Mario select the hand icon charge up and release when fully charged. Luigi will go running like and idiot.
Effects: Mario and Luigi can dash to places 3 times as fast. They can also knock down the turtles that block your way

Side-Step:

Location Learned: Massaging sisters in Gwarhar Lagoon.
Positioning: Luigi behind Mario
Performed: Have Luigi select the hand icon charge up and release when fully charged. Luigi will stick together with Mario.
Effects: You can go through gaps previously not able to also you can push boo statues without looking at them.

In-Battle

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Solo Attacks:
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Attack Dodge:
When your opponent's attack is about to hit you, press your characters respective button.

Timed Attack:
You can also make Timed attacks wehich inflict more damage the following is how.

Jump: Hit Mario/Luigi's button on impcat
Hammer: Hold down Mario/Luigi's button and when the hammer is shaking let go of the button.

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Bros. Attacks
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Basic Attacks:

Name:	Performed	BP
Splash Bros.	A,B,A	4
Swing Bros.	Hold A until release	6
Chopper Bros.	A,B,A	5
Fire Bros.	Repeatedly A then B each fireball	6
Bounce Bros.	B,A,B	5
Knockback Bros.	B,B,A	6
Cyclone Bros.	B then A repeatedly until Mario is red.	8
Thunder Bros.	B,B,B	6

Advance Attacks:

Name:	Performed	BP
Splash Bros.	A,A,B	4


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|
|           Walkthrough [Walkthrough]
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Prolouge
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We cut to the Mushroom Kingdom castle where a Beanbean goodwill ambassador has arrived to see Princess Peach, the goodwill ambassador offers Peach a present when they open it she is shocked by gas.

Cut to outside Mario's house

Toad is the first one in scene alerting Luigi of this event, after this conversation toad goes inside to alert Mario. You now have control over Toad take him to the bathroom (in the back of the house), where Mario will come out and jump on Toad a couple of times, he now runs outside and gathers his gear and is off to the castle.

Cut back to the castle

You run into Bowser who is with Peach he starts a battle with you.

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*****Boss Battle: Bowser*****
*Your First boss battle/battle in the game, use this *
*battle to get used to the techniques which Toad will*
*guide you through. After a couple of turns the battle*
*will end.
*****
*EXP:0 Item:0 Coins:0
*****
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After the battle you will learn from the Mushroom Kingdom advisors that a Beanbean Kingdom advisor has stolen Peaches voice, and like always you are the person to do the job. Bowser also offers to help you by giving you a ride over there.

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Toadtown Square
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Nothing much to do here just talk to the people here about your action commands and all, get the items in the area and be off to the next area in the north. Learn about save blocks in this area then go north where toad will run towards you and give you your suitcase (to open press SELECT), and 100 coins.

Go North once again and you will board the Koopa Cruiser, Bowser is now waiting for his men but during this time he spots Luigi and asks him to come Luigi doesn't like the idea and runs away but while trying to run away Bowsers henchmen run into the screen bringing Luigi into the Koopa Cruiser too.

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Koopa Cruiser
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You appear in what looks like a cargo room when you hear Bowser over the P.A system after he is done go and and save at the save book. then go to the east

talk to all the Koopas for tips. Keep going and soon enough you will meet a photographer, he looks at your passport then says that you need pictures for them. Do what he says to get your passport pictures then move on, you can go south and talk to the koopa for a free 1-up mushroom, now go upstairs. Break the barrel by rolling it over then talk to the koopa ahead of you, you'll engage in a battle with two goombas while the koopa will tell you how to battle with both brothers after you win you will be awarded with 4 exp.

In the next room there should be a shaking barrel, brake it. You now engage in another battle with goomba's no trouble should be presented so just beat them and move westward. There should be a Koopa in this room help him out by battling the Goomba's while listening to what the koopa has to say. Go to the next area and SAVE. Go west and activate the crane by hitting the block. The crane should grab Luigi.

The game now cuts to the deck of the Koopa Cruiser where Mario and Bowser are standing on deck while Luigi is hanging from the crance suddenly they are attacked by none other then Cackletta herself. Cackletta runs off leaving the Mario Brothers to fight Cackletta' sidekick Fawful while Bowser is knocked out.

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*****Boss Battle:Fawful*****
*Fawful should pose no threat as long as you *
*use your timed-base attacks right. Midway *
*through the battle Bowser gives you a clue *
*of who the enemy will attack. His worst *
*attack for you is "Fink-rat" so be prepared *
*for that when he yells it out. Before long *
*the battle will be over. *
*****
*EXP:0 Items: None Coins:0 *
*****
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After Fawful has had enough he will bomb the cruiser until the cruiser gives way making Mario and Luigi go flying of the ship. A toad will spot you as some meteroides.

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Stardust Fields-Mushroom Side
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The scene starts after Mario and Luigi have fallen of the Koopa Cruiser, Luigi will pull Mario out of the ground then control of them resumes. Head west then save in this area you will notice a koopa in the area he has nothing good to say so don't worry about him. Continue left again and you should see some more Koopas, once again don't bother with them. Head into the small castle like structure. Once inside play the border jump game (see the mini-game tips section for help in defeating this mini game), once you beat it you will continue on to the other side of the border.

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Stardust Fields-Beanbean Side
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As soon as you cross the bridge one of the hammer bros. will stop you and give you a map of the Beanbean Kingdom. Keep going ahead when you see a pipe go through it to get the first warp pipe activated. Go south from this area and read the sign to find out how to jump the spikes, now use that technique to go eastward through the spikes. Get the mushroom from the box then go westward through the spikes using the technique you just learned. Get yet

another Mushroom and go across the bridge the next area.

In this area don't bother about trying to climb the platforms as they are too high to jump to at the moment so just kill all the fighter flies and head to the next area. Save first then go jump up to the platform you will see Bowser and a guy named Tolstar. Since Bowser is stuck in the cannon Tolstar will offer to release Bowser for all his coins but since the Mushroom exchange rate is up the crapper Mario will need to find 100 Beanbean coins. Go through the bridge which Tolstar opens.

BEAT ALL ENEMIES AND HIT ALL BOXES IN THE FOLLOWING AREAS:

Follow the path into the next area, making sure to beat all enemies and hit all blocks, once you are finished milking in this area go across the bridge on the right side to continue to the next area. Get the Syrup from the block in this area then walk forward to the star.

Hey.....It's those guys that saw you fall. Mario and Luigi start mimicking them but Mario fails and the Starshade Bros. soon come to the conclusion that these guys are the Mario Bros. They then say that they now would like autographs but after Mario and Luigi start explaining what they need to do, the Starshade Bros. say that they will help by teaching the Mario Bros. some new moves, The Super Jump and the Spin Jump. After the tutorial you will have to use your new skills to ascend to the flag on the mountain, It should be pretty self-explaintory just make sure you get the mushroom. Get the syrup then exit south from the area.

This next area is a land mine of coins so get every single one, you should have over 55 coins now. Continue to the next area on the left, where you'll meet the Starshade Bros. again, they'll teach you two in-battle Bros. attacks, once finished continue left to the next area.

Stay on the lower area of section defeating all enemies, then hit all the blocks. You should now have at least 100 coins so go back left then north. From here you should be able to get back to Tolstar. When you return to him and give him your coins he will then engage in a fight with you.

*****Boss Battle:Tolstar*****

*This battle should pose no threat whatsoever his *
attack is throwing spiked balls at you first of they
*along the ground so you can just jump over it but *
*after a couple of turns they will bounce, with the *
*bouncing balls you can just let them bounce right *
*over you. To beat him just use some Bros. attacks *
*and after a couple of turns he should explode, If *
*you somehow manage to run out of BP just use Solo *
*attacks. *

*EXP:30 Items: Coins: Amount of coins you give him. *

After the battle is finished a Starshade Brother will pop out from the star and will say that Bowser has complained long enough, he then lights the fuse on the cannon and Bowser goes flying off into the unknown taking Tolsatr with him but before he leaves he says it is up to the Mario Brothers to rescue Peach's voice. Get over to the platform on the right by spin jumping, go north and save then enter the cave. This cave is pretty self-explanatory, just make sure to get the mushrooms in the blocks.

HooHoo Village

T=Tornado
>>>>=Spin Jump
S=Stairs/Platforms

Once you are over on the other side drop down to the right side and exit south. You'll now be back in the room with the water fountain that wasn't working but now it is working so use it to extinguish the fire statue. Once again a tornado will appear use this one to spin left into the second one from the second one spin left again. Go down the stairs and exit to the right. In this area first thing is first, SAVE then go up and talk to the rock type thing with flashing eyes. He will tell you that things are only going to get tougher and that you must prove yourselves by taking his challenge. The first challenge is the spirit collecting game in which you can find my tips in the mini-game section. The second is a boss fight against HIM.

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*****Boss Battle:Hooooros*****
*The only way to attack this guy is when he is exposed*
*To expose him first attack the platform he is not      *
*under then the platform he is under when he is        *
*exposed he uses a laser beam that scans your whole    *
*half of the area. To beat him use some Bros. attacks  *
*and when you re low on health HEAL. Also the          *
*platforms can also shoot lasers so beaware for that.  *
*sooner then later Hooooros will be gone.             *
*****
*EXP:30          Items: 1-up Mushroom          Coins:24  *
*****
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After you beat Hooooros the wall in the north will be dismantled allowing you to climb up the platforms so climb up the platforms and go left then exit north. In this area first hit the exclamation box then Super-Jump upto the platform that some (partial) stairs attached to it, now spin Jump from the platform to the lower platform to the left of you. Now Super jump from that upto the platform in front of you then to the one beside you on the left. From this platform you have to steer Marios spin jump into the gap of Jagged rocks, once thats done fill Mario up on water. Then have the brothers go through the cave to the right and out at the other side then have them climb the stairs and put out the fire statue. A tornado will appear use it by going to the platform near the top and spin jumping into it. Spin to the left of it to find a platform, Super-Jump from this platform to the platform in front that has stairs. Hit the block to get a syrup then exit north.

Super jump upto the platform in front of you then climb the stairs, there will be a moving tornado in front of you, time your spin jump an fly into the tornado spin left to the next platform. The next couple of platforms just need to be spun to. At the end of this climb the stairs then exit to the north. This one is hard to explain go up to the platform where the tornado is moving back and forth and catch a ride in it, because you can't spin the length that you need you will have to go forward of the tornado the come back to it keep repeating that untill you fly into the next tornado then fly directly left. Go up the platform the climb the stairs spin jump the gaps next spin directly left into the tornado when you get to the platform with the block, Super jump and go over to the area near the tornado(make sure the tornado is not near) and go north into the area with the broken stairs, climb them then exit north.

You are now on top of the mountain so climb the flight of stairs then go left around the summit until you see the save block. SAVE. Then go right into the center. Push the stone (Hooohoo block) and you'll have a cutscene with Blabandon, but the egg awakes and you'll enagage in battle with..

*****Boss Battle:Dragohoho*****
*This guy can be either easy or hard, he spits out *
*balls which you should jump soon enough he will spit *
out a hoho stone which you should hurry up and defeat
otherwise you may be in some big trouble. Always keep
*your health high, so use plenty of mushrooms. Soon *
*enough you will have defeated Dragohoho. *

*EXP:50 Items: Super Mushroom Coins:34 *

Afer the battle you will find that Prince Peasley was trapped inside Dragonhoho, the perpetrator of this crime....Cackletta. Beofre the scene closes Prince Peasley tell you he would like you to go to Beanbean Castle to meet up with Queen Bean, to gain entry to the castle he gives you a "Peasleys Rose". Blabanadon will take you back down to HooHoo Village.

HooHoo Village

Go over to the Hammerhead Bros. and because that HooHoo block fell from the mountain into the waterfall somehow it floated to the Hammerhead Brothers, anyway they will start make you your hammers. They'll also teach you how to use your hammers. Go back to where Fawful placed that large rock and smash it with your hammer. Then go drop down these platforms and exit south.

HooHoo Mountain Descent

First of all smash all the rocks, except the flaming one near the bottom. Secondly you will ned to activate the fountain by hittin the switch which is after a path of rocks on the right. Once that is done get Mario to take in water and spit it out on the flaming rock near the bottom of the area, now you can smash it. Exit South. In this next area hit the borthers block then SAVE. Now remove the rocks and go inside the cave and play the mine-kart minigame. See the mini-game section for how to beat.

You should now be at the oppisite end of the cave it you beat the minigame. Exit the cave. Break the rock the is blocking the bridge then exit through the bridge. The hammer brothers will now stop you amd teach you how to use hammer in battle, pretty simple stuff. We should now exit south, in this next area just use some common logic to get through the maze of platforms and exit south. In this area follow the sign and go south, same in the next area but when a horizontal path of cement appears, go left along it and over the bridge to.....

Beanbean Castle Town

When you arrive in Beanbean Castle Town you will quickly find out that it has been under heavy attack go around and talk to everyone to get a clearer mind about what has happened then head to the Castle in the north.

Beanbean Castle

Save in this area then keep going north up, when you try to enter the castle door two guards will stop you, due to the fact that the town has been attacked, theres a funny little joke in here too, after showing Peasleys Rose they will let you pass. Once you are in the castle go through the door in the north. Go left in this next area. Go left through the corridor then talk to the guy that is laying on the platform. Lady Lima will now enter and agree that the two of you are the Mario Brothers, she will then drop you into the castle sewers and tell you that if you wish to meet Queen Bean you must fix the castles plumbing.

Beanbean Castle Sewers

First of all, SAVE then head to the left where you will see three corks being lifted above a pipe by waterplug them in by hitting them with your hammer. You can now move to the next area through the newly opened door. In the next room you must first rotate the valve wheel in the upper left hand corner with your spin jump, and then hit all the corks in, go through the newly opened door. Don't do anything in this room yet, but go to the room to the right of it. In this room spin the valve then hit the corks in this order.

- 1 3
- 2 4

A platform in the right should now rise so go Super-Jump upto the platform then to the platform in in front, exit north. Spin the valve here then head back to the room that I told you not to do anything in, hit all the corks in there then head to the next room. Hit the lone cork in this room then two doors will open the real Lady Lima will appear. She'll thankyou for rescuing her then you'll explain what has happened she'll then tell you to go up and resuce the Beanstar. Save and exit through the left door. Climb all the stairs then exit at the top.

Beanbean Castle

You'll arrive inside with Lady Lima to meet Cackletta, she'll tell you about her devious plan and how great it is. You'll then have to fight a gift Cackletta leaves.....a brainwashed Queen Bean.

*****Boss Battle:Queen Bean*****
*The only way to beat this boss is to take out the *
*arms FIRST. Once her arms are taken out her crown *
will fall of you can now jump on her(Hammer only does
*1 damage). Queen Bean will soon start throwing beans *
to attack, dodge these or they turn into beanies. Her
*arms do regrow so attack them when they regrow. Also *
*use mushrooms or syrups when needed. Also her attack *
*before you take out her arms is a shockwave *

*EXP:160 Items: Many Coins:34 *

It appears that Cackletta forced Queen Bean to eat a bleech worm, like always the Mario Brothers voulenteer to help. Lady Lima informs Mario that the only way to make Queen Beans spit it out is to drink the legendary Chuckola Reserve

from Chucklehuck Woods, Mario agrees once again you get a Beanbean Brooch so that you can have access to Chucklehuck Woods. You now regain control of Mario so exit the castle. On the way back to the town one of the castlesman will stop you and give you a badge, she'll also teach you how to equip it.

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Beanbean Castle Town
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Exit the town by going left over the bridge, in other words the way you came.

West Beanbean

Go a little left then exit south through the bridge. Go south-west in this area untill you find a bunch of platforms and a bridge, climb the platforms then exit west over the bridge. Go across the bridge to the platform from here spin jump to the platform in the north, talk to the gentlemen in front of the gate and they will let you through to....

Chucklehuck Woods

First thing to do is jump upto the platform in the north then jump to the one to the left of it, now go south until you go as far as you can then go west a little, go north now and then exit north. Go north and enter the cottage type thing.

Chateau de Chucklehuck

Save then go exit this corridor in the western area. The next room is a maze of barrels all I can tell you is to just walk anti-clockwise and that your final destination is west of where you start, when you exit the maze you should be followed by a strange guy that will run of, now jump up the platforms and exit to the left. When you arrive in the next room there will be a cutscene with Popple and Rookie(Bowser), you'll then engage in battle with them.

*****Boss Battle:Popple and Rookie*****
*DO NOT ATTACK POPPLE. That's the number rule for *
this battle, attack Rookie instead. Just use Brothers
*attacks on Rookie and sooner then later he will be *
*gone but watch out for Popple's steal attack as he *
*can steal a mushroom and then heal Rookie. Rookies *
*main attack is a hammer throw which you can counter *
by letting go you hammer at the right moment, he also
*uses a fire attack later in the battle which you can *
*counter by jumping. There should be no need to heal *
but if nessecary do so. Once Rookie is gone after one
*attack on Popple he will flee. *

*EXP:160 Items: 1-up Mushroom Coins:64 *

Popple will now blame Rookie for he loss then say that is doesn't matter because they can still get the Chuckola Reserve. They then scam, exit left in

to the next room. SAVE, then break the barrel in the left area of the room. Two men will appear from the barrel and thank you for saving them. They introduce themselves as Cork and Cask, the owners of the Chateau. You then explain to them that you are after the Chuckola Reserve, they say that would be difficult to get there. But you show them your Jump and Hammer attacks and they say that you may be able to get through the woods but not with just those moves they agree to teach you some moves. Go north into the next room where Cask and Cork will teach you the moves.

You now need to find the two goblets next door, so exit east. In the area covered with a metal plate make a Mario micro then get him to crawl under the hole, jump on the table to get the goblet then go back to Luigi and Make Mario large again. Go right and there will be a gate make Luigi go underground and go under the gate, pop him up when he is on the other side. Get him to hit the red switch with a hammer then get Mario to come in and do a Super Jump to get the goblet on the table. Go back to the other room and give the goblets to Cork and Cask then exit south. Go south through this room and out the exit to...

Chucklehuck Woods-Secret Side

Nothing in this area so move to the west. First of all hit all the blocks in the area then exit north, go through the pipe to get the Chucklehuck Woods warp. Now exit back south. Back in this area exit to the west looking at the map if you want. This is your first "puzzle" in Chucklehuck Woods, it's pretty simple just smack Luigi underground go under the fence, pop back up, hit the switch to open the door, then collect Mario. Now go and super jump up to the path on the second level and exit north along it. Save in this area then you'll wonder how you are going to get past the gate because metal is under it. Well hit the rock on the left and have Mario travel through the hole then go to the back of this area and hit the switch on the wall, and yes it will open the door. You can also smash the rock and go through that hole for two syrups and a mushroom, but go through the passage where the gate used to be and exit north.

In this room read the poem on the sign first then have Mario knock Luigi underground, after this make Luigi go under the barrel then press A so he is in the barrel now move Luigi over to the little smiley plate on the ground. A ball of fire will be shot from the statue then reflect off the barrel killing the statue. A platform will now rise in the left area use that to forward to the next area. In the next area you will be straight up confronted with a crossroad go to the left then climb the stairs and you'll be confronted by another crossroad go to the left yet again and exit left.

First of all, you should defeat the enemies on this screen because they will be a nuisance when trying to get through the puzzle. Once done climb the stairs and spin jump to the platform with the barrel go underground so you can move it then move it over to where the switch is. Have Mario climb up on it by selecting the barrel icon with R and then getting on by pressing B, up on the barrel get Mario to hit the switch with your hammer, some platforms to the left of you will rise. Get off the Luigi by selecting the barrel with an arrow icon by pressing R then pressing B. Break Luigi out of the barrel and climb the platforms then exit through the path up there.

Save in this next area then go climb the platforms in front of you, Walk up when a big tree named Chuckleroot will stop you. Only people who find the three different chuckola fruits may pass those are White, Purple and red chuckloa fruits. The two side gates will open and off you go. We are going to

go through the left door first so go through it then exit. Go south in this area then exit through the right-south exit. This next area has some shy guys which are near inevitable to miss so beat them and exit to the cave at the end of the room. Hit the blocks then exit right. In the north of this room there are some stairs so find them and climb them going right. Once you get to the platform on the left there will be a pair of travelling blocks use these by using the pattern of: A,B,A,B,A,B,A,B,A,B once you're on the other side exit right. Spin jump over to the platform on the right then collect the Purple Chuckola fruit attached to the roots by walking through it. Back track back to the place where I told you to go to the right-south exit and go to the left-south exit.

As soon as you enter this room the gran daughter of chuckleroot will appear and tell you about the crosses in the ground and how you get beans from them by having Luigi dig under them and pop back up. She now asks you to find ten beans in the room that you are in then bring them back to her, then and only then will she open the door. Collect them and give them to her then exit to the next room. Go around in this room and you'll have a cutscene after it is finished have Luigi make Mario small and Mario go under. When Mario and Luigi run back go and jump on wiggler to engage in battle.

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*****Boss Battle:Wiggler*****
*This battle is pretty easy just hit the leg sections *
*that are red when they all turn yellow then you can *
*the head but not before. Should take around 4 rounds *
*at the most. If you hit it's head while he is red he *
*will use a shockwave type move. *
*****
*EXP: 120          Items: Super Mushroom      Coins: N/A*
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After the battle make Mario go back through the hole and get the Red Chuckola fruit, come back out then backtrack to the Chuckleroot. Go through the right exit now.

Go to the other end of this area and exit right. In this room is yet another poem and puzzle. First of all pound Mario down to size then get him to go through the hole hit the switch then switch to Luigi (START) and have him go through the gate that just opened, hit the switch then switch to Mario have him go through the door newly opened then hit the switch. Now you have to go where Luigi is located and pound him underground so he can go through the door hit the switch here then you will have 15 seconds to get to the door. To do this have Luigi use the jump launcher and join with Mario during this get Luigi ready to smack Mario down to size once you are at the hole smack him down and have Mario run all the way through the gate. Get the chuckola fruit and back track to the chuckleroot.

Back at the Chuckleroot give him the fruits and he will be amazed and let you pass. Rookie and Popple will have been hiding there and tell you that they were waiting for a bunch of schmoes like you to open the path and will go ahead of you. Exit North. Hit the blocks in the area if you would like but keep heading north Save before entering Mother Chuckola then enter her. Go north inside Mother Chuckola until you meet an old guy telling jokes to the chuckola reserve. He'll say that it is your turn to enjoy, he'll then show a tied-up Rookie and Popple. After a bit more talking you will engage in battle with the chuckola reserve.

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*****Boss Battle: Chuckolator*****
*First of all you have to take out the shield in this *
*jumps are useless so you are stuck with your hammer *
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*once you have take out his shield then you can use *
*your jumps as well as hammers, he attacks with *
*chuckola cola you can jump these. When his HP gets *
*dire Bubbles will come in and tell him a joke to *
*revive some of chuckolators HP. Use items if needed *
*and soon enough he will be gone. *
*****
*EXP:260          Items: 1-up Mushroom      Coins:0 *
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After the battle Bubbles will get angry and send you and the Reserve underground. The reserve will land first followed by Mario who lands in it then Luigi who lands on a higher platform. Go right across the bridge and save. Go north then right across the bridge in the next area, the go south break the rock blocking your way then exit through the south. In this area go across the bridge then go south break the rocks then exit through the northwest. Go west and you'll find the barrel, touch it and it will start moving, fall into the sea then Luigi will use it as a boat.

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Beanbean Castle
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The guards will spot you and say that you look like Mario and Luigi, Mario will then get up say that it is them and that Mario is filled with the Chuckola Reserve and that they need to tell Lady Lima straight away. One guard will then ask the other what is Chuckola reserve and the guard will reply sssh...I have no idea.

Lady Lima will ask if you got some and you will reply by Super-Jumping so that the Chuckola reserve empties from Mario's mouth and into Queen Beans. She'll cough up the belly bleech worm and return to normal. Queen Bean will thank the two of you and explain why the Beanstar and Peaches voice were stolen. You now have to go out and talk to Prince Peasley in the castle courtyard so head there by heading south as far as you can go. Peasley will tell you that his mission is soon about to pay off thanks to you. Queen Bean will walk in and congratulate Prince Peasley on his mission and ask if he found out the location of Cackletta. He then tell you that Cackletta is to be found at Whoohoo Hooniversity. Peasley heads of to the Hooniversity and Queen Bean tells you that this is your chance to get Peach's voice back she also gives you permission to go to the Hooniversity.

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Beanbean Castle Town
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As you can see the town has been rebuilt so take some time to go see all the stores and talk to the people. Once your done here go and exit to the east of town.

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East Beanbean
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Go east a little until you see a bridge, exit over it. When you arrive in this area follow the dirt path to the left and exit through the area where the guards are. Follow the dirt path in this area as well until you get to the bridge, which you should along then exit to the left after you are over it. In his beach area go south then right now go north and save before the entrance to the Hooniversity then enter.

Whoohoo Hooniversity

Upon entering walk north and a heard of Beanspeople will come running out as if they are scared. Keep walking north into the next room. Go north once again into the next room and jump to the platform on the right and hit the exclamation block. Then head back into the previous room and go through the exit which used to have a laser guarding it. Go through the corrdidor until you can exit north. Exit north in the following room too. Now exit right; keep in mind that you will have to return here when you open the sun door. Exit North in the next room. You now have to open the sun door. You can change the statues colour by hitting the statue with your hammer the code that you need to have is:

R=RED B=BLUE

R R B B

R B R R

R B R R

The statues will now disappear and the sundoor will open making light hit one of the switches in the Hooniversity. Backtrack to where I told you where you would need to come back to after opening the sun door, go north into the newly opened door when back there. Go north then exit left in this room. SAVE in this room then drop down to the lower platform then exit through the south. Go to where there is a little hutch in the wall and have Luigi make Mario small then have Mario jump through it and hit the switch. Switch to Luigi and go hit the switch in the door that just opened. Now have Mario hit the exclamation block the just appeared, you'll now engage in a mini-game which is explained in the mini-game section. After you complete the mini-game the doors that you are stuck in will be opened as well as a new one. Take control of Mario and go through this door there will be some stairs in thee so climb them and you'll be able to travel around the edges of the little rooms. Use this to go across to the area closest to the door and hit the switch in here. This will open the door to the compartment that has a barrel inside so go back and collect Luigi and move the barrel with the underground trick to the switch that is too high to get to. This will reflect the light to a new switch, backtrack to the area that has a door that just opened.

Drop down then exit left. This area has one of those wall statues but it is no use to us at the moment so exit left. Spin jump across these platforms until you see a switch, hit it and continue spin jumping until you reach the door you just opened, smack Mario with the hammer the have him enter the hole. This area is a maze in which you have to get to the switch does so then hit it, this will make a barrel appear in the room with the statue but we still have no use for that room so exit the maze. We are now back out at the area with the platforms so go to the first platform and drop down go left and exit through the door at the end of the passage. Hit the switch that is right front of you and the second barrel will drop down in the statue room. Head back there now by going right in the room you are in now and then right in the next room and going through the door. This will take you back to the platform room so just go east. Back in the statue room have Luigi use the barrel in the northwest to stand on the plate that makes the statue fire. After the statues fires a crane will come and take Luigi, you must now get him back to do this go through the room that had the crane stopping you, the crane is gone so you can now you can pass, do so and exit through the south.

DONKEY KONG, DONKEY KONG... yes it is a Donkey Kong type minigame the objective is to save Luigi by jumping over the barrels that are thrown down. When you manage to get up to the top, The crane will move once again but a switch will be revealed, hit it and Luigi's barrel will drop rolling a couple of screens and hitting the exclamation block in the platform room. Making the light within the Hooniversity be relected once again. The door that is opened this time is the in the main room (starry room) so head back there and go through the door that was opened.

Once in read the sign to learn a new water technique, fill Mario up and go south into the next room. Now you have to put your new technique to work by using it to knock the Wind-up toys into the holes once all of them are in and electric current will start the fan up pushing the exclamation block to somewhere you can reach. Hit the block then the light will be relected into the room north of the starry room. Head over there and climb the platform on the left, hit the exclamation block and the light will reflect on the door in turn opening it, there will also be a cut scene will Fawful and Cackletta after that go through the door. Hit the blocks if you want then jump up the platforms SAVE, then go north. Your now in the room with the Cackletta, Fawful and Robots which have Peach's voice installed and obviously the Beanstar. Cackletta will start to awake the Beanstar when suddenly the Beanstar turns angry and pulverises the room, making the Robots and the Beanstar go underground. Cackletta and Fawful will say that their plan didn't go very well and Mario and Luig will come up and engage in battle with Cackletta.

*****Boss Battle: Cackletta V1*****

*As soon as you start battle be ready because she *
*sends black holes along the ground and if you are *
*caught you'll suffer heavy damage and a weight *
*condition meaning you can only stay in the air for a *
*limited amount of time. After this Cackletta uses *
*thunderstorms, the hand that she raises is the *
*brother she will attack, if both hands get raised *
*both bros will be attacked jump to avoid the *
*lightning. After you have pounded on her for a while *
she will spit in three, If you attack a clone it will
*turn into a bunch of bats which you can avoid one by *
*one. Keep pounding her with your Brothers attacks *
*until she falls at your feet. A LOT of items may be *
*needed here. *

*EXP:900 Items: 1-up Super Mushroom Coins:300 *

After the battle Fawful will suck up Cackletta's energy then Cackletta will ask Fawful to give you one final attack. But Prince Peasley will arrive and knock Fawful out of the hooniversity. After a short talk with him, he will request that you go and the Beanstar. Once play resumes exit in the upper left-hand corner.

Whoohoo Hooniversity Basement

Save then Super Jump up the ledge then exit left down the stairs. Go down the stairs then drop down the ledge and go exit through the next flight of stairs. Once again go down the flight of stairs hit the block if you want then exit through the next flight of stairs. YAY.. something different this time go down the stairs then drop down to the snow and exit left. Look at the map if you

wish then exit north. Ignore the water pipe, Super Jump to the ledge in the upper-left corner then the one to the right. Exit right. Drop down the ledges then exit right. SAVE then exit right. The next room is one where you have to knock the wind-up toys into the pipe. So head north and fill up Mario and shoot the Toys into the pipe, the only problem is that they move so you'll need to time your hit very closely once you have knocked all three in the door in the previous area will open. Head there.

Super Jump to the ledge then walk forward, Popple and Rookie will be smirking around the Beanstar, until you walk forward to them and engage in battle.

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*****Boss Battle: Popple and Rookie*****
*Basically the same battle as the first except this *
*time Bowser uses his fire attack more often and they *
*now have a Bros. Attack, one where Rookie will throw *
*Popple at you and the other where they will make two *
*shockwaves. Like the first battle do not attack *
*Popple. *
*****
*EXP:300 Items: 1-UP Mushroom, Red Pepper Coins:66 *
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After the battle one of the robots will drop and start singing causing the Beanstar to get furious and start lifting into the air. Popple, Rookie, Luigi and Mario all trying to keep the Beanstar jump on. The Beanstar now flies in to the air above the Hooniversity. Popple falls off then Luigi then Mario, Rookie now remembers who he is, BOWSER THE KING. But then he falls off and the Beanstar splits into 4 pieces.

Oho Oasis

The scene opens with Luigi looking for Mario, he then turns around to see Mario stuck in the ground with some Fuzzys knocking his head. Luigi scares the Fuzzys away and Mario jumps out of the ground. When play resumes SAVE then exit north through the totem gate. Walk up the stairs then enter the building.

Thunder Palace

Exit through the north-west of this room. You can't go through the gate in this room so go right. Now you can go through this gate. Hit Luigi with Mario's hammer and have Luigi go under the gate, and through the door at the end of the room. Jump up the ledge then walk up the stairs. Hit the stone block that blocks your way and the lights will start flashing and a God(?) will appear. He will tell you that he has no business with you and to leave, so walk up the stairs and stand next to he orb and press A. You now have the Thunder Hand power. The god will reappear and teach you how to use the hand power. Exit through the exit in the Southwest. Use your hand power to light up the orb in this room then exit through the gate. Collect Mario then exit the Thunder Palace.

Oho Oasis

Once you exit from the Thunder Palace you need to go through the trail at the right near the sea. Do so and follow it to the area at the back of the

Thunder Palace. Exit left. Follow the path in this area until you can get up the ledges. Once you get up the ledges go North into the Fire Palace.

Fire Palace

Looks just like the Thunder Palace doesn't it? Well exit Northeast. You can't go through the gate now so exit to the left. Ok you know what to do, make Mario small then have him jump through the hole then exit north. Jump the ledge and go up the stairs. Hit the Stone block, the lights will start flashing and a god will appear and say that he has been waiting for you and will forget who he is. He will move so go up and stand by the orb and press A. The god will reappear and teach you the Firebrand (Hand Power). Once done exit through the Southeast. Now you have to use your Firebrand to light up the hole in the wall, once you've done that the gate will open so go through it. Collect Luigi and exit the Fire Palace.

Oho Oasis

From the Fire Palace exit south. Talk to the locals if you wish then exit East. Back in the area that Mario and Luigi fell to SAVE then Super Jump to the platform on the right. Use your Hand Powers to Light/Power up the Opening/Orb and a bridge will appear to the right, cross it then go through the Tunnel.

Oho Seabed

Read the sign on the right to learn how to swim then SAVE and exit to the left. In this next room you'll see that there is some seaweed blocking your way, no problem just light the Fire opening to the right. Once that's done pass through the area that had the seaweed keep heading north then exit to the west. In this room follow the left most path then jump up the ledge. Now you are going to have to swim all the way to the South-west corner although you can have breaks at some of the platforms on the way. Once you get there exit through the only path you can (through the half-hoop).

Pretty simple in this room just use your Thunderhand to power the orb then the door will open. Exit through the door. In this area you have to swim yet again this time you need to reach the NorthWest once you've done that exit North. The next room is a puzzle you have to light the openings in the right order here is the order needed:

1 | 5 | 3 | 2 | 4 |

This will open the seaweed in the Bottom-Left, exit through that area. There are a lot of enemies in this area so be warned, Exit through the South-West. SAVE then exit through the pipe. To get up the pipe hold A and B as well as UP on the d-pad.

East Beanbean

We cut to a scene near the border where Bowser is laying on the grounds of Stardust Fields then in walks Fawful with Cacklettas energy. Cacklettas Energy

then enters Bowers body possessing him. The game now cuts back to Mario and Luigi who are back in the East of Beanbean Kingdom (on dry land). Hit the switch to open the gate then start walking out Prince Peasley will eventually stop you. He will say that he has searched high and low for you and that something terrible may have happened, Mario and Luigi then do a SMRPG style explanation of what had happened for Prince Peasley. The brothers then say that they will help Prince Peasley find the Beanstar pieces, Prince Peasley agrees but first he needs you to pick up Princess Peach of the Mushroom Kingdom from the Beanbean Airport. He tells you that it is in the south of the Kingdom and that he will meet you there. Exit left.

Exit over the bridge that you took to go to the Hooniversity. Back in this area you have to climb the platforms in the west near the gate. When you are over those platforms you need to have Luigi go underground and under the gate. Pop up on the other side and climb the platforms here. Exit left over this bridge. In this area hit the exclamation box then switch to Mario with START. Have Mario go south then exit left. Mario and Luigi will now be in the same room so have them meet up and travel left from where Luigi was. Go across the bridge and keep heading left, if you read the sign you'll recognise the "Harhalls Studio" is south of where you are keep this in mind as you will need to go here soon. Exit left. Go left and jump up the ledge go across it then go south where the sign says "Beanbean Int'l Airport". You'll see that you can't go any further so power up the orbs with Luigi's Thunderhand and a bridge will appear, cross it and keep going south. Exit South. SAVE then head south again and exit south.

Beanbean Int'l Airport

You are finally now in the Beanbean Airport, head to the south exit and when your going through it a Beansperson will inform you that Lady Lima is waiting for you. Exit south. Go south onto the runway and Lady Lima will stop you and say that Queen Bean was pleased with your efforts at the Hooniversity, but there is another problem, Princess Peach cannot land because the runway is infested with Piranha Plants. The brothers ask why repairs haven't been made and Lady Lima will reply that it wasn't a priority with the Cackletta incident. So you must clean up the Piranha Plants. So now you'll have to defeat the piranha plants over three screens. But you cannot just attack them you have to first have Mario drink some water then have Luigi make Mario shoot some of it at the piranha plant. The piranha plant will then be filled up with water so use a Thunderhand on it. The plant will then be electrocuted and a crack will be placed in the nest. Do this to all the Piranha Plants on the three screens then SAVE in the middle screen. Then go and engage in battle with the Mom Piranha Plant by touching it.

*****Boss Battle: Mum Piranha Plant*****
*The battle starts off with Mum Plant and two smaller *
plants. When the boss is red use Luigis hand Power to
*cause some heavy damage. When you attack the mom *
*plant the small plants will get angry and throw some *
*fireballs so be ready to dodge them after you attack *
*the mom. After a while the mom plant will turn blue *
*and you should use Mario's Hand Powers instead of *
*Luigi's. Just one thing, you'll need a lot of *
*mushrooms and other goodies for this battle. *

*EXP:412 Items: Spiny Badge A Coins:52 *

After the battle is finished go back to Lady Lima will congratulate you and say that Peach is now able to land, The runway lights light up and Peaches plane starts to land.

Beanbean Castle

Mario will be speaking to the castle folk, when Lady Lima enters and tells everyone to be quiet as Princess Peach is now here. Peach enters and bows to the Brothers and then says their name (wait she can talk?). Peach will say thanks for what they have done and that she is glad they are safe. But Mario and Luigi will start yelling at her asking how she can talk. Toadsworth will then say that Peach's voice was never stolen, Mario and Luigi will jump and Peach starts giggling. Prince Peasley enters and says he knew about Cacklettas plan so he informed Princess Peach, and it wasn't Peach's voice that she stole because Peach was hiding behind a curtain at the other end of the hall. It was actually a birdos voice whose was stolen. Now Queen Bean will enter and say that their cards were far better then Cacklettas that's why it worked out so well for them. Peach tells the brothers that she wanted to tell them but Bowser was there so she couldn't tell them.

Now back inside the Castle Prince Peasley tells you that he must go and look for the Beanstar pieces, and tells you to do some sightseeing of the Kingdom with Princess Peach. Go into the crown room now. Once you enter the crown room go forward and you will overhear the Princess and Queen Bean talking about a town called Little Fungi-Town in the north, past Teehee Valley. After a brief argument with Toadsworth Princess Peach will ask you to take her to Teehee Valley, you'll agree. Princess Peach will request that you meet her at the entrance of Teehee Valley. So exit the castle back into the Castle Town.

Beanbean Castle Town

There are a lot of new items in the shops so go shopping and talk to the people around town, once your done go to east Beanbean.

East Beanbean

Been here before but this time head northward into NE Beanbean.

NE Beanbean

Once in NE Beanbean go forward until you spot an orb with a gate near it, quite obviously use Luigi's Thunderhand to light the orb and pass through the gate. Follow the path through a few areas and soon enough you should spot a cave, enter it. SAVE then go down the stairs into the next room, once inside speak to the Hammerhead Bros. And they will upgrade your hammer to a super hammer. The Super Hammer allows you to break grey blocks now. Once you have finished speaking to the hammerhead brothers go to the right and you will find some blocks break the grey one and exit north through that path. In the next room talk to the thwomp to play a game, the prizes that can be won are:

*Secret Scroll 1
*300 Coins

*Nothing

Keep playing until you win the Secret Scroll 1 as it gives you another Bros. Attack. Once done exit the cave and go back to the area where you used Luigi's Thunderhand to open the gate. Back in this area go north until you find a rock blocking your path, break it then continue into.....

Teehee Valley

Go north upon entering Teehee Valley and Toadsworth and Princess Peach will enter, Toadsworth will tell her a couple of things then be of. Toadsworth will then come back and remember he forgot to tell you that if Princess walks to far ahead an enemy will take her, while Toadsworth is speaking Princess Peach will walk to far ahead of the group and be taken by a gritty goomba. After you finish your conversation with Toadsworth go rescue Peach by walking going through the pipe. When you arrive in the underground follow the path and beat the enemies, then jump up to the platform that Peach is on and press A, there will then be an emotional scene an you will appear back above ground.

Once above ground you will have to follow peach very closely to make sure that she isn't taken away by any enemies. Princess Peach will turn back and walk the other way if an object blocks her way (gate). To forcefully make her turn the other way talk to her. The path to Little Fungitown with Peach does get a little tedious as you may need to rescue Peach numerous times, it also resets the puzzle in that room. To rescue Peach you must go to the underground through the pipe that is in the area that she is caught (every area on the path to Little Fungitown has one). Anyway follow Peach around to the exit in this area.

In the second area follow her yet again and at the end, yet before she gets too close to the gate hit the exclamation block and the gate will open allowing her to pass through. How I hated this next area, what shall I say, I HAVE FURY. Well anyway, this area may take a bit of time if you rush/take no care. It is basically the same as Poems of Love II in Chucklehuck Woods (Go under barrel, move barrel, climb barrel, hit switch) except this time you need to take care of Princess Peach. Anyway my tactic is to beat the enemies first then hit the switch, dropping a barrel up on the ledge in the middle of the area. Then I make Princess Peach turn around and when she gets near the entrance and quickly get the barrel of the ledge while keeping an eye on Peach. Once you have the barrel on low ground move it to the other switch and have Mario jump up onto it and hit the switch, the gate will open and you and peach can pass.

The next area is not as bad as the previous yet it can still be annoying, you must Super Jump up to the edge in front of you and then have Mario spin jump across the platforms all while keeping an eye on Princess Peach. Once you are across them all hit the exclamation block and move onto the next area with Peach. Here Peach will read a sign telling her that Little Fungitown is just ahead; she will then walk of. **For future notice the elevator to the right is to Guffawha Ruins, I will tell you to come back here soon so keep it in mind** Anyway, SAVE then go north to where Peach went. You'll be confronted with a scene where Peach is being held hostage to a monster and a bunch of Mushroom guys will be onlooking, soon enough you engage with this monster, Trunkle.

*****Boss Battle: Trunkle*****
*This boss battle is probably the hardest boss as of *
*yet. Anyway, with Trunkle there are to possible *
*places to hit him, you'll need to hit his body *
*though. He takes a while to pound down but once that *

*is all done he will split into 4, the right one is *
*one that before dancing will open it's mouth, you *
*need to attack this one. After a while of this, he *
*will return to normal size. When in his large form *
*Trunkle's main attack is to suck up various items, *
*dodge all the items except the normal mushrooms, the *
*green ones are poison mushrooms, avoid them at all *
*costs.Keep attacking and within soon you should be *
*done with Trunkle. *

*EXP: U/K Items: 1-up Mushroom Coins:188 *

After the Mushroom Guys will talk to you then have you use the elevator up to Little Fungitown.

Little Fungitown

Once you enter this place that is high in the sky, some Mushroom people'll greet you. After a little talk you will be left of to explore Little Fungitown, so do just that. After you've spoken to as much people as you want, bought some of the unique items sold in Little Fungitown and SAVED at the save block in town it's time to go play at the arcade, the arcade for those that don't know is in the north east of town. It won't be bery hard to find due to it having many people crowding around at the front of it. Anyway, enter the arcade then go up to the machine that has nobody currently using it; press A when standing in front of it to engage in a mini-game that has a cameo of... GENO!!! Anyway, lok in the Mini-game section for help on this mini-game. After the mini-game Mario is awarded an Invincishroom, after Mario eats it he will black out.

You return with a scene at the Mushroom Embassy; Peach is concerned about Mario's condition, the doctor then says that Mario has Bean Fever a illness that affects many travellers to the area. Peach asks the doctor whether he can cure Mario, but the doctor then tells Peach that he is out of the remedy that can cure Bean Fever and in three days Mario will be a...BEAN. Luigi then have a SMRPG type spasm attack and Peach asks what are they capable of doing to prevent this, the doctor tells them about the remedy in Guffawha Ruins. Luigi is straight volunteers to get the remedy, Grabbie Grass. But the doctor forgot to say one thing, monsters have moved into Guffawha ruins and they eat Peoples bones. Peach says that is frightening and says that Luigi will do just fine but Luigi in shock just runs into the corner and hides. Peach then yells at Luigi telling him that he must go for Mario's sake, Luigi agrees and peach thanks him.

OK, now we have control o Luigi back or do we, Luigi is now scared so you move very slow and cannot use any field moves, but anyway exit the Mushroom Embassy through the door in your room then the big door in the front of the reception room. SAVE then exit south through the embassy gates, Exit south in the following area too. Go south in this area then then go into the house that is directly in the south. Inside Kamek's House talk to him and he will get of Luigi's fear by making him think that he is Mario. Exit once done go back to the elevator in Teehee Valley I told you about.

Teehee Valley

At the elevator jump on then hop over to the platform with the map on it, go south then west. Follow the path in this area until you come to a rock, smash it

then continue on south. Break the rock in this next area then follow the path until you come to a fork, go south, at the next fork go right then follow the path and exit through the exit to the left. Jump over all the ledges going left in this area and exit through the west. Go south in this area. Drop down the stairs then go left and climb the stairs that are in front of the waterfall, exit north through here. In this next area walk forward then hit the statue in the middle of all the other statues. You will initialise in a mini-game, see the mini-game section for details on how to play. After you beat the mini-game a switch will appear in the middle hit it with your hammer and the entrance to Guffawha ruins will be unlocked.

Guffawha Ruins

Inside the first room light up the orbs with your Thunderhand. SAVE then enter the door that was opened. Go through the exit in the NorthEast of this area. Climb the stairs hit the exclamation then go across the bridge. Exit through the Northeast of this area. Ok in the next area climb the steps then use some typical Mario style timing to jump across the yellow platforms in mid air then exit through the door in the west once you are over all of them. SAVE then we have a little puzzle to solve. There are three colored switches with matching Platforms you need to use a bit of logic here there's nothing hard about it but if you need help then here are the switches that need to be pressed in what order:

1. Hit the blue switch on the first floor.
2. Hit the green switch on the second floor.
3. Hit the red switch on the fourth floor.
4. Hit the green switch on the second floor.
5. Hit the blue switch on the second floor.

Now make your way up to the exit on the fourth floor and exit through it. Travel east through here then north to the exit. In the next room climb all the stairs then hit the exclamation block next to you. Its Mini-game time, see the Mini-game section for instructions on how to play. The door at the bottom of the room is now opened so enter it. Go forward, in between the two ledges/platforms is a piece of grass; it is indeed the Crabbie Grass, stand in front of it and press A to take it. Use the exit in the northeast, go through the pipe in the north east of this room. SAVE then go through the pipe to the right.

Little Fungitown

YAY we're back in Little Fungitown, head over to the mushroom embassy. On your way over the bridge you will be struck by lightning. There will then be a scene where Luigi loses his memory and shows a Mushroom Guy the Crabbie Grass he got for Mario, Mushroom Guy then tells him to go to the Embassy. Exit north then on the next screen another Mushroom Guy will come and tell Luigi that Peach has been kidnapped, a thunderstorm then occurs then we see... The Smiley Ship (Marks Out!!!) and Peach inside it, Luigi sees and outline of what appears to be but it is actually Bowletta. Bowletta is Cacklettas energy put inside the koopa king himself. Enter the Embassy gates. SAVE then enter the embassy. Go into the room where Mario is situated, Luigi will give Mario the crabbie grass and Mario will awaken, but Luigi is crying one of the Mushroom Guys will then inform Mario about Peach being stolen.

Beanbean Castle

The scene starts of with Mario and Luigi crying, Lady Lima will then inform Queen Bean that I message from Bowletta has arrived. A Gameboy Advance will be held up (how ironic) and a message from Bowletta will be beamed from it. She basically tells them about how puny they are and nothing they can do will stop her then she tells them how they can get Peach back this is by giving her all 4 pieces of the Beanstar, the message then ends. Queen Bean then talks about how they played their hand put perfectly but yet it comes to this. Prince Peasley then says that for now they must collect the 4 pieces of the beanstar, he says that it will be much easier as he knows the general locations of all the pieces, your map is then marked of where the pieces are. Prince Peasley then basically says that it is a competition of who can get all the pieces first, you or him. He then bets a ton of Beanbean Coins that he will win, Luigi laughs so Peasley starts poking him with his sword. Toadsworth will tell you to go for the one in Teehee Valley first. Head to Teehee Valley.

Teehee Valley

Back in the dusty plains of teehee Valley climb the ledges in front of you, SAVE then head east jump over the gap then move southward then exit east. Drop down the platform in front of you then head east. As you can see the beatstar in onboard the ship, well anyway go around the ship then climb the stairs that are around here then spin jump onto the ship. As soon as you get onboard two of the crew come out and take the Beanstar because it crashed onto their hatch and damaged it. Enter the door.

S.S Chuckloa

SAVE, Exit east then exit south in the next room. Talk to some of the people in his room if you like then exit south, SAVE, then exit left. In this room you will see someone take the Beanstar piece into another room. Talk to the guy that is guarding the room that the Beanstar is in and he will tell you that you need a Membership card. Go back to the big room with 4 exits and exit through the direct north. A Beansperson will come running out telling you that he can't take the heavy-duty brain labour anymore and leaves. The crew person will then come out and stand his post at the door, go speak to him and agree to work with him. You now engage in a mini-game. After winning that mini-game you will be rewarded with a membership card, this allows you to go into the hold/storage area so head back over to the room where the guy wouldn't allow you in.

Talk to the guy that previously wouldn't allow you in, you will show him your membership card and you'll be allowed in. Enter the room. Keep going forward and eventually you'll see a guy with the Beanstar piece in his hand Mario and Luigi will confront the crewmember. The crewmember will say he could give it to you but it busted their hatch, he makes a deal saying that he will give the piece of the Beanstar If you get the guy out of the wall of the ship. OK, go back to the main area of the ship (the one with the four exits) and exit through the left this time. Go and find the piece of the flor that is patched with a visible piece of wood, hammer it. This will cause a bomb to drop down next to the fat guy, head back down there. Once in here go over to the bomb and light it with your firebrand. This makes the fat guy free and the ship will start to float free and eventually into the ocean. Sadly, the ship suddenly crashes into a rock and at the bottom of the ocean the Beanstar suddenly floats away in to the unknown.

Oho Seabed

Ok, now we have to follow that Beanstar piece so climb up the ledges onto the ship then save and spin jump over to the platform where the Beanstar left from, Exit through the right. Swim over the platform to your right, now follow the path along it, swimming across the gaps. At the end of the path Light the gap with Mario's Firebrand, this makes the obstacle blocking your way to the Beanstar piece open so head over to where it floated over. Exit through here. Go south then exit east at the bottom of the area. Have Luigi shrink Mario first and foremost. After Mario has been shrunk have him swim into the hole in the wall, in this room have Mario exit through only other exit in the room. On the other side of the coral from Luigi have Mario go south then west over to a hole that Mario can light, light it then have Mario and Luigi rejoin and make Mario normal size again. Once Mario and Luigi are back together have Luigi light the orb on the other side of the coral; this opens a door, exit through it. In the next room use Mario's super jump to climb the platform. SAVE, then use the pipe to exit.

Gwarhar Lagoon

Welcome to Gwarhar Lagoon, the place where you will learn your last Bros. Techniques and where you will gain the first Beanstar piece. The area you come to after going through the pipe has nothing so head east. Walk forward then talk listen to the two blabber mouths by pressing A next to one of them, they will talk about how Prince Peasley has been looking everywhere for something (The Beanstar Piece). SAVE then exit east, but you will be forced back by some guy. He will talk to the other two people about how someone named Hermie is using the star as a decoration, exit east. Okay now exit north in this area. Head north then enter the cave like structure, this is in fact the massaging sisters area.

Relaxation Room

SAVE, then head east through the hall, then talk to the guy at the counter for 100 coins each Mario and Luigi can have a massage. If you don't have 200 coins then go have some battles with some enemies, if you do have 200 coins pay up then enter the next room. Mario and Luigi will sit on their respective chairs then the massaging sisters will arrive, they will then massage our hands until Mario's Firebrand and Luigi's Thunderhand are activated, the sisters will get shocked and instead of massaging you they will teach you two hand techniques (Dash and Sidestep). Select teach us then you will drop down to the underground.

Once you arrive in the underground the Bros will be trying to find the Massaging Sisters, once they arrive your lesson will begin. After you have been taught everything they will have a job for you since they taught you that Bros move. If you don't want to pay it will cost 100,000 coins (I hope that's mushroom coins) so we have no choice but to get the Pearl beans for the sisters.

So head north up the bridge, then in the next room use the bridge on the right. Go north then east, but one of those fat koopa's will be blocking the path, no problem just use dash to knock him down, do the same to the one blocking the north then exit through the north. Read the sign in this room then Dash straight through the rolling bars, exit north. YAY!! The red pearl, collect it then you will be warped back to sisters, they will say you still need to get the green pearl though. So head back up the bridge on the right, this time don't go on the

right bridge; exit on the left bridge. Ok read the sign the go to the right ide of boo, have Luigi use sidestep then make him push boo left. OK, use the bridge that just appeared to exit. Okay do the same in this room then exit over the new bridge. Read the sign then use Sidestep to travel through the rolling bars then exit north. Get the green pearl then you will be warped to the sisters again the green massaging sisters will take the pearl then you appear above ground again. Exit the relaxation room.

Gwarhar Lagoon

Exit south then head east, use your new Dash technique to knock down the koopa, exit east in this area. Use dash to knock down the koopa in this area then go through the pipe.

Gwarhar Lagoon Seabed

Ok, head north though the reefs then use Mario's Sin jump while standing I the water spout, this allows you to flat high in the water so quickly get onto the platform on your right. Then head south on it and through the pipe at the bottom.

Gwarhar Lagoon

SAVE, then exit south. Use Luigi's Sidestep to pass through the rolling bars then exit south yet again. Use dash to get through these rolling bars (I could walk through) then exit south another time, exit south again in the next area. YAY!! No exiting south, anyway read the sign on one of the pillars then use spin jump to push the platform left. To do this stand on the right side of the platform then have Mario use spin jump travelling left. Once the platform is next to the ledge use super jump to get on the platform then onto the ledge. Drop down the ledge or gown the stairs then exit left. Go east then north, you are now in the main area of Gwarhar Lagoon. At the fork go left and exit through this path. In the next area once again exit left then go through the pipe in the next room.

Gwarhar Seabed

Nothing to see in this room so exit north. Travel north in this room until you get to a water spout use that to get up to the ledge then exit north. Exit through the southwest in this area then go south and through the pipe.

Gwarhar Lagoon

Back on land at Gwarhar Lagoon use Luigi to push the boo statue into place A part of a path will start to appear at the main area of Gwarhar Lagoon, ignore it and drop of the ledge you are currently on then exit south. Jump up the stairs then hit the exclamation box, you have 10 seconds to push the cannonball out of the way and hit the exclamation block at the end of the path, do this by using Dash. A bridge appears, go over it then exit through the east. Go south then SAVE, exit east. More puzzles, YAY, anyway jump up the stairs in the south

then hit the exclamation block. You now have 20 seconds to knock one cannonball over on a straight path hit the exclamation block, spin jump over to a platform, hit the exclamation block, Dash over a zigzag type path and hit the exclamation block. After that has been done a path will open in the west, exit by it. Ok follow the path here then push the boo statue into place, a path will appear leading to the north as well as another bit in the main area. This area is familiar, from here go back to the main area by going north then west.

SAVE on the rocky path, come back off then exit through the east crossroad path. Another one of those spin platforms, this time it is more of a puzzle anyway push it north then east then north again. This places it between two ledges so climb the stairs of the platform in the west then spin jump over to the spin platform then spin jump over to the platform in the east. On this platform push the Boo statue in to place and the rocky path in the main area is finally complete so head back there. Back at the main area start heading across the rocky path, SAVE, then continue on and exit north.

There is now a cutscene, where the people that you saw at the start of Gwarhar Lagoon are crowding around Hermie who has the Beanstar as a decoration on his christmas tree. Enter Mario and Luigi Hermie asks if they have come to help decorate, Hermie then realises that Mario is *spoilers* Santa Claus *spoliers* Mario and Luigi fall face first into the ground. Mario then tells Hermie that he is not Santa Claus, one of the three people then comes out and asks Hermie what's wrong. There is then one of those scenes where you have to prove that you are indeed Mario, the guy tells his friends and they then all crowd around Mario until they realise that Luigi is also there they then crowd around him. Hermie soon gets jealous and BATTLE START:

```
*****Boss Battle: Hermie*****
*The tip for the battle against Hermie? Power, and *
*better way to increase your power then a red pepper? *
*anyway just attack Hermie now his claws, and dodge *
*attacks when the claws attack. If you are not good at*
*dodging I suggest you take out the claws first. *
*If you take out his claws, Hermie may go inside his *
*shell if this occurs then use Mario's firebrand on him*
*to make him come back out. Easy battle as long as you*
*attack, attack, attack. *
*****
*EXP:450          Items: None          Coins:80 *
*****
```

After the battle you will have a brief conversation with the three friends, and Hermie you will be awarded the Beanstar piece, look at it shine! Ok, exit left then in the next area move the boo statue into place and go over the bridge it unlocked. Exit north, you should know where you are now SAVE then head over to the entrance to the airport (The area with the crystal balls Luigi can power.)

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South Beanbean
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From the area where the crystal balls are head an area right. Read the sign in front of you and it will talk about a fashion genius hiring two people, the reward? A Beanstar piece. So knock that boo into place and go south along that bridge, the bridge ends so exit south. Climb up the ledge here, SAVE, then head long the bridge. Go west along this little grass strip then south along the bridge. Drop down the ledges and read the sign, it says to enquire within for the job so jump up the ledges to your right. Once you are on the main platform you can see the Beanstar piece in a cage, exit east. While trying to exit east a

guy will come screaming out complaining about the colours and then another (older) guy will complain about drinking too much water, finally exit east. Upon entering Harhall will be complaining about the riff-raff when Mario and Luigi will offer to do the job. Check the mini-game for more details about this. Once you're done go back to the previous area to collect your prize, you got your second beanstar!! Head over to the side of Chucklehuck Woods that you reached after going through Chateau de' Chucklehuck

Chucklehuck Woods

Ok, exit west, west again, then finally north. This is where we want to be, in the east of this area there is a platform with a save block on it, super jump to it, SAVE then exit west. Walk north a little and you will see a fat koopa blocking the way to a cave, knock it down then enter. Nothing to see in this cave, it's basically an intermission so exit through the south west of this room. Ok, here SAVE then exit through the exit on the far side of the area. Follow the path in this area and enter the large structure, which is the winkle colosseum at the end of the path. Talk to the guy on the right and pay 500 coins, then talk to the guy blocking the door in the north of the room, you now play chuckola bounce, see the minigame section for instructions. After you beat that minigame you will get a winkle card, the winkle acknowledges you. Exit the colosseum and go back to the area outside the cave. Talk to the little snail guy that is blocking your path to the north, Mario will show the winkle card and you will be allowed to pass, so exit north. Climb the stairs on the right and follow the path, you will soon see a Beanstar piece along with Popple, Popple will try to get away but the brothers block his path. You now engage in battle with Popple.

*****Boss Battle: Popple*****
*Well Popple is as easy as always, anyway just pound *
down on him with some bros attacks for a while and he
*will be gone. Just make sure to didge his attacks as *
*some of them can cause a bit of trouble, mostly the *
*hammer grab one. No items will be needed as Popple *
*has an attack where he goes through his bag throwing *
*everything at you, including mushrooms. *

*EXP:600 Items: Super Mushroom Coins:121 *

After the battle you will be awarded the Beanstar piece, 1 more piece to go. Head over to West Beanbean, the area in which you can go south to Whoohoo Hooniversity or go North to Teehee Valley.

West Beanbean

Ok, exit north as if you were going to Teehee Valley.

NE Beanbean

Find a path in the northeast, follow it and exit through the east.

North Beanbean

Walk along the path in this area heading west, exit over the bridge at the end of the path. This area is hard to explain so I suggest you walk along the back wall, keep walking along it going west until you spot a fat koopa knock it down then enter the area it was blocking.

Yoshi Theatre

Upon entering the Yoshi Theatre there will be a cutscene with a guy placing the Beanstar piece on a sign. You take back control of Mario and Luigi, talk to the guy that has a cracked egg as his clothing. The nearby bean guy will ask what is with them, they can't talk to his master whenever they feel like it! The bean guy then calls them weasels and that they are trying to get some money out of the egg guy. After that he tells the Bros. That his master is very busy and that he doesn't have the time for the likes of Mario and Luigi. Be off, OFF I say. Then Mario and Luigi go into one of their weird explanations. The bean guy then asks is the Beanstar really in four pieces. He goes back to his master and says that he must not listen as it is all tricks to get money off him. The egg guy then rolls into an egg and does a Super Mario World 2: Yoshi's Island style attack to the bean guy. After that attack he calls him a twit and says to be quiet. The egg guy turns around and Mario and Luigi get scared, he then says to excuse him. The brothers are still in horror so the egg guy asks is there something on his face? Mario and Luigi come out of their trance and they will start talking about something.

He then asks do they think that he looks like Bubbles, the legendary soda maker. Mario and Luigi nod their head and he says that's because Bubbles is his bother. Three dots then appear above Mario and Luigi's heads, he then introduces himself as Boddles, owner of the Yoshi Theatre and also president of the Yoshi fan club. The bean guy walks back up to Boddles' side and says that it was built specifically for the enjoyment of the Yoshis. Mario and Luigi then explain the Beanstar story, Boddles agrees to let them take it, he could use something else to decorate the sign with. Mario and Luigi then clap in joy, until the bean guy tells Boddles that he mustn't do it. Boddles gets back in his shell and hits the Bean guy with another SMW2:YI type attack. Boddles then tells them that one condition they can have the Beanstar piece, they must find something else to decorate the sign with. The bean guy then comes back in and says does he mean neon eggs?

Yes, he'll trade the Beanstar piece for seven different coloured Neon eggs. The bean guy tells Boddles that they washed up middle aged men like them could never get the neon eggs. SMW2:YI style attack yet again. He asks do they agree to this, when a Yoshi eats a certain type of food the Yoshi will lay a neon egg. Inside the Theatre are seven hungry Yoshis, find that particular food and feed it to the Yoshis inside is what you are going to do. Also when a Yoshis stomach is filled then EVERYONE IS HAPPY. The bean guy then comes back in yet again and says that Boddles' is incredible, not only thinking of himself. The bean guy speaks yet again and tells Mario and Luigi to thank Boddles and to hurry up and get the Neon eggs. Boddles also informs you that someone inside the theatre is very knowledgeable on the field of neon eggs.

You retake control of Mario and Luigi so head inside the Yoshi Theatre. SAVE then go through the door on the left, also take note of all the cameos on the posters. Head straight up to the front of the cinema and talk to the guy sitting on the ledge. He will tell you that the food that makes Yoshis lay

eggs is Bean Fruits. They grow underground; to get them out you need to use Luigi's underground trick that he uses to get Beans out of the ground. He will mark your map to where the Bean fruits are. The bean fruits are in areas that are surrounded by rocks or grass and can be similar to this.

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The middle area would be the one to have the bean fruit. Although there can also be rectangular patches where the bean fruit could be placed over 2-3 spots. Anyway the location for the bean fruits:

#1 NE Beanbean - In the North East of this area you will find a patch of blue flowers, dig under them to retrieve your Bean fruit.

#2 West Beanbean - The area this patch of flowers is in is blocked by a rock, smash it then claim your prize.

#3 NW Beanbean - This Patch of flowers is in the west area, it is also in view of a cave.

#4 SW Beanbean - This Patch of flowers is on a ledge, to get up there climb up the ledge you can climb and spin jump over there.

#5 South Beanbean - There is a rock blocking this patch of flowers, break it then in front of the cactus here there is a patch of flowers.

#6 SW Beanbean - This patch of flowers is in the south of the area, it is in view if you stand near the guards.

#7 Teehee Valley - This one requires a special walk through so look below.

WALKTHROUGH FOR THE SEVENTH BEAN FRUIT:

Head over to the Teehee Valley. At Teehee Valley Track your path back to where the S.S Chuckola used to be. At the site where the S.S Chuckola used to be exit south. Climb the platforms to your left and once up there smack Luigi underground. Once Luigi is underground have him pass under the gate and come back above ground. SAVE, then head across the bridge. On the other side Luigi will see the Bean fruit but a piranha will swallow it up. You now have to fight this piranha:

```
*****Boss Battle: Piranha Bean*****  
*You only have Luigi for this battle but there is      *  
*no real threat. Just use some hand attacks on him and*  
*in no time he will be deadmeat, just make sure you   *  
*don't use a jump attack on him otherwise you will    *  
*hurt yourself. His attack is to throw some weird    *  
*object at you. He also has a fire attack too where  *  
*he throws fireballs.                                  *  
*****  
*EXP:150          Items: Piranha Swing          Coins:1 *  
*****
```

The piranha will spit Prince Peasley out, after a brief conversation you will need to enlarge him (Why can't the pest stay small :() He will thank

you and give you the bean fruit which he found inside the Piranha and be off.

Head back to the Yoshi theatre now (with Mario) and feed all of the eggs to the hungry Yoshis by talking to them then pick up the egg that they lay. Go back and talk to Boddles he will put the Neon eggs on his sign then you will witness the completion of the Yoshi Theatre. Boddles keeping to his word will give you the Beanstar piece as promised, w00t you now have all beanstar pieces hurry back to Beanbean Castle.

Beanbean Castle

Go up to the throne room. A cutscene now occurs, Mario and Luigi release the Beanstar pieces and they form to make the Beanstar a whole yet again. Lady Lima will now come in and tell everyone that a message from Bowletta has arrived. A message on the Messageboy Advance (Got to make some name up) Bowletta will say that you make very good scavengers and that she wants Red and Green (Mario and Luigi) to bring the Beanstar to her. She tells you that you need to bring her the Beanstar at a place called Jokes End. You cannot get there by walking on the seabed so you need to come after you have learnt to cross the sea surface. And she has one final message don't lose the Beanstar on the way. Queen Bean will then question why she would give Princess Peach back after Mario and Luigi give her the Beanstar. Enter annoying Brat (Prince Peasley) he will tell everyone to relax and that they can just give Bowletta a fake Beanstar. Toadsworth will also ask if you can take a spare change of clothes along for Princess Peach.

Back out in the courtyard Prince Peasley will tell you that you are going to have to travel above the ocean surface. He will also telly you to go to the beach as there may be a way there. Take note of the blue keywords in his sentences, SURFING and BEACH. He will then say that everythng is excellent and that Mario and Luigi are going to execute their daring plan. He forgot something Mario and Luigi won their little wager for 99,999,999,999,999 mushroom coins of course at the current exchange rate that is a whopping 99 BEANBEAN COINS. Go back to the Hammerhead bros. And get an upgrade (they are in that cave). Then go to East Beanbean.

East Beanbean

Head east following the paths, then exit east. Head east a little here then go through the gate that looks familiar then go south then east and break the rock. Talk to the guy in here, he will tell you about a surfboard substitute. Place luigi on the hole and have Mario knock him underground with his hammer, and insta-surboard.

Oho Ocean

Ride that surboard, just make sure to go Northeast and don't stop at Teehee Valley or Oho Ocean or you will have to go back to East Beanbean and start again. There is a path although I don't take it I just go in my own direction. Anyway the landing strip is a long rectangular piece of land and has a surboard hole on it. Once you are there exit north. In this area clear all the rocks out of your way then climb the stairs, walk forward then climb up the next flight of stairs and exit north.

 Key Items:

Item:	Location:	Effects/Use:
Peasley Rose	When you save Prince Peasley	Access to Castle
Beanbean Map	After passing Border Jump game	A Map
Beanbean Brooch	After you beat the imposter Queen Bean	Access to Forest
Secret Scroll 1	Hammer Bros. House Thwomp Game 1	Chopper Bros.
Secret Scroll 2	Hammer Bros. House Thwomp game 2	Swing Bros. Attack
Winkle Card	When you win Winkle Collisiseum game.	Cyclone Bros. Attack
Membership Card	SS. Chuckola barrel game	Access to Hold
Spangle	Found in Gwarhar Lagoon	Mini-Game quest item
Fake Beanstar	From Price Peasley to fool Cackletta.	Fools Cackletta
Beanstar	After collecting the beanstar Pieces	The Magical Star
Princess's Dress	From Princess's caretaker.	Fools Cackletta

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<p>----- Clothing -----</p>
<p>----- Clothing/Gear [Gear] -----</p>

 Clothing

In Mario and Luigi one of the main aspects to having good stats is having good clothing, there are many combinations of stat raising clothing choose the one that suits you.

Clothing:	STAT BOOST	Brother	Effect
Ancient Pants	40+ DEF	M L	Mushroom
Anuboo Jeans	40+ DEF	L	First Strike
#1 Trousers	35+ DEF	M L	First Strike
B.Brand Jeans	55+ DEF	L	First Strike
Bean Pants	12+ DEF	M	N/A
Bean Trousers	10+ DEF, 4+ HP	M L	N/A
Beanstar Pants	60+ DEF	M L	First Strike
Blue Jeans	16+ DEF, 5+ DEF	L	N/A
Bubbles gear	45+ DEF, 6+ HP	M L	N/A
Casual Coral	80+ DEF	M L	60% No poison chance
Casual Slacks	70+ DEF, 20+ HP	M L	N/A
Hard Pants	18+ DEF	M	N/A
Heart Pants	10+ DEF, 9+ HP	L	N/A
Heart Slacks	60+ DEF	M	DEF-UP
Hertmetic Pants	45+ DEF	M	60% No poison chance
Iron Pants	70+ DEF	M	Heavy G
Mushluck Pants	65+ DEF	M	Lucky Mushroom
Mushwin Pants	60+ DEF	M L	Shroom Force

Bosses [Bosses]

This section will recap the bosses from the walkthrough.

*****Boss Battle: Bowser*****

*Your First boss battle/battle in the game, use this *
battle to get used to the techniques which Toad will
guide you through. After couple of turns the battle
*will end. *

*EXP:0 Item:0 Coins:0 *

*****Boss Battle:Fawful*****

*Fawful should ose no threat as long as you *
*use your timed-base attacks right. Midway *
*through the battle Bowser gives you a clue *
*of who the enemy will attack. His worst *
*attack for you is "Fink-rat" so be prepared *
*for that when he yells it out. Before long *
*the battle will be over. *

*EXP:0 Items:None Coins:0 *

*****Boss Battle:Tolstar*****

*This battle should pose no threat whatsoever his *
attack is throwing spiked balls at you first of they
*along the ground so you can just jump over it but *
*after a couple of turns they will bounce, with the *
*bouncing balls you can just let them bounce right *
*over you. To beat him just use some Bros. attacks *
*and after a couple of turns he should explode, If *
*you somehow manage to run out of BP just use Solo *
*attacks. *

*EXP:30 Items: Coins: Amount of coins you give him. *

*****Boss Battle:Hooooros*****

The only way to attack this guy is when he is exposed
*To expose him first attack the platform he is not *
*under then the platform he is under when he is *
*exposed he uses a laser beam that scans your whole *
*half of the area. To beat him use some Bros. attacks *
*and when you re low on health HEAL. Also the *
*platforms can also shoot lasers so beaware for that. *
*sooner then later Hooooros will be gone. *

*EXP:30 Items: 1-up Mushroom Coins:24 *

*****Boss Battle:Dragohoho*****

*This guy can be either easy or hard, he spits out *
*balls which you should jump soon enough he will spit *
out a hoho stone which you should hurry up and defeat
otherwise you may be in some big trouble. Always keep

*your health high, so use plenty of mushrooms. Soon *
*enough you will have defeated Dragohoho. *

*EXP:50 Items: Super Mushroom Coins:34 *

*****Boss Battle:Queen Bean*****

*The only way to beat this boss is to take out the *
*arms FIRST. Once her arms are taken out her crown *
will fall of you can now jump on her(Hammer only does
*1 damage). Queen Bean will soon start throwing beans *
to attack, dodge these or they turn into beanies. Her
*arms do regrow so attack them when they regrow. Also *
*use mushrooms or syrups when needed. Also her attack *
*before you take out her arms is a shockwave *

*EXP:160 Items: Many Coins:34 *

*****Boss Battle:Popple and Rookie*****

*DO NOT ATTACK POPPLE. That's the number1 rule for *
this battle, attack Rookie instead. Just use Brothers
*attacks on Rookie and sooner then later he will be *
*gone but watch out for Poppple's steal attack as he *
*can steal a mushroom and then heal Rookie. Rookies *
*main attack is a hammer throw which you can counter *
by letting go you hammer at the right moment, he also
*uses a fire attack later in the battle which you can *
*counter by jumping. There should be no need to heal *
*but if nessecary do so.Once Rookie is gone after one *
*attack on Popple he will flee. *

*EXP:160 Items: 1-up Mushroom Coins:64 *

*****Boss Battle:Wiggler*****

*This battle is pretty easy just hit the leg sections *
*that are red when they all turn yellow then you can *
*the head but not before. Should take around 4 rounds *
*at the most. If you hit it's head while he is red he *
*will use a shockwave type move. *

EXP: 120 Items: Super Mushroom Coins: N/A

*****Boss Battle: Chuckolator*****

*First of all you have to take out the shield in this *
*jumps are useless so you are stuck with your hammer *
*once you have take out his shield then you can use *
*your jumps as well as hammers, he attacks with *
*chuckola cola you can jump these. When his HP gets *
*dire Bubbles will come in and tell him a joke to *
*revive some of chuckolators HP. Use items if needed *
*and soon enough he will be gone. *

*EXP:260 Items: 1-up Mushroom Coins:0 *

*****Boss Battle: Cackletta V1*****

*As soon as you start battle be ready because she *

*sends black holes along the ground and if you are *
*caught you'll suffer heavy damage and a weight *
*condition meaning you can only stay in the air for a *
*limited amount of time. After this Cackletta uses *
*thunderstorms, the hand that she raises is the *
*brother she will attack, if both hands get raised *
*both bros will be attacked jump to avoid the *
*lightning. After you have pounded on her for a while *
she will spit in three, If you attack a clone it will
*turn into a bunch of bats which you can avoid one by *
*one. Keep pounding her with your Brothers attacks *
*until she falls at your feet. A LOT of items may be *
*needed here. *

*EXP:900 Items: 1-up Super Mushroom Coins:300 *

*****Boss Battle: Popple and Rookie*****
*Basically the same battle as the first except this *
*time Bowser uses his fire attack more often and they *
*now have a Bros. Attack, one where Rookie will throw *
*Popple at you and the other where they will make two *
*shockwaves. Like the first battle do not attack *
*Popple. *

*EXP:300 Items: 1-UP Mushroom, Red Pepper Coins:66 *

*****Boss Battle: Mom Piranha Plant*****
*The battle starts off with Mom Plant and two smaller *
plants. When the boss is red use Luigis hand Power to
*cause some heavy damage. When you attack the mom *
*plant the small plants will get angry and throw some *
*fireballs so be ready to dodge them after you attack *
*the mom. After a while the mom plant will turn blue *
*and you should use Mario's Hand Powers instead of *
*Luigi's. Just one thing, you'll need a lot of *
*mushrooms and other goodies for this battle. *

*EXP:412 Items: Spiny Badge A Coins:52 *

*****Boss Battle: Trunkle*****
*This boss battle is probably the hardest boss as of *
*yet. Anyway, with Trunkle there are to possible *
*places to hit him, you'll need to hit his body *
*though. He takes a while to pound down but once that *
*is all done he will split into 4, the right one is *
*one that before dancing will open it's mouth, you *
*need to attack this one. After a while of this, he *
*will return to normal size. When in his large form *
*Trunkle's main attack is to suck up various items, *
*dodge all the items except the normal mushrooms, the *
*green ones are poison mushrooms, avoid them at all *
*costs.Keep attacking and within soon you should be *
*done with Trunkle. *

*EXP: U/K Items: 1-up Mushroom Coins:188 *

Starbeans Café

In Beanbean Town there is a place called Starbeans Cafe here you can exchange your nuts to have the mixer make a custom coffee mix for you here are some of the cofee mixes and what stats they raise.

Coffee Name:	Stat-rise:	Beans Needed:
Chuckle Blend	+4 Speed	25 Chuckle
Hoofoo Blend	+4 BP	25 Hoo
Woohoo Blend	+4 HP	25 Woo
Teehee Blend	+4 Stache	25 Hee
Hoolumbian	+4 Power	15 Woo, 10 Hoo
Teeheespresso	+4 Defence	15 Woo, 10 Hee
Chuckoccino	+6 Random	15 Woo, 10 Chuckle

You also get an item from Prof E.Gadd here is the order in which you get the items:

- 1st: Greed Wallet
- 2nd: Bonus Ring
- 3rd: Excite Spring
- 4th: Great Force
- 5th: Power Grip
- 6th: Colbat Necktie
- 7th: Gameboy Horror SP

Beanlet Finding

There is a guy wandering around town looking for his bealets, talk to him and he will ask for you to go find them and return them to you, the locations for them are:

- #1 - East Area of town - On the building in the Northwest.
- #2 - West area of town - On the Southeast building.
- #3 - West area of town - Behind the building in the northwest.
- #4 - East area of town - On the longest building.
- #5 - East area of town - The northeast corner

NOTE: To get atop of the building use Super Jump.

Your reward for this is a Golden Mushroom.

Surfing Oho Ocean

This Sidequest doesn't need any addressing, as it is probably the most well know in the game. Anyway to get there go to the beach and surf a couple of screens

