

Mario & Luigi FAQ/Walkthrough

by Vash The Stampede15

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Mario & Luigi: Superstar Saga
For the Nintendo GameBoy Advance

FAQ/Walkthrough
Version 0.5
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Welcome one, welcome all to my FAQ/Walkthrough for Mario & Luigi: Superstar Saga! My name's Coheed and Cambria, but you can call me Chris (since that's my real name)... or not. Whatever you prefer. Anyway, this is one of many FAQs that I've done, so feel free to blame me if it sucks. Since I'm a huge fan of both Mario games and RPGs, it was only natural that I wanted to cover this. Not only is this my first FAQ for a GameBoy Advance title, but it's also my first for an RPG, so I'm going all-out to ensure that it's as good as possible!

All right, enough talk about all that--it's my turn to talk now! My name's Chris Noonan, but I already told you that. There's plenty to know about me, but none of it's very interesting. However, I need something to put in this section, so try not to get too bored, eh? Anyway, I'm about to start rambling about myself, so avert your innocent eyes if you don't wanna be scarred forever.

I'm 15 years old (as of September 27, 2003) and I enjoy locking myself away in my room and allowing my skin to become very, very pale. Of course, I spend a lot of time playing videogames, my favorites being Zelda: Link to the Past, Shenmue, and Chrono Trigger. If you're looking for my recommendations on some more recent gems, I suggest checking out Panzer Dragoon Orta, Jet Set Radio Future, Jak II, Sword of Mana, and Soul Calibur II. Okay, so only one of those is on GameBoy. Sue me. No wait, I didn't mean that.

But as much of a loser as I am, I do in fact have interests outside of gaming. Granted, said interests go no further than watching anime and listening to music. My personal favorite of the former is Trigun, which should explain the reasoning behind my way cool contributor name. I'm also big on Cowboy Bebop, Rurouni Kenshin, and Fooly Cooly. As for the latter, AFI and Brand New tend to provide the tunes whilst I write. Thursday is also quite good. Check them out or die a fiery death.

I guess you probably want some contact information here, as well, right? Wanna e-mail me? Cool. Feel free to send me questions, compliments, hate mail, and anything of the sort (no viruses, please!) to lunches19(at)aol(dot)com. Didn't get a response? Then you probably didn't put something worthwhile in the subject. You see, I delete everything that isn't from someone I know or doesn't contain something pertaining to an FAQ. Just put "Mario & Luigi FAQ" in the subject and you're golden. Still don't get a reply? Try giving me an IM. My AIM is trigunner1411--be nice and I might just tell you what you need to know.

Enjoy the FAQ!

--Chris Noonan (Co & Ca)

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2 ~ S T O R Y

Since the instructions don't contain any storyline information, I wrote this myself. Thus, you can expect that it'll suck. Just bare with me, eh? Ahh, who am I kidding? No one reads this stuff anyway...

Mario's vacations never seem to last very long, do they? First he was arrested over at Isle Delfino, but that doesn't have anything to do with this. Anyway, the storyline kicks off as a goodwill ambassador from the nearby Beanbean Kingdom pays a visit to Peach, princess of the Mushroom Kingdom. The ambassador presents a golden treasure chest containing a priceless gift... or does it? As the unsuspecting princess opens it, a mysterious gas pours into Peach's face! The ambassador reveals her true form--a wicked witch named Cackletta! She steals Peach's lovely voice and returns to the Beanbean Kingdom. Mario and Luigi must team up to save Princess Peach, but how will they fare in a foreign land (I sound so corny, man!)?

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Care to know which classic characters star in this game? Or is it the newbies you're interested in? Either way, check out their awesome character bios written by me, myself, and I. Did I mention that I wrote these way cool bios?

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Mario  
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Plumbers are cool, especially when they wear red overalls, eat mushrooms with alarming frequency, and never do anything pertaining to plumbing! In case you hadn't noticed, I'm talkin' about our good buddy Mario! Yeah, and since his name is in the game's title, you can expect that he's gonna play a pretty large role. Save Luigi, he's the only character you ever get to control, so you'd better be fond of him. Otherwise, this game probably won't prove a very enjoyable experience.

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Luigi  
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He's mean, he's green, and he's squeaky clean--it's Luigi! He's a loser compared to Mario (seriously, Luigi's Mansion sucked), so almost everyone refers to him as "Mr. Green", "Greenie", or some other similar name. Even so, he's still one of the two characters that you gain control of. He tends to be a bit weaker than Mario, but he is taller, so that gets him some cool points... right? Maybe not.

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Princess Peach  
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This is the oh-so lovely princess of the Mushroom Kingdom. After getting farted on by a treasure chest, her sweet voice was stolen by the evil Cackletta. Despite being the reason for Mario's (and Luigi's) quest, she really doesn't play much of a role in the game.

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Bowser

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Although he's usually up to no good, Bowser actually turns over a new leaf in this game and decides to help out Mario. Why? Because he can't kidnap Princess Peach when her vocabulary is so explosive!

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Queen Bean

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As her name suggests, Queen Bean is the queen of the Beanbean Kingdom. Shocking, I know.

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Prince Peasley

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Cackletta

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This evil witch is the main antagonist of the story--she's the one who stole Princess Peach's voice! As a resident of the Beanbean Kingdom, Mario, Luigi, and Bowser venture into uncharted lands to pursue this devious lady.

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Fawful

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Feel his fury! In addition to referring to anyone and everyone as fink-rats, Fawful also seems to enjoy blindly following Cackletta around and doing her bidding. Additionally, he seems to have some strange obsession with sandwiches and mustard... But then again, who doesn't love sandwiches? Especially when they're peanut butter sandwiches. Mmm... peanut butter... *ahem* Well, I digress. By the way, Fawful has fury.

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Consider this section a condensed version of the instruction manual. What good is it? Well so few people read instructions nowadays, and I only cover the important stuff. You might wanna browse through this section if you're new to the game or confused with something, otherwise just skip ahead.

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Pretty standard stuff, really. I tell ya, this is the kinda stuff you should be able to figure out yourself. Or at the very least just open up the instruction

manual and read about them. Or not. Some people are just that lazy.

Start ~ Switch characters

Pressing the start button will switch Luigi to the front and Mario to the back. Press it again and the duo will reverse positions again.

Select ~ Open suitcase

Push select to open up the Mario Bros. suitcase, which is pretty much your main menu. You can use items, check equipment, and perform other similar tasks here.

D-Pad ~ Move

As with just about every other game out there, you can use the D-Pad to move your characters around. Shocking!

A Button ~ Jump

The A Button is kind of an all-purpose button. It allows your front character to jump, and it also confirms selections for Mario in battle and in the suitcase subscreen. Additionally, you can use it to speak with the denizens of the Beanbean Kingdom and read signs.

B Button ~ Jump

This works as the exact opposite of the A Button. It causes the rear Mario Bro to jump, and it controls Luigi in battle. Furthermore, it cancels selections in the menu.

R Button ~ Choose Action

Press the right shoulder button to cycle between the available actions for the front character.

L Button ~ Choose Action

Press the left shoulder button to cycle between the available actions for the rear character.

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Solo Attacks

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Solo Attacks are generally your main artillery, and are especially useful for eliminating weaker enemies. When using these, Mario and Luigi attack independently with either a Jump or Hammer move. The damage caused by either of these attacks can be increased if you press the corresponding button (A for Mario, B for Luigi) at the correct time. Wanna know when to press the buttons? Here ya go:

- Jump - Just before landing on top of the enemy
- Hammer - As soon as the hammer begins to shake

o Note - The hammer attack isn't available until you gain the Hammer partway through the game.

Dodging

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A great way to avoid taking damage is to dodge enemy attacks. To do this,

simply press the correct button (A for Mario, B for Luigi) when a foe attacks and you can leap over the attack, preventing any damage from being sustained.

Counter-attacking

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If you time a dodge (see above) right, you can actually leap on top of an enemy and cause damage. This is called a counter-attack. It's also possible to counter-attack using your hammer. In order to properly execute this, you must hold down either A or B (depending on which bro is being targeted by the attack) to charge up your hammer, then release the button just before it begins to shake. If timed correctly, you'll avoid the foe's attack and deliver some damage.

#### Bros. Attacks

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Bros. Attacks are joint moves where Mario and Luigi work together to deliver heavy damage to an enemy. Keep in mind that using these moves use up Bros. Points, or BP. Also, a Bros. Attack does NOT use each character's turn, so you can use one of Luigi's directly after one of Mario's. One last thing: in order to cause maximum damage, you must press the buttons that appear on-screen within a certain amount of time. Here is a list of each bro's moves:

- o Mario

- o Luigi

Bros. Actions

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These are nifty skills necessary to progressing through certain areas. Below is a list of the various actions that each bro will learn during the course of the game:

- o Mario

- ~ Spin Jump

- o Luigi

- ~ High Jump

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Some general notes to help put you to sleep... I mean that'll help this FAQ make more sense.

- o You know the directions, right? North is up, south is down, east is right, and west is left. Simple stuff!
- o This FAQ will NOT reveal the exact location of every single item in the entire game. Nope. If you're looking for that, I advise that you look elsewhere, as you're not gonna find it here.
- o As unbelievable as it may seem, I do, in fact, make mistakes. Thus, if you can't find something you're looking for in this FAQ, I suggest taking a look at one of the others. Either Devin Morgan痴 or me frog's are especially recommended, and you should actually be reading one of those instead of this mess I wrote anyway.

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~~ LET'S GET CRACKIN'! ~~~~~

Okay, chuck the game cartridge into your GBA (or GameBoy Player, if that's how you're doing it) and press power... What's that? You already know this stuff? You want me to shut up and cut to the chase? Ungrateful bums... How 'bout I don't help you at all? ... I tell ya, kids these days are so impatient...

~~ UNREST IN THE MUSHROOM KINGDOM ~~~~~

As the game begins, fireworks explode outside Princess Peach's castle. Inside, an ambassador from the Beanbean Kingdom steps forth and expresses her wishes to improve relations with the Mushroom Kingdom. Before anything else, the ambassador hands over a gift to the princess. As it opens up, gas squirts into Peach's face and the ambassador reveals her most hideous true form. Ugh.

Back at the Mario Bros. home, Luigi is busy doing Mario's laundry (apparently he's too much of a loser to have any servants) when Toad comes running by. He heads inside and you gain control of him. There isn't anything to find, so just go to the far side of the house and towards the shower, where Mario's humming can be heard. Toad ventures inside to sneak a peek, then informs the main plumber of Peach's plight.

Without a moment's hesitation, Mario races outside and drags Luigi off to the castle, where the two crash into Bowser. Of course, encounters with the Koopa King himself are never friendly, so it's time for a fight. Start off by choosing Solo, then select Bowser. This will execute Mario's basic jump attack, which you'll find yourself using quite often. Bowser will counter with a fiery breath attack. At this point, Toad will intervene and offer a short tutorial. If this is your first time through the game (which I assume it is, since you need a walkthrough for the game's first five minutes).

After you attack a second time, Toad will once again step forward and explain how to dodge. Pretty standard stuff, really. Continue to pummel Bowser and he'll fall in a matter of moments. Bowser will put an end to the battle and proclaim that he would've won. Although we know this isn't true, let's just let him say whatever he wants, shall we? ... Yeah, like we'd be able to do anything about it anyway.

In any event, Toad will tell everyone that the Goodwill Ambassador from the Beanbean Kingdom stole Princess Peach's lovely voice and replaced it with a

rather explosive vocabulary. Worried that Peach's new voice would total his castle if he kidnapped her, Bowser urges Mario to do something about this most unexpected turn of events. Surprisingly enough, the Koopa King himself even offers to give Mario a ride on his Koopa Cruiser. Cool beans!

~~ TOADTOWN SQUARE ~~~~~

Enemies - None

Items - 1-Up, Mushroom, Mushroom x3, Suitcase, Super Mushroom

As the Toad will tell you, this place is great for getting used to the controls and basic game mechanics. Take some time to run around and get acquainted with jumping and whatnot. Once you're ready, there's some stuff for us to do before setting out for the Beanbean Kingdom. For starters, head to the right and you should spot a lone Toad just north of a fountain. It seems he can't reach his Mushroom, so hop onto the bush and grab it for him. After doing this, he'll speak up and ask if you got the Mushroom for him. Reply with 'Of course' and you'll make him quite happy. So happy, in fact, that he doesn't just let you keep the Mushroom, but he also forks over a Super Mushroom! Sweet!

Next, head north to find a bird-looking dude who's running around like he wet himself. Talk to him and he'll divulge that he's been separated from his fellow Bowser Baddies. Since his sense of direction is horrible, he asks if you happen to know where Bowser is at. Tell him yes, then select the arrow pointing upward. The bird will thank you, then race off without another word.

Just one last thing to do before heading off -- there's a Toad standing on the western wall who lost some precious belonging. Agree to help him out, then run straight down while staying on top of the wall. It's at the very bottom, so watch for the "!" at the top-right portion of the screen. Return the so-called "precious belonging" to its rightful owner and he'll cough up a 1-Up Mushroom! Nice!

Keep in mind that there are some more items to grab (just hit the floating blocks), so you might wanna pick those up before heading onwards. Also, be sure to speak with everyone, as some of the Toads will explain certain gameplay mechanics that you probably don't know about. When you're ready to proceed, run to the north section of town and speak with Luigi. He'll point you in the direction that Bowser went, so head up onto the subsequent screen.

To your left is a floating book marked "S". That's a Save Album, and I suggest using them whenever you get the chance. Like now, for instance. After using it, speak with the two Toads to learn some stuff that you already know. Once that's over with, run north towards the next screen. An elderly Toad will stop you -- it seems he's prepared a suitcase for your journey. He'll also hand over 100 coins! Dandy.

On the following screen, Bowser will yell at Mario for being late. After introducing Mario to his Koopa Cruiser, Bowser calls for his Bowser Baddies to assemble. However, they don't seem to be around, and Bowser assumes that Luigi is there to join his ranks. It takes a few seconds for Luigi to realize that Bowser is talking to him, but when he tries to escape the baddies show up and he gets carried along with them. Poor Luigi... but at least that makes things easier for us!

~~ ONBOARD THE KOOPA CRUISER ~~~~~

Enemies - Goomba



Items - 1-Up Mushroom, Mushroom x2

Now that Mario and Luigi are inside the Koopa Cruiser, Bowser calls to them through the ship's loudspeakers. He orders you to get your suitcase ready and then come up to the deck. Since there really isn't much to do with your suitcase, just use the Save Album and head east onto the following screen. There are two pairs of Bowser Baddies chilling in here along with a single guy. Talk to the pairs if you're new to the game, as they'll divulge some useful information.

Now go north, then east and you'll meet up with another duo of Bowser Baddies. Speak with them to learn how to use a Bros. Block, then try it out for yourself using the block below! After you're done with that, continue forward onto the next screen. Here you'll encounter a photographer who'll ask to see your passports. They're packed nicely into your suitcase, but Mario's inherent lack of an actual vocabulary besides phrases such as "It's-a-me!" prevents him from explaining this. Luckily, you get the chance to press Select and show off your passports. However, neither Mario nor Luigi have photos to go along with them. Well, it looks like you're gonna need to get that taken care of!

Since the photographer wants to send the bros. off to Bowser ASAP, he lets you cut in line. When prompted, step onto the small brown mat and the photographer will tell you to stand still while he snaps the shot. Do so if you want, but it's way more fun to press a direction on the D-Pad to strike a funny pose. Once Mario's picture is done, do the same thing with Luigi and you'll be permitted to proceed onward.

Just past the photograph area are some wooden crates, and just past those are some stairs that you'll wanna head up. However, head south first and you can find a Mushroom, as well as that Bowser Baddie that you helped out back at Toadtown. He'll show his thanks by handing over a 1-Up Mushroom! Nice! Now head up those stairs you saw earlier.

As you progress forward you'll reach an overturned barrel blocking your path. Simply running into it will cause it to smash into the wall ahead, so do that and continue onwards. A Bowser Baddie will chastise Mario for busting the oh-so important cargo of "The Great Bowser", then inform you that the deck is just ahead. Unfortunately, he needs to make sure you're worthy of seeing Bowser, so he offers to teach you how to fight as a team. I suggest taking him up on his offer, but feel free to do as you please and decline.

After you've completely pwned the fools in the tutorial, continue southward until another barrel impedes your path. Bust it open and defeat the Goombas that emerge. With that done, proceed ahead to witness a Bowser Baddie having some trouble wrangling a few Goombas. He asks for your help with his task and, since you have no choice at all, you've gotta help him out. Luckily he reveals a nifty trick--stomp an enemy to initiate a battle and they'll receive damage right from the get-go. A useful feature, to say the least.

Defeat both sets of Goombas to help the guy out, then ascend the stairs at the bottom of the screen. After using the Save Album in the following room, speak with the first Baddie in the area to learn something you already know. The path to the deck is on the western side of this area, but some heavy cargo is blocking the way. Hmm... What to do? Talk to the Bowser Baddie walking in place by the sign and he'll explain that hitting the above block will activate a crane. Hit the block and the crane will appear. It won't go after the cargo, though--it'll grab Luigi by the seat of his pants!

Mario follows the crane up to the deck, where a faithful minion of Bowser alerts everyone that the Koopa Cruiser is nearing the Mushroom-Beanbean border.

Luigi, who's serving as a lookout, spots trouble off in the distance, and just as Bowser demands to know what's with the hoopla a fireball nails the ship. Guess who? It's Cackletta, the evil witch who stole Peach's voice! Like every other RPG villain out there, she has no time to deal with us, so she leaves behind some feckless minion who we know won't be able to stop us.

Said minion, a cretin by the name of Fawful, will ramble on about bread and mustard for a while. After busting Bowser with a fierce fireball, the creep initiates a battle.

Boss -- Fawful

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EXP	- None	Attacks	- Fireball	:	A small sphere of flames
Coins	- None		- Duo Fireball:		Two fireballs, one for each character
			- Ram	:	Stand in front of a character, then roll into them

Being the first boss in the game, you can expect this one to be pretty easy. Since you have no alternative options at this point, simply wail away with your basic jump attacks, getting the extra damage as often as you can. His main attack is to blast a small ball of energy at a single character. You can tell which character the attack is targeting if you pay attention to when he yells "Fink-rat!". If the words are red, then Mario will be hit. Likewise, green words mean Luigi is the target. Simple enough, ya? As he takes damage he'll begin to fire two consecutive fireballs--one at each bro--but avoiding it is still rather easy.

After you destroy his jet-pack, the only method of attack Fawful will have left is to ram you. Determining which bro he's targeting is as easy as watching who he stands in front of before he begins to roll. If you could dodge the Goomba's attacks inside the ship, then this shouldn't be a problem.

When the battle ends, Fawful calls upon his jet-pack and, after expressing his fury, takes down Bowser's precious Koopa Cruiser with a barrage of fireballs. From a distance, some mysterious creatures watch through a telescope and head off to see who or what crash landed. You'll shortly see whether they're friend or foe.

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      <><~><>                5B - Crash Landing!                <><~><>
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~~ STARDUST FIELDS, MUSHROOM SIDE ~~~~~

Enemies - None
Items - Beanbean Map

After the dreadful crash landing, Luigi pulls Mario out of the ground and you're thrust back into control. Use the Save Album ahead, then run west and talk to the various Bowser Baddies. It seems that Bowser fell on the other side of the border, so we should probably go find him. Cross the bridge and enter the building to the west.

Inside you'll encounter a pair of brothers who seem quite glad to see the famous Mario Bros.. It turns out that these guys are the border security, and they won't let you cross to the Beanbean side unless you show off your 1337

jumping skillz. They ask you to try the fabled "Border Jump". It's a pretty simple procedure: they're gonna move a rainbow-colored jumprope around and you have to hop over it. If either Mario or Luigi makes three mistakes, you've gotta restart, so be careful with your jumping.

Complete the Border Jump with success and the brothers will gladly let you cross into the Beanbean Kingdom. Start across the bridge and one of the brothers will call you back, saying that Mario and Luigi were the first people to cross the border. Ever. To commemorate the occasion, he hands over a Beanbean Map! Nice!

~~ STARDUST FIELDS, BEANBEAN SIDE ~~~~~

Enemies - Bill Blaster, Fighter Fly
Items - Mushroom x4, Syrup x3

Proceed ahead and you should spot a green pipe above. Go in if you want, but there isn't any place that you can warp to at the moment. Exit to the south instead. Continue running down on the following screen and you'll notice some spikes precluding your path onward. Read the adjacent sign to learn that spikes such as those can, in fact, be jumped! Shocking!

To hop over the spikes, press A and then immediately press B right after to avoid having Mr. Greenie hit the spikes. Jump over two more sets of spikes, then hit the block above and grab the Mushroom. From there, proceed down a few ledges, then run west, jumping over some more spike traps as you go. After that, run along the bridge back eastward and exit to the south.

The next area has some foes roaming about, so feel free to either dispatch of them or avoid them. Since there's no way that you can ascend any of the eastern platforms, simply proceed south and cross the bridge you see to the left. Use the Save Album if you want, then jump up the stair-ledges and say hi to the cannon that Bowser's stuck in. Feel free to make jokes about Bowser's lousy diet as much as you want.

In any event, a nasty green dude, who reveals himself as Tolstar, king of Stardust Fields, shows up. After makes some wisecracks about Bowser's unimpressiveness, Tolstar demands that you pay in coins to release him. What's his asking price? Every single coin to your name. Without first consulting us, Mario more-than-happily forks over every last coin you've got. However, Tolstar doesn't want our pretty Mushroom Kingdom coins. Nope, he wants Beanbean coins. It turns out that your Mushroom coins are only equal to 10 Beaners, so he demands that you pay an additional 100 coins. Quite the hefty price, eh?

Fortunately, Tolstar opens up the southern bridge for us to use freely, so go ahead and take that when you get the chance. A fork awaits us on the next screen, but the bottom path only leads to a ledge that you can't reach just yet, so you have to go north. On the subsequent screen, hop over the spike trap, then head up to the next area, where you'll find a foe that you should defeat to nab some coins. There is also a Bros. Block that you'll wanna make the most out of. When you're done with that, exit east.

Make your way done the various ledges and grab the coins from the westernmost block. After that, head east and hit the block to score some more coins. Then take out the Fighter Fly to gain even more coins. With that done, ascend those stair-ledge things to the right and drop down onto the bridge. On the other side of the bridge, hit the block to receive some Syrup, then stand on top of the golden star at the top of the screen.

The Starshade Bros., the two who were watching as the Koopa Cruiser went down, emerge. Mario and Luigi mimic the Starshade Bros. for a while, and they finally realize that they are in the presence of the Mushroom Kingdom's superstars. After hearing of Princess Peach's plight, the Starshaders agree to help as much as they can--they show you how to use Bros. Actions!

It's pretty simple stuff, really. The first move that will be explained is the High Jump, where Luigi jumps onto Mario to get a boost. After trying that out, the Starshade Bros. explain Mario's new move--the Spin Jump. This can be used to cross long chasms and other similar things. Try it out and you'll be given the option to redo the tutorial for either move. Since I'm so awesome, I don't need to do that, but you might.

After returning to the fields, it's time for a little test! You have to reach a flag high above using your newly-learned Bros. Actions. Since there's no time limit or anything of the sort, this test is stupid easy. First use Luigi's High Jump to climb onto the barrels to the south, then use the same move to ascend the obstacles to the right. Once on top, Spin Jump across the gap prior to High Jumping up to the subsequent platform. From here, simply Spin Jump across to the flag. The Starshade Bros. will commend your mad skillz, then submerge again.

Return to the area below and exit to the south. Continue south across a bridge and take out the Fighter Fly you come across, then hit the Save Album if you feel so inclined. Just north of said save point is a ledge that you can reach using the High Jump. Once there, climb up the barrels using the High Jump again, then use it one final time to reach the apex. Up here is a Bros. Block, so try to get the most out of it.

Now then, use the Spin Jump to reach the ledge to the east, where you'll find two blocks, one containing a coin and one containing some Syrup. Now drop onto the ground below and defeat the two groups of Fighter Flies. Then hop onto the only ledge that you haven't been on yet and continuously hit the block until it runs dry. With that done, head back to the west and use the High Jump again to reach the ledge with the barrels. Instead of using the barrels, though, this time just cross the bridge onto the next screen.

Here you'll encounter the Starshade Bros. again. It seems they forgot to explain how to use the Spin Jump and High Jump in battle! No worries, they just unleash a Fighter Fly for you to practice on. Follow their simple and rather straightforward tutorial to get the lowdown. When their spiel is over, the Starshade Bros. bid you adieu and allow you to get back to finding some cash.

Head left onto the next screen, where you should drop down to groundlevel and defeat the many foes that roam the area. This is a good opportunity to try out those new Bros. Attacks of yours, so feel free to do so. Once you've cleared the area of all enemies, head west until you come across an "S"-shaped ledge. High Jump up there and hit the block as many times as possible. Then, continue west and jump up to the last ledge you come across.

Utilize the Bros. Block, then head up the stairs to the right. At the top are two yellow blocks that you should stand on. Once you've done so, hold right and alternate between pressing A and B to slowly move across the chasm. Ride across to the central platform, where you'll find a block containing several coins. After hitting that, ride the yellow blocks back to the west and cross the bridge on your left. Hopefully you've got at least 100 coins by now, so use the Save Album and go talk to Tolstar.

After forking over the coins, Tolstar reminds Bowser that he never said anything about getting him un-stuck. Since he doesn't seem to like outsiders,

Tolstar decides to try to banish you to the Mushroom Kingdom.

Boss -- Tolstar

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EXP - 60 Attacks - Spike Ball : Toss a spiky ball towards one  
Coins - See note character  
- Double Ball: Two ball attacks in a row

Start off by nailing him with your Bros. Attacks. You'll have to resort to using your basic Solo Attacks when you run out of BP, unless you'd prefer to use some Syrup. For now, Tolstar only has a single attack, and dodging it is a frightfully easy procedure, so I can't see anyone having much trouble with this part of the battle. If you need to do so, use Mushrooms to heal. Later on he'll make his spike ball a bit more tricky--it'll bounce across the ground towards either Mario or Luigi. However, this will simply bounce over your head if you remain stationary, so do just that.

After sustaining even more damage, Tolstar will begin to throw two balls in a row. Sometimes one is bouncy and one isn't, and other times they're both bouncy, so pay attention to what kind it is. Since the bouncy balls go right over your head, though, this isn't anything to worry about. Keep pounding on him and he'll bite the dust soon enough.

o Note - The amount of coins Tolstar drops varies. He leaves behind the amount you had before the battle began.

After the battle, the green Starshade Bro will appear and light the cannon. Just as Bowser is about to be shot out, he tells Mario and "Mr. Green 'Stache" that it's up to them to get Peach's voice back. The cannon then fires, sending Bowser straight into Tolstar, and knocking them both far, far away. Run to the left and use the High Jump move to reach the ledge, then exit west.

Cross the two bridges, then hit the Save Album before venturing into the dark caves ahead.

~~ INTO THE CAVES ~~~~~

Enemies - None  
Items - Mushroom x2

Start off by hopping up the stair-ledges to the left and using your High Jump to access the platform ahead, where you'll find a block containing a Mushroom. Continue east to find another Mushroom, then exit via the southern doorway. Ahh... the light is blinding me! What's that? We were only inside for two minutes? ... You just gotta suck the fun outta everything, don't you?

At any rate, cross the bridge onto the next screen, and three Beanbean residents will chase after you, referring to you as fiends. Apparently, there is no doubt that Mario and Luigi kidnapped some guy named Prince Peasley. As usual, the Mario Bros' terrific communication skills come in handy and the accusers only think you're lying. Fortunately, Tolstar appears as if from nowhere and convinces them that you aren't lying.

The accusers apologize for their mistake and inform you that Prince Peasley, the prince of Beanbean Kingdom, has been kidnapped. Apparently, the kidnapper has a strange obsession with mustard and refers to others as fink-rats. Sound familiar? It should.

Anyway, cross the bridge at the bottom of the screen and allow me to welcome you to Hoohoo Village!

<~><><~>-----<~><><~>  
<><~><> 5C - Hanging in Hoohoo <><~><>  
<~><><~>-----<~><><~>

~~ "I HAVE FURY!" ~~~~~

Enemies - None  
Items - Mushroom x6, Syrup

There's plenty to do and see in the village, but I'm not gonna go over all of it. Explore the place for yourself, eh? When you wanna progress, head west from the first area and you'll come to a fork. Take the southern path and run left onto the next screen, then continue left on that screen until you reach the subsequent area.

Guess who we meet up with? It's Fawful, and he has fury! He rambles on about spreading butter on some tasty plan... What's with this guy and food, anyway? It seems Cackletta's up to no good at the bottom of the mountain, so Fawful drops a huge stone to block our path. He laughs for a while, then races off. Feel his fury!

Okay, so we can't descend the mountain, so what do we do? Since Fawful said something about taking Prince Peasley up the mountain, we should go check it out. Head back to that fork and take the northern road this time. The bridge is broken, unfortunately, so we'll need to find something to do while it's fixed. Enter the house nearest the broken bridge to meet the Hammerhead Bros. (why are they always brothers? why is no one an only child?).

Mario asks them to make a hammer to bust that stone, but they need some Hoohoo Blocks to make one. Guess what? They don't have any left, so it's up to us to ascend Hoohoo Mountain and hook them up with some. Apparently, Blablanadon doesn't take people up anymore, so we're gonna have to do some hiking. Back outside, the bridge is all fixed up, so we're free to head into the mountain whenever!

~~ CLIMBING HOOHOO MOUNTAIN ~~~~~

Enemies - Beanie, Dry Bones, Rex  
Items - 1-Up Mushroom, Mushroom x4, Syrup x5

Head west and defeat the Beanie, then climb up the stair-ledges to meet a second Beanie. After dealing with it, continue ascending the ledges, taking down any additional Beansies you run into. When you come to the platform with a fourth Beanie, utilize the Spin Jump to cross the gap and reach the ledge to the east. Repeat the same steps to access the ledge even farther to the east. From there, hop up a few ledges and exit east.

If you want, defeat the three Beansies in this initial area before anything else. Either way, to progress you'll need to climb up the ledges adjacent to this area's entrance. As you reach the top, read the sign to learn the wonders of the whirlwind. In order to exploit said whirlwind, use the Spin Jump to float into it, then hold right to be sent flying onto the faraway platform.

Enter the next area and head up the stairs to find several different paths that

you can take. However, none of them save the western exit at the top of the ledges adjacent to the entrance lead to anything worthwhile. On the next screen run west until you reach the fountain, then step into it to fill Mario with water. Waltz northward towards the flaming red creature blocking the path and have Luigi use his High Jump to get Mario to spew water on it, thus creating a nifty whirlwind.

Head back east and leap onto the ledge nearest to where you came into this area. Spin Jump into the whirlwind, then launch yourself west onto a distant ledge, where you'll find a Save Album that I suggest using. After that, go to the southernmost portion of the ledge and use the Spin Jump again, still moving to the west. Drop down and use the Bros. Block, then climb the various ledges and exit via the northern path.

Start out this next area by clearing out the enemies. Once you've done that, fill Mario up with water using the fountain and extinguish the burning dude to the north, causing a new whirlwind to appear. But wait! We can't do anything of value with it at the moment, so simply exit to the east instead. As usual, take care of the enemies in whichever manner pleases you most (or don't take care of them--it's not like it effects me in any way).

Once the place is devoid of any danger, return to the previous screen and get bloated again. Then, go east again and douse the flames of the sucker to the north. This will cause another new whirlwind to appear, so head west again and climb the ledges on the far side of the screen. From there, Spin Jump to the nearest whirlwind, then launch yourself east. Proceed onto the next screen, where you should again spin into the whirlwind and let it throw you to the right. Hit the "!" block to get a fountain a few screens back to flow, and then drop down below and exit to the south.

Drop off the ledge ahead and step into the fountain to bloat Mario up. Then, move east and spit out the water on the flaming guy. Guess what it does? That's right--it creates a whirlwind! Head south and spin into it, then throw yourself east into another one. Again, press right and you'll land on some stairs that would be otherwise inaccessible. Run east onto the next screen.

Hit the Save Album, then approach the creature in the center of the four ledges. He'll introduce himself as Hooooros, an ancient Hoo-hoo weapon. It seems the path ahead is much trickier than what we've been through before, and we have to complete some challenge before we can progress. Agree to try his challenge.

The main idea is to catch 10 Hoo-hoo Spirits within 30 seconds. The catch is that you can't touch the ground and you need to stay on the four ledges. Thus, the Spin Jump is absolutely integral. Wait for a spirit to appear, then spin towards it as quickly as possible. It may take a few tries, but sooner or later you should get several spirits right in a row, making it a relatively easy task to complete.

However, there is also a second challenge that you need to complete before progressing onward--you have to defeat Hooooros!

Boss -- Hooooros  
~~~~~

EXP - 60 Attacks - Laser: A narrow laser beam that targets both Bros.
Coins - 24

To me, Hooooros looks like a combination of a Goron from Ocarina of Time and that Masamune boss monster from Chrono Trigger. Anyone see where I'm coming

from? No? Whatever. Anyway, the tricky thing about Hooooros is that he hides underneath the two pillars so that you can't damage him. What's the solution? Destroy the pillar that he isn't hiding under first! That way, he won't have anywhere to hide when you bust up the pillar he is hiding under. Just be sure to destroy the new pillars whenever they reappear and you'll be fine.

As for actually attacking, Bros. Attacks are definitely the way to go! Mario's, especially, seem to dole out a good bit of damage. The main attack in Hooooros's arsenal is to shoot out a thin laser beam. It usually begins either above Mario or below Luigi and sweeps through both characters, so you'll have to quickly hop over it with each character. His pillars can also blast lasers, but they tend to target only a single character, making them easier to dodge.

When the fight is over, Hooooros will say that you now need to face the test of the mountain. He creates a small ledge that we can use to proceed onwards. Use the Save Album again, if you want, then High Jump onto the ledges on the northern portion of the screen and head up onto the following screen.

First of all, hit the "!" block on your left to activate a fountain high above you. After that, High Jump onto the north (and just a little to the right) of where you entered and spin west to the small ledge from there. Now High Jump onto the blue-ish ledge, then leap high onto the western ledge. Have the Bros. switch positions here and spin east a bit, then north onto the platform with the fountain.

Fill Mario up with the wet stuff, then proceed east behind the wall. You'll emerge in the southeast corner of the area, so head up the stairs and spit out the water onto the flaming guy (by the way, anyone else think those guys look frightfully similar to Cactuars from Final Fantasy? Or am I just plain weird?). Now that we've got a whirlwind in effect, get back up to the blue ledge and spin into the windy cyclone. From there, launch yourself east onto a small ledge. High Jump up to some stairs, then ascend them and head north to the subsequent area.

After either defeating or ignoring the foes to the west, jump onto the platform straight ahead and climb up the stairs. Wait for the moving whirlwind to come decently close, then spin into it and launch yourself to the left. Here, spin west onto a ledge, where you should climb some stairs and head north into the next portion of the mountain.

Head west and jump up several ledges, then climb a set of stairs and drop onto the ground below. Head over to the east a bit and leap up to the small ledge with a sign on it. Read the sign if you want, but it doesn't say anything worthwhile. Instead, wait for the whirlwind to come by, and Spin Jump into it when it does. Launch yourself east into a second windy cyclone, then east again and you'll land on a small ledge.

Hop up onto the stairs, then head up them and spin onto the pillar below. From here, spin again onto another set of stairs, which you should head up. Utilize your Spin Jump again at the top and twirl into the whirlwind--launch yourself west from there. You'll land on a platform with some blue grass and two blocks, one containing Syrup and the other holding a Mushroom. Grab them, then drop down to the east and ascend the stairs.

It looks like we've finally reached the summit! Now then, gimme summit Syrup to restore my Bros. Points! Baha, I'm hilarious (in case you somehow didn't get that, that was my way of telling you to fill up your BP for the upcoming battle)! Head west across the bridge and take a look through the telescope if

you feel so inclined, otherwise continue westward and hit the Save Album. When you're ready, run east down the stairs and kick the purple ball.

The bird will yell at you for kicking such a precious stone--it turns out to be the fabled Hoohoo Block that we came here for! Mario jumps up and down several times, and the bird, who turns out to be Blablanadon, somehow figures out what he's saying. Anyway, Blablanadon saw this big egg and decided to keep it warm. Well, guess what's inside? A nasty boss monster!

Boss -- Dragohoho

~~~~~

EXP - 100      Attacks - Hoohoo Block: Spit a bright sphere at both bros.  
Coins - 34

As per usual, you'll wanna start off by pounding on him with your Bros. Attacks. Soon enough, this reptilian beast will produce a large, flat Hoohoo Block that he'll use to stand on. This is by no means good, because it makes his normal spit attacks much more difficult to elude. Thus, immediately begin to target that with your attacks. You may also notice that your attacks seem to cause Dragohoho to shrink. Well, after busting up his flat block he grows back to his full size. Of course, this also makes leaping over his spitballs much more of a chore. I advise cutting him down to size as quickly as possible. Don't be stingy in the use of your Mushrooms during this battle and you should make it out just fine.

As the battle comes to a conclusion, Dragohoho will transform into Prince Peasley, the snotty heir to the Beanbean throne! As it turns out, Peasley was chasing after Cackletta and Fawful when they changed him into the dreaded beast that we just defeated. Although he doesn't seem the least bit worried about Peach's stolen voice, Peasley tells you to pay a visit to Queen Bean down at the castle. He forks over an autographed rose that will tell the Beanbean guards to let you inside.

~~ BACK TO THE VILLAGE ~~~~~

Enemies - None  
Items - Nut x2

Blablanadon kindly gives us a ride down the mountain to spare us the grueling hike. Hmm... That Hoohoo Block fell right into the Hammerhead Bros.'s cabin, so I wonder if they finished our hammer yet... Let's go have a look, shall we? Just as you arrive they begin to smash into the Hoohoo Block and hand over not one, but TWO, count 'em, TWO HAMMERS! Sweet! They explain how to use a hammer in the field, then urge you to smash the boulder in the adjacent room. Do so and grab a nut from the block.

With these beautiful hammers in hand, we can now bust open that rock that Fawful used to block our path down the mountain! Breaking said boulder is as simple as approaching it and giving it a single whack with your shiny new hammer. From there, head left down a few small ledges and exit to the south.

~~ HOOHOO MOUNTAIN DESCENT ~~~~~

Enemies - None  
Items - Mushroom x2, Syrup x2

Bust open the boulder impeding your path, then make your way to the southeast

portion of the screen, where you'll need to crack some more boulders in order to reach a post sticking outta the ground. Smack the post with your hammer to activate the fountain at the top of the screen. Now fill Mario up with water and use it to extinguish the flaming boulder to the southwest. Once it's no longer burning you're free to smash it with a good hammer whack and proceed onward.

Grab some coins out of the Bros. Block on the next screen, then head east to find a Save Album. Continue moving eastward onto the subsequent screen to find some nifty items, but the only way to reach the base of the mountain is to enter the cave built into the mountainside.

Inside you'll find a pair of mine carts, and old man, and a very bean-esque dog. Speak with the man and he'll tell you a bit about the dangers of riding in the carts. Soon enough the man will ask if you wanna give the carts a go. If you really aren't sure how things are gonna work, ask him to explain it to initiate a groovy tutorial (or you could just read ahead, as I've been nice enough to include an explanation of my own).

Here's the lowdown. The goal of this mini-game is to collect 10 diamonds before reaching the end of the track. Not enough diamonds? Then you have to go back and retry. It's as simple as that. Grabbing diamonds is also a simple procedure --jump into one and it's all yours. As per usual, A allows Mario to jump while B controls Luigi's hopping hijinx.

However, things never seem to be quite that easy. Sometimes hazardous things will fall from the ceiling to the track, creating an obstacle that you must leap over. There are also bats to deal with. Hitting an enemy results in the loss of some diamonds, so try to avoid it as much as possible. Fortunately you're given a flashlight to help overcome these trials and tribulations.

Allow me to shed some light on the purpose of the flashlight (baha, I'm such a riot). It can be moved around using the D-Pad, and it's most important function is to illuminate Luigi's track in the background so you can see what's going on with him. Also, it can be used to scare off bats, as simply shining the light on one will cause it to go flying off. Of course, the flashlight will grow dimmer and dimmer as you progress, so you'll need to grab batteries as you go. Batteries are red rectangles, so be sure to snatch them whenever you get the chance.

Keeping all of that in mind, give the mine cart ride a chance. It may take a few tries, but you should get it eventually. When you reach the end of the track, you can talk to the old man again to try the cart ride again, but there really isn't any need to do so. You can obtain some nifty beans for trying again, though, so knock yourself out. When you're ready, leave the cavern via the southern exit.

~~ EN ROUTE TO BEANBEAN CASTLE ~~~~~

- Enemies - Sharpea, Swarm
- Items - Mushroom x3, Nut, Syrup

Once outside, hit the Save Album, then break the boulders blocking the road and cross the bridge on your right. On the opposite side, the Hammerhead Bros. from HooHoo Village will show up, saying they forgot to mention something earlier. What is it? How to use your hammers in battle, of course! It's some pretty simple stuff, but you should accept their tutorial if you're new to the game.

When you regain control of the bros., you can head north to find some goodies,

but the actual path ahead is south of here. You'll now be in a nice grassy area called Northwest Beanbean. Hmm... What a wonderfully unique name! Anyway, one thing you'll wanna take note of is that many of the enemies in this area have spiked shells. Fighting these foes requires that you use your hammers, as jumping simply won't do the trick. In fact, performing a jump attack on a spiky shelled foe will actually cause damage to you and not the enemy!

Now, this region of the Beanbean Kingdom is pretty straightforward, but I'm so nice that I've decided to hold your grimy little hands through it anyway. After heading south down the bridge, defeat the Sharpea that lurks ahead and proceed to the east, then south again down a few ledges. Once you take down a second Sharpea group, curve west around some trees, then take the north path. Just follow the only path there is from here until you reach the following screen.

As the sign in this area will say, Beanbean Castle Town is to the south, so run in that direction. You can also head east towards the Yoshi Theater, but you can't get in at the current point in time. Also, the foes there can be pretty vicious, so I don't suggest checking it out. Exit this screen to the south, then run downward a bit on the next screen until you reach a bridge. At this point, cross it and enter Beanbean Castle Town.

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<~><~><~>-----<~><~><~>
      <><~><>          5D - Distress at Beanbean Castle          <><~><>
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~~ BEANBEAN CASTLE TOWN ~~~~~

Enemies - None  
Items - None

Whoa, what the heck happened here!? Everything is in ruins! Speak with some of the injured citizens to learn that Cackletta launched a dastardly attack on the town! Not only that, she headed for the castle after lying the town in ruins! We've gotta go stop her! The entrance to Beanbean Castle is on the northeast side of town. By the way, you may wanna see what's crackin' at the item shop, as you haven't seen one before. You'll know which place it is because it's the only building you can enter.

~~ BEANBEAN CASTLE ~~~~~

Enemies - None  
Items - None

At the castle gates, the guards are rather reluctant to let two complete strangers inside, especially right after an attack. Even after explaining who they are and showing off some 1337 jumping capabilities the guards remain unwilling to let you in. Fortunately, Luigi comes up with a bright idea: show that rose that Prince Pansy, uh, I mean Prince Peasley gave to use up on Hoohoo Mountain. Upon seeing this, the guards immediately assume that you're friends of the prince and let you inside. Lovely.

Now that you're in the front foyer, there will only be a single path that you can take, so head north through the arched doorway. Run west down the corridor in the following chamber, then speak to the sleeping Beanbean resident in the room after that. Some chick named Lady Lima will show up, and it turns out that she's one of the more important people in Beanbean society. She seems to be rather skeptical of you, so she drops you into the sewers to repair the

castle's plumbing problems.

~~ WAIT A SEC... MARIO ACTUALLY KNOWS HOW TO BE A PLUMBER? ~~~~~

Enemies - Spiny, Super Fly  
Items - Mushroom x7, Syrup x2

You can start off by hitting the Save Album. Once you're through with all that, head west and leap onto the pipes. Defeat the various enemies strewn throughout the room if you want, then attend to your plumbing duties. To do this, find the three places where water is spewing outta the pipes and whack the corks into place using your hammer. The room is tiny, so I don't expect that this will prove a very difficult task. Enter the door that opens up when your job is complete.

In the next room, you first need to find the red wheel adjacent to the northern] door and turn it using Mario's Spin Jump. Doing so will cause some water to bust out of the pipes, so smack the two southernmost corks into place to open the door ahead. Keep in mind that whacking the cork on the northeastern side of the room will cause some foes to drop from above, so steer clear of it unless you're looking for a fight.

After entering the following room, head east onto the next screen. Here you'll find a red valve wheel that you should turn by using Mario's spin move. Doing so will cause some water to bust out of the pipe to the north. Smack the first cork, then watch as two more corks pop out almost simultaneously. The trick is to watch which one popped up first--it was the southwest one, so smack that prior to the northeast one. Finally, whack the southeast cork and some water will start spewing in the northeastern corner.

High Jump onto the platform being held up by the spewing water, then jump from there to the red ledge above. In addition to a couple of Mushrooms, the subsequent room contains another red valve wheel for you to turn. Do so and some corks will pop outta the pipes a few rooms back. Return there and partake in some good ol' fashioned cork-whacking. Once both of the corks are back in their rightful position, the door ahead will open.

A single cork is loose in this next room, so knock it into the pipe to open both gates in this room, saving the true Lady Lima and some of the other Beanbean residents. The Lima that sent us down here must've been an imposter! After a bit of conversating, Mario, Luigi, and the real Lady Lima will come to this very same conclusion. An intelligent crowd, I tell ya.

The scene will cut into the castle above, where the fake Lady Lima reveals that fixing the castle's plumbing also disabled the Beanstar's security system! Now, I dunno what this so-called Beanstar is, but it sounds important! Fawful races in and Cackletta loses the disguise, making ready to take the Beanstar to use in her own evil ends.

Back in the sewers, the real Lady Lima urges you to hurry up to the castle and stop Cackletta from stealing the Beanstar. Hit the Save Album before entering the eastern gate, which leads up some stairs into the castle. However, it's too late and the Beanstar is already gone! Cackletta and Fawful drop in to discuss their evil plan, and they leave you with Queen Bean... Who's been transformed into a vile monster!

Boss -- Queen Bean  
~~~~~

- EXP - 380 Attacks - Shockwave: Smash the ground and release a wide
- Coins - 34 shockwave that targets both bros,
- Smash : Raises her fist over you for a moment,
- then conks you on the head
- Bean : Spit a bean at one character; becomes a
- Beanie if you jump on it

First of all, don't even bother with your hammer attacks, as they cause a measly 1 point of damage per hit. You may also note that Queen Bean's crown causes damage to anyone who tries a jump attack on it. So then what's the solution? Use jump attacks on her arms! Once they're destroyed, the crown will pop off and you'll be free to unleash your Bros. Attacks on her.

Although she can only perform her shockwave attack when she's got her arms, she can still dole out some damage without them. What she does is this: spit a bean at one character. Jumping over it is quite easy, but if you happen to land on it it'll become a Beanie. Of course, this really isn't much of a problem, but something you should take note of, nonetheless. Bean's arms regenerate after a while, so chances are you'll have to re-destroy them several times before the battle ends.

When the carnage is over, you'll learn that Queen Bean ate a Belly Blech, which turned her into the disgusting monster you just fought. Mario and Luigi volunteer to help in any way possible, so Lady Lima tells you to go fetch the legendary Chuckola Reserve from Chucklehuck Woods. Before leaving, Lima forks over a Beanbean Brooch and tells you to head toward Chateau de Chucklehuck.

As you exit the castle, Lady Lima's attendant will stop you to hand over a Bean Badge. Nice! The attendant goes on to provide a short explanation of how badges work.

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      <><~><>          5E - Chilling in Chucklehuck          <><~><>
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~~ OFF TO GET THE CHUCKOLA RESERVE ~~~~~

- Enemies - Parabeanie, Sharpea
- Items - None

I suggest hitting up the shop in Beanbean Castle Town before shoving off, as you can purchase some new pants or badges now. When you're ready, exit the town to the west and head south across the bridge on the following screen. Continue southward and begin to climb up the ledges at the very bottom of the screen, crossing the bridge to the west when you reach the top. Although you may appear to be stranded on the following screen, simply Spin Jump north and you will land in front of Chateau de Chucklehuck's gates.

As you may guess, getting in is a hassle. For some ecological reasons the guards can only permit select individuals to enter. Luckily Mario produces that Beanbean Brooch we got not long ago and the guards step aside. From here, the path is pretty straightforward, so just head in the only direction you can and you'll soon end up outside the chateau.

~~ INSIDE CHATEAU DE CHUCKLEHUCK ~~~~~

- Enemies - None

Once inside, hit the Save Album, then inspect the statues to learn the various steps of making Chuckola Cola. Proceed into the next room, where you'll find barrel after barrel stacked as high as the eye can see. Head underneath them via the opening and head in the following directions: north, east, north, west, south, west, south, west, north, east, north, east, north, west, south, east, south, south, east, south, west, south. It can be pretty confusing, so just try to feel your way through and you'll make it out soon enough.

Once you get out from underneath the barrels, Mario will notice that some monkey is behind him, not Luigi! The sneaky simian races off and Luigi daftly emerges from the barrels. Climb up the ledges to the west to climb atop the barrels, then head north and exit to the left.

The monkey from before will reveal his name, Popple, and prepare for a fight. He calls over his friend Rookie, who looks frighteningly similar to Bowser. Although Rookie feels like he recognizes you, he can't quite put his finger on who you are. A battle ensues.

Boss -- Popple and Rookie

~~~~~

|            |                                                      |
|------------|------------------------------------------------------|
| EXP - 320  | Attacks - Hammer Toss: Rookie tosses a hammer at you |
| Coins - 64 | - Steal : Popple steals a Mushroom from you          |
|            | - Ram : Popple runs up and rams into one bro         |
|            | - Fireball : A blast of Rookie's spicy breath        |

From the beginning, focus your attacks on Popple. Although this will prompt Bow... I mean Rookie to counter-attack with his hammer toss move, it is the easiest way to win this battle. If you go for Rookie first, Popple will continuously replenish his health using Mushrooms that he steals from you! Unleash your Bros. Attacks on Popple to quickly cause some havoc, then use whatever you've got left to defeat Rookie.

Although jump attacks are, surprisingly enough, effective against his horned head, hammer blows tend to cause a bit more damage. Once he's sustained a certain amount of damage, Rookie will mention that fighting you makes something happen in his gut. Once this has happened he's gonna be able to attack using his fire breath, so be ready to leap right over it. Continue to pound on him and Rookie should bow out soon enough.

Once the fight has ended, Popple will blame Rookie for his lose. He also mentions something about taking him in when he was lost and some mountain... Sounds like Bowser's got some amnesia, eh? Without saying anything else, the two quickly race ahead to get the Chuckola Reserve. Follow them to the west. Use the Save Album in the following room, but don't leave the chateau just yet!

Instead, push the knocked-over barrel aside and it'll bust open, releasing two very French people: Cork and Cask. They turn out to be the maitres of this here chateau. After showing off your jumping and hammering skills, the two begin to think that you just might be able to make it through the forest that looms ahead. Cork and Cask head north into a room to get something, so follow them. To show their gratitude for saving them, they teach you two awesome new hammer techniques: the Mouse and Mole moves! Sweet!

After some basic tutorials, you'll be sent into the next room to find two cola goblets. First head east into the room, then drop off the ledge and make Mario tiny using the Mouse technique. Head through the miniature hole and grab the Red Goblet off of the table. Return back to Luigi and proceed east down the

hall. Now you get to use the Mole ability: knock Greenie into the ground and have him walk underneath the fence. You can't reach the Green Goblet at first, but hit the button on the wall with your hammer and the gate will open. Rejoin the two bros., then High Jump onto the platform with the goblet and snatch it.

Return to Cask and Cork and they'll be absolutely shocked at your skills! They take off after that, so return south and hit the Save Album again, then exit the chateau to the south and enter the Chucklehuck Woods.

~~ HOW MUCH WOOD COULD A CHUCKLEHUCK CHUCK... ~~~~~

Enemies - Beanie, Chuck Guy, Fuzzbush, Pestnut

Items - 1-Up Mushroom, Mushroom x4, Refreshing Herb x2, Syrup x3

Welcome to the most disorienting part of the game thus far. At least it isn't as bad as the Snowfly Forest... but that's Vagrant Story, and this is Mario & Mr. Greenie. Two different games. I'll get going with the walkthrough now. In this initial area, you can find a map of the entire forest to the west. Take the western exit now if you want, but breaking the stone and heading through the northern one will yield some goodies. After nabbing those, return to the previous area and exit west.

Hmm... a gate is impeding our progress. No problem -- just knock Luigi into the ground and walk underneath it! Pop out on the other side and whack the button on the wall with your hammer to lift the gate. Reunite the brothers, then High Jump onto the northern ledge and head onto the next screen. To the north is a gate, as well as two boulders that, when smashed, reveal a pair of mouseholes. There is also an exit to the west, along with a Save Album.

So, where to first? Well, the west path has some items for you to grab, but the path ahead is blocked off. Instead of heading there, bust open the two rocks and enter the mouseholes. The eastern one contains some goodies, while the one to the west has a wall button inside. Hit the button to open the gate, allowing you to proceed onward into the areas ahead.

As the poem on the wall in this area suggests, you have to knock Luigi into the ground and jump through the bottom of the barrel. Once inside the barrel, step onto the stone panel on your left. The face on the wall will spit some fire at you, but the barrel deflects the flames back at the face, thus creating some ledges that'll allow you to access the platform above. Funny, I always thought fire burned wood. Bust Luigi outta the barrel before High Jumping onto the northern ledges and entering the next area.

Head west in this next area and climb some ledges to find another map on the wall. Check it out if you're feeling lost. Make your way back to the east and defeat the Shyguy... I mean "Chuck Guy" on the ledges. Then break open the rock blocking the way and enter the place ahead. There is a Bros. Block, among other things to take advantage of here. Once you've grabbed everything, return to the previous screen and head westward. There is a rock you can bust, but it only leads to a dead end so exit to the west.

Read the poem on the wall to learn that you need to become "barrel man" in order to progress. To do this, climb up the ledges to the south and Spin Jump onto the platform with the barrel. At this point, you'll wanna pound Luigi into the ground and jump into the barrel. Now, drop off the ledge and stand against the wall, directly underneath the button. Have Mario leap onto the barrel and smack the button with his hammer. Some ledges will appear, so use them to proceed.

~~ ... IF A CHUCKLEHUCK COULD CHUCK WOOD? ~~~~~

Enemies - Beanie, Chuck Guy, Fuzzbush, Pestnut  
Items - 1-Up Mushroom, Chuckle Bean x5, Mushroom x4, Refreshing Herb x2,  
Syrup x2

Use the Save Album the moment you arrive. Since the gates on either side of the screen are locked, you have no choice but to take the middle path. Here you'll encounter Chuckleroot, the protector of these here woods. The great tree Mother Chuckalola is ahead, but you need to find three different types of Chuckola Fruit before you can go see her -- white, red, and purple Chuckola Fruit. The gates will open up, so retreat and head east first.

There isn't anything worthwhile in this first area, so fight off some Pestnuts (man, are those guys pests or what?) and exit to the east. Read the poem to learn how to easily reunite separated brothers, then pound Mario into Mouse mode and send him through the mousehole. Have Mario whack the button, then press start to take control of Luigi.

With the gate down, Mr. Greenie can go through and smash the wall-button in the eastern section, opening the gate back on Mario's side. Proceed ahead and smack another wall-button to open up Luigi's side. After leading Luigi forward a bit, have Mario rejoin his brother and pound him into the ground. Pop out on the other side and whack the final button, opening the gate to some fruit. However, it will only remain open for a mere 15 seconds, so jump on the springing device to the right and quickly make Mario micro. Race through the hole and grab the White Chuckola Fruit before the gate closes.

Return to the area where you met Chuckleroot and head west this time. As with the eastern path, the first room is devoid of anything interesting, so just head to the south and exit using the westernmost path. You'll encounter Chuckleroot's granddaughter. After chastising you for barging into her "room" uninvited she decides to teach you a secret. If you pound Luigi into the ground and have him jump out from under one of the "X"-shaped marks you'll gain a bean! Cool beans (bahaha)!

Get all five beans in this "room" and Chuckleroot's granddaughter will open the gate to the south. Head through it and drop off the ledge you find ahead. Proceed onward and the brothers will spot a wiggler stuck in a mousehole. Help it through by jumping on it repeatedly, then make Mario micro-sized and head through it yourself. Before you can get in, however, the wiggler will pop it's head out, looking more than just a tad angry. Approach it for a most enjoyable boss battle.

Boss -- Wiggler  
~~~~~

EXP - 240 Attacks - Charge : Wiggler charges straight at one bro
Coins - None - Pissed Off: This only happens when you piss the
Wiggler off. He releases a small
shockwave for you to easily hop over.

Okay, first lemme explain something very important: do NOT target the head until I've said so. Doing so will only piss off the Wiggler and cause him to counter-attack. We don't want that to happen. Instead, focus your attacks on the four back segments. Your attacks won't cause a bit of damage, but they will turn the segment yellow. When all four segments are yellow, the Wiggler becomes a bit happier, allowing you to pound his head with a solid Bros. Attack before he gets pissed again. Rinse and repeat.

After the fight, the Wiggler will cry and run off for his mommy. Make Mario micro-sized again and enter the mousehole. What's on the other side, you ask? Why, it's the red Chuckola Fruit, of course! Backtrack to the area just before the place where you met Chuckleroot's granddaughter and head through the only exit you haven't used just yet.

Just follow the path, defeating the Chuck Guys as you go, and enter the Purple Chuckola Caves when you reach their respective entrance. Once inside, hit up the blocks ahead for some goodies, then proceed east onto the next screen. Continue eastward until the ledges above become climbable, at which point you should jump onto them and ascend to the west. Hop onto the yellow blocks and "pedal" them across the chasm, just like you did in the Stardust Fields. What's that? You forgot how to do it? Idiots. Just alternate between pressing A and B whilst holding right on the D-Pad and you'll zip right across. Right across!

In the following area, Spin Jump across the gap and grab the last Chuckola Fruit! Sweet! Wait a sec... Fruit tastes sweet, doesn't it? Man, my awesome puns just keep on comin', now don't they? Anyway, drop off the ledges and exit the cave. Guess where we are? Just a few screens back from Chuckleroot! Find your way back there and fork over the fruits.

Just as Chuckleroot grants you passage ahead, Popple and Rookie show their shadow thieving faces again! They race on ahead, so make like a little brother and follow them! Head due north through this straightforward area, grabbing all of the goodies from the blocks strewn across the western side. Make your way up the ledges towards the end and hit the Save Album to record your ever-so precious game data.

Head into Chuckalola and the Mario Bros. will spot an old man telling some totally, rip-roaringly, knee-slappingly hilarious jokes to a barrel of soda. As they go to speak with him, he reveals that he is Bubbles, the guy who built Chateau de Chucklehuck and created the whole Chuckola Cola scene. As it turns out, he also happens to be the world's greatest comedian, what with his laughing and chortling and the har har HAR! Or so he says.

Our good buddy Bubbles goes on to divulge that the barrel of bubbling red stuff is indeed the Chuckola Reserve spoken of in legend. He says it's all yours, but also says that rude dudes (ohh, I'm a poet and I sure as heck know it!) can't handle the soda. After Bubbles counts in French for a while, Popple and Rookie drop from above, all tied up and confined in some barrels. Hmm... this is no ordinary soda pop!

Boss -- Chuckolator
~~~~~

- EXP - 520
- Coins - None
- Attacks - Slime: Unleashes some red slime that can be smashed with your hammer
- Blob : A blast of sludge from his gun-arm
- Ram : Just as the name implies, this is a ramming attack; he only uses it when in condensed form

As this battle begins to brew (har har, my puns will never end!), concentrate all of your blows on the Chuckolator's shield (not that you have any alternative targets). Jumping attacks are weaker than a scrawny white dude, so hammer blows it is. Once his shield has been destroyed, continue to pound on him with everything you've got, Bros. Attacks included and recommended. Keep in mind, though, that each brother's first Bro Attack cause less damage than gently tossing a lightweight pillow at someone. Yeah, I really need to

come up with some better things to use in my comparisons.

Once you've dealt enough damage, the Chuckolator will shrivel up and Bubbles will pop in (the way he spins makes me think of that play at Gold Saucer in Final Fantasy VII--y'know, with the Evil Dragon King. The one that you get to completly ruin and piss off Aeris in the process? Yep, that's the one!) to heal his creation with some sucky jokes. Do NOT even think about laughing at them! Just keep chipping away at his health and he'll flop before you know it (or maybe you will know it, but that really doesn't matter).

Once you've given the Chuckolator a thorough whacking, Bubbles will lament over the sheer suckiness of his jokes. In an act of anger (or some other unfathomable emotion), he drops Mario, Greenie, and the Chuckola Reserve through a hole. Now Mario lands splat in the reserve, and you're tossed into control as Luigi.

~~ WHERE'S MARIO AT? ~~~~~

- Enemies - Chuck Guy, Fuzzbush
- Items - Mushroom x3

Cross the bridge and hit the Save Album, then head north onto the following screen. Grab the Mushrooms outta the blocks and beat down the Chuck Guy that lurks ahead. After that, cross over another bridge and take out more foes, then bust the boulder to the south. Go over yet another bridge and bust the boulders blocking your path, then exit to the west. Continue west into the next room to find the barrel that Mario's stuck in. Luigi hitches a ride to Beanbean Castle.

~~ CURING THE QUEEN ~~~~~

- Enemies - None
- Items - None

Since the Chuckola Reserve is inside Mario, so Luigi has to jump onto Mario's belly. Thus, he spits the reserve directly into Queen Bean's mouth, scaring out the Belly Blech. Eww... that's just plain nasty! Fortunately, though, the queen is returned to her original form. As sexy as she was in monster form, Bean is even sexier in her actual form!

After informing her of the terrible events that have taken place, Queen Bean will explain a bit about the Beanstar and what it really is. It turns out that Princess Peach's voice is needed to awaken the Beanstar, so that explains Cackletta's motives! Before anything more is said, a retainer comes in and says that Prince Peasley has arrived. Go to meet him.

After thanking you for your earlier help, Prince Peasley reveals the goal of his secret mission: to locate Cackletta! It seems that she is currently at a place called Woohoo Hooniversity, which is to the southeast. Peasley heads off, and Queen Bean instructs you to do the same.

<~><><~>-----<~><><~>  
 <><~><> 5F - Woohoo! We're Off to Woohoo Hooniversity! <><~><>  
 <~><><~>-----<~><><~>

~~ BEFORE HEADING OUT ~~~~~

Enemies - None

Items - Hoo Bean x2, Mushroom, Super Mushroom, Syrup

You may have noticed that Beanbean Town is has been fully rebuilt since our last visit. The fashion shop has been restocked with a supply of new pants and badges, so I suggest picking up whatever you need there first. After that, feel free to explore the town. There are a few places I recommend checking out, though...

- o Starbeans Cafe: You'll find this place just to the north of the fashion shop. Remember all those beans (ie, Woo Beans, Chuckle Beans, etc) that you've been collecting throughout the game? Well you actually get to use them here! I'm not gonna go into much detail here, so skip down to chapter 11 for the four-one-one.
- o Beanstone Hunt: To the south of the fashion shop is an elderly man who claims to be the greatest intellect in all of Beanbean. After rambling on about the ancient Soybean civilization he'll ask you to go looking for 10 Beanstones hidden in town. Again, check out chapter 11 for the scoop.
- o Item Shop: Check the eastern side of town to find this place. Stock up on all the restorative items you need, including 1-Up Mushrooms.
- o Beanlet Search: There's a bean-person pacing back and forth just south of the item shop. He'll ask you to go find his 5 Beanlets and promise a reward for finding them. Guess what? Take a look at chapter 11 for the locations.
- o Items Galore: The northern house on the eastern side of town is filled with goodies, ripe for the taking.
- o Information Shop: Although this place is a HUGE waste of cash, you still might be interested in checking it out. Located in the southwest part of town, you can cough up 100 coins to receive some useless info.

Once you've looked into all of the above places/tasks and explored the town to your liking, cross the easternmost bridge into a new region of the Beanbean Kingdom.

~~ EAST BEANBEAN ~~~~~

Enemies - Lakipea, Parabeanie, Sharpea, Swarm, Troopea

Items - Chuckle Bean, Super Syrup

Read the sign just ahead to gather some directions; Woohoo Hooniversity can be found to the south. Keep in mind that the Lakitu-esque foe flying above you and dropping Sharpeas can in fact be encountered if you High Jump into him. Quite useful to do so, as you'll otherwise have to face an army of Sharpeas. Anyway, take the wooden bridge south in an area called Southeast Beanbean.

As a second sign will point out, the Hooniversity is still to the south, so head to the bottom of the screen. Here you'll find a trio of guards who'll gladly let you pass... Or so they've been instructed to say. Hmph.

In any event, proceed ahead, taking out the Parabeanie in the way. Simply head due east from here, curving around the square-shaped plateau ahead and cross one the wooden bridge. Defeat the Troopeas that are in your way, then go east onto the subsequent screen. Run north and empty the blocks of some coins and a Super Syrup, then head back south again and head east, grabbing a few more coins as you go.

Now simply head north across the wooden bridge and hop up a few steps. Use the Save Album on the left, then enter Woohoo Hooniversity.

~~ INSIDE WOOHOO HOONIVERSITY ~~~~~

Enemies - Blue Virus, Eeker, Laser Snifit, Mecha-Chomp, Red Virus,  
Yellow Virus, Yo Bro

Items - Chuckle Bean, Hoo Bean x5, Mushroom x4, Nut, Refreshing Herb,  
Super Mushroom x3, Syrup x2

Run directly ahead and watch as scholar after scholar flee from the building in a mad panic. Once control of the bros. is again yours, head north through the corridor and speak with the fallen bean-person you meet on the way. He'll impart some drastic news: Cackletta and her evil goons have broken into the Hooniversity! It also seems that she's transformed all of the professors into ghastly monsters! Before anything else can be said, the bean itself becomes a monster!

To defeat this Laser Snifit, simply pound away with jump or hammer attacks while jumping through the laser rings at shoots at you. Once you've defeated it, continue ahead into the central antechamber. There is a map on the opposite wall that you can view to get a hang for what this area is gonna be like. Take a look at it, then High Jump onto the western ledge and collect some booty from the chests: they contain some Syrup and a Super Mushroom.

Now then, head north into the following room. A couple more blocks in this room will yield some spiffy treasures, so High Jump onto the ledges to snatch them. After that, hit the western exclamation point block, thus rotating the device in the center of the chamber. Now hit the exclamation block on the opposite side of the room. Doing so will lower the barrier of electricity in the previous chamber, so head back there and enter the now-unblocked room.

This place is totally packed with Laser Snifits, so be ready to do some serious fighting. Before proceeding ahead, be sure to use the Save Album toward the south. Once you've done that, run west onto the next screen. In addition to a few more Laser Snifits, as well as some Viruses, there is also another map in this room that you may want to check out. It's the same as the one a few rooms back, however, so it really isn't anything new. Exit to the west for the second time in a row.

Here you can check out some prototype blocks that are currently being researched. Head north one screen and you can even check out some of the blocks used in previous Mario games, which I personally thought was pretty cool. At any rate, head into the next room to find two new prototype blocks that you can practice on (although you won't gain any coins): the Random Block and the Rally Blocks. The former is quite similar to the Bros. Blocks, only it doesn't always alternate between Mario and Luigi. It's much more sporadic--sometimes it may stay on Mario for several hits in a row. After hitting a Rally Block, the bros. will step away from each other and you'll have to knock the block back and forth by hitting it as it floats over you. Once you've practiced to your liking, backtrack a few rooms and head north toward the Sun Door.

Take down some more multi-colored Viruses and Laser Snifits as you make your way northward through this corridor, then enter the small room to the east. In here you'll be able to find a Random Block from which you should extract a nice sum of coins. You can also High Jump onto a ledge and collect some items: a Mushroom, a Nut, and a Hoo Bean. Return to the previous hallway and exit this time to the north. Defeat the various enemies in here if you wish, otherwise

proceed directly into the eastern room.

Again, clear the room of any foes if you feel the need to pummel something. When you're done with that, read the sign on the wall to learn the release code for the Sun Door. Be sure to pay extra close attention to the arrangement of the colors. Study it for a bit (or not, I'm just gonna tell you what to do, anyway), then proceed north onto another screen.

In this antechamber are a ton of statues, each with a colored circle on it. By giving any one statue a good whack with your hammer, the color will change from red to blue or vice versa. Remember the sign from the previous room? Yeah? Good, because you have to change the statues to reflect the sign. Here's how the colors should go:

|     |     |     |     |
|-----|-----|-----|-----|
| (R) | (R) | (B) | (B) |
| (R) | (B) | (R) | (R) |
| (R) | (B) | (R) | (R) |

Line it up correctly and you're golden. Every last statue will disappear and a beam of light will shoot out from the top of the room, bouncing off of some mirrors and eventually opening up a door a few rooms back. Head back over in that direction and enter into the now-opened doorway.

You'll find several Viruses--one of each color--roaming around inside, so kill or avoid them as you wish, then head west. I highly recommend using the Save Album here, as it's been a while since you last recorded your data. Also, this is your first chance to actually try out a Rally Block and get some coins out of it. Let's hope your practice earlier pays off, eh? By the way, you can try three different times before the block completely runs dry, so be sure to get your dollar's worth out of it.

When you're ready, drop off the ledge and head southward. Hmm... Looks like we'll be needing our Mouse and Mole techniques to get through this area. First of all, pound Mario until he's micro-sized, then have him jump through the opening on the western side of the room. Once inside, whack the switch ahead to unlock a door further to the west. However, this will also lock you inside for the time being. Take control of Luigi and enter the room you just opened. Pounding the switch will lock him in, but also cause an exclamation block to appear in Mario's little chamber, so go for it.

Put Mario back into control and jump into the block, thus initiating a kind of mini-game. In order to be successful, you must score a total of 30 points in 25 seconds. To score points, you must jump into one of the moving blocks as it floats over one of your characters. They often move at different speeds, so be sure to keep an eye on each brother at all times. It may take a few tries, but you should eventually be able to get the job done. Once you're successful, both doors will open, allowing the brothers to reclaim their freedom.

A small shutter to the south will also open, so have Mario remain micro-sized and hop into it to claim a Mushroom. After that, climb up the stairs at the top of this room to be able to walk along the very top of the walls. Carefully make your way to the north past Luigi, then change your direction and start heading eastward. Leap over the gap and drop into the room, where you should pound the switch using your hammer. This will open a door to the south, but first we must reunite the two brothers, so return to where Luigi is waiting like a dolt.

Once you've rejoined the bros., head for the barrel in the room you just opened and pound Luigi into the ground. Have him jump into the barrel from below and head north towards the wall with the switch that is just out of reach. No worries, though, because we can use barrel-Luigi to reach it. Have Mario hop

onto the barrel and pound the switch, thus redirecting the sun beam from before and opening a door near the entrance of this here Hooniversity.

Now then, head back a few rooms and follow the sun beam to the door that you just recently opened up. Be sure to hit the Save Album before heading in. Once inside, hit the blocks to receive some nice items (a Hoo Bean, a Mushroom, a Super Mushroom, and some Syrup), then extract what you can from the Random Block before heading west.

Although the switch in the subsequent antechamber is just begging to be stepped on, I don't suggest doing it, as it causes a blast of energy to be shot at you. Just ignore it for now and exit west again. Here you'll want to first High Jump onto the ledge ahead, and then Spin Jump across the gap. Spin across a second gap and pound on the wall-switch, which will cause a small door ahead to open up. Spin Jump a third time to get over there, then have Luigi pound on Mario to enter mouse mode. Enter the door.

Navigate through the maze and you'll find a wall-switch at the very back. Pound it to get rid of some of the walls in this here maze, as well as produce a barrel in the room with the floor switch and energy blaster face. Now then, find your way out of this maze (it's much simpler without some of those walls) and rejoin Luigi. After returning Mario to his usual size, Spin Jump back to the far east and head north through the door.

Take a look at the map to see how you've progressed if you want, then hit the Save Album and descend the adjacent staircase. On the following screen is another wall-switch for you to hit. Doing so will produce a second barrel in the aforementioned antechamber. Now would be a good time to return there.

When you arrive, knock Luigi into the ground and enter the northernmost barrel. Move onto the floor switch and an energy bolt will be shot out. This time, however, it'll bounce off Luigi's barrel onto the next barrel and finally onto some sort of switch on the wall. The switch triggers a crane to appear and grab Luigi's barrel, along with Luigi himself! Hmm... Well, we really can't do all that much with only one bro, so we should probably go find him, eh?

Head west, then north and proceed back down the stairs. The crane from before is no longer precluding the path ahead, so continue westward and climb the stair-platforms at the top of the screen. Jump over the gap when you reach the top and claim a Refreshing Herb from inside the block. After grabbing that, drop below and take out some foes as you head to the west until you are able to exit to the south.

Be prepared for some old school fun as you enter the subsequent room. What's so old school about it, you may ask? Well, it's strikingly similar to the original Donkey Kong game! The barrel in which Luigi is confined is sitting at the very top of a series of ramps, and we've got to avoid a seemingly endless supply of barrels. Now, of course hopping over the barrels is no difficult task, but hitting just one will return you to the begin, so do tread carefully.

When you reach the summit, the crane will carry Luigi off yet again. However, a nifty wall-switch will be revealed, so have fun nailing it with your hammer. This will lower a wall just below you. At this point, the crane appears again, and this time it actually drops the barrel, Mr. Greenie and all. The barrel rolls downhill with frightening speed and enters the newly-opened path to the east. Continuing to roll without any sign of slowing down, the barrel drops into a halfpipe of sorts and even knocks into the exclamation block that we couldn't touch earlier! This redirects the sun beam yet again, opening a door in the central antechamber near the entrance to the Hooniversity.

Anyway, Mario rejoins his brother and the two automatically return to the room with that previously had the two barrels. Head east and then north to find the sun beam again, which you should follow back to the main chamber. Once there, head through the most recently opened door, which can be located to the southeast. Once inside this next room, drop off the ledge and read the sign on the northern wall to learn how to spit water a great distance. To do this, simply fill Mario up using the fountain and have Luigi nail him from behind with his hammer. Keeping that knowledge in mind, use the nearby fountain to fill Mario up and head south into the next area.

Here you'll want to first align yourself with the wind-up mouse on the opposite side of the chamber. Once you've done that, have Luigi pound Mario from behind to spit a burst of watery goodness at the mouse, thus knocking it into some pipes behind and turning on the electricity, which also initiates the fan. Now the fan blows the red exclamation block southward, allowing you to reach it. Pound Mario a couple more times to get all of the water outta him, then head south and activate the block. What this does is adjust one of the mirrors a few rooms back, effectively redirecting the sun beam yet again.

Return to the previous room, then High Jump onto the ledge and exit to the north. Now follow the sun beam until it stops, at which point you should hit the exclamation block on the left to rotate the mirror and shining the sun beam onto the northern wall, opening the door in the process. As the bros. rejoice in their victory, the scene shifts to a room where Fawful is chilling with some really nasty-looking Peach clones. Cackletta shows up, and it seems like we're running out of time. We should hurry!

Enter the door ahead and grab the Hoo Bean and Super Mushroom from the blocks. After that, High Jump onto one of the northern ledges, then High Jump again onto the above ledge. Here you'll find a block that contains another Hoo Bean as well as a Save Album, which I strongly recommend you use. Also take this time to make sure the bros. health is fully restored. When you're ready, enter the room ahead.

Just ahead, Cackletta's master plan seems to have finally been put into motion. However, things don't go quite as well as planned. Luigi completely pwns Fawful, and Cackletta prepares for a fight.

Boss -- Cackletta

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EXP	- 1800	Attacks	- Black Hole: A shadowy hole moves along the ground
Coins	- 300		to envelope the bros.
		- Lightning	: A bolt of lightning strikes from above
		- Clone	: Cackletta makes two clones of herself
		- Bats	: A group of bats attack one-by-one

As the battle begins, Cackletta will show off a splendid display of lightning and whatnot. Of course, the lightning doesn't do a thing, so you need to instead focus your concentration on the ground-bound black holes that come at you. They move pretty slowly, so try to jump over all of them. Once this initial flurry is over, Cackletta will create two identical clones of herself. Attack the wrong one and it'll turn into a group of bats, who'll alternate between which brother they attack--just leap over them and you'll be fine. Since determining which Cackletta is the real one seems impossible, you'll just have to guess. When you do happen to strike the true one, the clones will disappear. At this point, pound away with your Bros. Attacks to cause some serious damage.

Once she's taken enough damage, she'll call you "tenacious little boys" and

proclaim that she just doesn't have the time for games. What this means is that she's going crazy and returning to the repeating black hole routine. That means you need to get ready for some serious jumping. When your turn comes around, continue to pummel her with everything you've got, using Syrup to replenish your BP when need be. It shouldn't be long before the battle ends.

When the battle comes to a close, Fawful emerges from the ground and sucks Cackletta into his headgear (indeed, he just sucks her right in). Cackletta entreats Fawful to deliver a final blow to you, but Prince Peasley shows up and knocks him clear out of the entire Hooniversity before Fawful can even get the chance!

After Mario and Luigi explain the situation to Peasley, he shakes an unusually long finger in a very Babu Bott-esque manner and ponders this most unexpected turn of events. Anyway, Peasley ends up telling you to head down to where the Beanstar fell, then flies away on his magic pillow. I tell ya, I don't like this Peasley guy one bit... Not one bit, I say!

~~ AFTER THE BEANSTAR! ~~~~~

Enemies - Blue Virus, Eeker, Laser Snifit, Mecha-Chomp, Red Virus,
Yellow Virus

Items - Chuckle Bean x2, Nut, Super Mushroom x2, Super Nut, Super Syrup

Once control of the bros. is once again yours, High Jump onto the northwestern ledge and head through the door. Immediately hit the Save Album you find in the next chamber, then High Jump onto the ledge ahead and grab a Nut from the block. Next, proceed down the stairs to the left and onto the subsequent screen. Drop off the ledges and utilize the Bros. Block you find to the south. When you're done with that, descend the stairs ahead and exit to the west.

You'll find a Random Block down another set of stairs, so use it before moving onward. Make sure you hit both blocks in the following area before continuing ahead, lest you miss out on a Super Mushroom and a Super Nut. Check out the map hanging on the wall in the next area, then move north past the various foes.

Defeat some more foes in the following room, then High Jump onto the ledge to the northwest and exit to the east. Here you'll be able to find a host of enemies to do battle with, as well a block that contains a Super Syrup. When you're prepared to move onward, head to the east. This area is home to another Virus foe, but also a Super Mushroom and a Save Album that I suggest using. After all that, continue on to the east.

Go north from where you came in and you'll find a fountain that you should use to fill Mario up. Remember earlier when you used Luigi's hammer to spit water a long distance? Yeah? Well that's what's expected of you here. As you've probably already noticed, wind-up mice are continually appearing from a hole to the north. The basic gist of what you have to do is that you need to knock each mouse into one of the three gaps on the opposite platform by spitting water at them. After you hit the first mouse, you'll only be able to hit four more mice before having to restart, so aim carefully. Also take note that Mario only holds enough water for three shots at a time, so you might have to refill as you go.

When you successfully complete this task, the door in the previous room will be wide open, so return there and head on in. In here, have Luigi dig up the Chuckle Beans on either side of the area, then High Jump onto the ledge

directly ahead, where you'll meet up with those tricksters Popple and Bow... I mean "Rookie". It seems they've located the Beanstar and aren't willing to give it up by any means. Mario and Popple team up to move the Beanstar out of the way, and then the battle commences!

Boss -- Popple and Rookie, Round 2!

~~~~~

- EXP - 600      Attacks - Steal            : Popple steals a Mushroom from you
- Coins - 66      - Hammer Toss        : Rookie tosses a hammer at you
- Fireball            : A blast of Rookie's spicy breath
- Ram                  : Popple rams into a single bro
- THAT Technique: Popple and Rookie's Bros. Attack
- Flaming Popple: Another Bros. Attack

Begin this battle as you did last time--focus on cutting Popple out of the picture. As you may guess, Bros. Attacks are the most effective way to do this. The main attack you want to watch out for is what Popple refers to as "THAT Technique", which is pretty much Popple and Rookie's very own Bros. Attack. To avoid it, simply leap over the shockwaves that are released. Continue to pummel Popple and be sure to watch out for his steal move, as he can use YOUR Mushrooms to heal himself.

The battle becomes significantly easier once Popple goes down. Without his boss, Rookie is left with only two attacks: his hammer toss, which can easily be negated with a good-timed hammer whack, and the fireball, which can be jumped over easier than a piece of string... And jumping over string tends to be pretty simple, eh? Anyway, just continue the onslaught of powerful Bros. Attacks to finish off the fight in a hurry.

After the fight, a single Peach-Bot will drop from above and start to drive the Beanstar mad. Knowing that the Beanstar is about to fly away, all four grab on and go for a ride. After Luigi, Mario, and Popple all fall off, Rookie finally remembers who he really is... Bowser the King! However, he eventually let's go as well, and the Beanstar breaks into four pieces.

~~ OHO OASIS ~~~~~

- Enemies -
- Items -

Luigi comes to in this beach oasis with one thought on his mind--"Where's Mario?" Fortunately, his brother is just ahead, buried in sand. When prompted, press A to break free and you'll regain control of the brothers. Run directly ahead and use the Save Album.

THE REST OF THE WALKTHROUGH IS COMING SOON! I APOLOGIZE FOR THE INCONVIENCE!

I've been so kind as to copy these directly from the walkthrough for your reading pleasures. Call it filler if you want, but some people have better ways to waste their time than to browse aimlessly through the walkthrough.

~~ FAWFUL ~~~~~

- EXP - None
- Coins - None
- Attacks - Fireball : A small sphere of flames
- Duo Fireball: Two fireballs, one for each character
- Ram : Stand in front of a character, then roll into them

Being the first boss in the game, you can expect this one to be pretty easy. Since you have no alternative options at this point, simply wail away with your basic jump attacks, getting the extra damage as often as you can. His main attack is to blast a small ball of energy at a single character. You can tell which character the attack is targeting if you pay attention to when he yells "Fink-rat!". If the words are red, then Mario will be hit. Likewise, green words mean Luigi is the target. Simple enough, ya? As he takes damage he'll begin to fire two consecutive fireballs--one at each bro--but avoiding it is still rather easy.

After you destroy his jet-pack, the only method of attack Fawful will have left is to ram you. Determining which bro he's targeting is as easy as watching who he stands in front of before he begins to roll. If you could dodge the Goomba's attacks inside the ship, then this shouldn't be a problem.

~~ TOLSTAR ~~~~~

- EXP - 30
- Coins - See note
- Attacks - Spike Ball : Toss a spiky ball towards one character
- Double Ball: A bouncy spiked ball followed by a normal rolling spiky ball

Start off by nailing him with your Bros. Attacks. You'll have to resort to using your basic Solo Attacks when you run out of BP, unless you'd prefer to use some Syrup. For now, Tolstar only has a single attack, and dodging it is a frightfully easy procedure, so I can't see anyone having much trouble with this part of the battle. If you need to do so, use Mushrooms to heal. Later on he'll make his spike ball a bit more tricky--it'll bounce across the ground towards either Mario or Luigi. However, this will simply bounce over your head if you remain stationary, so do just that.

After sustaining even more damage, Tolstar will begin to throw two balls in a row. Sometimes one is bouncy and one isn't, and other times they're both bouncy, so pay attention to what kind it is. Since the bouncy balls go right over your head, though, this isn't anything to worry about. Keep pounding on him and he'll bite the dust soon enough.

- o Note - The amount of coins Tolstar drops varies. He leaves behind the amount you had before the battle began.

~~ HOOHOOROS ~~~~~

- EXP - 60
- Coins - 24
- Attacks - Laser: A narrow laser beam that targets both Bros.

To me, Hooooros looks like a combination of a Goron from Ocarina of Time and that Masamune boss monster from Chrono Trigger. Anyone see where I'm coming from? No? Whatever. Anyway, the tricky thing about Hooooros is that he hides underneath the two pillars so that you can't damage him. What's the solution? Destroy the pillar that he isn't hiding under first! That way, he won't have anywhere to hide when you bust up the pillar he is hiding under. Just be sure to destroy the new pillars whenever they reappear and you'll be fine.

As for actually attacking, Bros. Attacks are definitely the way to go! Mario's, especially, seem to dole out a good bit of damage. The main attack in Hooooros's arsenal is to shoot out a thin laser beam. It usually begins either above Mario or below Luigi and sweeps through both characters, so you'll have to quickly hop over it with each character. His pillars can also blast lasers, but they tend to target only a single character, making them easier to dodge.

~~ DRAGOHOHO ~~~~~

EXP - 100 Attacks - Hooohoo Block: Spit a bright sphere at both bros.  
Coins - 34

As per usual, you'll wanna start off by pounding on him with your Bros. Attacks. Soon enough, this reptilian beast will produce a large, flat Hooohoo Block that he'll use to stand on. This is by no means good, because it makes his normal spit attacks much more difficult to elude. Thus, immediately begin to target that with your attacks. You may also notice that your attacks seem to cause Dragohoho to shrink. Well, after busting up his flat block he grows back to his full size. Of course, this also makes leaping over his spitballs much more of a chore. I advise cutting him down to size as quickly as possible. Don't be stingy in the use of your Mushrooms during this battle and you should make it out just fine.

~~ QUEEN BEAN ~~~~~

EXP - 380 Attacks - Shockwave: Smash the ground and release a wide  
Coins - 34 shockwave that targets both bros,  
- Smash : Raises her fist over you for a moment,  
then conks you on the head  
- Bean : Spit a bean at one character; becomes a  
Beanie if you jump on it

First of all, don't even bother with your hammer attacks, as they cause a measly 1 point of damage per hit. You may also note that Queen Bean's crown causes damage to anyone who tries a jump attack on it. So then what's the solution? Use jump attacks on her arms! Once they're destroyed, the crown will pop off and you'll be free to unleash your Bros. Attacks on her.

Although she can only perform her shockwave attack when she's got her arms, she can still dole out some damage without them. What she does is this: spit a bean at one character. Jumping over it is quite easy, but if you happen to land on it it'll become a Beanie. Of course, this really isn't much of a problem, but something you should take note of, nonetheless. Bean's arms regenerate after a while, so chances are you'll have to re-destroy them several times before the battle ends.

~~ POPPLE AND ROOKIE ~~~~~

EXP - 320 Attacks - Hammer Toss: Rookie tosses a hammer at you  
Coins - 64 - Steal : Popple steals a Mushroom from you  
- Ram : Popple runs up and rams into one bro  
- Fireball : A blast of Rookie's spicy breath

From the beginning, focus your attacks on Popple. Although this will prompt Bow... I mean Rookie to counter-attack with his hammer toss move, it is the easiest way to win this battle. If you go for Rookie first, Popple will continuously replenish his health using Mushrooms that he steals from you! Unleash your Bros. Attacks on Popple to quickly cause some havoc, then use whatever you've got left to defeat Rookie.

Although jump attacks are, surprisingly enough, effective against his horned head, hammer blows tend to cause a bit more damage. Once he's sustained a certain amount of damage, Rookie will mention that fighting you makes something happen in his gut. Once this has happened he's gonna be able to attack using his fire breath, so be ready to leap right over it. Continue to pound on him and Rookie should bow out soon enough.

~~ WIGGLER ~~~~~

EXP - 240 Attacks - Charge : Wiggler charges straight at one bro  
Coins - None - Pissed Off: This only happens when you piss the  
Wiggler off. He releases a small  
shockwave for you to easily hop over.

Okay, first lemme explain something very important: do NOT target the head until I've said so. Doing so will only piss off the Wiggler and cause him to counter-attack. We don't want that to happen. Instead, focus your attacks on the four back segments. Your attacks won't cause a bit of damage, but they will turn the segment yellow. When all four segments are yellow, the Wiggler becomes a bit happier, allowing you to pound his head with a solid Bros. Attack before he gets pissed again. Rinse and repeat.

~~ CHUCKOLATOR ~~~~~

EXP - 520 Attacks - Slime: Unleashes some red slime that can be  
Coins - None smashed with your hammer  
- Blob : A blast of sludge from his gun-arm  
- Ram : Just as the name implies, this is a ramming  
attack; he only uses it when in condensed  
form

As this battle begins to brew (har har, my puns will never end!), concentrate all of your blows on the Chuckolator's shield (not that you have any alternative targets). Jumping attacks are weaker than a scrawny white dude, so hammer blows it is. Once his shield has been destroyed, continue to pound on him with everything you've got, Bros. Attacks included and recommended. Keep in mind, though, that each brother's first Bro Attack cause less damage than gently tossing a lightweight pillow at someone. Yeah, I really need to come up with some better things to use in my comparisons.

Once you've dealt enough damage, the Chuckolator will shrivel up and Bubbles will pop in (the way he spins makes me think of that play at Gold Saucer in Final Fantasy VII--y'know, with the Evil Dragon King. The one that you get to completely ruin and piss off Aeris in the process? Yep, that's the one!) to heal his creation with some sucky jokes. Do NOT even think about laughing at

them! Just keep chipping away at his health and he'll flop before you know it (or maybe you will know it, but that really doesn't matter).

~~ CACKLETTA ~~~~~

EXP - 1800 Attacks - Black Hole: A shadowy hole moves along the ground  
Coins - 300 to envelope the bros.  
- Lightning : A bolt of lightning strikes from above  
- Clone : Cackletta makes two clones of herself  
- Bats : A group of bats attack one-by-one

As the battle begins, Cackletta will show off a splendid display of lightning and whatnot. Of course, the lightning doesn't do a thing, so you need to instead focus your concentration on the ground-bound black holes that come at you. They move pretty slowly, so try to jump over all of them. Once this initial flurry is over, Cackletta will create two identical clones of herself. Attack the wrong one and it'll turn into a group of bats, who'll alternate between which brother they attack--just leap over them and you'll be fine. Since determining which Cackletta is the real one seems impossible, you'll just have to guess. When you do happen to strike the true one, the clones will disappear. At this point, pound away with your Bros. Attacks to cause some serious damage.

Once she's taken enough damage, she'll call you "tenacious little boys" and proclaim that she just doesn't have the time for games. What this means is that she's going crazy and returning to the repeating black hole routine. That means you need to get ready for some serious jumping. When your turn comes around, continue to pummel her with everything you've got, using Syrup to replenish your BP when need be. It shouldn't be long before the battle ends.

~~ POPPLE AND ROOKIE, ROUND 2 ~~~~~

EXP - 600 Attacks - Steal : Popple steals a Mushroom from you  
Coins - 66 - Hammer Toss : Rookie tosses a hammer at you  
- Fireball : A blast of Rookie's spicy breath  
- Ram : Popple rams into a single bro  
- THAT Technique: Popple and Rookie's Bros. Attack  
- Flaming Popple: Another Bros. Attack

Begin this battle as you did last time--focus on cutting Popple out of the picture. As you may guess, Bros. Attacks are the most effective way to do this. The main attack you want to watch out for is what Popple refers to as "THAT Technique", which is pretty much Popple and Rookie's very own Bros. Attack. To avoid it, simply leap over the shockwaves that are released. Continue to pummel Popple and be sure to watch out for his steal move, as he can use YOUR Mushrooms to heal himself.

The battle becomes significantly easier once Popple goes down. Without his boss, Rookie is left with only two attacks: his hammer toss, which can easily be negated with a good-timed hammer whack, and the fireball, which can be jumped over easier than a piece of string... And jumping over string tends to be pretty simple, eh? Anyway, just continue the onslaught of powerful Bros. Attacks to finish off the fight in a hurry.

THE REST IS COMING SOON! I APOLOGIZE FOR THE INCONVIENCE!

7 ~ B E S T I A R Y

Below is a list I've compiled of every enemy in the game. Bare in mind that the HP values may not be 100% accurate, as I calculated them myself, and I tend to make more mistakes than a pre-schooler trying to do algebra. Yeah. ;)

Beanie

~~~~~

- o Location - Chucklehuck Woods, Hoohoo Mountain
- o HP - 6
- o EXP - 8
- o Coins - 2
- o Notes - These foes typically come in sets of two.

Bill Blaster

~~~~~

- o Location - Stardust Fields
- o HP - 6
- o EXP - 6
- o Coins - 2
- o Notes - Their only attack is to fire a Bullet Bill straight ahead. Very easy to avoid.

Blue Virus

~~~~~

- o Location - Woohoo Hooniversity
- o HP - N/A
- o EXP - 42
- o Coins - 4
- o Notes - In order to defeat these guys, you must make all the viruses on the battlefield the same color. Hitting a Blue Virus once will turn it yellow, and hitting again will turn it red.

Chuck Guy

~~~~~

- o Location - Chucklehuck Woods
- o HP - 23
- o EXP - 30
- o Coins - 6
- o Notes - Shyguy, anyone?

Dry Bones

~~~~~

- o Location - Hoohoo Mountain
- o HP - 8
- o EXP - 12
- o Coins - 2

- o Notes - Just your average run-of-the-mill skeleton foes.

Eeker

~~~~~

- o Location - Woohoo Hooniversity
- o HP - 22
- o EXP - 48
- o Coins - 8
- o Notes - It's like a Beaker, only an Eeker. Probably because it's so scary that it makes you go "eek!" ... Meh, maybe not.

#### Fighter Fly

~~~~~

- o Location - Stardust Fields
- o HP - 5
- o EXP - 4
- o Coins - 2
- o Notes - These guys are all over the Stardust Fields.

Fuzzbush

~~~~~

- o Location - Chucklehuck Woods
- o HP - 17
- o EXP - 24
- o Coins - 17
- o Notes - Looks like something from a Dr. Seuss book, eh?

#### Goomba

~~~~~

- o Location - Koopa Cruiser
- o HP - 4
- o EXP - 4
- o Coins - 1
- o Notes - Goombas > j00.

Lakipea

~~~~~

- o Location - East Beanbean
- o HP - 40
- o EXP - 22
- o Coins - 10
- o Notes - These guys fly around above you, dropping Sharpeas. In order to initiate combat with one, you have to High Jump up to reach it.

#### Laser Snifit

~~~~~

- o Location - Woohoo Hooniversity
- o HP - 15
- o EXP - 40
- o Coins - 4
- o Notes - To avoid their laser attacks, you actually have to jump through the rings that they shoot out.

Mecha-Chomp

- ~~~~~
- o Location - Woohoo Hooniversity
 - o HP - 37
 - o EXP - 52
 - o Coins - 6
 - o Notes - It's like a Chain Chomp, but with a body! The color of the small panel on it's head will divulge with brother he's going to attack. Red for Mario and green for Luigi, of course.

Parabeanie

- ~~~~~
- o Location - Southwest Beanbean
 - o HP - 21
 - o EXP - 8
 - o Coins - 2
 - o Notes - Like the normal Beanies, only with wings.

Pestnut

- ~~~~~
- o Location - Chucklehuck Woods
 - o HP - 18
 - o EXP - 19
 - o Coins - 4
 - o Notes - Do you suppose they call it a Pestnut because it's such a pest? Only attack them with your hammer, thanks. Also, these guys will turn into a Beanie after sustaining a certain amount of damage.

Red Virus

- ~~~~~
- o Location - Woohoo Hooniversity
 - o HP - N/A
 - o EXP - 42
 - o Coins - 4
 - o Notes - In order to defeat these guys, you must make all the viruses on the battlefield the same color. Hitting a Red Virus once will turn it blue, and hitting again will turn it yellow.

Rex

- ~~~~~
- o Location - Hoohoo Mountain
 - o HP - 14
 - o EXP - 16
 - o Coins - 3
 - o Notes - At first you can't dodge or counter their attacks. However, jump on them a few times and they'll start to get squished, allowing you to avoid and counter-attack.

Sharpea

- ~~~~~
- o Location - Northwest Beanbean
 - o HP - 9
 - o EXP - 4
 - o Coins - 1
 - o Notes - The first spiky-shelled foes you meet! Be sure to dispatch of them

with your hammers!

Spiny

~~~~~

- o Location - Beanbean Castle Sewers
- o HP - 14
- o EXP - 15
- o Coins - 1
- o Notes - As with other spiky-shelled enemies, jump attacks don't cause the slightest bit of damage, so stick with hammer blows to down these guys.

### Super Fly

~~~~~

- o Location - Beanbean Castle Sewers
- o HP - 10
- o EXP - 24
- o Coins - 2
- o Notes - These guys are the only foes in the game who are supa-fly!

Swarm

~~~~~

- o Location - Northwest Beanbean
- o HP - 16
- o EXP - 12
- o Coins - 4
- o Notes - Playing Whack-a-mole with these guys is fun! Give it a try!

### Troopea

~~~~~

- o Location - Southeast Beanbean
- o HP - 22
- o EXP - 32
- o Coins - 3
- o Notes - Although their hard shells seem like they'd be succetible to your hammer, they are actually weak against the jump attack!

Yellow Virus

~~~~~

- o Location - Woohoo Hooniversity
- o HP - N/A
- o EXP - 42
- o Coins - 4
- o Notes - In order to defeat these guys, you must make all the viruses on the battlefield the same color. Hitting a Yellow Virus once will turn it red, and hitting again will turn it blue.

### Yo Bro

~~~~~

- o Location - Woohoo Hooniversity
- o HP - 47
- o EXP - 60
- o Coins - 10
- o Notes - This guy's name makes me think of Goro from Shenmue. "Yoooo

Broooooo!!". Ahem... Anyway, you can tell which bro he's aiming his attack at because of the color of his yo-yo. As usual, red denotes an attack at Mario while green means Luigi is the target.

THE REST IS COMING SOON! I APOLOGIZE FOR THE INCONVIENCE!

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8 ~ I T E M S

There are quite a few different items in this game. Although some handy descriptions at the bottom of the screen tell you what each item does, I've decided to list it all here anyway. I've also included the base amount that you can buy and sell each item for.

1-Up Mushroom

~~~~~

- o Effect - Revive a KOed bro with 1/2 of their HP
- o Base Price - 80
- o Base Sell - 20

1-Up Super

~~~~~

- o Effect - Revive a KOed bro with all of their HP
- o Base Price -
- o Base Sell - 60

Beanbean Brooch

~~~~~

- o Effect - Allows you to enter Chateau de Chucklehuck
- o Base Price - N/A
- o Base Sell - N/A

Beanbean Map

~~~~~

- o Effect - A handy map of the Beanbean Kingdom
- o Base Price - N/A
- o Base Sell - N/A

Mushroom

~~~~~

- o Effect - Restores 25 HP to a single bro
- o Base Price - 24
- o Base Sell - 6

Nut

~~~~~

- o Effect - Restores 20 HP to both bros.
- o Base Price -
- o Base Sell - 12

Peasley's Rose

~~~~~

- o Effect - A rose autographed by that snot Prince Peasley; allows you to enter Beanbean Castle
- o Base Price - N/A
- o Base Sell - N/A

Refreshing Herbs

~~~~~

- o Effect - Cures any status ailment
- o Base Price - 30
- o Base Sell - 7

Super Mushroom

~~~~~

- o Effect - Restores 50 HP to a single bro
- o Base Price -
- o Base Sell - 15

Syrup

~~~~~

- o Effect - Restores 20 Bros. Points to a single bro
- o Base Price - 24
- o Base Sell - 6

THE REST IS COMING SOON! I APOLOGIZE FOR THE INCONVIENCE!

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As with most other RPGs out there, Mario & Luigi contains a plethora of different items that you can equip on your characters to make them better. Here they are, in all their glory!

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      <><~><>                9A - Mario's Pants                <><~><>
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Bean Pants

~~~~~

- o Location - Beanbean Castle Town Shop
- o Effect - Defense +8
- o Description - Cheap and durable... but not cool!

Hard Pants

~~~~~

- o Location - Beanbean Castle Town Shop
- o Effect - Defense +18
- o Description - Starchy pants stiffened with bean juice.

Parasol Pants

~~~~~

- o Location - Beanbean Castle Town Shop
- o Effect - HP +3, Defense +
- o Description - These boost DEF during battles.

Work Pants

~~~~~

- o Location - Mario's initial equipment
- o Effect - Defense +4
- o Description - Light, comfy, and easy to walk in.

```

<~><~><~>-----<~><~><~>
      <><~><>                9B - Luigi's Pants                <><~><>
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Blue Jeans

~~~~~

- o Location - Beanbean Castle Town Shop
- o Effect - HP +5, Defense +11
- o Description - Thick jeans perfect for dangerous work.

Heart Jeans

~~~~~

- o Location - Beanbean Castle Town Shop
- o Effect - HP +9, Defense +5
- o Description - Jeans with a lovely heart-shaped patch.

School Slacks

~~~~~

- o Location - Dropped by Eeker
- o Effect - N/A
- o Description - N/A

Work Jeans

~~~~~

- o Location - Luigi's initial equipment
- o Effect - Defense +5
- o Description - Thick, durable, and practical jeans.

```

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Bean Trousers

~~~~~

- o Location - Beanbean Castle Town Shop
- o Effect - HP +4, Defense +6
- o Description - Trendy pants popular in Hooehoo Village.

THE REST IS COMING SOON! I APOLOGIZE FOR THE INCONVIENCE!

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10 ~ B A D G E S

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Bean Badge

~~~~~

- o Location - Your first badge; given to you by Queen Bean
- o Effect - Increases Power by 8 and Bros. Points by 6
- o Description - Increases POW & BROS. points

Bean B. Badge

~~~~~

- o Location - Beanbean Castle Town Shop
- o Effect - Increases Power by 10
- o Description - The most popular badge in the kingdom.

Castle Badge

~~~~~

- o Location - Beanbean Castle Town Shop
- o Effect - Increases Power by 10
- o Description - A badge for tourists.

Charity Badge

~~~~~

- o Location - Beanbean Castle Town Shop
- o Effect - Increases Power by 15
- o Description - Manager's special! What a bargain!

Counter Badge

~~~~~

- o Location - Beanbean Castle Town Shop
- o Effect - Increases damage caused by counterattacks
- o Description - Increases counterattack damage.

Pea Badge

~~~~~

- o Location - Beanbean Castle Town Shop
- o Effect - Increases Power by 12 and Bros. Points by 2
- o Description - Recommended for beginners.

THE REST IS COMING SOON! I APOLOGIZE FOR THE INCONVIENCE!

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11 ~ S I D E Q U E S T S

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12 ~ M A R I O B R O S . C L A S S I C

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13 ~ F A Q

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14 ~ W H A T ' S N E W ?

Wanna see at how this FAQ has evolved from it's conception? Take a look.

Current Version

~~~~~

o Version 0.5 / January 18, 2004

The walkthrough is now completed up to the end of Woohoo Hooniversity. Some of the appendices (namely the bestiary and equipment lists) have also seen some additions since the last update.

Past Versions

~~~~~

o Version Number 0.4 / January 14, 2004

The walkthrough is complete up to the end of the whole Chucklehuck deal. The appendices are messy and incomplete.

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\                               15 ~ C R E D I T S                               /
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For starters, I'd like to thank the people/sites/whatever that allow my work to be posted online. That's you Ceej (GameFAQs.com), faqs.ign.com, and neoseeker.com. Huge props for making all this possible, guys!

Additionally, I feel the need to thank Nintendo for creating this amazing RPG!

I'd also like to mention some of the FAQ authors who have really inspired me and my writing. While there are quite a few, the main ones I'd like thank are Adrenaline SL, AstroBlue, and CyricZ. The three of you are awesome writers who help me strive to be better.

Of course, I feel obligated to thank all you readers for enduring all the crap I wrote and (hopefully) finding it useful.

Last but not least, I'd like to thank my two cats, Mimi and Kaori, for being small, furry, cute, and all the other good things that typically characterize cats. Also for providing a good distraction for me when I got bored with writing.

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\                               16 ~ L E G A L   D I S C L A I M E R                               /
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