



- [M20] Paper Mario vs. Thousand-Year-Door
- [M21] Secrets
- [M22] FAQs & Other Oddities
- [M23] Copyright, Thank-Yous & Contact Info

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[M2]

\*Version Info\*

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[M2.1]

\*Latest Version\*

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Version 5.0  
February 18, 2011

Added secret re Yoshi in Excess Express. Edited Double Pain badge availability info.

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Version 5.0  
February 8, 2011

Edited character placement in Paper Mario vs. TTYD--Bootler makes a cameo in TTYD.

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Version 5.0  
May 10, 2010

Added a follow-up on Mike's Juggernaut Mario Pit of 100 Trials guide.

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Version 5.0  
May 3, 2010

Edited time determinants for Yoshi's colour.

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Version 5.0  
April 23, 2010

Added a submitted Pit of 100 Trials experience.

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Version 5.0  
December 22, 2009

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Version 5.0  
September 18, 2009

Added info on order of Glitzville fights & separated Bowser's fight into its own mini-section.

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Version 5.0  
September 3, 2009

Added details on gold bars x3 in Items section.

Added secret on selling Whacka's Bumps.

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Version 5.0  
August 20, 2009

Added AWESOME Pit of 100 Trials strategy guide to Pit section. Thanks Mike!

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Version 5.0  
August 12, 2009

Moved secret about a colour file name as determining Yoshi's colour to Rumours. Thanks Mike for the correction.

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Version 5.0  
May 5, 2009

Unfortunately, Yahoo! is shutting down all free Geocities web sites this summer. I have decided to close down all my Geocities web sites early to beat the rush in saving all my files. Until Yahoo! officially dumps the sites, I've posted a short message there, but all content has been removed.

Thank you for all of your support of my web sites for over 10 years! I will be considering a move to my own web site domain, but for now, you can access my video game FAQ/walkthroughs on GameFAQs.com and any other sites located in the Credits section.

Many thanks & happy gaming,  
~Megan~

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Version 5.0  
March 30, 2009

Added FAQ on leveling up after completing the game.

Version 5.0  
March 11, 2009

Added additional secret info on Koopatrol.

Fixed errors on Dark Koopatrol and Rawk Hawk stats in Tattle Log.

Added Koopatrol to the Tattle Log. Oooops...!

Version 5.0  
March 7, 2009

Added secret on boosting attack power using Chet Rippo and badges.

Added FAQ on maximum level and stats attainable in the game.

Version 5.0  
March 2, 2009

Added FAQ on how to hover with Yoshi

Version 5.0  
January 14, 2009

Walkthrough now available at ChapterCheats.com.

Version 5.0  
January 9, 2009

Walkthrough now available at Vgnerd.com.

Version 5.0  
December 20, 2008

Walkthrough now available on \*NEW\* website:  
[http://www.geocities.com/nintendo\\_girl21sfaqs](http://www.geocities.com/nintendo_girl21sfaqs)

Old Zelda & Mario web sites have been removed.

\*~\*~HAPPY HOLIDAYS & NEW YEAR 2009\*~\*~

Version 5.0  
November 16, 2008

Hey, hey! So, I played through the entire game following the

walkthrough and getting all the necessary side quests completed. It seems that everything is in order for this to become a "mint-condition" walkthrough. I think the "Final" status on GameFAQs makes very little sense, since people always seem to come up with questions about a game, so I'm setting this FAQ/walkthrough's status at 5.0. Basically that means that I won't be editing the walkthrough or other sections here anymore, but I will continue to accept, post & answer any questions related to the game. I am attempting to make all 8 of my walkthroughs version 5.0 (not an easy task) so they are the cream of the crop, the king of the castle...you get the idea.

If I don't post updates before the holidays, have a Merry Christmas, Happy Hanukkah, Krazy Kwanzaa, a Tip-Top Tett, and a Solemn, Dignified Ramadan (as Krusty the Klown would say).

Happy gaming,

~Megan~ (a.k.a. nintendo\_girl21)

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Version 1.0  
September 15, 2008

Walkthrough now available on MyCheats.com

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Version 1.0  
June 18, 2008

Walkthrough now also available on Wiiniis United.

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Version 1.0  
June 17, 2008

Added FAQ on increasing HP & FP.

Added FAQ on Happy Lucky Lottery.

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Version 1.0  
June 14, 2008

Added FAQ on characters.

Added FAQ on Rogueport badge shop.

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Version 1.0  
April 22, 2008

Added FAQ on how to determine Yoshi's colour.

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Version 1.0  
February 24, 2008

Added FAQ on leveling up with Mario.

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Version 1.0  
February 17, 2008

Added secret on earning coins by fighting Armoured Koopas.

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Version 1.0  
February 3, 2008

Added additional info to Items on Gold Bars.

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Version 1.0  
February 1, 2008

Added secret about selecting Yoshi's colour.

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Version 1.0  
January 30, 2008

FAQ now available at [CheatCodes.com](http://CheatCodes.com)

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Version 1.0  
January 25, 2008

Added FAQ on Prof. Frankly's secret treasure.

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Version 1.0  
January 18, 2008

Walkthrough now available on [CheatHappens.com](http://CheatHappens.com)

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Version 1.0  
January 16, 2008

Walkthrough now available on [Kuponut.com](http://Kuponut.com).

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Version 1.0  
January 11, 2008

Added FAQ on Badge Bandit enemy in Pit of 100 Trials.

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Version 1.0  
January 4, 2008

Added alternative method to summoning Atomic Boo in Chapter 4.

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Version 1.0  
December 22, 2007

**\*\*HAPPY HOLIDAYS, FELLOW GAMERS\*\***

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Version 1.0  
December 9, 2007

Added FAQ on Goldbob & General White.

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Version 1.0  
November 16, 2007

FAQ now available at [Cheatingdome.com](http://Cheatingdome.com).

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Version 1.0  
November 12, 2007

Added FAQ on gold bar x3 item and the mover in Pit of 100 Trials.

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Version 1.0  
November 4, 2007

Added new badge location in Glitzville.

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Version 1.0  
November 2, 2007

Added 2 FAQs on navigating Flurrie's house and using Yoshi versus the Armoured Harriers.

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Version 1.0  
October 10, 2007

I FINALLY got through all 1600+ e-mails (about 1500 of them spam) from my old e-mail account, which is now defunct. Unfortunately, there were 3 e-mails about my walkthroughs sitting in my old inbox that got lost. Two of them I posted and answered from memory, but

I didn't reply to them personally, so if you are one of those three people, I sincerely apologize. The third guy, especially. If you e-mailed me sometime in the last week and never heard back from me, chances are I lost your e-mail, so send it my way again and I'll get back to you this time, I PROMISE.

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Version 1.0  
October 8, 2007

Happy Thanksgiving, Canada!

Walkthrough now available at Gamerevolution.com.

Still haven't recovered e-mails under old account yet. Will get to that ASAP. I'm sure there are just THOUSANDS of FAQ-related e-mails waiting for me :oP

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Version 1.0  
October 6, 2007

SHE'S BAAAAACK!

If you've been wondering where in Mario's overalls I've been in the last week, well here's a breakdown:

- 1) I started teacher's college, 100x more demanding and so updates are now going to be posted less often. \*Wipe away a tear\*. Hence, I've posted a disclaimer under Contact Info.
- 2) My Desktop had a nearly fatal hard drive crash last week and luckily I managed to save all my highly important data on CDs before the comp blew up. Just kidding...it died a noble death.
- 3) I bought a laptop (finally) and in between transferring my files, setting up a new e-mail address, and constantly calling Rogers and my local computer shop for solving all kinds of tech issues, I've neglected to update.
- 4) As for e-mails sent in the last week, they have not yet been read or replied to. Despite a near fatal hard drive crash, my old ISP should be able to restore all messages that were in my Inbox or sent in the last week, \*WHEW\*. If you fall in this category, please be patient as I catch up with my e-mail.

Thanks for your patience and understanding. I'll get back on things very soon, I promise :o)

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Version 1.0  
September 21, 2007

Added FAQ on Petal Meadows switches.

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Version 1.0  
September 8, 2007

Added FAQ on Atomic Boo.

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Version 1.0  
August 30, 2007

Added FAQ on character upgrades.

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Version 1.0  
August 29, 2007

Added FAQ on recipe problem.

Fixed recipe mistake on Poison Shroom and Trial Stew.

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Version 1.0  
August 28, 2007

Walkthrough now available on Gamesradar.com and Cheatplanet.com

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Version 1.0  
August 20, 2007

Walkthrough now available on SuperCheats.com and Neoseeker.com. Also added links to my files on these sites from my Geocities site.

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Version 1.0  
August 17, 2007

Walkthrough and checklists complete to the best of my knowledge.

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[M3]

\*Game Information\*

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[M3.1]

\*Technical Info\*

Genre: Adventure/RPG (Role-Playing Game)  
Designer: Intelligent Systems  
Publisher: Nintendo

System: Nintendo Game Cube  
ESRB Rating: Everyone (E)  
Player(s): 1  
Release Date: October 2004 (North America)

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[M3.2]

\*Game Premise\*

2-D characters in 3-D world with even richer colours, more advanced animation and creative adventures, but not without the mostly old-school story and character conventions.

Mario and Peach get separated on a vacation and soon Mario is entrapped in an effort to find Peach and solve the mystery of the ancient Thousand Year-Door that legend tells of a secret treasure.

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[M3.3]

\*Decoding My Directions\*

Compass directions are represented as such:

- North = up
- South= down
- West= left
- East= right
- Northwest= up & left
- Northeast= up & right
- Southwest= down & left
- Southeast= down & right

I sometimes use the abbreviation #x, meaning number of times to move or perform a task. For example, 2x means "2 times".

Also note that at the top of each section of the walkthrough is a tallied list of important items found within each section. If you're wondering why the badges total is incomplete, it is because many badges have to be purchased at the badge shop in Rogueport or from Charlieton, plus the Pit of 100 Trials rewards some badges. All of this must be done at your leisure.

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[M3.4]

\*Bare Bones Guide\*

Here is a short list of necessary things to do in order to fully complete the game. If you're feeling adventerous (and very patient), give it a try.

- 1) Get two upgrades on Jump and Hammer.

- 2) Get seven partners (one optional).
- 3) Keep your badges in a strategic setting.
- 4) Explore all plausible areas of a setting.
- 5) Get hints on how to progress from townspeople.
- 6) Use the Inn to rest.
- 7) Save periodically.
- 8) Trade Star Pieces for badges with Dazzle.
- 9) Use Goombella's Tattle to keep track of enemy info.

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[M4]

**\*Basic Controls & Actions\***

Jump- A  
Move- Control Stick  
Hammer- B  
Display Stats (Taskbar)- Z  
Scrolling in Menu- C-Stick  
Plane/Boat Mode- Y  
Paper/Tube Mode- R  
Menu Screen- Start

How to Battle:

- 1) Start a fight.
- 2) Choose Strategies, Items, Jump, Hammer or Star Power.
- 3) Press A to select choice.
- 4) Choose from list with Control Stick.
- 5) Press A to select choice.
- 6) Use Control Stick to select enemy (if applicable)
- 7) Press A to begin.
- 8) Press A for action command (with timing).
- 9) Press A after action command for Stylish move (with timing).

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[M5]

**\*Characters\***

Main Characters:

**Mario**

The same old short, fat, mustached plumber with red hat & overalls.  
Abilities: Jump, Hammer, Items, Star Power, use of badges.

**Princess Peach**

The beautiful, headstrong princess of Mushroom Kingdom.

**Goombella**

A tiny but tough Goomba with extensive knowledge of people & places you visit.

#### Abilities:

Headbonk- Attack a single enemy

Tattle- Record enemies' stats

Multibonk- Attack a single enemy with multiple headbonks

Rally Wink- Gives Mario an extra turn

#### Koops

A shy Koopa with a shell attack that hits multiples and grabs faraway objects.

#### Abilities:

Shell Toss- Attack a single enemy

Power Shield- Attack multiple enemies

Shell Shield- Defend Mario with a giant shell

Shell Slam- Attack multiple enemies, lowering their defense

#### Flurrie

A flashy, theatric ghost with big...stage presence.

#### Abilities:

Body Slam- Attack a single enemy

Gale Force- Attack by blowing enemies away

Lip Lock- Attack a single enemy, adding their HP to her own

Dodgy Fog- Makes Mario dodge attacks temporarily

#### Yoshi

A tough-talking baby Yoshi who hatched from an egg you saved. Is named by you.

#### Abilities:

Ground Pound- Attack a single enemy

Gulp- Attack a single enemy, hitting the next enemy beside it

Mini-Egg- Attack enemies, shrinking them & lowering their attack power

Stampede- Attack multiple enemies

#### Vivian

A former Shadow Siren who wants to do good.

#### Abilities:

Shade Fist- Attack a single enemy with lasting fire

Veil- hides herself & Mario under the floor, protecting from enemy attacks

Fiery Jinx- Attack multiple enemies with lasting fire

Infatuate- Attack multiple enemies, with lasting confusion

#### Bobbery

An old Bob-omb with a heart for the high seas (and his late wife)

#### Abilities:

Bomb- Attack a single enemy

Bomb Squad- Attack multiple enemies with 3 bombs that explode after a turn

Hold Fast- Damages enemies that directly attack him

Bob-ombbast- Attack multiple enemies

#### Ms. Mowz

A feisty, badge-snooping mouse thief. Optional partner.

#### Abilities:

Love Slap- Attack a single enemy

Kiss Thief- Steal an enemy's badge or item (must be displayed on screen)

Tease- Attack a single enemy with lasting dizziness

Smooch- Refreshes Mario's HP



## Rogueport

The central hub of all locations. A rundown port town. Has 5 areas & several buildings:

### Main Area

West exit to West Side, south exit to Port, east exit to East Side/Robbo Turf, Zess T's house, news bulletin board, item shop, inn, badge shop, save block.

### East Side/Robbo Turf

West exit to Main Area, back alley, Shine Shop (Merlon), Professor Frankly's pad, pipe to Sewers, Bobbery's house, Trouble Center, Garf's house.

### Rogueport Sewers

Thousand Year-Door, west side (Dazzle, Merlullee), Pit of 100 Trials, Rip Cheato, pipes to Rogueport east & west sides, Petal Meadows, Twilight Town & Fahr Outpost.

### Rogueport Station

Located in West Side from north exit, portal for Excess Express train and Cheep Cheep Blimp.

### Mario's House

Unfortunately unreachable during the game, but is the location of the opening cinema.

### Bowser's Castle

Used in one "meanwhile..." cinema when you play Bowser.

### Old School Level

One of three "old school" levels when you play Bowser during the game. An homage to the original Super Mario Bros.

### Petalburg

Home of Koops, Koops' father, Koopie Koo, General White and Mayor Kroop. Located east of Rogueport from pipe in sewers. Features Petal Meadows, Hooktail's Castle and Shhwonk Fortress. Main town holds inn, item shop, and several houses.

### Shhwonk Fortress

East of Petalburg. Holds the Stone Keys.

### Hooktail's Castle

Located west and north from Petalburg, situated in Petal Meadows. Home of red dragon Hooktail. Holds many secrets.

### Boggly Woods

Home of Flurrie. Features the Great Tree and Flurrie's House.

### Great Tree

Home of the Puni and Jabbi tribes.

### Glitzville

Accessed via the Cheep Cheep Blimp in Rogueport Station. Home of the Glitz Pit and its manager, Jolene. Also houses the blimp landing site, Juice Bar, item shop, and Hoggles' Hot Dog Stand.

### Twilight Town

Accessed via pipe in Rogueport Sewers. Home of Darkly, Mayor Dour, Eve, and many others. Houses item shop, inn, Mayor's house, and Eve's house. East exit to Twilight Trail.

### Twilight Trail

East of Twilight Town. Contains pipe to back forest. West of that is Creepy Steeple.

### Creepy Steeple

Home of Doopliss and his parrot. Situated within Twilight Trail, in the forest off Twilight Town.

### Keelhaul Key

A faraway island accessed by ship. Houses an inn, item shop, back jungle, and Pirate's Grotto at east.

### Pirate's Grotto

Home of Cortez. Contains watery caves, waterfalls, waves, and a pirate ship.

### Excess Express

A fancy-dancy train bound for Poshley Heights from Rogueport Station. Home of Chef Shimi, waitress, and ghost. Temporary "home" of Zip Toad, Pennington, Toodles, and Goldbob & family. Houses many rooms, engineer's area at east, baggage area at west, and item shop.

### Riverside Station

Junction between Rogueport Station and Poshley Heights.

### Poshley Heights

Contains many elegant homes, inn, outdoor kiosk, and Poshley Sanctum. Home of many penguins, Goldbob & family, Toodles, and Pennington.

### X-Naut Fortress

Situated on the moon. Home of X-Nauts and Grodus. Designed like a big technical hub.

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Behind the pillar is a \*Star Piece\*. Go in the first house to see Merlurvee, a fortune teller. Go back right and continue east until you bump into three different Goombas who hit on Goombella (!). You must fight them. Tattle on all three enemies: \*Goomba\*, \*Spiky Goomba\* & \*Paragoomba\*. The whole family tree. The two main things to remember are not to jump/headbonk on the spiked one and you can't hammer the flying one. These guys are beyond easy. By the way, from now on, I won't mention any enemies in the field unless they are new & need to be tattled on or they ensue a battle you cannot escape from. Anyway, when they take a beating and a hike, you'll get a tip from Frankly about the first strike. Hit an enemy in the field before battle & you will get to hit them before your first turn. Climb the stairs and go around left in the back to the moving platform. Take it across to the enclosed pipe and down you go. Go right and down the stairs. Hit the two item blocks for a Mushroom and Fire Flower. Break the two yellow blocks with the wood tool (um, hammer) and take the new pipe down. Behind the giant block is a \*Star Piece\*. Fight & tattle on the new enemy, \*Spinia\*. Go right & jump/hammer the blue switch to reveal stairs. Go up and through the door. Talk to the black chest. It talks back?!?!? We need a Black Key. You might have seen it before. Go back lx, go left and fall off the edge to a small platform with the key. Return to the chest and open it. Bah ha ha ha! You fell for it. Well, no biggie. This "curse" (notice the quotation marks) is actually a good one. You now have the Plane Mode ability. Go back out and left to see a platform with an arrow. You can now use it. Press Y while standing on the glowing platform and fly all the way left to the other side. It's tricky at first, but at least get over the big block. When you reach it, go left and you will reach the legendary Thousand-Year Door. Stand on the pedestal and the map will glow, and fill in more detail on an area of the map. Look, it's a Crystal Star! You also get a Special Move called Sweet Treat. Frankly will give you a tutorial on Special Moves, Star Points, Bingo, and Audience, if you need it (which you do if this is your first time playing this game). You automatically return to Frankly's place. He finds out that the first star is in Petal Meadows (more specifically a castle there). When you exit, Frankly comes back with a badge, \*Power Smash\*, and will offer a tutorial on Badges. Definitely equip this badge. It's imperative for the entire game (and it was free!) Go down the pipe from before to the sewers. Go all the way right to an airplane panel. Press Y and fly right to a new door. Go through a new area. See the tentacle? Hammer it. YOWCH! Ooh, that won't heal easy. Now you must fight a \*Blooper\*. Remember to Tattle. Hammer/jump/headbonk the two tentacles, then smash away at the Blooper's body until he's finished. After the battle, moving platforms appear. Carefully cross to a pipe & take it doooowwwwnnnnn.

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[M7.2]

### \*Chapter 1: Castle and Dragon\*

Badges: 10 // 11/100- Close Call, Multibounce, Happy Heart, HP Plus, Power Bounce, Attack FX R, Last Stand P, Mega Rush P, Pretty Lucky, Damage Dodge  
Shine Sprites: 3 // 3/42  
Star Pieces: 6 // 10/100  
Partners Gained: 1 // 2/7- Koops  
Tattles: 10 // 15/124- Koopa Troopa, Bald Cleft, Bristle, Fuzzy, Gold Fuzzy, Paratroopa, Dull Bones, Red Bones, Hooktail, Gus  
Special Moves/Items: 3 // 5/23- Paper Mode, Diamond Star, Earth Tremor

Petal Meadows

What a pretty green place. Hammer the two trees for a \*Star Piece\* and Mushroom, then save. Go forward and you'll see a huge dragon enter the dark castle in the background. Cooool. Go right and hit the item block for another Mushroom. Keep going right to another block, this time red which always indicates a badge. Hit it for a \*Close Call\* badge. You should equip this now. Go right 1x. Towards the end of the area, press A at the bush when a ! appears. The bushes spread to reveal a pipe. Take it to go into the background (looks like Super Mario Bros. 3 background with original SMB influence). Go right and hit the blue switch to make a bridge appear in the foreground (BTW: I may use short-forms f.g. for foreground and b.g. for background, okey-dokey?). Continue all the way right for another \*Star Piece\*. Take the pipe back to the f.g. (see?). You can get a Mystery from another bush and a Fire Flower from the item block. Go right 1x.

### Petalburg

A sweet, flowery town. I sound like a travel agent. Green Boots welcomes you. You can stay at the Inn if you want and also buy things at the Item Shop, and save, of course. The POW Blocks and Fire Flowers are key attack items (wink, wink). Go right 1x to the pink house and enter. Talk to the mayor. Man, what a jump-to-conclusions old fart he is! So, Murphy, you learn about the Stone Keys from the Shhwonk Fortress you need to access Hooktail's Castle. Got it? Nope? Fine, listen to me, lazy :o) Exit, and you'll get an e-mail (yes, Mario has a Mailbox SP) from Frankly. Isn't technology great? Plus, Nintendo loves to advertise new toys (Game Boy SP, eh?) Talk to the Koopa at the gate to open the way. A shy Koopa named Koops tries to talk to you, but gives up. Moving on...through the gate.

### Shhwonk Fortress

What kind of name is Shhwonk? Shake the first bush here for a \*Star Piece\*. Along the way, tattle on the \*Koopa Troopa\*. You can get a POW Block from the item block as well. You'll finally come to the fortress. A wee room. Press A when ! appears at either pillar to fight the \*Bald Cleft\* (well, two actually). Tattle! It's best to use a POW Block. The closed door opens. Go through it to go back outside. They should call these Shhwonk Fortresses. Go forward to the next fortress. Press A at the pillar to fight \*Bristle\*. Do I need to say tattle? I think not, but I just did. So do it. POW Block for sure. There's no other way to beat them (now, anyway). Go forward to the outdoors. Get the Fire Flower from the item block and an Inn Coupon in the southern grass. On the way to the next fortress, you'll spot a Recovery Block. It costs you x number of coins, depending on the little sign attached. It refills HP & FP only. Enter the real Shhwonk Fortress. Ah...now I see. It's a Shhwonk. Talk to it & take it on. It's a quiz show. Cute. Here are the answers to the questions: 1) Stone Keys; 2) 16 coins; 3) Kroop; 4) Hooktail Castle; 5) Go through a pipe. In case you got any wrong, the next two answers are Koopa Troopas and seven. If you get three questions wrong, you fight a Cleft. If you get five right, you win. Hoo. Ray. A pipe forms. Take it to a watery sewer area. Hit the item block for the \*Multibounce\* badge. Equip it now to fill all 3 BP you have. Go right 1x & tattle on the \*Fuzzy\*. Any attack will do. Fire Flowers & POW Blocks are great against multiples. Go right 1x to get the Sun Stone. A Fuzzy (4 in battle) attacks you. Kick butt. Go left 2x to the first room, then head left until you get the Moon Stone. Another Fuzzy ambush. Hy-yah! Go right back to the main room where a \*Gold Fuzzy\* awaits you. Tattle on this rare enemy & fight to the finish. Concentrate on the yellow one & forget the hoard that eventually comes in to fight. Take the pipe and walk left back to Petalburg. Do any necessary shopping & save. Go left into Petal Meadows. Koops, that shy turtle from

earlier, will ask to accompany you as a partner. What the hey! Koops joins your party. He's a great attacker on multiple enemies and good at reaching faraway items/switches in the field. His girlfriend, Koopie Koo, will Power Shell you both. Women. Go left 1x. Take the pipe here to reach a higher one. Use X with Koops to reach the \*Happy Heart\* badge. This is worth equipping. Replace the Close Call & Multibounce with this one. Go left once more to reach the stone slabs. Place the Moon & Sun Stones in their proper places & a centre plaque will appear as well as two blue switches. This can be tough on your first try. Stand to the open side of either switch and press & hold X to release Koops and hold him in place. Move Mario to the other switch and release X. After a thud sound is heard, jump/hammer the second switch. A pipe appears. All that ground-shaking for a piece of metal? Take the pipe into the background and walk right to Hooktail's Castle.

#### Hooktail's Castle

Take the spring up & refresh at left if you want to. Drop back down & save, then spring up, and go right. Poor Koops (fraidy cat). Use the airplane panel to fly right to the door. If you drop left onto a small island platform, you can get the \*HP Plus\* badge with Koops at right. Backtrack to the door you flew to & enter. Many Koopa Troopas and a new \*Koopa Paratroopa\* will attack if you get close. Hit the red block for the \*Power Bounce\* badge. Personally, I think the Multibounce is better at this time. Go right 1x. Koops will recognize a blue-shirted skeleton as his father. Say yes to read the note. Well, it's not Koops' father (some son he is), but Kolorado's (recognize the name from Paper Mario for N64?). You get a hint that Hooktail's weakness is "cr" & "icket" (sport or insect, do you think?) Go right and talk to the pink pile of bones. An overload of skeletons falls on your head. Jump through the crowd towards the pink one to start a battle. Tattle on \*Dull Bones\* & \*Red Bones\*. One POW Block defeats all the Dull Bones. Focus mainly on the red one (c'mon buddy, admit it: you're pink). After the win, go right 1x. Watch out for any bones that come alive. Hit the yellow glowing block for a \*Shine Sprite\* (taken from Super Mario Sunshine for Game Cube). I'll explain those later (or check out my page devoted to them). Take the stairs and drop to a purple switch in f.g. Hit it for a purple block to drop. Use Koops' delayed hit (remember, hold X & move Mario), and stand on the new purple block. Let go and it will ride you up. Go right & collect the \*Star Piece\*. Return to the last room & you'll fall back down. Take the purple block elevator again and this time jump left to the grey block, then to the yellow one. Smash it, then hit the yellow switch to make the bigger block rise up. Stand under it and use Koops to hit the red switch. The set of stairs switches to another spot. Take them up and use Koops to get the Castle Key. Switch the stairs back to normal, then take them up & unlock the door. Save here, then go right 1x. Use Koops' delayed hit left of the red switch, and move Mario in front of the rightmost portion of the fence. A gate will rise. Go in and right. Talk to the black chest. Hmmm... Go into the next room and open the chest here for the Black Key. Spikes form around you and the spiked ceiling slowly descends towards you. D'oh! Follow the maze right, down, left, around right, up & left around the top, down to the end, left & around to the door. Open the black chest. Whee hee hee! FOOLS! Oh...no...another...curse. Boo...hoo. You can now use Paper Mode to become thin. Go left into the fenced in area and use Paper Mode (R) to get out. Use R to get the \*Attack FX R\* badge in the leftmost part. Equip it now (and I mean NOW!). This is imperative in fighting Hooktail. Go left all the way to the room with the bones (Koops' false father & Red Bones). Use R to go through the bars in the back at left. Go right to get another Castle Key. Come out and go right 2x. Save again. Take the stairs to the green block. Stand on the big one and use Koops to hit the switch. A big elevator ride (wheeeee!). Unlock the door and go through. Recover if necessary. Go left and hit the first switch, using Koops on the second one to

advance. Hop into the open window, walk backright to collect a \*Star Piece\*, then all the way left to another open window. Take the door. Use Koops' delayed hit on the switch and have Mario stand on the big block to ride it up. Go through the left door to meet Ms. Mowz, a mousey badge thief. Hm, hm, hm, what a bold character (is that legal?). She'll remind you of that badge you already have. Open the three chests for a Mushroom, Castle Key, and Honey Syrup, and get the \*Shine Sprite\*. Go back 1x, and through the locked door at right. Take the stairs down and hit the yellow switch. Use Koops' delayed hit to ride the block. Go left along the thin edge and use R to reach the airplane panel but don't take it yet. Go behind the bars on the other side and carefully walk right to get a \*Star Piece\*. Go back, and fly like the paper airplane you are (to the door at right). Take the stairs down, and hit the switch to drop the block. Use Koops to get the Castle Key. Drop down on the block and collect the \*Last Stand P\* badge. Backtrack left 2x, up the green elevator, right once, up the yellow elevator, then fly right and take the stairs up. Get the \*Shine Sprite\* here and go through the door. This part is cool. Go left to the tower and walk up (this is a subtle, but familiar shot from Paper Mario & the tower in Flower Fields). Refresh & save at the top. Have Goombella as your partner & then enter to fight \*Hooktail\*. Cool drum beats. Best to use Goombella's Headbonk & Mario's Power Smash. Don't give in to any of the dragon's pleas. He'll eat half the audience to regain HP. Finish him off! Congrats on beating your first boss. You get the Diamond Star, the special move Earth Tremor (it's awesome), and Koops is reunited with his father. Awwwww...\*sniff\*

"Meanwhile..." Cinemas

From a third person POV, you see Peach is okay, and the dorky creeps who have kidnapped her. BTW, do not attempt to adjust your TV screen. It is meant to be in "panavision" mode with the frame. Grodus is the ugly Darth Vader reject with the glass dome head. Peach's big mouth gives Mario's identity away (blabbermouth princess). The location of the next Crystal Star is revealed (Boggly Woods). Peach is taken to a dull locker room for now. Now you get to play as Peach (like in Paper Mario, N64). Go left to the bathroom. Press A at the tub to take a shower. Oy...I hope no one's watching. Psycho...\*scary music cued\*. Notice her hair is now up. Cute. Go back right. The door at right will open. Follow it all the way right to a computer room. Meet TEC, a very intelligent, yet secretly lonely computer. This is no HAL. Yikes, he was spying on Peach in the shower. Ew. Perhaps TEC is in love. Oooo-kay. He allows you to send Mario an e-mail through the communicator. Boy, Peach is a fast typer.

Now it's time for the Bowser show. Doesn't Bowser have an awesome castle? You get to play the 'ole Bowz as well. Walk all the way right and Kammy Koopa finally arrives. She hot-foots it (huffy hagg). After learning about this treasure & Mario's attempts to covet it, Kammy asks you if you like fried eggs. Pick an answer, it doesn't matter which. Silly question. Bowser vows to find the Crystal Stars and get Peach back from his petty kidnapping competitor. Notice he still rides that ugly balloon thing from Super Mario World (SNES).

Prep for Chapter 2

We now return to our regularly scheduled programming. In Petalburg. At the mayor's house, use Paper Mode to go through the crack in the fence and collect the \*Mega Rush P\* badge. Head left all the way back to Rogueport. On the way, your Mailbox SP will sound. It's a ringtone (the theme from Super Mario World, SNES)! The e-mail from Peach arrives. Anyway, take the pipe to Rogueport Sewers. Go left 1x, then left again to Dazzle. You can trade Star

Pieces for badges (that's all the pieces are for). Head back right. Use Paper Mode on the enclosed pipe right of the exit one. Take it down, then Paper Mode it again through the fence, and take that pipe. Go right and up, use the airplane panel and fly left to the Thousand Year Door. I will not repeat these instructions, but this is the quickest way to reach the Door. Step on the pedestal and the Boggly Woods will be highlighted on your map. You automatically return to Rogueport at Frankly's place (I love the programmers for saving time by doing that). After the chitty-chat, exit. You can talk to Luigi here to learn about his adventure (it's long-winded, but very creative). You can talk to him anytime after you complete a chapter of the quest to listen to his stories, and then talk to his new partner to get a less exaggerated version of the story. Enter the door left of Frankly's with a Shine Sprite on it. This is Merlon and he will upgrade your partners' attacks for three Sprites each. This is the only thing the Sprites are for, but it's highly recommended. You should upgrade Goombella now. Back in Rogueport, go right to find a tough guy with a spear guarding the far east area (Robbo Turf). Say you'll fight him and go to work. Tattle on \*Gus\* for info. Obviously, don't jump on him. Use Koops after Goombella tattles, and Power Smash often. When you beat him, he runs off, opening up the Turf area. You can now help out at the Trouble Centre (for now, #s 1-9). See my separate section on that for help. Go to the sewers, take the second pipe from the start, then the pipe down below (as if on your way to the TYD). A cute little thing you might have seen earlier runs into a small hole. Before you follow it, here's a neat hidden badge. From the front of the tiny hole, go down into the front (towards you) and jump. Huzzah! \*Pretty Lucky\* badge at your service. Now, use Paper Mode through the bars to follow the little thing. Talk to it, and say you won't hurt it. His name is Punio and he will open the way to Boggly Woods, which holds the Great Tree, his home. Go up the stairs and left to get the \*Damage Dodge\* badge, then back right and through the pipe to Boggly Woods.

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[M7.3]

### \*Chapter 2: The Great Boggly Tree\*

Badges: 8 // 19/100- P-Down D-Up P, Quake Hammer, Super Appeal P, Damage Dodge P, Charge, Shrink Stomp, FP Plus, Happy Heart P  
Shine Sprites: 5 // 8/42  
Star Pieces: 23 // 33/100  
Partners Gained: 1 // 3/7- Flurrie  
Tattles: 11 // 26/124- Cleft, Pale Piranha, Dark Puff, Vivian, Marilyn, Beldam, X-Naut, Yux, Mini-Yux, Pider, Magnus von Grapple  
Special Moves/Items: 3 // 8/23- Super Boots, Emerald Star, Clock Out

#### Boggly Woods

Save your game when you arrive. Watch the short cinema with the Shadow Sirens. Poor Vivian. You don't battle them yet. Hit the first tree for a Sleepy Sheep and collect the Honey Syrup between the two trees. Go right and be ready to tattle on two new enemies: \*Cleft\* and \*Pale Piranha\*. Remember not to jump on them. Go right 1x to reach the Great Tree (that idea seems to be taken from Legend of Zelda: Ocarina of Time). Take the pipe into the background and head into the tree. An ugly pink metal door is installed in the front entrance. Talk to Punio, then follow him up the left side of the tree. He suggests we visit Flurrie, the resident wind spirit. Go left 1x and watch another cinema, this time a short intro to Flurrie. Well, it's kind of weird, since you don't see her face. Take the pipe into the f.g. and go

right. Collect the Inn Coupon then go into the next screen. A new enemy to tattle on: \*Dark Puff\*. Head right to a shimmery wall. Walk into it at the bottom to get into the background of the area. Jump at the seventh tree from the right to get the \*P-Down D-Up P\* badge. Go left to a switch and hit it to extend the pipe. Collect the \*Star Piece\* left of the switch. Go back right into the main area, and take the up pipe at left. On the airplane panel, use Koops to get the \*Shine Sprite\* at left. Fly all the way right to the top of the shiny wall. Hit the red item block for the \*Quake Hammer\* badge, then go right 1x. Hammer the third tree to get another \*Star Piece\*. At the fence, use Paper Mode to go through the crack. Find another \*Star Piece\* left of the pipe, then take that pipe to the background and head into Flurrie's house. She will eventually reveal that she is missing a necklace, the one that Vivian found. The drama queen won't come out unless she has it on. Maybe it's like that joke about the missing head being tied on? Whatever. Save here, then go back out. The continuing story of the Shadow Sirens will play. Go into the f.g. Refresh at right if you want. Go left all the way back to the Shadow Sirens. They will spot you and a fight will commence. Be sure to tattle on all three sisters: \*Vivian\*, \*Marilyn\* and \*Beldam\*. I would defeat Marilyn first, since she is the strongest and can heal her partners. These gals are a piece of cake. After your victory (okay, go ahead and dance), they run away, dropping the Necklace. Pick it up, and go right back to Flurrie's house. Press A at the bedroom door, and soon Flurrie will appear. Ichee-wa-wa. Man, what a big...necklace that is. Flurrie ultimately joins your party. She is a good, though not great partner. The best thing about her is that she can blow things away on the field to reveal secret stuff. Exit the house, then reenter it. Go into her bedroom to get the \*Super Appeal P\* badge from the chest. Go back into the woods. You'll receive an e-mail, the RDM Issue. It's a newsletter, mostly gossip. It's cute filler. Go left and into the Great Tree. Climb the left side of the tree to the bough and use X with Flurrie to blow away some bark, revealing a secret entrance (check out the snazzy sign!). Punio will enter the tree and open the front door from inside. Enter the Tree.

#### Great Tree

Everyone is gone. Two \*X-Naut\* enemies soon ambush you. Tattle, then beat up these dorks. They run off to report to Lord Crump. The Punis soon come out of hiding. A fat Puni refuses to accept you unless you save everyone. Man, that's tight. Refresh and save at right, then take the next two pipes up. Shake the rightmost bush to get a Power Punch (I love this item, because you get really large!). Tattle on the new enemy, \*Yux\* and its \*Mini-Yux\* (in battle with X-Naut or in the next area). Beat the Minis that protect the Yux before hitting on the main unit. Take the next pipe up, then another up. A short cinema of a mouse-shaped shadowy person hitting on an X-Naut plays. You come to two jail cells where the other Punis are being held, including the elder and Punio's sister, Petuni. Go left to bump into Ms. Mowz. She will soon leave, and you'll have to fight the X-Naut who regains consciousness. After beating him, collect the Red Key and an Ultra Shroom from the chest. Return right, and free the elder in the red cell. After a long talking-to (booooooring), the female (!) elder will be free. Now get the Blue Key. Go all the way down to the main room and talk to Puniper (the bigger Puni). The elder will knock on him, too. Zing! Ten Punies join your party for now, and the elder gives you the Puni Orb. You must have all 11 Punies with you at all times (check the number in the bottom left). If you lose any, backtrack and find them, or return to the elder and have her whistle for them. Take the pipe up, and notice the altar with the square platform. This is an elevator (go figure). Place the Orb in the altar and the Punies will gather on the platform (kind of like Pikmin, eh?). A new pipe forms. Take the Orb out, then use the pipe. Fall down the pit and get the \*Shine Sprite\*. Also, shake the

rightmost bush for a Thunder Rage. Take the pipe back up, and press the console button to activate the door. This door leads back to the first main room. Place the Orb in this altar, then use Flurrie to blow the Punies into the pit. They soon rise up in bubbles. Blow the bubbles across the pit to the other side. Make sure you get all 11 over there. Get the Orb back, then hop over, and take the pipe down. You'll encounter a new enemy, \*Pider\*. They scare Punies. At left, blow away the black slab with Flurrie to reveal an airplane panel. Use it to fly right, then use the second one to fly left to a \*Shine Sprite\*. Fall down, go up the pipe to collect the Punies, then take the next two pipes down. The Punies will recognize a Jabbi, a species that has allied with the X-Nauts. Fall through the floor and shake the large bush near the Save block for a \*Star Piece\*. Use Flurrie to blow the left wall off to reveal Pungent's Shop, a cute little item shop. You can also have a small Jabbi friend join your party temporarily by talking to him (he's hiding at left behind the barrels). Take the pipe up, then enter the right cave where the first Jabbi fled. A field battle ensues. The Punies do most of the work, but you can use your hammer on the Jabbies to make it go faster. When you win, the Punies destroy the Jabbi nest, opening up a new area. Go right 1x, and down to the chest. Open it for the Blue Key. At last! Exit left, and a short cinema with the captured Punies will play. What a cute gesture by Petuni. Now, back to the cells. Can't remember how to get there? Go left, up pipe, up left pipe, up right pipe, left across with the bubbles to the main room, up pipe, then up three more pipes. Free the Punies here, and 90 more Punies join your party. Ay Carumba! Take the pipes down (including crossing the bubble path) until you return to the room before the Jabbi cave. Use Koops on the narrow path to hit an invisible block under the red item block. Hit that block for the \*Damage Dodge P\* badge. Follow the narrow path left (watch out for Piders), and through the left door. It's a Jabbi squadron! Use your hammer to speed things up, though the fight is somewhat longer. They destroy another hive, and another path forms. Go left through the new cave. Take the pipe down. Get the \*Star Piece\* behind the pipe. Go into the next area. Place the Orb in this altar and...what the heck?!?!? Ah, shoot! It's Crump. Well, that's just peachy (get it? Princess Peach?) Use Paper Mode to escape the cell, then take the pipe down. Hit the black switch, get the \*Star Piece\* behind the pipe, then take it back up. We have to return to a previous room. Go left, up, right 4x, then downstairs. This room had the Blue Key. Now there are white switches in front of four different symbols. Hit the switches so that the pictures show (from left to right): sun, moon, Puni, star. A door is revealed. Enter and open the giant chest for...da, da, da, da! Super Boots! Toadette gives you a tutorial on how to use them. You can now Spin Jump. There are so many hidden Star Pieces we can get now! You can get two hidden panel star pieces now or come back later. One \*Star Piece\* is found by Spin Jumping in the blue jail cell. Another \*Star Piece\* is found by Spin Jumping in the second room (take the up pipe from the main room). Anyway, go back one room, and Spin Jump on the metal panel to fall down. Use Koops to retrieve the \*Charge\* badge at left. If you fall, just take the pipe back up and fall through the floor again. Jump around on the platforms & get the \*Shine Sprite\*. Go left until you find another metal panel. You know what to do. You fall to a new pipe. Don't take it yet. Go right to the jail cell. Use Paper Mode to slide into the cage, then Spin Jump on the metal panel. Come back up if you fall through, then use the Orb in the altar and Flurrie's breath (um, breathmint?) to blow the Punies down the hole. Remove the Orb when finished, and fall down. Take the up pipe. Go left & up another pipe. Use the Orb on this altar & Flurrie to blow the Punies into the hole. Go through & down that pipe that you ignored earlier. Go to another pipe & take it down. Go down another & across the black & white platforms. Take the up pipe & step/hold the blue switch. Use Koops' delayed hit. Move Mario off the switch, wait a few seconds, then let Koops go to hit the other switch. The water drains and refills the previous room. At bottom, get the \*Shrink Stomp\* badge from the chest. Take the down pipe & hop across the lily pads to a \*Shine Sprite\*,

then down the pipe. Make sure you have all 101 Punies. Use the Orb on the altar & the platform lowers to a new room in the bowels of the tree (I've always wanted to sound like a sci-fi geek). Remove the Orb, refresh, get a Mushroom from the left bush, then save. Head right, and we'll see a short cinema of Lord Crump. He leaves when we arrive. Place the Orb in the altar & the Emerald Star appears. Crump runs by and nabs it. D'oh! To make things worse, he starts the timer on a remote time bomb. Yikes! Take the pipe as Crump did. Quickly fight the two X-Nauts (no choice). Shake the bush near the pipe for a \*Star Piece\*. Activate the door and take it left. Take all the up pipes to the first main room. At the bubble pit, you can abandon the Punis (they'll be safe). Go across and take the mechanical door left to the main room where the elder has blocked Crump from leaving. Crump stops the timer (with oodles of time left), and summons the \*Magnus von Grapple\*. Battle time! Tattle, use Power Smash and Goombella's Multibonk. Be sure to defeat the fists when released which have weak HP, but high attack power. Remember that your jump is stronger because of the Super Boots. After you win, you retrieve the Crystal Star, and learn the Special Move, Clock Out. Congrats!

"Meanwhile..." Cinemas

Grodus gets the unfortunate news. Now, it's time to play Peach. Walk around aimlessly until the right door opens. Go right to TEC. He wishes to learn about fun and dancing. You must dance with a hologram of yourself. Weird science, indeed. Press the buttons as they appear to dance flawlessly. Brava! Now you can use the communicator to e-mail Mario.

The Bowser Show. This is by far the most creative, and arguably the funniest Bowser cinema in the game. You get to play the original Super Mario Bros. game as Bowser with some new technology added. If you've played SMB for NES, you'll recognize a lot of old school features. Awesome! The level is pretty easy. Hit yellow blocks for meat and eat it to become HUGE! Press B to flame out the enemies. Finally, Bowser and Kammy arrive in Petal Meadows. He's always one step behind, isn't he? He spots Peach in a window. NOOOOOO! I'd rather die than give up my life-size Peach poster. Whaaaa?!?!?! Great, now I'm the great Koopa king who talks to POSTERS! Hilarious.

Prep for Chapter 3

The Punies send you a warm farewell. Head right around the tree and find the \*FP Plus\* badge under the small waterfall. Go back out to the Boggly Woods, right to Flurrie's house and Spin Jump in her bedroom for a \*Star Piece\*. Head back left towards Rogueport. The e-mail from Peach will come in. Then head down the leftmost pipe in Boggly Woods to the sewers. Spin Jump in front of the pipe here for a \*Star Piece\*. Head back down & use Flurrie to blow away to the wall under the stairs at right to get the \*Happy Heart P\* badge. Go up these stairs, then east to the room with the black chest and Spin Jump in front of it for another \*Star Piece\*. Head towards the Thousand-Year Door. On the pedestal at the Door, your new Crystal Star will direct you to the third star...in the sky? You'll warp to Frankly's, where you learn the next star is in Glitzville, a fighting arena in the sky, and the only way to get there is by taking the prestigious Cheep Blimp...through the Mafia syndicate! Gulp. Go next door to Merlon and upgrade Koops. You can also backtrack and get Star Pieces with your newly acquired Spin Jump move. I'll list them here. In Petalburg, a \*Star Piece\* is found by Spin Jumping next to Bulbulber in the bottom left of the first area. Another \*Star Piece\* is found in the east area at right near the gate to Shhwonk Fortress. In the Sewers in the first room, Spin Jump in front of the moving platform for a \*Star Piece\*. Back in Rogueport, Spin Jump in the back alley in the main plaza at right where the



Goomba is for a \*Star Piece\*. We must head through the west side...but that girl is blocking the way, remember? In the main plaza, talk to Luigi if you want, and go to the item shop. Talk to the first man inside, who will order the contact lens for you. Go back out and east to Robbo Turf. Use Paper Mode to slide through the crack. In the house, you could pay 64 coins to get some information, but why pay when you've got me :o) Get the \*Star Piece\* behind the barrel here. Go back left and to the item shop. If the lens is not here yet, go into the pipe to the sewers, then back out, and it should be ready. Buy the Lens for 10 coins, then go left to Zess T., and give her the lens to open the west side. She can now cook things for you if you bring her an ingredient. See my Zess T. Cooking Guide if you want to learn more. Go left into the ritzier west junction of Rogueport. There's a few Star Pieces here. A \*Star Piece\* is behind the pipe. A \*Star Piece\* sits along the wall near the exit to the east. A \*Star Piece\* is behind a trash can at far left near a cracked wall. You can get another \*Star Piece\* by Spin Jumping on the brownish spot in front of the Parlor. Whew! Go into the Item Shop next to the Parlor. Buy a Dried Shroom, then a Dizzy Dial. The ghost is distracted by your mustache and asks what colour it is. Say yellow anyway. Then, she gets it right. Say yellow again. The left door is unlocked. Take it to the apartment where the Don sits. I must say the writers of this game had the image of the Italian mafia to a T. You may also notice these characters are taken from Super Mario Sunshine for Game Cube. Talk to the orange Don who asks you to find his daughter and her boyfriend who have run off in exchange for a blimp ticket. Head to the Rogueport Harbor dock (south of the main plaza area). Talk to Francesca and Frankie, who ask you to let them go. Say yes, then return to the Don, and tell him where they are. The young kids in love return to vouch for you. The Don gives you a blimp ticket. You'll get an e-mail from Koopley (Koops' dad) soon after. Head into the west area, then north to Rogueport Station. Spin Jump at left in front of the train for a \*Star Piece\*. Go right and show your ticket to the Cheep-Cheep to board. Collect the \*Star Piece\* from behind the pipe here, then take the pipe into the b.g., and climb aboard the Cheep Cheep Blimp. Huzzah!

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[M7.4]

### \*Chapter 3: Of Glitz and Glory\*

Badges: 5 // 24/100- Power Plus P, Last Stand, Charge P, HP Plus P, Soft Stomp  
Shine Sprites: 7 // 15/42  
Star Pieces: 22 // 55/100  
Partners Gained: 1 // 4/7- Yoshi  
New Enemies Tattled On: 29 // 55/124- KP Koopa, KP Paratroopa, Pokey, Spiny, Lakitu, Bandit, Big Bandit, Hyper Bald Cleft, Bob-omb, Iron Cleft, Red Spike Top, Red Buzzy Beetle, Shady Koopa, Shady Paratroopa, Green Fuzzy, Flower Fuzzy, Red Magikoopa, White Magikoopa, Green Magikoopa, Bowser, Dark Craw, Hammer Bro., Fire Bro., Boomerang Bro., Red Chomp, Dark Koopatrol, Rawk Hawk, Macho Grubba, Spania  
Special Moves/Items: 3 // 11/23- Super Hammer, Gold Star, Power Lift

### Glitzville

What a glitzy place (a regular Einstein, eh?) Head right from the landing pad and jump on the crates, then Spin Jump the big blue switch. Stairs form nearby. Take them up, and open the chest for the \*Power Plus P\* badge. Use Koops to get a \*Star Piece\* under the Rawk Hawk poster. Near the entrance to the arena, you'll see a \*Shine Sprite\* up high. Hammer an invisible block

below it, then jump from there to get it. You'll also find a \*Star Piece\* behind a bush near the arena's entrance. A \*Star Piece\* is found behind the telephone booth left of the item shop. Another \*Star Piece\* is behind the counter in the Juice Bar. Another \*Star Piece\* is underground south of the blimp landing pad (Spin Jump). Enter the arena called the Glitz Pit. You can enter the main doors to see the champion Rawk Hawk. You'll also notice he has a belt with the gold Crystal Star on it. Spin Jump just right of the left staircase on the main floor here for a \*Star Piece\*. Go to the leftmost door and talk to the guard who will allow you to enter as a new fighter. Go through the hall to the door right of a locked one to meet Mr. Grubba, the fight promoter. Say darn skippy (gag), and you'll be registered as a minor-league fighter. His assistant, Jolene, will give you the tour. In case you wondered what I look like, Jolene and I are pretty close :o) You are given a new name: the Great Gonzales. Does anyone else realize that Mario is Italian, not Latino? Anyway...you are shown how to fight in the minor league locker room, where you will be staying for now. Reserve a match. Grubba gives you the 411 (does anyone say that anymore?), as well as a request. \*\*NOTE: His instructions vary per match, but do what he says otherwise you will have to fight that opponent again. His instructions may be: No jump, no hammer, no items, no special moves, use at least one special move, appeal at least once or three times, only Mario attacks, only your partner attacks, no switching partners, finish the fight in 5 or fewer turns, no FP, win before you take 20 HP of damage, don't attack for the first three turns, or have your enemy attack you 3 or 5 times. Also, the order of the fights varies based on whether you lose any battles. The number of Star Points you receive also varies. If you always win, the order below should be correct. Your first opponents are the Goomba Bros. Easy. Security takes you to the arena for your first fight.

#### Goomba Bros.

A Goomba lunges for the first strike. Try to block it. Five Goombas in total to fight. They're already tattled on. Use basic moves, very simple. You get 3 coins and your rank is now 19. You are introduced to the other minor leaguers here: King K, Master Crash, Bandy Andy, and Cleftor. You can restore HP & FP by sleeping in the bed. The Save block is outside the door. Head back to the hallway and find an open blue box. Climb inside to collect the \*Last Stand\* badge. When you're ready, reserve the next match.

#### KP Koopas

Tattle on the new enemies: \*KP Koopa\* and \*KP Paratroopa\*. Goombella and Koops are good partners. Easy enemies, like any other Koopa Troopa. You get 4 coins and your rank is 18. King K congratulates you on the win. Moving on...

#### Pokey Triplets

Tattle on the \*Pokey\*. It's a cactus, so don't jump on it. Hammer a lot and use Koops' shell attacks. You get 4 coins, rank # 17. Bandy Andy is caught snooping around by Jolene. Next match...

#### Dead Bones

These are Dull Bones from Hooktail's Castle that you already tattled on. Simple enough. Any attack except Jump and Headbonk will do. Five coins, # 16. Someone is dragged to the hospital. Ouch.

## Spike Storm

Cool, new enemies! Tattle on the \*Spiny\* and \*Lakitu\*. These are a bit tougher because you can't jump or hammer the Spinies. Earth Tremor is a good special move to use. POW Block and Earth Quake are also good if you have them. Five coins, # 15. King K informs you about a new Hot Dog item at the stand outside. Let's check it out. Go outside the Glitz Pit, where you'll find the pig at the Hot Dog Stand (ironic, isn't it?) chasing after a colourful egg. Run around with it until it hops onto the roof of the stand. Now what? Go right to where you got that badge on the roof of the Juice Bar, spring to the top, and use the airplane panel to fly to the Hot Dog Stand's roof. Talk to the egg and say it'll be safe. Let it join you for a while and it will follow. Cute! Now return to the minor league room and reserve the next fight. The egg will have to wait on the couch (or what looks like a couch).

## Hand-It-Overs

These guys are annoying! Tattle on \*Bandit\* and \*Big Bandit\*. They can steal coins and items, so be sure to guard or counterattack with Action Command (A or B). Beat them fast or they'll run off with your stuff! Very easy to attack, anything will do. 6 coins, #14 ranking. King K tells you about some chick at the bar. Whatever. Rest and save, then start a new fight.

## Mind-Bogglers

These guys are from the Boggly Woods, so you've already tattled. You should know how easy this is already. 6 coins, # 13 (ooh). King K talks about retiring. Talk to the hand. Next fight...

## Punk Rocks

Now to fight the weirdo Cleftor. Tattle on the \*Hyper Bald Clefts\*. You better watch out when they increase attack power. POW Block/Earth Quake/Earth Tremor is key to flipping them over and attacking their weaker underside. 7 coins, # 12. Next.

## Bob-omb Squad

What a creative name. Tattle on \*Bob-omb\*. It's a bomb (um, duh?). They're easy to defeat, but watch out when they're ready to explode. They only get fired up if you use direct hits. 7 coins, # 11. King K is gone, and a new fighter called Sir Swoop is brought in, and given a similar talking-to, except his instructions from Grubba on how to fight are ridiculous! You might get (or already got) RDM Issue 2 in the e-mail. Next fight, please.

## Armored Harriers

Win this and you're in the majors. Tattle on the \*Iron Cleft\*. They are TOUGH. You cannot possibly win. Sorry. Run away (it's under Strategies). You get 1 coin, still # 11. The egg is gone, but it left a Yoshi! Wicked! You must name it yourself. I will be referring to it as Yoshi, but name it whatever you want. Please don't be cruel. Yoshi joins your party. He is

AWESOME! His Gulp move is terrific in battle, although I find that's his only real attack power. In the field, he can hover over gaps, and you can ride him, moving much faster. It's so cute. I honestly think that many players complained when Yoshi was left out of Paper Mario, so the designers of this game made him a prominent partner. I salute you :o) Reserve a rematch with the Iron Clefts.

#### Rematch

You've already tattled, so have Yoshi as your partner, and use his Gulp move on the enemies. Wow, what a move! Mario can only Appeal or Defend. Keep Gulping until you win. 7 coins, # 10, and now you're in the major leagues. Way to go, Idaho! Grubba gives you a 30 coin bonus, and you are taken to the major league locker room. Now that's better. Rawk Hawk comes in and threatens you. You'll get an e-mail (notice the ringtone is different, it's from the World 6 map in Super Mario Bros. 3 for NES, I love it!). The e-mail is from X and is wRiTtEn lIkE tHiS. X offers help in finding the Crystal Star. Hmmm... trusting or no? I feel trusting. Get the Ice Storm in the left corner of the lockers, then rest, save, and start a new fight.

#### Tiny Spinies

Tattle on \*Red Spike Top\* and \*Red Buzzy Beetle\* (if included). Use Yoshi's Gulp or Earth Tremor/Earth Quake/POW Block for an easy beating. 11 coins, # 9. Next fight...

#### Poker Faces

These guys (Bristles) are from Shhwonk Fortress. Use POW Block/Earth Quake/Earth Tremor. Do NOT approach them. 12 coins, # 8. After the fight, you'll get an e-mail from X. Go outside the Glitz Pit and into the Juice Bar. Talk to the bartender who says you got a package. You get the Super Hammer! Awesome! Toadette offers a tutorial. Now you can break big yellow blocks, and your hammer attack power increases. Another e-mail from X. Back in the Glitz Pit, walk towards the locked door and you'll see a short cinema with Jolene. Go to your old minor league locker room (stupid guard), and smash the big yellow block. Go in the side room, and jump on the shelf. Use Yoshi to hover and get the Dubious Paper. It's a scientific document on the Crystal Stars. Go back out and Jolene will catch you, confiscating the paper. Go back to the major league room and reserve the next fight.

#### Shellshockers

New enemies: \*Shady Koopa\* and \*Shady Paratroopa\*. These guys are worse when they're on their backs, so try to keep them upright by using hammer and Koops' shell attacks. After you win, the Armored Harriers rush on the stage to fight. No choice here. Use Yoshi's Gulp on them. Wimps. 12 coins, # 7. You get a threatening e-mail. No biggie.

**\*\*Note:** The next 3 fights may differ in order. Follow the instructions under the proper heading--e.g. if you happen to fight Craw-Daddy first, follow the walkthrough under his name, including tasks to do after the fight.

Also note: Bowser should charge the arena for a fight after the 2nd battle, whatever opponent that may be. Tips for fighting Bowser are now in a

separate section below\*\*

### The Fuzz

Tattle on the \*Green Fuzzy\* and \*Flower Fuzzy\*. Defeat the pink one first, because he sucks out FP. Any attack will do. You get 13 coins, # 6. Koopatrol informs you of a cake that arrived for you. You can eat it to recover everything. Save, then time to fight.

### Magikoopa Masters

Tattle on the three types: \*Red Magikoopa\*, \*White Magikoopa\* and \*Green Magikoopa\*. They're all the same, really. They can use effect magic on themselves or you. Any attack will do. If they duplicate, use Koops' Power Shell, or POW Block/Earth Quake/Earth Tremor to discern the real one.

### Bowser

After the fight, \*Bowser\* charges on! Yikes! What is with people charging the arena? Sheesh. Tattle on him. He has a poisonous bite attack, fiery breath, and can also smash you, knocking off one of your options (Jump, Hammer, Items, Special Moves, or Strategies). Use Power Smash and Goombella's Multibonk. When you win, you get 13 coins, # 5. Next...

### Craw-Daddy

A somewhat tougher enemy. Tattle on \*Dark Craw\*. He's like Gus from Rogueport. Don't jump on him because of the spear. Power Smash and Koops' shell attack is best. You get 14 coins, # 4. You get another e-mail from X. Fascinating. Outside the Glitz Pit, go to the telephone booth next to the Item Shop and collect the Storage Key. You'll get another e-mail with instructions. Go back into the pit and unlock the door left of Grubba's office. Ms. Mowz? What the...? Oh, Mario, you lucky dog. She runs off again. Another e-mail, asking you to find the staircase. First, Spin Jump in the centre of the floor to get a \*Star Piece\*. Use Flurrie to blow away the metal crates at right. Smash the blocks and collect the \*Charge P\* badge. Repeat the process on the left to uncover the switch. Hit it, and the stairs form. Take them up to the second floor. Get the \*Shine Sprite\* here. Use Yoshi, and hop on the crates, hovering to the left side. Hammer the block, then use Koops to get the \*HP Plus P\* badge. Fall down the hole into the ventilation duct (ducts...why is it always ducts?). Notice the small hole with the dotted text bubble. Listen through the hole to hear Grubba's ramblings. When he overhears you, pick a funny reply, and he'll shrug it off. Fall through the vent with R, then return to the ring.

### Hamma, Bamma, and Flare

A neat tidbit...Hammer Bro. is using his grandpappy's hammer. It's neat, considering these three enemies are all from SMB3 and they use old school attacks the same way they did years ago. Tattle on all three: \*Hammer Bro.\*, \*Fire Bro.\*, and \*Boomerang Bro.\*. Hamma can throw a single hammer or a barrage. Flare spits out multiple fire balls that burn you (lasting). Bamma throws out his weapon, which comes back, hitting you twice. Beat Fire first, since his attack is more lasting. Any attack will do. You get 14 coins, # 3. Another threat comes in the e-mail. Big whoop. Jolene brings another cake.

Don't eat it. It's poisonous, and your partner will be out sick for the match.

### Chomp Country

Tattle on \*Red Chomp\*. Hammer is much better than Jump here. Earth Tremor is also good. But, of course, nothing beats Yoshi's Gulp. 15 coins, # 2. Rest, save, then you know the drill.

### Koopinator

Tattle on \*Dark Koopatrol\*. He's spiky, so use Yoshi or Koops, and Power Smash to the max. You get 15 coins, # 1. All right! You get an e-mail from X. Go into the lobby and up the stairs. You don't need to blow off all the posters, just one. The top left one. Use Flurrie. You get a Storage Key. Another e-mail comes in. Go back to the Storage Room, take the stairs, and unlock the door there. Use Yoshi to hover over to the large block. Break it and King K and Bandy Andy are revealed. Ouch, that block must have hurt. Get the \*Star Piece\* behind the right crate. Exit, and you'll spot Jolene spying on you. Nosy. Now to challenge Rawk Hawk. Refresh, and save, then reserve the match. Security will take you to a minor league locker room. Huh? The door is locked! Uh-oh. Drat. What to do. Glad you asked. Use Flurrie to blow off the Peach poster at right. Go through into the other major league locker room. Use the toilet in the bathroom at right as a pipe. Oh, gross. Exit the locker room, and head into the arena for the fight. Rawk Hawk reveals he sent the poisoned cake and locked you up, but didn't send threats and is clueless about the Crystal Stars. Tattle on \*Rawk Hawk\*. Use Power Smashes, and Goombella's Multibonk. Try to use counterattack or at least guard Action Commands on the Hawk's attack. You win, Mr. Champion! You are taken to the champion's room. Classy, but the bed looks uncomfortable. It's wood, for crying out loud! You get an e-mail from X. Stand on the gifts at left and use Yoshi to hover to the doorframe, then again to the vent. Smash it with your Super Hammer move. Go right into the vent (again?). You'll overhear Grubba talking crazy. Smash another vent door. Drop into his office. Get a \*Star Piece\* from behind the plant and a \*Star Piece\* in the right desk drawer. Open the other drawer to get the secret paper. Grubba comes in and then runs off. Refresh, save, then head into the empty arena. Time to fight \*Macho Grubba\*! Tattle. Focus on Power Smashes and Multibonks. When he becomes invulnerable, try using Earth Tremor. This guy isn't too hard. When you win, Jolene reveals herself as X, and she is reunited with her missing brother, Mush. You receive the Gold Star, and learn Power Lift. What a great chapter!

### "Meanwhile..." Cinemas

Peach is bored. No kidding, with a room like that. TEC opens the door for you, so head on in. He wants you to disguise yourself as an X-Naut and ask Grodus a question. He activates the elevator for you to use. Take it up a level, then head right to the door with a green light above it. This is the change room. Find an X-Naut uniform in the second locker from the right, then enter a changing stall. Isn't it cool to play different characters? Exit the room, then go through the rightmost door. It's Grodus' chamber. Talk to Grodus to get the information, though it doesn't seem like much help. Go back to the change room, change back into Peach, then exit. Somehow, you get back to TEC's room, where he allows you to e-mail Mario.

Bowser, ever the slowpoke, enters Boggly Woods. As Bowser, search the bushes until you find the elder Puni. This is quite funny. Select either choice

(personally, I love "It's hag vs. hag. Awesome!). The elder says he gave the Crystal Star to Marty-o. Way to go, Marty-o!

#### Prep for Chapter 4

After the teary farewells, take the blimp back to Rogueport Station. Head to the west side. Along the way, you'll get Peach's e-mail. Once in the West Side, look for the grating in the centre of town. Use Paper Mode to fall through it. We are on the west side of Rogueport Sewers now. Drop down and you'll encounter a new enemy, \*Spania\*. Watch out for its spiked head. A \*Star Piece\* is hidden in the top left corner. Take the up pipe back to the west side of town, and fall back down where you were. With Yoshi, hover left, and collect the \*Shine Sprite\*. Go down the pipe here into the b.g. Walk all the way right to the \*Star Piece\*. Come back into the f.g., and hover with Yoshi to the right. Hop on the platforms to the other side, and go right 1x. Even the sewers are separated by the west and east classes of the town above. In the shallow water in the southwest, open the chest for the \*Soft Stomp\* badge. There are a few Star Pieces here. One \*Star Piece\* is hidden in the rubble to the right. Another \*Star Piece\* is behind the leftmost pillar. Yet another \*Star Piece\* is hidden under the floor of the bar in the room left after taking the lift (Spin Jump). That's all for now. Go left 1x, drop down, and take the down pipe. Take the path, collect items from the blocks, and look on the wall for a loose piece. Use Flurrie to blow it off, revealing a pipe. Take it down. This is the start of the Pit of 100 Trials. You should not attempt the trials until you have finished the game. Get the \*Star Piece\* from the behind the stairs, then go right 1x to the Thousand Year Door. Another \*Star Piece\* is under the floorboards several feet south of the pedestal (Spin Jump). You can also get a \*Shine Sprite\* by using Paper Mode to go through the fence at right, use the spring, fly left and spring up. Bingo! Before we get the next mark on the map, go right 1x, and drop down. Super Hammer the big block to reveal a spring. Now it's quicker to access the Door. Now, head back to the Door, stand on the pedestal, and the fourth star will appear in an unknown town. At Frankly's, he finds out the star is in Twilight Town, and is accessible underground. Some errands before we go... Spin Jump in front of Frankly's place for a \*Star Piece\*. Go to the Shine Sprite shop next door and upgrade Yoshi and Flurrie. You'll get an e-mail from Koopie Koo (in fact, if you did some troubles at the Trouble Center already, you would have gotten several e-mails before now). Go right to Robbo Turf, and stand below the bridge in the bottom right corner of this side. Use Yoshi to hover to the right, an otherwise inaccessible part. Climb up, slip through the crates at top, and you'll find a \*Shine Sprite\*. Hover over to the other side and slip through the crack to get back. Spin Jump for a \*Star Piece\* in front of the execution block (gallows) in the main area of town. Go back down to the sewers, and take the second pipe down. Use Paper Mode through the fence, and go left 1x. This is the first shortcut room. Super Hammer the big block, and use the lift to get up. Spin Jump both blue switches to reveal two pipes. The left one leads to the Great Tree, and the right to Petalburg. These are lifesavers, trust me. While here, get the \*Shine Sprite\* in the upper right. Surface back to Rogueport. At right in Robbo Turf, hover with Yoshi to the right, climb the crates and Spin Jump on the top of the rightmost building for a \*Star Piece\*. Hover left, get the \*Star Piece\* from behind the chimney, then hop to the back red roof to get the \*Shine Sprite\*. Fall down in back, and then talk to Darkly, the somber-looking person near the Bandit. A \*Star Piece\* is hidden among the crates in the back corner. Head to the west side and fall through the grating. Hover left and go through the door. Take the pipe. It rejects you! How rude. Return to Rogueport and talk to Darkly again. He will write your name and that of your partner's on your backs. Weird ritual. Head back to the pipe to Twilight Town and take it down. For real this time.





Flurrie to blow away the tree at the end, then go through it into the b.g. In the next screen, have Flurrie blow off the dark spot, then Spin Jump it to make a hole. Hop in, then push the boulder in the b.g., also moving the bigger one in the f.g. Hop into the second hole, jump behind the last tree for a \*Shine Sprite\*, then go right to Creepy Steeple.

## Creepy Steeple

Refresh and save when you arrive. The gate is locked. Go down the well. Get the \*Shine Sprite\* and tattle on the \*Buzzy Beetle\*. Jump and headbonk are best here. Head right...smack into several Buzzy Beetles and another new enemy, \*Spike Top\*. You'll need to use POW Block/Earth Quake/Earth Tremor on those new guys (or if you have good timing and patience, use Guard Action Command, B Button). When you're clear, get the \*Tornado Jump\* badge from the item block, then exit the well. Use Tube Mode to roll through the gap near the well to the house (you can open the gate from this side for a quicker route). Left of the gates along the fence is a \*Star Piece\*. Now into the steeple. The stained glass is so beautiful, eh? Very peaceful. Use Tube Mode and roll into the top opening in the wall. Ooh, goodies! Get the Cookbook, \*Shine Sprite\*, \*Star Piece\* (behind the furniture) and \*Ice Smash\* badge. Roll back to the main room. At far right, push the statue of the Crystal Star to fall down a hole under it. Here, use Flurrie to blow the wall north of the spring. Enter that opening and head right to get the \*Flower Saver\* badge. Go back and through the left door. Open the box and tons of Boos come out. Say 200 to get an Ultra Shroom (math nerd). Go back right, use the spring, then talk to the ghost. Say you won't be mean to it. You can get a badge now if you want. Get twisted to do the Super Hammer trick, wait until about 4 ghosts surround you, then spin the hammer to knock them off. You can also do a ground pound. If you did it right, they will form a big ghost called \*Atomic Boo\*. If it doesn't work, they'll drop you off outside and you'll have to come back in. Anyway, tattle on it. It's pretty easy, though you can't use your hammer. Stick to jumps and Headbonks. For winning, you get the \*Lucky Start\* badge. Now the Boos will not surround you, but instead hang around like normal enemies on the field. You can tattle on \*Boo\* now as well. Go through the bottom door. A new enemy, \*Swooper\* attacks. Do I need to say tattle? You can't use the normal hammer on these guys. If they hang from the ceiling, you need to knock them down with Quake Hammer/Body Slam (Flurrie)/POW Block/Earth Quake/Earth Tremor in order to reach them with a jump. Go right and press the red switch. Take the door here, Spin Jump in the south floor area for a \*Star Piece\*, then take the stairs up and through the door. Walk the path, then use Yoshi to hover over the gap. Collect the Steeple Key. Drop down and take the top door. Repeat the process, but this time hit the red switch 2x. Take the door here, up the stairs, unlock the door at the end, refresh, go back and save in the previous room, then ascend the staircase in the last room. Take the spring to a secret attic. Time to fight, boy-o! Let the awesome circus music begin! Tattle on \*???\*. It has no name (there's a reason, we'll get to that later). Keep using Power Smashes and Multibonks. It's not hard. He eventually turns into Shadow Mario (from Super Mario Sunshine, GC). Again, not hard. You get the Crystal Star (Ruby). Huh? That was it? Doesn't Mario look a bit weird to you? Everyone leaves, and Shadow Mario is alone. Wait...it's you. Press A to get up. Cool, you're Shadow Mario. You will be fighting enemies alone for now. Check out the start menu (it's different now). Even your profile when you're in the field's b.g. is dark. Go down the stairs and out of Creepy Steeple. A cinema of the Shadow Sirens plays. They have (or should I say "had") a Superbobomb. Now back to Shadow Mario. Refresh and save, then head all the way back until you reach the shed. The imposter Maro pops out of the papery sky. He wants you to guess his name. Notice the "p" is missing in the menu. You can't possibly guess his name now, so put in anything you want. You enter a battle. Try to hit him. You can't, can you?

Well, neither can he. All you can do is run away, so do it. You run off automatically into the next screen. Aw, shucks. You're back in town. Head left 1x. Vivian will be searching for the Superbobomb in the grass. Help her out and shake the bushes until you find it. Give it to her. She'll discover it's broken. Pick either reply, and she will ask to hook up with you. Sure, why not? Vivian joins your party. Great, another girl ghost. Don't be jealous, Flurrie. Vivian is a GREAT attacker in battle (notice the CAPS on GREAT). She can burn enemies and also help you hide from major attacks. She can also hide you in the field. Great partner. If you go to the Mayor's House, you will see "Mario" (funny...seeing yourself in person) getting kudos and your partners' seemingly bewildered reactions. Find the crows on the tree closest to the gate out of town. Get close until you see the speech bubble with "..." in it. Press X to hide. Soon you will overhear their conversation. Someone at Creepy Steeple knows the ghost's name. Head all the way back to Creepy Steeple. At the shed, the imposter will come back. Guess some obscure name again, then run away from the battle (again). When you finally arrive, go down the well. Now that you have Vivian as a partner, go right and push against the wall at right. When you're a few feet up, press X with Vivian and hide under the floor. The wall moves back down, leaving you on the other side. Head through the door. Get the \*Shine Sprite\* and save. In Tube Mode, roll up the stairs to a wooden panel. Spin Jump it to fall through it. We were in this room before, but now we're in the back. Walk right for a \*Star Piece\*, then use Tube Mode to roll through the left opening. Pretty bird, pretty bird. And it's a bonanza of prizes! Open the two chests for the \*Power Plus\* badge and Mr. Softener. Open the two boxes for a letter "p" and a Steeple Key. Also, Spin Jump here for a \*Star Piece\* Boy, wouldn't Ms. Mowz be jealous. He, he, he. Press X with Vivian when you see the speech bubble on the bird. He will blurt out the name of the imposter. Get ready for this...it's Doopliss. Cue Nelson from The Simpsons (haw-haw!). Unlock the door, then exit the Creepy Steeple (refresh and save outside if you want). Head back towards Twilight Town until you meet up with (\*giggle\*) Doopliss. Now the "p" is restored in the menu. Make sure you guess it correctly (with a capital D). He will go loco, and runs away. Sorry to do this again, but...head back to Creepy Steeple, and go into the house. Go back up to the top room where you first fought him (take the top door, hit the switch 1x, take the door, stairs, walk left). Refresh and save if you want, then head up to the secret attic. You'll have to fight Doopliss without a partner. Drag. He's just as easy as before, but he has employed your own partners against you (because they think he's you). He'll use Goombella throughout the fight. Focus only on Doopliss, as your partners are not enemies to beat. Vivian will return as your partner. Use Power Smashes and Shade Fists on Doopliss. If you're desperate, Veil is also good. When you win, Vivian joins your party for good, and you're re-rewarded with the Ruby Star. Your partners discover their mistake, and everyone is banded together with the real Mario, and you receive the Special Move, Art Attack. Hurrah!

"Meanwhile..." Cinemas

The two remaining Shadow Sirens probably hook up with Doopliss here. Now to Peach. TEC is debating whether to protect the Princess or follow orders from Grodus. He decides to quiz Peach in order to get around it. Here are the 5 answers: Thousand Year Door opens, To conquer the world, A 1000-year-old demon's soul, Bring the demon back to life, Crystal Stars. Now the plot seems to be coming together. You get to use the communicator.

Bowser is at Rogueport Station, heading for Glitzville (you'd think he'd figure out that Mario is gone from there by now...but no). He leaves in his balloon thing (from Super Mario World, SNES). He runs out of gas on the way and falls into the ocean. Cool, a water level! Propel Bowser through the



HP Drain, Double Dip

Shine Sprites: 9 // 30/42

Star Pieces: 14 // 80/100

Partners Gained: 1 // 7/7- Bobbery

Tattles: 10 // 77/124- Ember, Putrid Piranha, Lava Bubble, Bullet Bill, Bill Blaster, Bulky Bob-omb, Parabuzzy, Cortez, Lord Crump, Magikoopa

Special Moves/Items: 3 // 17/23- Boat Mode, Sapphire Star, Sweet Feast

## Keelhaul Key

Read Flavio's over-dramatic, boring diary. Suddenly one day, a band of ghosts attacks the ship. We soon surface on Keelhaul Key, but unfortunately three men, including Bobbery, are missing. In the first screen, Spin Jump above the rock slab at right for a \*Star Piece\*. Also, explore the north end to bump into a mole named Whacka (from Paper Mario, N64). If you hit Whacka you get Whacka's Bump. You'll only be able to get so many of his bumps (how can you eat a bump?) In the second screen, Flavio and a pirate Bob-omb with an eyepatch named Pa-Patch are fighting. Soon a ghost arrives and you must battle it. Tattle on the \*Ember\*. Stick to hammer attacks. Koops is a viable partner. Flavio tells you to explore the island. Find a \*Star Piece\* in the south end of the shallow water. Another \*Star Piece\* can be found on the east side behind the rocks. Refresh, buy items, and save here if you want, then go right 1x into the jungle. Shake the first bush here for another \*Star Piece\*. Get the \*Head Rattle\* badge from the item block ahead, and a Courage Shell from the other block. Head right 1x. A new enemy is here, \*Putrid Piranha\*. Koops, Yoshi and Vivian are helpful against them. Guard well so you aren't poisoned. Shake the bush nearby for a Mini Mr. Mini. When you see an item block, jump above it to form another one. Find a \*Star Piece\* along the eastern root, then jump up and head left across the item block, hovering with Yoshi. At left on the high platform, hover left to the block and jump for a \*Shine Sprite\*. Hover back right, get the Thunder Rage from the item block, then go right. You'll see your three shipmates getting beat up. When you approach, Bobbery offers himself as a sacrifice, so the others run off, carrying you along. Notice the X-Naut guy addresses you the player to not tell Mario about who he really is. What a nutbar. Head back right and Bobbery is gone. Find an Inn Coupon behind the back bush. Cross the bridge and get the \*Shine Sprite\* hidden by the tree. With Paper Mode, drop through the right slat of the bridge to get the \*Ice Power\* badge. You should apply it now. Head back left and under the bridge. Hover to the pipe with Yoshi and take it into the b.g. Hammer the tree for a Coconut. Try to hang onto this for later. Take a couple if you want. Hover left and cross the bridge again, going right 1x. Bobbery was chased up a tree and is being ambushed by the Embers. An easy first strike for you. Use Koops as your partner and hammer away to win. Hammer the tree to knock down Bobbery. He believes he is done for and wants his Chuckola Cola as a last request. Head back left to camp and talk to Flavio. He will give you the cola in exchange for an exotic food as replacement. Give him the Coconut and he will give you the cola. Take it back to Bobbery, and he falls off. Hammer him to revive him, and he joins your party for good. His attacks are great both in battle and on the field. Remember any cracked walls you saw earlier? Well, Bobbery can blast them to bits. He's a good ally. Head back left to camp and talk to Flavio. He will follow you for now, though he's really useless. Go right until you come to the tree where Bobbery was before. Shake the rightmost bush for a Spite Pouch. Go right until you reach a dead end. Flavio stands back to wait. Press A at the skull to get a clue, then talk to Flavio and ask for the Skull Gem. Place it in the skull's eye, then like the song says, Spin Jump the red statue 3x and hammer the blue one 4x to make an opening. Throw Bobbery up there to blow open the cave. The Skull Gem drops at Flavio's feet and he runs back to camp, leaving you to find HIS treasure (lazy bum). Check behind the

long stone slab for a \*Star Piece\*, then enter the Pirate's Grotto.

## Pirate's Grotto

Doesn't this remind you of the Lavalava Volcano in Paper Mario, N64? Behind the barrels here is a Ruin Powder. Save, then head right 1x. Drop to the very bottom and go right again. Tattle on the new enemy, \*Lava Bubble\*. Ice Power is a great badge to use here, because it lets you jump on fire enemies. Go right to a small ship and jump while on the bow to get a \*Shine Sprite\*. Along the bottom of the next platform, jump across to the \*Star Piece\*. Along the top, use Yoshi to quickly run over the spikes when they're down. Head right 1x. Two new enemies: \*Bullet Bill\* and \*Bill Blaster\*. You can use Vivian to avoid the shooting Bullet Bills if you want. Vivian is the best partner against these guys, because she can burn them. Your best bet is hammering the Blaster and jumping or hammering the Bullets. When you clear the area, go right 1x. Jump across the gap, then hover with Yoshi over the next one. Another new enemy \*Bulky Bob-omb\*. He's so cute...and so fat. These guys are easy to beat, because they take forever to load up their attack. Head right 1x. Save, then head up the stairs. Tattle on the \*Parabuzzy\*, then to get the \*Shine Sprite\*, hit the invisible block right of it, then hammer it. Jump across the gap over the river in the back, then throw Bobbery up at the switch to open the door. Go through, and Spin Jump here for a \*Star Piece\*. Go up over the small mountain, then through the door at left. Use Koops' delayed hit while standing on the moving platform when near the red switch. Go stand on the chained platform & let go of Koops to ride up. Jump to the crate at left and wait until it goes back up. Jump left to get the \*Shine Sprite\* and a \*Star Piece\* hidden in the open barrel at the end. Repeat the process, and this time jump right off the chained platform to the edge and get the Grotto Key. Go right 2x, unlock the door, save, then enter it. Fight or ignore the Parabuzzy squad, Spin Jump for a \*Star Piece\*, then go south. Use Koops to get the \*Shine Sprite\* at right. With Tube Mode, roll under the spikes at left, stopping under the gaps, making your way left 1x. Hammer the invisible block under the \*Shine Sprite\*, then jump to get it. Cross the river on the barrels, and to the boat. Use Bobbery to bomb the wooden door, then enter. Watch out for the two barrages of Bullet Bills/Bill Blasters. Go left 1x. Head left through a ship's opening. Get the \*P-Down D-Up\* badge from behind the very familiar black chest. Talk to the chest who will summon an Ember for you to fight for the Black Key. Do just that, then open the chest. Oh Mario, you are so dumb. You get the ultimate move: Boat Mode. This is such a creative, adorable move. Sail right to the other dock, then go right 4x, up once, then left once. Save, then go up & left once. Sail right through a watery door, then through the small waterfall & right to a platform for the \*Defend Plus P\* badge. Sail back & left 1x. Go down the waterfall & left until you reach a boat panel. Get off there & go left to collect a Gate Handle. Use Yoshi to run over the spikes again, then go right 2x. Place the handle in the winch at right to open the gate. Go right once, and up and left once to the waterfall again, and sail down & right through the gate. Head right through a watery door, and all the way right, avoiding the waves. You'll see a number of Toads trapped on a platform. Head right to a boat panel. Take the pipe there down into the b.g. and go to the boat there. Walk to the leftmost pipe & take it. Use the airplane panel to fly to the first pipe. Take it down, hit the switch, then fall down & take the leftmost pipe to the left f.g. Fly again to the second pipe. Take it, hit that switch, and the Toads are free. Frankie & Francesca are among them. Take the far right pipe in the b.g. to the boat panel, and jump right. After a reunion, go right to a new room. The X-Naut (dumb Mario still hasn't figured it out) follows you. Refresh, save, then enter the ship here to fight \*Cortez\*, the resident pirate ghost. Tattle, then switch to Vivian. No hammering in this battle. Use jumps on Cortez, and Shade Fist for the first two phases. In the last phase,

use Fiery Jinx to immediately vanquish the sharp weapons. At some point here, he will refill his HP by consuming half the audience (ick!). Keep whacking on Cortez. You get the Sapphire Star, and the Special Move Sweet Feast. Awesome! Exit the ship, hover with Yoshi to the platform, refresh and save if you want, then go left to the refugees. Use Bobbery to bomb the cracked wall and escape the cavern. Two Toad siblings are reunited, Mario is chastised for giving up all that treasure, then ka-boom. What? What ka-booming goes on around here? It's Lord Crump! He was that four-eyed loser pirate all along. What nerve! Take Flavio back inside the hole you created in the rocks, go right, and into Cortez's ship. Flavio unexpectedly convinces Cortez to help you out. The ship makes a grand entrance. Now you must fight Lord Crump...again. Tattle on \*Lord Crump\* (as opposed to Magnus von Grapple). Power Smashes, Spin Jumps and Multibonks will work. Ignore the X-Nauts as they just reappear once defeated. After his HP goes down to 0, he refreshes it. Continue the same strategy. Crump runs away. Baby.

"Meanwhile..." Cinemas

Crump is given his last warning by Grodus. What a chump. As Peach, you visit TEC (what a surprise). You must retrieve a data disk for TEC to analyze information regarding the situation. A little puzzle is underway. Take the elevator & go three doors left to the potion room (the one left of the pink button elevator). Read the memos if you want, but I'll tell you what to do. Pick up all four potions from the table and place them in order (from left to right) red, blue, orange, green in the machine. Press the button at left. This is somewhat fast, so be careful. Press the button in front of each section as the beaker stops there. When it finishes, it will be heated up for 30 seconds. Use the second hand on a watch or clock, or count to 30 slowly. Press the button when finished. The potion should be green if it worked. If it didn't, try it again. You can drink any other potions for funny effects. When you drink the green potion, your head is invisible. Peach strips (to the side) to become completely invisible. Exit the room and head right. You'll see a small shadow on the ground to see where you're going. Enter the rightmost door to the chamber, then the next door to Grodus' room. Get the Data Disk from the shelf, then enter it into the computer. You'll hear Final Fantasy music and see tiny Mario and Luigi characters on the screen. Neat! I guess TEC was playing on the job. Replace the Disk on the shelf, then return to the potion room. Drink the green potion to restore Peach to normal, then exit. Somehow, she gets back to TEC's room, where she e-mails Mario.

Bowser is in Twilight Town. Talk to Lord Crump and he'll find the Superbobomb. Soon, they form their armies. Crump throws the bomb but it doesn't go off. Bowser breathes fire on it. Oh crud. Boom.

Prep for Chapter 6

Board the ship to return to Rogueport. Any time you want to return to Keelhaul Key, the ship will always be waiting at the dock. You get Peach's e-mail. You'll also get RDM Issue 4 in the e-mail. Rag mag. Head to the sewers and to the Thousand Year Door. You know the drill. You return to Frankly's and learn the next star is in Poshley Heights, and you must board a ritzy train to get there. Now (\*in a big booming voice\*) to unveil multiple secrets we could not reveal before. At the harbour, use the Boat Panel in the bottom right and sail left to a small hideout (probably Ms. Mowz's). Open the chest for the \*HP Drain\* badge and get the \*Star Piece\* behind the barrel. Sail back right. Spin Jump by the stairs for another \*Star Piece\*. Go to the east side where you'll see Merlon in front of the Shine Sprite place. Talk to him and learn the weird message he received. We'll get that eventually. Go inside

and upgrade Bobbery. Head east to Robbo Turf, and use Paper Mode to go through the crack. Use the Boat Panel to sail north, then left to a chest. Inside is a \*Double Dip\* badge. Eureka! Sail back up, then head to the West side. Left of the Item Shop, use Bobbery to bomb the cracked wall. At the end is a \*Shine Sprite\*. Now we should get that thing for Merlon. Go into the sewers and right to the area where you fought the Blooper. Use the Boat Panel and sail to another \*Shine Sprite\*. Now take the pipe to Petal Meadows. Go right and take the pipe here to Hooktail's Castle. Aw, this place again? Well, at least the enemies are easy to beat if they catch you in a fight. Once in the castle, go two rooms right to the room where you fought Red Bones. Use Paper Mode to get through the bars, then Spin Jump the left side for a \*Star Piece\*. Head all the way right to the room where you got the cricket noise badge (Attack FX R). Slip through the bars at the right, and into the room with the black chest. Go right to the spike room. Bomb the right wall with Bobbery. Ooh, a secret cave! Hit the blue block, then open the chest for an Up Arrow. Huh? Oh well. Head left back to the green elevator by the Save block, and use it to head up and left 1x. Find the gap between the windows and fall through, hugging the back wall to land on a ledge. On the right side of it is a \*Star Piece\*. Head back left to Rogueport. While in the sewers, go to the first area and bomb the cracked wall at left. This opens the pipe to Chet Rippo's place. I don't like using this guy, but you might. He upgrades one level (HP, FP or BP), but drops another. I don't think it's worth it, unless you're desperate for an upgrade now. Head left to Dazzle. You can trade Star Pieces for badges. Bomb the left cracked structure to join the west and east sides of the sewer. Head east and take the first pipe behind bars down. Slip through the bars. You might want to tattle on the new enemy, \*Magikoopa\*. Now it's time to get that train ticket. Go back to Rogueport and go to the mafia's place on the West side. Talk to Don Pianta, who misses his daughter, and you'll reveal she's at Keelhaul Key. Now you must find them for him. Head back to Keelhaul Key via the ship in the harbour. Go right 2x to find the lovebirds. When you talk to them, you'll learn Francesca lost her wedding ring. D'oh! You'll also have to endure Frankie saying "I love you" 99x! Aaaaarrrrrggghhhh! So hit the A button (or B, which is a bit faster) 99 more times. Oy vay. Go right 3x and you'll find the ring left of the tree where you revived Bobbery. Bring it back to Francesca, and they will head left to the ship. Uh, you're welcome? Take the ship back to Rogueport, then head back to Don Pianta. After the Don retires and leaves Frankie to take his place, you receive your Train Ticket for the Excess Express. After an ugly encounter with Beldam, visit Merlon and give him the Up Arrow. He will suddenly remember something and the Ultra Stone drops from the attic. Now you can upgrade your partners a second time. Woo hoo! I suggest upgrading Goombella, Vivian, and Bobbery. Now go to the West side and north to the station. The blimp is on your right, the train on your left. Talk to the conductor, and you will board the train.

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[M7.7]

### \*Chapter 6: 3 Days of Excess\*

Badges: 9 // 48/100- HP Plus, P-Up D-Down, Close Call P, HP Drain P, L Emblem, Defend Plus, FP Plus, Flower Saver P, Defend Plus P  
Shine Sprites: 10 // 40/42  
Star Pieces: 11 // 91/100  
Partners Gained: 0 // 7/7  
New Enemies Tattled On: 7 // 84/124- Ruff Puff, Poison Pokey, Spiky Parabuzzy, Smorg, Dark Boo, Koopatrol, Spunia  
Special Moves/Items: 4 // 21/23- Ultra Boots, Orange Star, Showstopper, Ultra Hammer

## Day One

This is probably my favourite chapter next to Chapter 7. I find the train adventure really creative, like something out of Strangers on a Train or Murder on the Orient Express. It is Day One. A note is on the ground, threatening you. So, I guess our enemy is on board. Hit the yellow block behind the lamp for a \*Shine Sprite\*. You can also get a Dried Shroom from your dresser. Ew. Exit (notice the cool peeling paper effect), and go left until you reach Room 008. Inside is the Bob-omb family. Find a \*Star Piece\* in the dresser. Talk to the conductor at left. Now go right to the dining room. Talk to the penguin detective to learn that a pot of stew is missing from the kitchen. It's YOU, you gluttonous woman! Ha ha ha. Look at the ground at right where you'll notice messy footprints. Don't lick it to check, but it's stew. Go right to Room 003. Talk to the fat toad, then check his drawer to find the Galley Pot. Ah-ha! Sure, always blame the fat people for stealing food. Return the pot to Chef Shimi in the kitchen for a \*Star Piece\*. Head to Room 006 and talk to Pennington. So, Luigi (!), you are now his assistant. It is now sunset and the rooms have a dark yellowish glow. Head to Room 008, and talk to the Bob-ombs. Say yes to figure out what the kid wants most for his birthday. Talk to him 2x more to learn he wants someone's autograph. Talk to the conductor at left to learn that the kid wants to be a train engineer. Head to the dining room and talk to the girl here. We must find her shell earrings. Go to Room 002 and talk to the girl there to take on the task of finding her lost ring. Now go right to the engineering room. Spin Jump here for a \*Star Piece\*, then talk to the engineer to get his Autograph. Bring it to the kid in Room 008 to get a \*Shine Sprite\*. Now it is evening. Go to Room 006 and talk to Pennington for your next assignment. Go to the conductor at the far left to learn he's missing a blanket (call me Blanket P.I.!) Go to Room 004, Spin Jump for a \*Star Piece\*, then use Vivian to hide under the floor. A ghost will appear. Ooooooh.... Talk to him to learn he needs a diary from the baggage compartment. Go back to the conductor, who will let you through. Use Paper Mode to slip between the crates and get the Ragged Diary. DON'T READ IT (you'll get a game over)! Bring it to the ghost in Room 004 to get the blanket. Bring it to the conductor to get a Mushroom. Now go to your room (005) and sleep.

## Day Two

Go to Room 006 (RDM Issue 5 comes in). A businessman has lost his precious briefcase. If you've figured it out, the gold ring and shell earrings mixed with his Nitro Honey will cause a sticky explosion. Elementary, my dear Luigi. Head to Room 001. You'll find a Vital Paper on the floor. Take it to Room 006 and give it to Pennington. Now to find the occupant of that room, the actor Zip Toad. Go to Room 005 (yours). Another paper. Use Vivian to hide under the floor. The toad pops up from his hiding spot. Come back up and he'll run around. Stand on the couch to eventually stop him. You get the three stolen items back. Give the rat businessman his Briefcase. Now you'll be stopping at Riverside Station.

## Riverside Station

Zip Toad is revealed as really being Doopliss. Dagnabit! Go to the dining room and give the girl the Shell Earrings for a \*Star Piece\*. Head to Room 002 and give the girl there the Gold Ring for 30 coins. Now exit the train at the south door here. Talk to the blue Toad near the bridge who is upset that the train cannot proceed because the drawbridge is up. He gives you the



Station Key. Refresh and save here if you want, then unlock the door to the station. Inside, go right 1x, then use Tube Mode to roll under the wooden part. Hit the switch at right to form stairs. Take them up and go through the door to the next room. Tattle on the new enemy \*Ruff Puff\*, then take the stairs and hop across the rotors. Roll under the piece here with Tube Mode, then stand on the yellow wheel, jump to the rotating tube with the missing piece, then to the platform. Use Yoshi to hover under the moving wall to the Station Key. Behind that platform is a \*Star Piece\*. Exit one room back, and unlock the door. It looks like we're outside. Tattle on the new enemy \*Poison Pokey\*. With Tube Mode, roll under the stairs through the opening to get the \*HP Plus\* badge. Roll back right, jump above the block to get a Thunder Rage, and get the \*Shine Sprite\*. Go left to the dead end wall. Use Flurrie to blow off the papers, revealing a door. Take it inside. Tattle on the \*Spiky Parabuzzy\*, then roll with Tube Mode into the left opening. In the maze, go right, jump right, jump left, then up the stairs to reach the \*P-Up D-Down\* badge. Take the maze again by springing up at right, and hug the left side. Make your way through the bottom door at left. Go left 2x, then defeat all the Goombas here (how easy). Hit the switches the number of times indicated to form stairs. Take them up, using Koops to get the \*Shine Sprite\*, then headright and open the big chest for the Ultra Boots. Woo hoo! Now you can reach the piping along the ceiling. Use Spring Jump in the back right corner and climb over the boxes. Use Paper Mode to fall through the vent, then use Yoshi to hover to the box next to the fence, and Spring Jump to get over the fence. Spring Jump under the shelf to knock down the Elevator Key (ouch). Make your way back to the first room of the station. Spring Jump under the shelf at left to get the \*Close Call P\* badge. What pain Mario goes through for these things! Use the key on the elevator to take it down. These weird enemies are mingling about. They look like Fuzzies, but are somewhat different. Hammer away at them until they take off. Flip the switch they were blocking to form stairs. Hit the blue switch there to lower the drawbridge for the train. Take the elevator back up, and exit the station. Refresh and save here if you want, then enter the train. Sleep tight.

### Day Three

Ah, the last day of train travel. But...where is everyone? Go right to the engineer and talk to him. Soon, legions of those Fuzzy-like creatures stick all over the train. Go all the way left to the baggage compartment. Hammer away at the creatures to save the conductor and the girl from the kitchen. Use Spring Jump to reach the piping and go left through the door. Wow, we're on top of the moving train! Awesome. Hammer your way right through the uber-Fuzzies (well, what would you call them?). They eventually form a \*Smorg\*. At least that's what it keeps saying. Time to battle! Let the awesome music begin! Tattle, of course. Use basic attacks to clear the tentacles, then use big attacks on the body, especially Power Smash. Its defense and attack drops when you clear the tentacles. It's probably best to use Bobbery to attack the multiple parts (aren't you glad you upgraded him?) Soon it will form a piranha-like figure. Just keep attacking the body. And voila!

### Poshley Heights

You're in your room and everyone is safe and sound. Take the south door by room 001 and 002 to exit the train once you arrive in Poshley Heights. There are several Star Pieces here. \*Star Piece\* behind the lawn chair at the leftmost house. Spin Jump near the Save Block for a \*Star Piece\*. In the blue house, use Paper Mode to slip through the wall and get the \*HP Drain P\* badge from the chest. Walk in the hedges by the red house for another \*Star Piece\*. Go to the next screen. A \*Star Piece\* is behind the hedge at right at the

house left of the Inn. An Inn Coupon is behind the vendor. Do you carry kukulash? (Simpsons joke). In the next screen is the Poshley Sanctum. Right of it is a \*Shine Sprite\*. Use Spring Jump to get it. Try to enter the Sanctum. D'oh, it's locked. Pennington appears and opens the door for you. Lucky for you, it's his place. Inside the Shadow Sirens make off with the Crystal Star. Or did they? Pennington reveals that one was a fake. Now to find the real one. Spring Jump on the star tile at left, then climb right to the other side of the room. Spring up until you reach an airplane panel. Fly to the left side of the room. Spring Jump up to the blue switch and hit it. Pay no attention to the pipe behind the curtain. Well, screw it. Take it away. New enemies in this room: \*Dark Boo\*. Take out as many as you want in order to easily maneuver in this room. Spring Jump up to the upper right, then fly left to get a \*Shine Sprite\* and the \*L Emblem\* badge. Now drop down and collect the Crystal Star, learning the new move Showstopper. Sweet deal. Head back down to Pennington, then exit the sanctum. Cue the cinemas...

"Meanwhile..." Cinemas

Take Peach to TEC, where you learn he has analyzed the newfound data. He does not tell you (the player) everything, but you are stationed on the moon. Betcha didn't see that coming. He allows Peach to send Mario an e-mail, but Grodus barges in as you are typing. TEC is unplugged. Oh darn. I-l-o-v-e-y-o-u... Well, shucks.

Bowser is back in Rogueport. Kammy learns that there is a Crystal Star in an underground area. Now for the last (\*sniff\*) old-school SMB level, a castle level no less. Make your way through (it's not so hard). Bowser gets a Crystal Star! Wow, it's Rawk Hawk. Time for battle! Squish. Well, maybe not. Another fake. Another crushing blow for Bowser. Haw, haw!

Prep for Chapter 7

The train returns to Rogueport Station. The incomplete e-mail from Peach arrives. Uh-oh, what happened to her? Now for the ultimate item. In the main plaza, Spring Jump under the giant chest near the Inn, then open it for the Ultra Hammer. Sweeeeeeeet! At Merlon's, upgrade Koops and Yoshi. In the West side, slip through into the sewers and take the down pipe. Slip through the bars and tattle on the new enemy, \*Koopatrol\*. At left is a pipe, but don't take it. Take the left tunnel to a Boat Panel. Sail right until you reach a new room with several Spania enemies and three Shine Sprites. Beat all the enemies here, and be sure to tattle on the \*Spunia\* at the top. Get the \*Shine Sprite\* (x2), then use Spring Jump to get another \*Shine Sprite\*. At the top, use Yoshi to hover to the moving platform, and retrieve the \*Defend Plus\* badge. Sail back left to the boat panel. Head right to the second pipe shortcut room. Ultra Hammer the huge block, then Spin Jump the two blue switches to open up the two pipes. The left one goes to Poshley Heights, the right to Keelhaul Key. Next to the left pipe is the \*FP Plus\* badge. Head all the way right & take the up pipe to the first room of the sewers, then head left to the west side where the pipes are. A red X is on the ground at left. Spring Jump on it, then climb left to the \*Flower Saver P\* badge. Spring Jump to climb back. Go to the west side of the sewers where Dazzle is (take the up pipe, slip through the sewer grate, go right across the platforms). Take the lift up and go back a bit to the vertical piping. Spring Jump here and climb right. Go right to the top of the pillar and Spring Jump for a \*Shine Sprite\*. Go right until you reach the room with the Petal Meadows pipe (and where you fought the Blooper). Spring Jump while standing next to the vertical piping, then climb right all the way to a pipe. Take it into the b.g. house and get a \*Star Piece\* on the hammock (climb the

boxes to get it). Come back out and climb the piping left to a dead end wall. Use Bobbery to bomb it, then open the chest for the \*Defend Plus P\* badge. Now to begin Chapter 7. Head to the Thousand Year Door for the next mark. Frankly deduces it's on the moon (a regular Einstein). He needs a few moments to figure out how to get there. Dawdle around town for a while. Perhaps you can fulfill some Troubles at the Trouble Center or other side quests. Check back with Frankly until he finally has a solution. You must go to Fahr Outpost to be shot from their cannon. Of course! Elementary, my dear Frankly (if only Pennington could see you now). In the west side, drop into the west sewers, then hover with Yoshi to the left. Hammer the metal block, then take the blue pipe to Fahr Outpost.

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[M7.8]

### \*Chapter 7: Mario Shoots the Moon\*

Badges: 4 // 52/100- Double Dip P, HP Plus P, Feeling Fine, Feeling Fine P  
Shine Sprites: 2 // 42/42  
Star Pieces: 9 // 100/100  
Partners Gained: 0 // 7/7  
New Enemies Tattled On: 10 // 94/124- Ice Puff, Frost Piranha, Moon Cleft, Z-Yux, Mini Z-Yux, Elite X-Naut, X-Naut PhD, X-Yux, Mini X-Yux, Magnus von Grapple 2.0  
Special Moves/Items: 2 // 23/23- Aqua Star, Supernova

#### Fahr Outpost

It is STUPID cold out here (you said it Yoshi)! Spin Jump left of the pipe for a \*Star Piece\*. In front of the rightmost tree, jump to a hidden block which carries the \*Double Dip P\* badge. Head right 1x. Tattle on the new enemies, \*Ice Puff\* and \*Frost Piranha\*. Behind the second tree, partially hidden, is a \*Shine Sprite\*. At right in a bush is a \*Star Piece\*. Next screen. Get the \*HP Plus P\* badge from the item block, then walk along the front wall for a \*Star Piece\*. Head right once again to reach Fahr Outpost. Walk along the front wall for another \*Star Piece\*, then go right 1x. Get the Inn Coupon behind the Inn's stairs. Another \*Star Piece\* lies in the house right of the Item shop behind some boxes. A \*Shine Sprite\* is to the right of that house. Finally, Spin Jump left of the cannon for a \*Star Piece\*. With Bobbery as your partner, talk to the green Bob-omb to learn you need permission from Goldbob and General White before launching the cannon.

#### Goldbob & General White

Head back to Rogueport Sewers and take the shortcut pipe to Poshley Heights. Go left 2x and talk to Goldbob. He will ask for money. Offer him all your coins and say yes until he takes them. I'm not kidding, trust me. He gives you the Goldbob Guide...and returns your coins. See? No harm done. General White is not so easy to find, but we'll do it. You'll receive RDM Issue 6 in the e-mail. Take the shortcut pipe to Petalburg and talk to the mayor. He says General White moved on. Take the shortcut pipe to Keelhaul Key and talk to Pa-Patch at your old camp. He says you just missed 'em, mate. Head to Glitzville via the blimp and talk to the bartender at the Juice Bar. Missed him again. In case you're wondering, yes this is necessary to find him. I'm not pulling your leg. Go to the Great Tree (shortcut pipe) and talk to the first Puni there. Man, oh man. Head to Twilight Town and talk to the man in front of the Inn. This is getting pretty old. Go back to Fahr Outpost and

talk to the green Bob-omb. You'll see a mustachioed man in front of that house in the b.g. Hmmm... Head inside that house. He's asleep, and quite a sound sleeper. Keep jumping on him until he wakes up. HE'S been looking EVERYWHERE for YOU! Grrrr... Talk to the green Bob-omb here again and in the left screen to start the process. You are shot to the moon. Cue Rocket Man by Elton John. \*And I think it's going to be a long, long time\*. Ahem. Gravity takes effect while you're moonwalking. In other words, Mario is slooooooow. Imagine if you wore the Slow Go badge here? Talk about cement shoes. A tip: Hide from the Cleft enemies by standing in the deep craters. They can't get inside. Ha, ha, ha. Bomb the back left rock for a Stop Watch. Save and go right 1x. Bomb the front cracked rock for a Volt Shroom. Keep going right. Be sure to tattle on the new enemy, \*Moon Cleft\*. Use Yoshi's Gulp and it's a snap. Or Bobbery's Bomb if you're low on FP. Also tattle on the \*Z-Yux\* and \*Mini Z-Yux\*. In the fourth area (also the last) with the fortress in the b.g., get a \*Star Piece\* behind a rock. Blow up the front one for a Power Punch. Bomb the back one for a pipe. Take it into the b.g., and enter the fortress.

### X-Naut Fortress

Okay, maybe this is a close second of my favourite levels in this game. This is awesome! Even though Mario is unaware of where you are, it's the X-Naut Fortress. Take the conveyor belt up and go right 1x. Tattle on the \*Elite X-Naut\*. You must fight two to proceed. Refresh and save. Awesome music, eh? This level is designed from its interior to its music like Mega Man, don't you think? I consider this whole game an homage to older games. Anyway, go right 2x to an electric room. The floor is electrically charged and the safe walking pattern flashes green when you enter. Missed it? The pattern changes from game to game. You can exit to refresh, but the pattern will be different. Open the chest for an Elevator Key. The floor turns neutral, so you can walk on it. Get the Super Shroom from the block, then exit. Use the key on the elevator and go to Sublevel 2. This is where Peach was held captive, but she's gone. The first door at right is a shortcut to Rogueport Sewers. At left is a new enemy to tattle on, \*X-Naut PhD\*. Not much of a brain, considering they're easy to beat. In the third room down, read the two memos for two pieces of vital information: The code for the door is 014029, and the switches for the crane are left, right, middle. O-kay. Doesn't mean much now, but it will. The next room is Grodus' chamber. A new enemy, \*X-Yux\* and its \*Mini X-Yux\* is there. Enter the next room in the chamber and get the Card Key sticking out of the computer. Go left 2x, then go two doors left of the green button elevator (the far left door). Another electric room. This one has the safe pattern on the wall. If you can't figure it out, it's down 2x (from the door), left 3, up 1, left 1, up all the way, left to the item block, down 4, left 1, down 1, left all the way, then up to the chest for another Card Key. The floor neutralizes. Get the Sleepy Sheep from the block, then exit. Go two doors right of the green-button elevator to the transporter room. Spring Jump through the upper right hatch that's open. If you go in the rightmost vent, and into the changeroom, you'll become 8-bit Mario (and your partners will also be 8-bit). Check out the Party section of the Start menu! In the air duct, go left all the way for a \*Star Piece\*. Use Paper Mode on the vent just left of where you came in. Use Koops to get the Cog. Drop down, and take the elevator to Sublevel 1. Go through the first door at left. Put the Cog in the crane, then press the buttons in order left, right, middle (sound familiar?) The crane is activated. Use it to get the \*Star Piece\* and the two badges, \*Feeling Fine\* and \*Feeling Fine P\*. The coins probably aren't worth it. A tip: The light changes when the crane is over the item, so that's when to press the button. Once you're finished here, exit then, at the far right door, enter the access code 014029. Talk to the Thwomp to play a little game. Here are the answers: Elevator Key, Koopie Koo, 6 feet,

Hooktail's belly, Prince Mush. If you miss these, you fight two X-Yux. Well, you should win. You get another Elevator Key. Exit and take the green button elevator to Sublevel 2. Go right to the pink-button elevator and use the new key on it. Go to Sublevel 4. Head left to Peach's room. She's gone. It's so funny...if you go into the bathroom at left, there's an X-Naut in the tub! TEC's door is locked. Head to Sublevel 3. Go left to a third electric floor room. This is trickier. I suggest jumping to the middle block once the chain of three blocks lines up with the solo one. It might be fast, so wait for it to slow down. Stay on the middle one to be safe. Follow it along to the chest for the Card Key. The floor returns to normal. Get the HP Drain from the block, then exit. Go through the rightmost door to find 3 slots. Place the Card Keys (in no particular order) into the slots to advance. This part is just like the old Jumpman game with Donkey Kong. Fight the X-Naut, then throw Bobbery over the fence to bomb the switch, creating an opening. Use Paper Mode to slip behind it, then use Vivian to hide under the blockade. Take the platform up, then hop left to a pipe. Take it into the b.g. You can go across, then up and left to an Ultra Shroom. Make your way right to a cog. Carefully hop across to another, then into a pipe that is encased. In the f.g. now, head right & hit the blue switch to form stairs. Take the pipe here into the b.g., go right to the high pipe (over the enclosure, use the platforms at right, not the cogs). Take it and use the airplane panel to fly left to a Card Key. Drop down, refresh and save, then use the pipe to go through the b.g. area again. Take the encased pipe back, then use the stairs to reach the door. Prepare yourself for battle, then insert the Card Key, and enter. Lord Crump has "improved" (though not to the greatest extent) the Magnus von Grapple to create \*Magnus von Grapple 2.0\*. Boy, what a tease. Goombella is a great partner here. Tattle of course, then use Power Smash on Magnus himself, and Goombella's Multibonk. Rid him of his strong X-Punches. The fists have high attack power, so beat them when they appear. A good backup is using Art Attack and Bobbery's Bobombblast move or Vivian's Fiery Jinx. Halfway through the battle, Magnus eats audience members and catapults them at you. Try to block with A, and be sure to heal yourself if you're in trouble. He's not impossibly hard. When you win, you get the last Crystal Star and you learn the awesome move, Supernova.

"Meanwhile..." Cinemas

Bowser arrives in Poshley Heights. Check the door of the sanctum. Locked. He pounds it down. Huzzah! Enter the sanctum and he will nab the Crystal Star. Um, Bowser, it's a fake. What a dum-dum. Say Koopa Koot if you've played Paper Mario, because his line is so funny. So is Pennington's. LUIGI beat me here?!?!?! Wow, that's pretty bad, Bowser. Notice the Paragoomba settles on Pennington's head. He he he. Onward!

Only one cinema?!?!? Well, this is kind of a cinema, but Mario's involved. Go left 1x and take the first elevator to Sublevel 4 and right to TEC's room. The door is now unlocked and the power flickers on. TEC explains the situation and powers the teleporter so you can return to Rogueport. What a hero! The rooms are now infra-red! Neat. Head back a screen and use the elevator again to reach Sublevel 2. Head two doors left to the teleporter room. Press the button and step into the portal to be swept away to Rogueport. So long, TEC.

Prep for Chapter 8

Exit the room to be in the west sewers. Frankly calls you over, then heads to the Thousand Year Door. The last issue of RDM arrives. Oh boy, I'm going to miss that (dripping sarcasm). But seriously, it was cute and creative. At this point, you should complete all side quests, except for the Pit of 100

Trials now. Get all the Shine Sprites, Star Pieces, Merlon's upgrades (just Flurrie and Ms. Mowz left), Troubles, and any other nitpicky things. You will have two badges to get in Chapter 8, and 10 from the Pit. All others should be available to you now. When you're ready, head to the Thousand Year Door, and step on the pedestal. Amazing effects, eh? The door soon opens. Ooh, spooky. Frankly stays behind. He sounds weird. Enter the...gotta love this name...Palace of Shadow.

\*\*\*\*\*

[M7.9]

### \*Chapter 8: The Thousand-Year Door\*

Badges: 2+ // 100/100- All or Nothing, P-Up D-Down P, plus 46 badges from Dazzle and Badge Shop (see Star Pieces & Shops sections)

Shine Sprites: 0 // 42/42

Star Pieces: 0 // 100/100

Partners Gained: 0 // 7/7

New Enemies Tattled On: 13+ // 124/124- Swoopula, Dry Bones, Bombshell Bill, B. Bill Blaster, Phantom Ember, Dark Bones, Chain Chomp, Dark Wizzerd, Gloomtail, Grodus, Grodux X, Kammy Koopa, Shadow Queen, plus 17 remaining enemies in the Pit of 100 Trials

Special Moves/Items: Beating the game

#### Palace of Shadow

Fancy digs, eh? Head right 1x. Get the Stopwatch in the upper crevice, then head right. Tattle on the \*Swoopula\*, then go right 1x. Hit the item block for a Shooting Star, then tattle on the \*Dry Bones\*. Go down the stairs and be sure to tattle on the \*Bombshell Bill\* and \*B. Bill Blaster\*. Vivian is great at dodging the bills in the field and fighting in battle. Go right 1x. Hit the red item block for the \*All or Nothing\* badge. Watch out for the spikes. If your badge lands in the spikes, use Koops to get it or exit and come back in, and it will reset. Head through the door and save here. Jump over the rotating flames (reminiscent of SMB). If you jump over them several times, they will go faster and eventually disappear leaving behind several coins. Anyway, head right and tattle on the \*Phantom Ember\*. Hit the invisible item block above the double-flame chain for a Boo's Sheet. This next part is tricky. The most fun way to beat this is using Tube Mode. Roll under the high flames and jump over the low ones until you reach the end. Go through the door and talk to the blue pile of bones at the locked door. This seems strangely familiar...Aaaaahhh! It's raining men...I mean, bones :o) Use the hammer to break through the mob, eventually reaching the \*Dark Bones\*. Tattle on him. Beat the weaker enemies first, then devote all your power to the Dark one. When you win, you get the Palace Key. Unlock the door. Get the Ultra Shroom from the item block. Go through two sets of B. Bill Blasters (Vivian is great for dodging the Bills). When you clear the room, go through the door right. Get the \*P-Up D-Down P\* badge and the Jammin Jelly (and 1 coin if you want) from the item blocks, then go right 1x. This is taken from Paper Mario (N64). Go through the doors where the torch beside it is lit. Okay, lazy, it's lower right 2x, upper right 2x, lower right, upper right, lower right. Ooh, an underground city (of lore?). Go over the bridge and tattle on the \*Chain Chomp\*. Yoshi's Gulp saves the day. Refresh and save here, then go right 1x. Tattle on the \*Dark Wizzerd\*, then go right again. Fight the Chomp again, then right 2x to two Phantom Embers. Save here and adjust your badges accordingly. Time for a fight. \*Gloomtail\* is the brother of Hooktail (who ironically is a girl). I suggest using Defend Plus/P, Pretty Lucky, Feeling

Fine/P, and your usual Power Smash, plus Happy Heart, Happy Flower, HP/FP Plus and any other badges you like to fight this boss. Tattle first. Goombella is actually a good partner for this fight. Use Power Smash and Multibonk. If Goombella is knocked down, use Bobbery (Bomb) or Flurrie (Lip Lock) against the dragon. When Gloomtail charges up an attack, use Vivian's Veil to hide. This is not an impossible fight, but somewhat tough. If you have a strong HP/FP/BP status, you should do well. When you win, he spits out a chest. Open it for the Star Key. Use Bobbery to bomb the right wall and enter a tunnel to get a Jammin Jelly and Ultra Shroom. Go left until you reach the underground city (of lore). Throw Bobbery into a Chomp statue to reveal a pipe. Take it into the b.g. and hit the blue switch to reveal a Boat Panel. Do the same for the other Chomp statue. Refresh, save, then take the south panel to the building in the centre. Entrez!

### Palace Labyrinth

This is like the Crystal Palace in Paper Mario. We have to solve several small puzzles to contribute to a bigger one. Okay. Enter the door in the lower right.

Use Flurrie to blow the barrier in front of the sign. Open the chest for a Palace Key (#1). We'll be collecting many of these. Exit and go in the room above it. Walk through the wall, hit the blue block, and collect the Palace Key (#2). Exit and go in the upper left door. Hammer the gray block at left, exit and take the stairs to the second floor. Enter the corresponding door, hammer both gray blocks, and go back down to the first floor in the upper left room. Hit the blue block for another Palace Key (#3). Hammer the gray block, go back up to the second floor upper left room, and hit the blue block there for a Palace Key (#4). Go back down to the first floor and enter the lower left door. Hit the left block 3x and the right one 2x for another Palace Key (#5). Go to the second floor and into the lower right room. Hide under the floor with Vivian to spot an invisible blue block. Come back up and hit it for another Palace Key (#6). Exit and go through the upper right door. Use Bobbery to bomb the right wall for another Palace Key (#7). Exit and go to the lower left door. Defeat the enemies in order from weakest to hardest (Dull, Red, Dry, Dark). Dull Bones is greenish, Red is red, Dry is gray and Dark is blue. Hit the block that appears for the Palace Key (#8). Take the stairs to the third floor. What a brilliant display! Put the Star Key in its slot to make several pillars with key holes appear. In case you haven't figured it out, put all 8 Palace Keys in the slots. The display (the solar system?) rotates and forms stairs in the main palace leading down into the basement level. Interesting turn of events. Go down two levels and exit the palace. Take the Boat Panel south, then refresh and save here. Go right as if entering the main palace again. I smell trouble. The Shadow Sirens appear. It turns out Doopliss disguised himself as Professor Frankly, allowing them to enter the Thousand Year Door with us. Oh crud. Time to battle. These guys are as easy as they were before. Beat Marilyn first as she's the toughest, then Doopliss, then big-mouth Beldam. After the battle, they're seeing stars. Refresh and save again, then enter the right door for real this time.

### Depths of the Palace

Go down the newly formed stairs. Spring Jump under the item block to get Thunder Rage. Go right and use Flurrie to blow off the wallpaper. Take the stairs up and left, using Yoshi to hover to the door. Take it inside. Use Koops' delayed hit on the switch and take Mario up the left stairs. Let Koops go to reveal a platform. Take it across, get the Repel Cape in the item block, then go through the door. Go left through another door. Hit the green

block, and take the right door. Use Yoshi to hover across. Jump into the pit. You can't use Koops here, so hit the purple switch, jump quickly to the purple block, then just as quickly use Yoshi to hover right about halfway up. Hover again to the door. Spring Jump to reach the piping and do this 2x to reach the end door. Go up the short flight of stairs, and use Bobbery to bomb the switch in the pit. Go across using the platform, fight the Chomp, then go up to save. Go right and use Yoshi to hover to the centre platform of the cog below. Hover again to the Palace Key. Go back up and unlock the left door. Use Spring Jump to get the Life Shroom, then go up the stairs. Use Paper Mode to get through the narrow parts. Fight the Dark Wizzerd to clear the area, then hit the blocks in order (from left to right): # 1, 3, 4, 6. Something good happens. Go back one room and right. The cog is now rotating. Jump to it, get the Life Shroom from the block in the top centre of the cog, then go through the right door. Use Flurrie to blow off the paper, then hammer the big block. Spin Jump through the wooden panel to reach the floor below. Hammer the block for a coin, jump above it for a Point Swap, then go south. Head right slowly across the narrow path to the door. Use the airplane panel and fly to the first door you see. Go down the stairs and hit the red block, then quickly use Yoshi to ride right, up the stairs and across to the left. Open the chest for a Palace Key. Go back 1x, and hover with Yoshi right as far as you can. If you fall, go to the far left and take the spring. You'll first land on a Life Shroom, then hover again to a Shooting Star. Drop down, go left and use the spring to get back up. Fly to the far right door, unlock it, and enter. Refresh and save here, then enter the door for another fight. It's \*Grodus\*! Man, is he ug-ly. In battle, tattle first, then use Vivian or Yoshi or any multiple attack moves to hid him of the \*Grodus X\* (which you should also tattle on). Once Grodus is free of his X's, attack him with no mercy. Power Smash big time! Special Moves like Earth Tremor and Art Attack are also great for ridding the field of Grodus X's. Pretty easy battle. When you win, Grodus reveals Peach. He'll zap you with lightning. Say attack, and just as Grodus is about to finish you, there is a rumbling sound. Huh? Bowser drops on in. How you doin'? Now you must fight him and \*Kammy Koopa\*. Bowser is already tattled, but she is not, so do so. Beat Kammy first as she is weaker in HP, but offers good effects for Bowser or bad ones to you. Art Attack is a good move, as well as multiple moves that hit both enemies. Once Kammy is down, whack Bowser with Power Smash and your typical major attacks. Bowser's attacks are bite, bad breath or stomping, which can take away an ability temporarily if you don't guard with A. Bobbery's Bobomblast is a good multiple attack, as is Vivian's Fiery Jinx. When Kammy is down, use strong single attacks. Not too shabby. When Grodus runs off, go back left to refresh and save, then follow them right. Open the chest here for an Ultra Shroom, then go down the stairs (huff, I say) to another chest (Jammin Jelly). Adjust your badges accordingly. I suggest any or all of these badges: Power Smash, Feeling Fine/P, Lucky Day/Start/Pretty Lucky/Close Call, HP Plus/P, FP Plus, Happy Heart, Happy Flower, Power Rush, Zap Tap, Last Stand, Power Plus/P, and Power Bounce/Jump. Save, then enter the door.

## Final Battle

After a long cinema, the witch is freed. Yikes! Say no to her offer. Tattle on the \*Shadow Queen\*. This is the first of three phases. Attack her with all you have, any attacks you like: Power Smash, Multibonk, whatever. It doesn't matter if you use up a lot of FP or Star Power, just as long as you keep your HP fairly intact. As for partners, Goombella is good enough. After losing around 50-100 HP of her own, she will form phase two. Here, she is impenetrable. No attack works. But you MUST attack her for every turn otherwise the battle will never end. Attack her for all your turns unless you are dying and need replenishing. After 3 turns of attacking only, she will consume the audience to max out her HP. She makes another offer, one we can





Thunder Bolt

Effect: Does 5 HP of damage to one enemy

Thunder Rage

Effect: Does 5 HP of damage to each enemy.

Defense Items:

Boo's Sheet

Effect: Makes you invisible, immune to all attacks for about 2 turns.

Courage Shell

Effect: Raises defense by 2.

Repel Cape

Effect: Makes you dodgy for about 2 turns, increases chances of avoiding attacks.

Volt Shroom

Effect: Electrifies you, dealing 1 HP of damage to enemies who attack directly.

Recovery Items:

Cake Mix

Effect: Recovers 3 HP, but is best used in recipes.

Found: Pianta Parlour (6 piantas, equivalent of 18 coins)

Coconut

Effect: Recovers 3 HP, but is best used in recipes.

Found: Keelhaul Key (hammer the tree off the bridge)

Dried Bouquet

Effect: Recovers 1 HP, but is best used in recipes.

Found: Reward for Bubulber's trouble at Trouble Center; after the trouble is finished, bring Bubulber a Hot Dog in exchange for one

Dried Shroom

Effect: Recovers 1 HP.

Fresh Pasta

Effect: Recovers 10 HP and 5 FP.

Found: Poshley Heights kiosk for 50 coins each.

Golden Leaf

Effect: Recovers 10 FP.

Found: Creepy Steeple

Honey Syrup

Effect: Recovers 5 FP.

Horsetail

Effect: Recovers 3 FP.

Found: Petal Meadows (hammer the blue candy cane just before the bridge 10x)

Hot Dog

Effect: Recovers 5 HP and 5 FP.

Found: Hoggle's Hot Dog Stand in Glitzville

Jammin' Jelly

Effect: Recovers 50 FP

Keel Mango

Effect: Recovers 5 HP.

Found: Keelhaul Key

Life Shroom

Effect: When you or your partner hit 0 HP, you automatically regain 10 HP.

Maple Syrup

Effect: Recovers 10 FP.

Mushroom

Effect: Recovers 5 HP.

Mystic Egg

Effect: Recovers 5 HP.

Found: Reward for Petuni's trouble at Trouble Center

Peachy Peach

Effect: Recovers 1 HP and 2 FP.

Found: Twilight Town inn (free after a rest)

Super Shroom

Effect: Recovers 10 HP.

Tasty Tonic

Effect: Cures poisoning and shrinking.

Turtley Leaf

Effect: Recovers 3 FP.

Found: Petalburg (reward from Kroop's Trouble and from shaking the bushes by his house--sneak through the fence to find them).

Ultra Shroom

Effect: Recovers 50 HP.

Whacka Bump

Effect: Recovers 25 HP and 25 FP.

Found: Keelhaul Key, hammer the Whacka

Effect Items:

Dizzy Dial

Effect: Makes some enemies dizzy.

Fright Mask

Effect: Summons an apparition of Bowser to scare away some enemies.

Gradual Syrup

Effect: Slowly refills FP.

#### Hot Sauce

Effect: Recovers 5 HP, but is best used in recipes.

Location: Reward for rat businessman in Glitzville's trouble; costs 10 coins each after the trouble is finished

#### Inn Coupon

Effect: Stay at an Inn free of charge.

#### Mini Mr. Mini

Effect: Shrinks enemies, reducing their attack power.

#### Mr. Softener

Effect: Drops enemies' defense by 3.

#### Mystery

Effect: Random item

#### Point Swap

Effect: Switch HP with your partner.

#### Power Punch

Effect: Increases your attack power for about 2 turns.

#### Ruin Powder

Effect: Confuses some enemies so they miss or misjudge attacks.

#### Sleepy Sheep

Effect: Makes some enemies fall asleep.

#### Slow Shroom

Effect: Slowly refills you & your partner's HP.

#### Spite Pouch

Effect: When an enemy attacks directly, they take half the damage.

#### Stop Watch

Effect: Freezes time, making all enemies vulnerable.

#### Important Items:

##### Autograph

Effect: From the engineer for Bub's birthday

Location: Excess Express

##### Battle Trunks

Effect: Dirty sports trunks to dispose of for the Trouble Center.

Location: Glitz Pit in Glitzville

##### Black Key

Effect: To open black chests to receive a "curse" (special paper move).

##### Blanket

Effect: For the train conductor that was in the ghost's room.

Location: Excess Express

##### Blimp Ticket

Effect: From Don Pianta to ride the Cheep Cheep Blimp to

Glitzville.

Location: Don Pianta

Blue Key

Effect: Opens the cell door of the Punies.

Location: Great Tree

Blue Potion

Effect: Used to make Peach invisible.

Location: X-Naut Fortress

Box

Effect: A package to dispose of for a Goomba at Trouble Center.

Location: Back alley of Rogueport Plaza

Briefcase

Effect: Recovered for the rat businessman from Doopliss (posing as Zip Toad)

Location: Excess Express

Card Key

Effect: Used to open doors in the X-Naut Fortress.

Location: X-Naut Fortress

Castle Key

Effect: Opens locked doors in Hooktail's Castle.

Location: Hooktail Castle

Cave Key

Effect: Opens a door in Pirate's Grotto.

Location: Pirate's Grotto

Champ's Belt

Effect: A reward for becoming the new champion in Glitzville.

Location: Glitz Pit in Glitzville

Chuckola Cola

Effect: A bottle of soda as Bobbery's last request.

Location: Keelhaul Key

Cog

Effect: Used to operate the crane in the X-Naut Fortress.

Location: X-Naut Fortress

Contact Lens

Effect: A replacement for Zess T.'s that you broke, opening the west side.

Location: Toad Bros. Bazaar in Rogueport (on order)

Cookbook

Effect: Allows Zess T. to cook with two ingredients.

Location: Creepy Steeple

Data Disk

Effect: Retrieve for TEC in Grodus' chamber as Peach.

Location: X-Naut Fortress

Dubious Paper

Effect: Found in minor league locker room, confiscated by Jolene, contains data on Crystal Stars.

Location: Glitz Pit in Glitzville

Elevator Key

Effect: Used to operate the elevators in X-Naut Fortress.

Location: X-Naut Fortress

Floodgate Handle

Effect: Raises a watery gate in Pirate's Grotto.

Location: Pirate's Grotto

Galley Pot

Effect: Stolen by fat toad from Chef Shimi.

Location: Excess Express.

Gold Bar

Effect: Increases the amount of coins you can carry.

Location: Pianta Parlor, Underground Shop

Gold Bar x 3

Effect: Increases the amount of coins you can carry threefold.

The purpose of gold bars is to change money to items and back, so you can have more than 999 coins. I.e. spend all 999 coins, then sell the gold bar/gold bar x3 to rack up another 999 or so coins

Location: Pianta Parlor, Underground Shop

Gold Card

Effect: Allows you to access Tube Mode game at Pianta Parlour.

Location: Trouble Center (Frankie)

Gold Ring

Effect: Stolen by Doopliss (posing as Zip Toad) from Toodles.

Location: Excess Express

Goldbob Guide

Effect: Allows you use the cannon in Fahr Outpost to reach the moon.

Location: Poshley Heights

Green Potion

Effect: Needed to make Peach invisible.

Location: X-Naut Fortress

House Key

Effect: Trouble Center (Garf)

Location: Robbo Turf, east side of Rogueport

Lottery Ticket

Effect: A permanent pass to try the Happy Lucky Lottery once daily to win coins.

Location: Rogueport, West Side

Mailbox SP

Effect: Mario's e-mail system under Gear, Important Items in menu.

Location: Start Menu

Moon Stone

Effect: A stone key to access Hooktail's Castle.

Location: Shhwonk Fortress

#### Necklace

Effect: Found by Vivian, belongs to Flurrie.

Location: Boggly Woods

#### Old Letter

Effect: To Bobbery from his widow Scarlette, kept by Podley.

Location: Rogueport Inn

#### Palace Key

Effect: Opens a new path in the palace.

Location: Palace of Shadow

#### Platinum Card

Effect: Allows you to play the Boat Mode game at Pianta Parlour.

Location: Trouble Center (Toodless)

#### Present

Effect: Deliver it from Bub to his mother in Trouble Center.

Location: Poshley Heights

#### Puni Orb

Effect: The symbol of the Puni tribe, used in portals as a shrine/elevator.

Location: Great Tree

#### Ragged Diary

Effect: Belongs to a ghost on the train. If you read it, you get a game over. It's short anyway.

Location: Excess Express

#### Red Key

Effect: Let's you open the red cell containing the Puni Elder.

Location: Great Tree

#### Red Potion

Effect: Used to turn Peach invisible.

Location: X-Naut Fortress

#### Routing Slip

Effect: From Mayor Dour at Trouble Center for mayors of other towns to see.

Location: Twilight Town

#### Shell Earrings

Effect: Stolen by Doopliss (posing as Zip Toad) from the waitress.

Location: Excess Express

#### Silver Card

Effect: Allows you to access the Paper Mode game at Pianta Parlour.

Location: Trouble Center (Pine T. Jr.)

#### Skull Gem

Effect: An heirloom from Flavio that opens the entrance to Pirate's Grotto.

Location: Keelhaul Key

#### Special Card

Effect: Allows you access to Plane Mode game at Pianta Parlour.

Location: Trouble Center (Koopook)

#### Star Key

Effect: After beating Gloomtail, allows you to open a new path in the palace.

Location: Palace of Shadow

#### Station Key

Effect: From the conductor, opens Riverside Station.

Location: Riverside Station

#### Steeple Key

Effect: Opens a door in Creepy Steeple.

Location: Creepy Steeple

#### Storage Key

Effect: Opens the storage room in the Glitz Pit.

Location: Glitzville

#### Strange Sack

Effect: Lets you carry 20 items at once (up from 10).

Location: Level 50, Pit of 100 Trials

#### Sun Stone

Effect: A stone key that helps open the way to Hooktail's Castle.

Location: Shhwonk Fortress

#### Super Luigi 1, 2, 3, 4 & 5

Effect: Books about Luigi's adventures.

Location: Toad Bros. Bazaar

#### Superbobomb

Effect: An attack item from the Shadow Sirens that breaks & later explodes for Bowser & Lord Crump.

Location: Twilight Town

#### The Letter "p"

Effect: Retrieved to guess Doopliss' name.

Location: Creepy Steeple

#### Train Ticket

Effect: From Don Pianta to board the Excess Express train to Poshley Heights.

Location: Don Pianta

#### Ultra Stone

Effect: Found by Merlon to upgrade each partner a second time.

Location: Shine Shop

#### Up Arrow

Effect: Found in a cave as a hint for Merlon to find the Ultra Stone.

Location: Hooktail's Castle

#### Vital Paper

Effect: Found in Grubba's office, detailing his evil plan.

Location: Glitz Pit

#### Wedding Ring

Effect: Frankie & Francesca's bands that they both lose.

Location: Keelhaul Key, Trouble Center

#### Wrestling Mag



Effect: From Jolene for Toadless in Trouble Center  
Location: Glitz Pit

Yellow Potion  
Effect: Used to turn Peach invisible.  
Location: X-Naut Fortress

Mario's Equipment:

Magical Map  
Effect: Shows the path to the next Crystal Star when shown before the Thousand-Year Door.  
Location: Given to Mario by Peach in the Prologue.

Diamond Star  
Effect: A Crystal Star from defeating Hooktail, Earth Tremor special move.  
Location: Hooktail Castle

Emerald Star  
Effect: A Crystal Star from defeating Magnus von Grapple, Clock Out special move.  
Location: Great Tree

Gold Star  
Effect: A Crystal Star from defeating Macho Grubba, Power Lift special move.  
Location: Glitzville

Ruby Star  
Effect: A Crystal Star from defeating Doopliss, Art Attack special move.  
Location: Creepy Steeple

Sapphire Star  
Effect: A Crystal Star from defeating Cortez, Sweet Feast special move.  
Location: Pirate's Grotto

Garnet Star  
Effect: A Crystal Star from defeating Smorg, but retrieved after, Showstopper special move.  
Location: Poshley Sanctum

Crystal Star  
Effect: THE Crystal Star from defeating Magnus von Grapple 2.0, Supernova special move.  
Location: X-Naut Fortress

Hammer & Boots  
Effect: For basic jump & hammer attacks.  
Location: Starting items

Super Boots  
Effect: For Spin Jump attack, doubling the Boots' attack power.  
Location: Great Tree

Super Hammer

Effect: For Super Hammer attack, doubling the Hammer's attack power.

Location: Glitzville

Ultra Boots

Effect: For Spring Jump attack, tripling the Boots' attack power.

Location: Riverside Station.

Ultra Hammer

Effect: For Ultra Hammer attack, tripling the Hammer's attack power.

Location: Rogueport Plaza

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[M9]

\*Badges\*

Badges are extremely useful tools to win fights. They are found, rewarded with, or purchased. Sellers include Dazzle (trade for Star Pieces in west end of Rogueport sewers), Rogueport Badge Shop (in main plaza) and Charlieton (merchant in main plaza or Pit of 100 Trials). Some badges are multiples. If you get a multiple, you can sell it, or use both if you prefer. Below is a list of badges, how to get them, and their uses. There are 85 single badges or a grand total of 100 (including multiples)

Power Jump

Use: Increases jump attack power by 2 in battle.

Acquired: Rogueport Badge Shop

Multibounce

Use: Use jump attack on all enemies in battle.

Acquired: Shhwonk Fortress

Shrink Stomp

Use: Jump on enemy in battle to shrink him, causing attack and defense to drop.

Acquired: Great Tree

Sleepy Stomp

Use: Jump on enemy in battle to make him fall asleep.

Acquired: 10th Floor, Pit of 100 Trials

Soft Stomp

Use: Jump on enemy in battle to reduce his defense

Acquired: Rogueport Sewers

Tornado Jump

Use: Jump on enemy with increased velocity.

Acquired: Creepy Steeple

Power Bounce

Use: Multiple jump attack based on number of perfect Action Commands.

Acquired: Hooktail's Castle

#### Power Smash

Use: Increases hammer attack by 2.

Acquired: Professor Frankly

#### Piercing Blow

Use: Hammer attack that decreases enemy's defense.

Acquired: Rogueport Badge Shop

#### Hammer Throw

Use: Throw hammer at any enemy in battle.

Acquired: Twilight Trail

#### Head Rattle

Use: Hammer attack.

Acquired: Keelhaul Key

#### Ice Smash

Use: Hammer attack to freeze enemies.

Acquired: Creepy Steeple

#### Quake Hammer

Use: Hammer attack that shakes the ground, affecting all enemies, bringing down high ones and flipping over some enemies.

Acquired: Boggly Woods

#### Fire Drive

Use: Hammer attack with fire.

Acquired: 20th level, Pit of 100 Trials

#### Charge

Use: Gradually increase power of attack, a Tactic.

Acquired: Great Tree

#### Charge P

Use: Allows partner to gradually increase power of attack, a Tactic.

Acquired: Glitzville (Storage Room).

#### Double Dip (x2)

Use: Use two items in one turn.

Acquired: Robbo Turf; 60th Level, Pit of 100 Trials

#### Double Dip P (x2)

Use: Allows partner to use two items in one turn.

Acquired: Fahr Outpost; 70th Level, Pit of 100 Trials

#### HP Plus (x2)

Use: Increases HP by 5.

Acquired: Hooktail's Castle; Riverside Station

#### HP Plus P (x2)

Use: Increases partner's HP by 5.

Acquired: Fahr Outpost; Glitzville, Storage Room

#### FP Plus (x2)

Use: Increases FP by 5.

Acquired: Rogueport Sewers; Great Tree

#### Power Plus (x2)

Use: Increases jump and hammer attacks by 1.

Acquired: Dazzle; Creepy Steeple

Power Plus P (x2)

Use: Increases partner's attacks by 1.

Acquired: Dazzle; Glitzville

All or Nothing

Use: Increases attack by 1 if Action Command is successful;  
no damage if failed.

Acquired: Palace of Shadow

Jumpman

Use: Increases jump power, but disables hammer.

Acquired: Charlieton

Hammerman

Use: Increases hammer power, but disables jump

Acquired: Rogueport Badge Shop

P-Up D-Down

Use: Raises attack power by 1, but lowers defense by 1.

Acquired: Riverside Station

P-Up D-Down P

Use: Raises partner's attack power by 1, but lowers defense  
by 1.

Acquired: Palace of Shadow

P-Down D-Up

Use: Raises defense by 1, but decreases attack power by 1.

Acquired: Pirate's Grotto

P-Down D-Up P

Use: Raises partner's defense by 1, but decreases attack power  
by 1.

Acquired: Boggly Woods

Damage Dodge

Use: Defense raised by 1 for every successful Guard Action  
Command.

Acquired: Rogueport Sewers

Damage Dodge P

Use: Partner's defense raised by 1 for every successful Guard  
Action Command.

Acquired: Great Tree

Defend Plus (x2)

Use: Raises defense by 1.

Acquired: Rogueport Sewers; Twilight Town

Defend Plus P (x2)

Use: Raises partner's defense by 1.

Acquired: Rogueport Sewers; Pirate's Grotto

Double Pain

Use: Doubles damage received.

Acquired: Charlieton

Power Rush

Use: Increases attack power by 2 when in Danger (has 5 HP

or less).

Acquired: Rogueport Badge Shop

Power Rush P

Use: Increases partner's attack power by 2 when in Danger.

Acquired: Rogueport Badge Shop

Last Stand

Use: Cuts damage received in half when in Danger.

Acquired: Rogueport Badge Shop; Glitzville

Last Stand P

Use: Cuts partner's damage received in half when in Danger.

Acquired: Hooktail's Castle

Mega Rush

Use: Increases attack power by 5 when in Peril (1 HP left).

Acquired: Rogueport Badge Shop

Mega Rush P

Use: Increases partner's attack power by 5 when in Peril.

Acquired: Petalburg

Close Call

Use: Causes some enemies to miss attacks when in Danger.

Acquired: Petal Meadows

Close Call P

Use: Causes some enemies to miss attacks when partner is in Danger.

Acquired: Riverside Station

Pretty Lucky

Use: Causes some enemies to miss attacks at any time.

Acquired: Rogueport Sewers

Pretty Lucky P

Use: Causes some enemies to miss attacks on your partner at any time.

Acquired: Rogueport Badge Shop

Lucky Day

Use: Causes enemies to miss attacks more often.

Acquired: 90th Level, Pit of 100 Trials

Lucky Start

Use: Rewards you with a increased attack, defense or an electric charge before battle.

Acquired: Creepy Steeple (Atomic Boo)

Happy Heart (x2)

Use: Restores 1 HP per turn during battle.

Acquired: Petal Meadows; Dazzle

Happy Heart P (x2)

Use: Restores 1 HP per partner's turn during battle.

Acquired: Rogueport Sewers; Dazzle

Happy Flower (x2)

Use: Restores 1 FP per turn.

Acquired: Dazzle; Rogueport Badge Shop

Flower Saver (x2)

Use: Cuts FP used on attack by 1.

Acquired: Dazzle; Creepy Steeple

Flower Saver P (x2)

Use: Cuts FP used on attack by partner by 1.

Acquired: Dazzle; Rogueport Sewers

Pity Flower

Use: Sometimes restores 1 FP when attacked.

Acquired: 40th Level, Pit of 100 Trials

HP Drain

Use: Restores 1 HP per turn, but decreases attack power by 1.

Acquired: Rogueport

HP Drain P

Use: Restores 1 HP for partner per turn, but decreases attack power by 1.

Acquired: Poshley Heights

FP Drain

Use: Restores 1 FP per turn, but decreases attack power by 1.

Acquired: Rogueport Badge Shop

Heart Finder

Use: More hearts appear in the field after a battle (restores HP).

Acquired: Dazzle

Flower Finder

Use: More flowers appear in the field after a battle (restores FP).

Acquired: Dazzle

Item Hog

Use: More likely that items will appear in the field after a battle.

Acquired: Dazzle

Ice Power

Use: Jump on fire enemies without taking damage.

Acquired: Keelhaul Key

Spike Shield

Use: Jump on spiky enemies without taking damage.

Acquired: Rogueport Sewers

Zap Tap

Use: Makes Mario constantly electrified in battle, causing enemies who touch him to lose 1 HP.

Acquired: 30th Level, Pit of 100 Trials

Return Postage

Use: Half the damage you receive in battle is dealt to your enemy when touched.

Acquired: 100th Level, Pit of 100 Trials (Bonetail)

#### Feeling Fine

Use: Immune to dizziness and poison attacks.

Acquired: X-Naut Fortress

#### Feeling Fine P

Use: Partner is immune to dizziness and poison attacks.

Acquired: X-Naut Fortress

#### Refund

Use: When items are used in battle, some coins are returned based on store prices.

Acquired: Pianta Parlor

#### Money Money

Use: More coins appear in the field after battle.

Acquired: Pianta Parlor

#### Super Appeal

Use: More Star Power is applied when using Appeal in battle.

Acquired: Rogueport Badge Shop

#### Super Appeal P (x2)

Use: More Star Power is applied when partner uses Appeal in battle.

Acquired: Rogueport Badge Shop; Boggly Woods (Flurrie's House)

#### Peekaboo

Use: Makes enemy's HP visible constantly.

Acquired: Dazzle

#### Quick Change

Use: Allows you to switch partners without losing a turn

Acquired: Dazzle

#### Timing Tutor

Use: Indicates with a ! when to press A for a Stylish move.

Acquired: Charlieton

#### Simplifier

Use: Makes Action Commands easier, but earn less Star Power.

Acquired: Rogueport Badge Shop

#### Unsimplifier

Use: Makes Action Commands harder, but earns more Star Power.

Acquired: Rogueport Badge Shop

#### Chill Out

Use: Prevents enemies from getting the First Strike on the field.

Acquired: Dazzle

#### First Attack

Use: Allows you to defeat a weaker enemy on the field with a First Strike.

Acquired: Rogueport Badge Shop

#### Bump Attack

Use: Allows you to defeat a weaker enemy on the field by touching them.

Acquired: 80th Level, Pit of 100 Trials

Attack FX R  
Use: Changes sound of attack to a cricket chirp.  
Acquired: Hooktail's Castle

Attack FX Y  
Use: Changes sound of attack to metal clanging.  
Acquired: Dazzle

Attack FX B  
Use: Changes sound of attack to smacking.  
Acquired: Hooktail's Castle (via Trouble Center)

Attack FX G  
Use: Changes sound of attack to laughing.  
Acquired: Charlieton

Attack FX P  
Use: Changes sound of attack to groaning.  
Acquired: Rogueport Badge Shop

L Emblem  
Use: Lets Mario wear Luigi's clothes (green).  
Acquired: Poshley Heights (Sanctum)

W Emblem  
Use: Lets Mario wear Wario's clothes (yellow).  
Acquired: Charlieton

Slow Go  
Use: Slows down Mario's walking speed.  
Acquired: Charlieton

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[M10]

### \*Shine Sprites\*

There are 42 in total. Take them to Merlon at the Shine Sprite Shop in Rogueport for partner upgrades.

Rogueport Plaza:

- 1) Use Yoshi to hover under the bridge at Robbo Turf, use Paper Mode to slip through the crates on the roof of the rightmost house.
- 2) Use Yoshi to hover under the bridge in Robbo Turf. Climb to the roof, hop to the next one, then to the back red one. Bingo!
- 3) In the West side, enter the rightmost house, use Tube Mode through the hole, and get it outside.
- 4) In Bobbery's house in the back room.
- 5) In the West side, have Bobbery bomb the cracked wall left of the Item shop. It's in the back.



#### Rogueport Sewers:

- 6) In the room with the Thousand-Year Door, use Paper Mode to get through the right fence, spring up, and fly on the airplane panel left to get it.
- 7) In the first pipe shortcut room (take the second pipe from the first room of the sewers, and go left 1x).
- 8) In the West side, fall through the grating to the sewers, hover left with Yoshi, and there you go.
- 9) In the rightmost room of the first area (where the Petal Meadows pipe is, where you fought the Blooper), use Boat Mode to reach it.
- 10) In the West side of the sewers, take the down pipe, then use Flurrie to blow off the peeling wall. Walk left to a boat panel. Sail all the way right. There are three in total here. One needs to be reached with Spring Jump.
- 11) See # 10.
- 12) See # 10.
- 13) In the West side of the sewers where Dazzle is, take the lift and stand next to the piping. Spring Jump and go right. Jump on the pillar behind Dazzle to get it.

#### Hooktail's Castle

- 14) In the room after Red Bones.
- 15) In the room where you met Ms. Mowz.
- 16) One room before the tower, at the top of the stairs.

#### Boggly Woods

- 17) At the airplane panel in the screen before Flurrie's house, use Koops to get it at left.

#### Great Tree

- 18) In the room with the floating bubbles, fall down and there it is.
- 19) After blowing off the black slap on the airplane panel, fly twice to find it.
- 20) In the room with the lily pads after draining the water.
- 21) In the room before the Super Boots, Spin Jump the panel and hop to it.

#### Glitzville

- 22) Next to the Glitz Pit. Hammer the invisible block below to reach it.
- 23) In the second floor of the Storage Room.

### Twilight Trail

24) After the holes with the movable boulder in front of a tree (partially hidden).

### Creepy Steeple

25) In the first room of the well.

26) In the main room, use Tube Mode at the top opening. It's among several prizes.

27) In the second room of the well after pushing the wall and hiding with Vivian, it's in the following room.

### Keelhaul Key

28) In the screen before the bridge on the high point of the small cliff, use Yoshi to hover left to it, above a block.

29) Partially hidden by shrubbery on the other side of the bridge.

### Pirate's Grotto

30) On the bow of a small sunken ship.

31) In the room with the Save block on the stairs, hit the invisible block nearby, then hammer it.

32) In the room with the Grotto Key on the left while riding the chain lift.

33) Right of the spikes that jut out of the wall; use Koops to reach it.

34) Use the hammer to hit an invisible block below a high one in the room after #33.

### Excess Express

35) In Mario's room (#005).

36) Give Bub the engineer's autograph (in room #008)

### Riverside Station

37) By the stairs in the outdoor area.

38) Use Koops to reach one on the stairs in the room before the Ultra Boots (Goombas and switches are around).

### Poshley Heights

39) Spring Jump to it; right of the Sanctum.



- 12) Spin Jump in front of the execution block (gallows) in the main plaza.
- 13) Spin Jump behind Zess T's house near the reclusive Goomba.
- 14) Spin Jump on the first roof when climbing up on Robbo Turf.
- 15) Spin Jump in front of Professor Frankly's house.
- 16) Spin Jump in front of the train at the Station.
- 17) Spin Jump by the stairs in the Harbour.
- 18) Spin Jump in front of Pianta Parlour in West Side.

#### Rogueport Sewers

- 19) In the left back corner of the West Side ground level (where the entrances to Fahr Outpost and Twilight Town are).
- 20) Behind the rightmost pillar near Dazzle in the West end.
- 21) In the entrance to Pit of 100 Trials, behind the stairs.
- 22) Behind the big yellow block one room right of the Thousand Year Door.
- 23) In the room with the pipe to Petal Meadows and where you fought Blooper, Spring Jump near the vertical bar, and go right to a pipe. Take it to the house in the b.g. to find one.
- 24) In the West on the upper level (same room as #19), hover with Yoshi left, then take the pipe down into the b.g., and go right all the way to it.
- 25) Behind the leftmost pillar in the West end.
- 26) Behind debris at right in the West end.
- 27) In the West end, take the lift and enter the bar at left. Spin Jump here.
- 28) Spin Jump in the south part in the Thousand Year Door room.
- 29) Spin Jump in front of the moving platform in the first room in the East.
- 30) Spin Jump by the pipe to Boggly Woods where Punio led you.
- 31) Spin Jump in front of the black chest in a cave in the room right of the Thousand Year Door.

#### Petal Meadows

- 32) Hammer the tree left of the Save Block upon entering.
- 33) In the b.g. where you hit the switch for the bridge, go right all the way.

#### Petalburg

- 34) Spin Jump by the flowers at the far right of the east area.
- 35) Spin Jump near Bub-ulber in the west area at the left end.

#### Shhwonk Fortress

- 36) Check the first bush in the first area from Petalburg.

#### Hooktail Castle

- 37) Spin Jump behind the bars in the room with Red Bones.
- 38) In the dead end area where you hop out the window, go right.
- 39) On the narrow rails on the upper floor, go right.
- 40) In the same spot as #38, fall to a ridge on the wall with one.

41) In the room with the purple block elevator, take it up and go through the door at right.

#### Boggly Woods

- 42) Left of the switch for the warp pipe.
- 43) Left of the pipe to Flurrie's house.
- 44) Hammer the third tree from left near Flurrie's house.
- 45) Spin Jump in Flurrie's house, in the bedroom.

#### Great Tree

- 46) Spin Jump in the blue jail cell.
- 47) From the first room, take the up pipe and Spin Jump to the right.
- 48) In the area before Pungent's Shop, shake the bush near the store.
- 49) From the room where Crump trapped you in a cell, take the down pipe & check behind the next pipe.
- 50) In the room where Crump stole the Crystal Star, take the up pipe and check the bush there.
- 51) Behind the pipe left of the room in #49.

#### Glitzville

- 52) Under the Rawk Hawk poster on the roof of the Juice Bar; use Koops to nab it.
- 53) Check the bush by the arena.
- 54) Behind the phone booth left of the Item Shop.
- 55) Behind the Juice Bar counter.
- 56) Shake a plant in Grubba's office.
- 57) In the right desk drawer in Grubba's office.
- 58) Spin Jump south of the blimp landing site.
- 59) Spin Jump near the left staircase in the ground floor lobby of the arena.
- 60) Spin Jump in the Storage Room.
- 61) Behind crates at far right in the upper floor room of the Storage Room.

#### Twilight Town

- 62) In the first area next to the Mayor's house.
- 63) In a southern bush in the first area.
- 64) Behind some barrels in the fenced-in part of the second area.

#### Twilight Trail

- 65) Behind the fallen tree in upper left.
- 66) Behind the warp pipe just after #65.

#### Creepy Steeple

- 67) Behind the fence just outside the Steeple, left of the gate.
- 68) Spin Jump right of the staircase that you hit a switch to maneuver.
- 69) In the room with the items (first room you roll into) behind furniture in the middle.

70) In the well, in the background of the room where you freed the Boos at right.

71) Spin Jump by the door in the parrot's room in the well.

#### Keelhaul Key

72) Spin Jump by the rock at right in the first area where you arrive.

73) At left in the shallow water at the camp site.

74) Behind the rightmost rocks at the camp site.

75) In the area just after camp, check the first bush.

76) Behind a big root at right in the area before the bridge.

77) Near the entrance to Pirate's Grotto behind a rock in front.

#### Pirate's Grotto

78) In the room with a Shine Sprite on the bow of a ship, on a small island.

79) Spin Jump the floor with the Parabuzzy troupe.

80) In the room with the Grotto Key, inside an open barrel on the top level at left.

81) Spin Jump the floor near the right door before the Grotto Key room.

#### Excess Express

82) Spin Jump in room #004.

83) Return the Galley Pot to Chef Shimi in the kitchen.

84) Return the Shell Earrings to the waitress in the dining room.

85) Spin Jump in the engineering room located in the far right of the train.

86) In the nightstand in room #008.

#### Riverside Station

87) Behind the mechanism with the Storage Key in the machinery room.

#### Poshley Heights

88) Spin Jump in front of the stairs to the train near the Save Block.

89) In the hedge right of the red/pink house.

90) Behind a lawn chair at the blue house.

91) Behind the hedge at the house left of the Inn.

#### Fahr Outpost

92) Spin Jump by the pipe upon entering.

93) In a bush in the area just right of the pipe in #92.

94) Along the front wall in the area before the outpost.

95) Spin Jump left of the cannon.

96) Behind the front wall in the west area of the outpost.

97) Behind boxes in the far right house.

#### The Moon

98) Behind a rock in the last area with the fortress in the b.g.

X-Naut Fortress

- 99) In the far left of the air duct.
- 100) In the crane room using the machine.

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[M12]

### \*Special Moves\*

Unlike the previous Mario games, TTYD offers four new "paper" moves that allow you to explore new areas, open up new possibilities, and play a set of games at Pianta Parlour. There are also 8 Special Moves for each Crystal Star (and the map). Here are the details.

#### Paper Abilities:

##### Plane Mode

Ability: Press Y while standing on an arrow platform to fold into a paper airplane. Control flight by pushing the Control Stick left/right. Land or press Y to transform back.

Acquired: Rogueport Sewers

##### Paper Mode

Ability: Press R to turn sideways and become paper thin, allowing you to slip through thin cracks and between bars. Let go of R to transform back.

Acquired: Hooktail's Castle

##### Tube Mode

Ability: Press R to get into Paper Mode, then rotate the Control Stick until you roll up into a tube. Use Control Stick to roll. Press Y to transform back.

Acquired: Twilight Town

##### Boat Mode

Ability: Press Y while standing on a boat platform to fold into a paper boat. Use Control Stick to sail along the water. Press Y at a boat platform to transform back.

Acquired: Pirate's Grotto

#### Special Moves:

##### Sweet Treat

Ability: Heals HP (for Mario & partner) and FP.

Manuever: Use Control Stick to aim for the Mario, partner, and flower targets, avoiding the poison mushrooms.

Acquired: Rogueport Sewers, at Thousand Year Door (Map).

##### Earth Tremor

Ability: A quake attack that can reach ground, air & ceiling bound enemies.

Manuever: Press A when the bar reaches each target through 5 levels (rising in difficulty). The longer you last, the more powerful the attack.

Acquired: Hooktail's Castle (Diamond Star)

#### Clock Out

Ability: Stops enemies for a short period of time.

Manuever: Press the correct button when the bomb is placed over your enemies (not yourself or the audience). Hold the button to make it bigger.

Acquired: Great Tree (Emerald Star)

#### Power Lift

Ability: Increases attack power of Mario & partner temporarily.

Manuever: Use Control Stick and press A to select a "good" panel (orange or blue arrow) to slowly increase attack or defense. Avoid the poison mushroom panels.

Acquired: Glitzville (Gold Star)

#### Art Attack

Ability: Focus on particular enemies with a continued attack.

Manuever: Use Control Stick to "draw" around the enemy. Forming a shape around them completes the attack.

Acquired: Creepy Steeple (Ruby Star)

#### Sweet Feast

Ability: Heals HP (Mario & partner) and FP.

Manuever: Use Control Stick to aim and shoot at Mario, partner & flower targets, avoiding the poison mushrooms. Like Sweet Treat, only there are also bigger targets.

Acquired: Pirate's Grotto

#### Showstopper

Ability: An attack that can defeat enemies in one turn or deliver a big attack on bosses.

Manuever: Press the button indicated constantly for 5 levels.

Acquired: Poshley Heights (Garnet Star)

#### Supernova

Ability: An attack that deals major damage to enemies & bosses.

Manuever: Press A constantly for 5 levels.

Acquired: X-Naut Fortress (Crystal Star)

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[M13]

#### \*Zess T.'s Recipes\*

Zess T. is a cook who lives in the leftmost house in the east side of Rougeport. After giving her a contact lens, she will cook an item that you bring to her. After giving her the Cookbook, she can cook with two items.

NOTE: Any food item that you receive in regular gameplay as a reward or otherwise does NOT count in the recipe totals found under Journal in the Start/Pause menu. You must make the food yourself by following the recipe for the food to count in the list.



Here is a listing of all recipes and the possible combination of ingredients. I've listed the easiest and/or cheapest method first, followed by other possible combos. For details on the individual ingredients, check out the Items page. There are 57 total recipes, listed alphabetically below. An additional number of recipes will make attack or defense items, though they do not count in the Start/Pause menu tally. They are listed under Optional Recipes below.

1) Choco Cake

Mousse Cake + Inky Sauce

2) Coco Candy

Cake Mix + Coconut

3) Coconut Bomb

Coconut + Fire Flower

4) Couple's Cake

Snow Bunny + Spicy Soup

5) Courage Meal

Courage Shell + Zess Special

Courage Shell + Zess Dinner

Courage Shell + Zess Deluxe

6) Egg Bomb

Mystic Egg + Fire Flower

Dried Bouquet + Courage Meal

7) Electro Pop

Cake Mix + Volt Shroom

8) Fire Pop

Cake Mix + Fire Flower

Cake Mix + Hot Sauce

9) Fresh Juice

Honey Syrup

Keel Mango

Peachy Peach

Maple Syrup

Gradual Syrup

Jammin' Jelly

Honey Syrup + Turtley Leaf

Turtley Leaf + Coconut

Keel Mango + Coconut

Peachy Peach + Coconut

Honey Syrup + Maple Syrup

Maple Syrup + Turtley Leaf

Honey Syrup + Gradual Syrup

Maple Syrup + Gradual Syrup

Honey Syrup + Jammin' Jelly  
Gradual Syrup + Turtley Leaf  
Jammin' Jelly + Turtley Leaf  
Jammin' Jelly + Gradual Syrup

10) Fried Egg  
Mystic Egg

11) Fruit Parfait  
Honey Syrup + Keel Mango  
Honey Syrup + Peachy Peach  
Keel Mango + Peachy Peach  
Maple Syrup + Keel Mango  
Maple Syrup + Peachy Peach  
Gradual Syrup + Keel Mango  
Jammin' Jelly + Keel Mango  
Jammin' Jelly + Peachy Peach

12) Healthy Salad  
Turtley Leaf + Horsetail  
Golden Leaf + Turtley Leaf

13 Heartful Cake  
Cake Mix + Ruin Powder  
Peachy Peach + Ruin Powder

14) Honey Candy  
Cake Mix + Honey Syrup

15) Honey Shroom  
Mushroom + Honey Syrup  
Volt Shroom + Honey Syrup

16) Honey Super  
Super Shroom + Honey Syrup  
Life Shroom + Honey Syrup

17) Honey Ultra  
Ultra Shroom + Honey Syrup

18) Icicle Pop  
Honey Syrup + Ice Storm

19) Ink Pasta  
Inky Sauce + Fresh Pasta  
Inky Sauce + Spaghetti  
Inky Sauce + Koopasta  
Inky Sauce + Spicy Pasta

20) Inky Sauce  
Hot Sauce + Turtley Leaf  
Hot Sauce + Tasty Tonic  
Hot Sauce + Koopa Tea  
Hot Sauce + Fresh Juice  
Hot Sauce + Zess Tea  
Hot Sauce + Shroom Broth

21) Jelly Candy  
Cake Mix + Jammin' Jelly

22) Jelly Shroom  
Mushroom + Jammin' Jelly  
Volt Shroom + Jammin' Jelly

23) Jelly Super  
Super Shroom + Jammin' Jelly  
Life Shroom + Jammin' Jelly

24) Jelly Ultra  
Ultra Shroom + Jammin' Jelly

25) Koopa Bun  
Keel Mango + Turtley Leaf

26) Koopa Tea  
Turtley Leaf

27) Koopasta  
Turtley Leaf + Fresh Pasta  
Turtley Leaf + Spaghetti

28) Love Pudding  
Mystic Egg + Mango Delight

29) Mango Delight  
Cake Mix + Keel Mango  
Life Shroom + Maple Syrup  
Super Shroom + Maple Syrup

30) Maple Shroom  
Mushroom + Maple Syrup  
Volt Shroom + Maple Syrup

31) Maple Super  
Super Shroom + Maple Syrup

32) Maple Ultra

Ultra Shroom + Maple Syrup

33) Meteor Meal

Shooting Star + Shroom Fry

Shooting Star + Shroom Roast

Shooting Star + Shroom Steak

34) Mistake

Any two incompatible ingredients

35) Mousse Cake

Cake Mix

36) Omelette Meal

Mushroom + Mystic Egg

Horsetail + Mystic Egg

Life Shroom + Mystic Egg

Super Shroom + Mystic Egg

Ultra Shroom + Mystic Egg

37) Peach Tart

Cake Mix + Peachy Peach

38) Poison Shroom

Point Swap + Slow Shroom

Inky Sauce + Slow Shroom

39) Shroom Broth

Golden Leaf + Poison Shroom

40) Shroom Cake

Cake Mix + Mushroom

Cake Mix + Super Shroom

Cake Mix + Life Shroom

41) Shroom Crepe

Cake Mix + Ultra Shroom

42) Shroom Fry

Volt Shroom

Mushroom + Turtley Leaf

Mushroom + Golden Leaf

43) Shroom Roast

Life Shroom

Slow Shroom

Life Shroom + Volt Shroom

Mushroom + Fire Flower

Mushroom + Volt Shroom

Mushroom + Super Shroom  
Mushroom + Gradual Syrup  
Super Shroom + Turtley Leaf  
Super Shroom + Dried Shroom  
Super Shroom + Volt Shroom  
Super Shroom + Golden Leaf

44) Shroom Steak

Ultra Shroom  
Mushroom + Life Shroom  
Mushroom + Ultra Shroom  
Super Shroom + Life Shroom  
Super Shroom + Ultra Shroom  
Life Shroom + Dried Shroom  
Life Shroom + Golden Leaf  
Life Shroom + Turtley Leaf  
Ultra Shroom + Dried Shroom  
Ultra Shroom + Golden Leaf  
Ultra Shroom + Life Shroom  
Ultra Shroom + Turtley Leaf  
Ultra Shroom + Volt Shroom

45) Snow Bunny

Golden Leaf + Ice Storm

46) Space Food

Dried Bouquet + Dried Shroom  
Dried Bouquet + Turtley Leaf  
Dried Bouquet + Mushroom  
Dried Bouquet + Horsetail  
Dried Bouquet + Keel Mango  
Dried Bouquet + Coconut  
Dried Bouquet + Mystic Egg  
Dried Bouquet + Hot Dog  
Dried Bouquet + Peachy Peach  
Dried Bouquet + Super Shroom  
Dried Bouquet + Life Shroom  
Dried Bouquet + Ultra Shroom  
Dried Bouquet + Cake Mix  
Dried Bouquet + Choco Cake  
Dried Bouquet + Coco Candy  
Dried Bouquet + Couple's Cake  
Dried Bouquet + Egg Bomb  
Dried Bouquet + Electro Pop  
Dried Bouquet + Fire Pop  
Dried Bouquet + Fresh Pasta  
Dried Bouquet + Fruit Parfait  
Dried Bouquet + Golden Leaf  
Dried Bouquet + Healthy Salad  
Dried Bouquet + Heartful Cake  
Dried Bouquet + Honey Candy  
Dried Bouquet + Honey Shroom  
Dried Bouquet + Honey Super  
Dried Bouquet + Honey Ultra  
Dried Bouquet + Ink Pasta  
Dried Bouquet + Jelly Candy  
Dried Bouquet + Jelly Shroom

Dried Bouquet + Jelly Super  
Dried Bouquet + Jelly Ultra  
Dried Bouquet + Koopa Bun  
Dried Bouquet + Koopasta  
Dried Bouquet + Love Pudding  
Dried Bouquet + Mango Delight  
Dried Bouquet + Maple Shroom  
Dried Bouquet + Maple Super  
Dried Bouquet + Maple Ultra  
Dried Bouquet + Meteor Meal  
Dried Bouquet + Mistake  
Dried Bouquet + Mousse Cake  
Dried Bouquet + Omelette Meal  
Dried Bouquet + Peach Tart  
Dried Bouquet + Poison Shroom  
Dried Bouquet + Shroom Cake  
Dried Bouquet + Shroom Crepe  
Dried Bouquet + Shroom Fry  
Dried Bouquet + Shroom Roast  
Dried Bouquet + Shroom Steak  
Dried Bouquet + Spaghetti  
Dried Bouquet + Spicy Pasta  
Dried Bouquet + Zess Cookie  
Dried Bouquet + Zess Deluxe  
Dried Bouquet + Zess Dinner  
Dried Bouquet + Zess Special

47) Spaghetti  
Fresh Pasta

48) Spicy Pasta  
Hot Sauce + Fresh Pasta  
Hot Sauce + Spaghetti  
Hot Sauce + Koopasta

49) Spicy Soup  
Fire Flower  
Horsetail  
Dried Bouquet  
Snow Bunny  
Dried Bouquet + Fire Flower  
Hot Sauce + Fire Flower

50) Trial Stew  
Couple's Cake + Poison Shroom

51) Zess Cookie  
Cake Mix + Mystic Egg  
Cake Mix + Maple Syrup  
Cake Mix + Gradual Syrup

52) Zess Deluxe  
Ultra Shroom + Fresh Pasta  
Healthy Salad + Shroom Steak

53) Zess Dinner

Mushroom + Horsetail  
Fresh Pasta + Mystic Egg  
Fresh Pasta + Coconut  
Super Shroom + Horsetail  
Super Shroom + Keel Mango  
Super Shroom + Fire Flower  
Super Shroom + Peachy Peach  
Life Shroom + Horsetail  
Life Shroom + Fire Flower  
Coconut + Spicy Pasta  
Super Shroom + Gradual Syrup  
Life Shroom + Gradual Syrup  
Fresh Pasta + Healthy Salad  
Healthy Salad + Fried Shroom  
Healthy Salad + Spaghetti  
Healthy Salad + Koopasta  
Meteor Meal + Fruit Parfait  
Ultra Shroom + Keel Mango

54) Zess Dynamite

Egg Bomb + Coconut Bomb

55) Zess Frappe

Ice Storm + Maple Syrup  
Ice Storm + Jammin' Jelly

56) Zess Special

Dried Shroom + Fresh Pasta  
Mushroom + Fresh Pasta  
Super Shroom + Fresh Pasta  
Life Shroom + Fresh Pasta  
Ultra Shroom + Horsetail  
Ultra Shroom + Fire Flower  
Ultra Shroom + Peachy Peach  
Ultra Shroom + Gradual Syrup  
Healthy Salad + Ink Pasta  
Healthy Salad + Shroom Roast  
Healthy Salad + Spicy Pasta

57) Zess Tea

Golden Leaf  
Maple Syrup + Jammin' Jelly

Optional Recipes

1) Courage Shell

Point Swap + Mr. Softener  
Dried Bouquet + Courage Meal

2) Dried Shroom  
Mr. Softener + Mushroom  
Mr. Softener + Super Shroom  
Mr. Softener + Life Shroom  
Mr. Softener + Ultra Shroom

3) Earth Quake  
Point Swap + Thunder Bolt

4) Fire Flower  
Point Swap + Ice Storm

5) Gold Bar  
Point Swap + Gold Bar x 3

6) Honey Syrup  
Point Swap + Mushroom  
Point Swap + Gradual Syrup

7) Ice Storm  
Point Swap + Fire Flower

8) Jammin' Jelly  
Point Swap + Ultra Shroom

9) Maple Syrup  
Point Swap + Super Shroom

10) Mini Mr. Mini  
Point Swap + Power Punch

11) Mr. Softener  
Point Swap + Courage Shell

12) Mushroom  
Dried Shroom + Hot Sauce  
Point Swap + Dried Shroom  
Point Swap + Honey Syrup  
Dried Shroom + Peachy Peach  
Dried Shroom + Power Punch  
Point Swap + Poison Mushroom  
Point Swap + Gold Bar

13) Power Punch  
Point Swap + Mini Mr. Mini

14) Random Item  
Point Swap + Mystery





This is mainly an honorary side quest, but the rewards are pretty good, and a couple of them are even required to continue. Troubles are limited until you complete a chapter of the main quest, then more are opened. To complete a trouble, go to the Trouble Center in Robbo Turf (door just left of the skull bridge), read the bulletin board, take one on, talk to the person who posted the trouble, complete it, then return to the original person for a reward.

1) Need a Key- Garf

Trouble: Guy in front of house in Robbo Turf lost his key.

Solution: Go through the Inn to the upper floor, left past the Badge shop to the key.

Reward: 20 coins.

2) Safe Delivery- McGoomba

Trouble: Goomba in back alley of Rogueport main plaza needs a delivery man.

Solution: Take package to Goomfrey, Goomba near Shine Shop in east plaza.

Reward: 20 coins.

3) Price Adjustment- Arfur

Trouble: Guy in front of Trouble Center in Robbo Turf needs price list.

Solution: I'll save you time- the answers are 10, 8, 3.

Reward: 20 coins.

4) Find This Guy- Goomther

Trouble: Goomba in Rogueport's main plaza by the gallows needs to bring bandit to justice.

Solution: Talk to bandit in back alley of east plaza (left side), harbour, and in front of Bandit's house in back alley of main plaza.

Reward: 20 coins.

5) Hit Me, Please- Mousimilian

Trouble: Rat in front of Rogueport's main plaza item shop is losing memory.

Solution: Hammer him several times.

Reward: A chinsy money-making tip.

6) I'm Hungry- Bomberto

Trouble: Sailor Bob-omb in Rogueport Harbor (by the save point) needs food.

Solution: Buy any food at any price for him.

Reward: 11 coins.

7) Try to Find Me- Koopook

Trouble: Hiding Koopa wants playmate.

Solution: Go to Hooktail Castle and into the room with the Save Block and big green elevator block. Take the block up, go left 2x, take the next block elevator, and fall off in top left. Get the Life Shroom here through the bars with Paper Mode, and there he is!

Reward: Special Card (Plane Mode game at Pianta Parlor)

8) Listen to Me- Mayor Kroop

Trouble: Mayor of Petalburg needs listener.

Solution: Talk to the mayor. After this trouble is over, buy five Courage Shells at Item Shop.

Reward: Turtley Leaf

9) Order Me an Item- Plenn T.

Trouble: Item Shop owner in Rogueport needs Courage Shells for store.

Solution: Get Shells while doing trouble #8 for 25 coins.

Reward: Ultra Shroom

10) Emergency Shroom- Puni Elder

Trouble: Puni Elder in Great Tree wants Life Shroom.

Solution: Use Life Shroom from trouble # 7, or buy one at an item shop.

Reward: 60 coins

11) Play With Me- Lahla

Trouble: Item shop girl at Pianta Parlor is having grand opening.

Solution: Talk to girl ghost.

Reward: 10 piantas

12) Help My Daddy- Pine T. Jr.

Trouble: Little toad in Pit of 100 Trials entrance is worried about his dad trapped on the 18th floor.

Solution: Go through Pit to Level 18, beat enemy there, talk to Pine T. to save him. Complete the Pit up to Level 20 for reward (if not already collected), then exit.

Reward: Silver Card (Paper Mode game at Pianta Parlor)

13) Help Wanted- Jolene

Trouble: Glitz Pit owner in Glitzville needs garbage man.

Solution: Talk to Jolene in office, get all 20 Battle Trunks from Storage Room, talk to Jolene again, take trunks to Goomfrey in Rogueport east plaza, talk to Jolene again. While here, buy 2 Hot Dogs for Trouble #15.

Reward: 30 coins

14) Heartful Cake Recipe- Merlee

Trouble: Fortuneteller in Rogueport Sewers (main area, take 3rd pipe into b.g.) needs recipe.

Solution: Talk to Toce T., the girl in Petalburg (rightmost house by gate to Shwonkk Fortress), buy Cake Mix from Pianta Parlor (trade coins for Piantas at exchange machine in Parlor; no Ruin Powder necessary; while here, buy a 2nd Cake Mix for Trouble #15), take ingredient back to Merlee.

Reward: 30 coins

15) The Food I Want- Bub-ulber

Trouble: Bub-ulb in Petalburg (across from inn in 1st area) wants Hot Dogs, then Mousse Cake.

Solution: Buy 2 Hot Dogs in Glitzville, buy Cake Mix at Pianta Parlor, take ingredient to Zess T. in Rogueport main plaza, take all 3 to Bub-ulber.

Reward: Dried Bouquet

16) Elusive Badge- ???

Trouble: Ms. Mowz, the badge hunting mouse near the Badge Shop, wants secret badge.

Solution: At Hooktail's Castle, return to final room where you battled

Hooktail, use Flurrie to blow away blockage in front, bring Attack FX B badge to Ms. Mowz.

Reward: Attack FX B badge, and Ms. Mowz joins your party.

17) Newsletter- Mayor Dour

Trouble: Twilight Town mayor needs signatures from other mayors.

Solution: Take Routing Slip to Puni Elder at Great Tree, then to Mayor Kroop in Petalburg, then back to Dour.

Reward: 30 coins

18) Seeking Legendary Book- Zess T.

Trouble: Cook in Rogueport main plaza wants cookbook.

Solution: In Creepy Steeple, roll through gap into first room. Among the treasures is a cookbook (this is in the walkthrough as part of that chapter).

Reward: Honey Shroom, and ability to make food with two ingredients

19) Tell That Person- Eve

Trouble: Woman in Twilight Town (first house in east area) wants message relayed.

Solution: Talk to Podley, bartender at Rogueport Inn, then talk to Eve again.

Reward: Meteor Meal

20) Looking For a Gal- Goom Goom

Trouble: Lonely Goomba in Pirate's Grotto (Grotto Key room) wants female mate.

Solution: Talk to Goom Goom with Goombella as partner.

Reward: Couple's Cake

21) Important Thing- Frankie

Trouble: New mafia boss in West Rogueport has lost his wedding ring.

Solution: In Robbo Turf, hover with Yoshi under the bridge to the right to find it.

Reward: Gold Card (Tube Mode game at Pianta Parlor)

22) Get These Ingredients- Chef Shimi

Trouble: Excess Express chef needs Golden Leaf, Mystic Egg and Keel Mango for recipe.

Solution: Get Golden Leaf at Creepy Steeple (take upper door, slip through crack in gate at right end, hammer tree there), Mystic Egg at Great Tree (talk to Petuni, play game, form question as "Mario likes which person the most?"), and Keel Mango at Keelhaul Key (take shortcut pipe from Rogueport Sewers, hammer 4th tree left of pipe), return ingredients to Chef Shimi.

Reward: 40 coins

23) I Must Have That Book- Toodles

Trouble: Rich lady in Poshley Heights (red house) needs magazine.

Solution: Talk to Jolene at Glitz Pit in Glitzville, bring Wrestling Mag to Toodles.

Reward: Platinum Card (Boat Mode game at Pianta Parlor)

24) Security Code- Businessman

Trouble: Rat businessman in Glitzville forgot code for briefcase.

Solution: He wants you to check the number of chairs in certain areas. Well, screw that, here's the code: 2625.

Reward: Hot Sauce

25) Delivery, Please- Goldbob

Trouble: Rich Bob-omb in Poshley Heights needs package delivered to General White.

Solution: Take Package to Fahr Outpost, talk to Bob-omb at his house, talk to Rogueport Inn bartender (Podley), Juice Bar bartender in Glitzville, Goldbob again, then finally to General White back at his home in Fahr Outpost. Wake him up as you did earlier to give him the package.

Reward: 64 coins

26) I Can't Speak- Gob

Trouble: Bob-omb by snowman in Fahr Outpost needs cough drop.

Solution: Buy Cake Mix at Pianta Parlor and Honey Syrup at an Item Shop, bring ingredients to Zess T. (trouble #18 must be done), take candy to Bob-omb, pick yes first, then any options.

Reward: 20 coins

27) I Wanna Meet Luigi- Toadia

Trouble: Fan in Poshley Heights near fountain by the Sanctum wants to meet her hero.

Solution: Talk to girl wearing L Emblem badge.

Reward: Choco Cake

28) Roust These Cads- Doe T.

Trouble: Toad in second area of Boggly Woods needs warrior.

Solution: Defeat all enemies in this area so he can advance.

Reward: 20 coins

29) Help Me Make Up- Bub

Trouble: Little bob-omb in Poshley Heights by the Sanctum needs present.

Solution: Choose Keel Mango, take shortcut pipe in Rogueport Sewers to Keelhaul Key, hammer 4th tree left of pipe, take mango to Bub, take present to his mother in first area.

Reward: 3 coins

30) Erase That Graffiti- Swob

Trouble: Bob-omb near cannon in Fahr Outpost wants his message in Pit of 100 Trials erased.

Solution: On 50th floor of the Pit, bomb the graffiti at left.

Reward: Snow Bunny

\*\*\*\*\*

[M15]

\*Pit of 100 Trials\*

Basic Info:

Found in the Thousand Year Door area. Once at the Door, use Paper Mode on the

fence at left, spring up, fly left, then drop, and use Paper Mode on that fence. Go left 1x to find the pipe with a sign and there you go!

This is a highly strategic, challenging side quest that should not be attempted until you have nearly everything in the game. I recommend trying it after you finish the game and Mario returns to finish off any aftermath.

Also remember that you cannot save data from within the Pit unless you stop and get out at any tenth floor, or you finish it all!

Within the Pit is a Mover, a Puni with sunglasses that appears randomly to move you forward for a fee. Always pick to skip 5 floors unless you can't afford 30 coins. In that case, pay 10 coins to move down 2 floors. But don't skip over any reward level floors if you don't have the prize yet!

#### What You Need:

You should have the following:

- 1) Be around Level 30.
- 2) Have all partners upgraded (in other words, have all the Shine Sprites).
- 3) Be ready to waste a lot of time, and maybe lose new data if you go too far and get game over.

I recommend all these badges, if you have enough BP to use them all. They are ranked from most to least important:

Power Smash  
Spike Shield  
Ice Power  
Multibounce  
Chill Out  
Damage Dodge  
Feeling Fine/P  
Pretty Lucky  
HP Plus  
Lucky Start  
Mega Rush  
Close Call  
Power Jump

Also, equip the following after you get them in the Pit: Zap Tap, Lucky Day. These are probably the most important badges to equip.

#### Rewards:

10th Floor- Sleepy Stomp  
20th Floor- Fire Drive  
30th Floor- Zap Tap  
40th Floor- Pity Flower  
50th Floor- Strange Sack  
60th Floor- Double Dip  
70th Floor- Double Dip P  
80th Floor- Bump Attack  
90th Floor- Lucky Day  
100th Floor- Return Postage

#### Basic Strategies:

Use Goombella to tattle. Once you have the first 90 floors of enemies tattered on, you can save her until you get there again. I used Koops from Level 1 to about Level 60-70. He's great for multiple enemies. Save your big partners (Bobbery, Vivian, Yoshi) for later. Use Yoshi before then only for heavy or spiked enemies if you don't have Star Power for Earth Tremor or have any Earth Quakes or POW Blocks.

Try to salvage as much FP as possible. Use Star Power before you use items. I used Sweet Feast when I was low on both HP and FP before I dove into my Ultra Shrooms and Jammin Jellies. Of course, try to get the First Strike on the enemy you face in the Pit to get a head start on attacking. A definite plus!

Floor Guide:

Floors 1-10

Use Goombella to tattle on Level 1, then use Koops to fight.

- 1) Gloomba- Jump/hammer, Koops
- 2) Spinia- Jump/hammer, Koops
- 3) Spania- Multibounce
- 4) Dull Bones- Koops, jump/hammer
- 5) Fuzzy- Multibounce
- 6) Gloomba
- 7) Spinia
- 8) Spania
- 9) Dull Bones
- 10) Sleepy Stomp badge

Floors 11-20

Use Goombella to tattle on Level 11, then use Koops afterwards, except for level 12 where Yoshi is better.

- 11) Paragloomba- jump/hammer, Koops
- 12) Cleft- hammer, Yoshi
- 13) Pokey- jump/hammer, Koops
- 14) Dark Puff- jump/hammer, Koops
- 15) Pider- jump/hammer, Koops
- 16) Paragloomba
- 17) Cleft
- 18) Pokey
- 19) Dark Puff
- 20) Fire Drive badge

Floors 21-30

Use Goombella to tattle on level 21, then use Koops for all, except Level 23 & 28 where Yoshi is better.

- 21) Spiky Gloomba- jump/hammer, Koops
- 22) Bandit- jump/hammer, Koops
- 23) Lakitu- jump/hammer, Yoshi
- 24) Bob-omb- jump/hammer, Koops
- 25) Boo- jump/hammer, Koops
- 26) Spiky Gloomba
- 27) Bandit
- 28) Lakitu
- 29) Bob-omb
- 30) Zap Tap badge

Floors 31-40

Use Goombella to tattle on Level 31, then use Koops on all but level 32 & 37 where Yoshi is better.

- 31) Dark Koopa- jump/hammer, Koops
- 32) Hyper Cleft- hammer, Yoshi
- 33) Parabuzzy- jump/hammer, Koops
- 34) Shady Koopa- hammer, Koops
- 35) Flower Fuzzy- jump/hammer, Koops
- 36) Dark Koopa
- 37) Hyper Cleft
- 38) Parabuzzy
- 39) Shady Koopa
- 40) Pity Flower badge

Floors 41-50

Use Goombella to tattle on Level 41, then Koops to fight.

- 41- Dark Paratroopa- jump/hammer, Koops
- 42- Bulky Bob-omb- jump/hammer, Koops
- 43- Lava Bubble- jump/hammer, Koops
- 44- Poison Pokey- jump/hammer, Koops
- 45- Spiky Parabuzzy- jump/hammer, Koops
- 46- Dark Paratroopa
- 47- Bulky Bob-omb
- 48- Lava Bubble
- 49- Poison Pokey
- 50- Strange Sack

Floors 51-60

Use Goombella to tattle on Level 51, then use Koops. On Level 54, use Yoshi or Bobbery, and use Yoshi on Level 55.

- 51- Badge Bandit- jump/hammer, Koops
- 52- Ice Puff- jump/hammer, Koops
- 53- Dark Boo- jump/hammer, Koops
- 54- Red Chomp- hammer, Yoshi/Bobbery
- 55- Moon Cleft- hammer, Yoshi
- 56- Badge Bandit
- 57- Ice Puff
- 58- Dark Boo
- 59- Red Chomp
- 60- Double Dip badge

Floors 61-70

Use Goombella to tattle on Level 61. This is where Yoshi is a better replacement for Koops. Bobbery is also good, especially on Levels 63 & 65.

- 61- Dark Lakitu & Sky Blue Spiny- jump/hammer, Koops/Yoshi
- 62- Dry Bones- hammer, Koops/Yoshi
- 63- Dark Wizzerd- hammer, Yoshi/Bobbery
- 64- Frost Piranha- hammer, Yoshi/Bobbery
- 65- Dark Craw- jump/hammer, Yoshi/Bobbery
- 66- Dark Lakitu
- 67- Dry Bones
- 68- Dark Wizzerd
- 69- Frost Piranha
- 70- Double Dip P badge



Floors 71-80

Use Goombella to tattle on Level 71. Koops is not as good here.  
Stick to Yoshi with Bobbery and Vivian as good backups.

- 71- Wizzerd- hammer, Yoshi/Bobbery/Vivian
- 72- Dark Koopatrol- jump/hammer, Yoshi/Bobbery
- 73- Phantom Ember- jump/hammer, Yoshi
- 74- Swoopula- jump/hammer, quaking item/Earth Tremor, Goombella/Vivian
- 75- Chain Chomp- tattle; hammer, Yoshi/Bobbery/Vivian
- 76- Wizzerd
- 77- Dark Koopatrol
- 78- Phantom Ember
- 79- Swoopula
- 80- Bump Attack badge

Floors 81- 90

Bring in the big guns. Use Yoshi and Vivian religiously with Bobbery as good backup. Only use Goombella to tattle on Levels 82, 83 & 84.

- 81- Spunia- jump/hammer, Vivian/Yoshi
- 82- Dark Bristle- jump, quaking item/Earth Tremor
- 83- Arantula- jump/hammer, Bobbery/Vivian/Goombella
- 84- Piranha Plant- jump/hammer, Yoshi/Bobbery/Vivian
- 85- Spunia
- 86- Spunia
- 87- Dark Bristle
- 88- Arantula
- 89- Piranha Plant
- 90- Lucky Day badge

Floors 91- 100

Major action here. Hammer becomes more powerful than jump.  
Use a lot of Star Power attacks, and only your best partners.  
Use Goombella to tattle on Levels 91-94.

- 91- Elite Wizzerd- hammer, Yoshi/Bobbery/Vivian
- 92- Poison Puff- jump/hammer, Yoshi/Bobbery/Vivian
- 93- Bob-ulk- hammer, Yoshi/Bobbery/Vivian
- 94- Swampire- jump, quaking item/Earth Tremor, Goombella/Vivian
- 95- Elite Wizzerd
- 96- Poison Puff
- 97- Bob-ulk
- 98- Swampire
- 99- Elite Wizzerd

STOP! Before you go into the 100th floor, prepare your badges.  
Here are the recommended ones:

All Attack FX badges (R, Y, B, G, P)

Damage Dodge/P

Pretty Lucky

Happy Heart/P

Happy Flower

HP Plus/P

FP Plus

Lucky Start

Power Plus

Lucky Day

Quick Change

Power Smash  
Zap Tap  
Feeling Fine/P

100- Bonetail

A BIG boss. Tattle. I really find having the enemy's HP on screen an advantage. Focus on knocking off his HP, always Power Smashing and Multibonking. After Goombella, Bobbery is the best partner with his bombing ability. Vivian and Flurrie are good backups with Shady Fist/Veil/Fiery Jinx and Flurrie's Lip Lock. Try to save a lot of your Jammin Jellies, Ultra/Life Shrooms, Power Punches, and Boo's Sheets for this battle because you will need it.

Bonetail's Attacks:

His attacks are similar to Hooktail and Gloomtail. He can bite, stomp or blow breath, which conks out an average of about 6-7 HP depending on if you guard yourself with A. The breath can make you sleepy, poisoned, or dizzy (the last two don't exist with Feeling Fine badges applied). Try to guard with A. Zap Tap is good if he touches you, taking off 1 of his HP.

My Own Experience:

I went into the battle with 75 HP (with HP Plus), 50 FP (with FP Plus), and 39 BP. I used all the badges listed above, except Quick Change. Lucky Start and Lucky Day were amazing contributors. Simple 1 BP badges like Power Rush also help. I used Goombella to tattle and used her Multibonk ability until she croaked. Mario was always for Power Smash. By the time I fought Bonetail, all but Goombella, Flurry and Ms. Mowz were at 0 HP! After Goombella, I used Flurry's Lip Lock, which zaps 6 HP when fully executed. I also used Supernova which blows off 15 HP at the most (average hit of about 12 HP). Use Stylish moves by hitting A after finishing an attack or before starting one (use Timing Tutor badge if necessary) to refill more Star Power. Sweet Feast was a big must to save Ultra Shrooms and Jammin Jellies until I was low on everything. I didn't find the battle to be impossibly hard, but he is quite tough. Tougher than the Shadow Queen for sure.

You get the Return Postage badge for winning. If you beat this, you are a MASTER!

MIKE'S 100% JUGGERNAUT MARIO

(A Pit of 100 Trials Strategy Approach, submitted by Mike)

The Pit of 100 Trials setup tends to kill the fun of the game, because Mario will end up being able to kill every basic enemy troop on the first turn without leaving his guard down. The partners are pretty safe, too, so it's a useful setup to use for completion purposes, but it requires a hell of a lot of coins and preparation, but the payoff is awesome.

..Oh, one more thing.. this set does not reach it's full potential by far, and about half of the badges is up to personal preference. I tried to make the best of the badges which are easily available and aimed for a high damage/high defense/low HP version.

Since his HP is only 5, I'll start with DEFENSE. All attack is in vain if Mario dies in one hit.

-3 DEFEND PLUS and 1 P DOWN D UP give Mario a defense value of 4. Though you can stack Defend Pluses, you would want to take more D Up P Downs because they cost less BP and the damage loss can easily be corrected.

-2 DAMAGE DODGE are cool if you guard a lot. They stack Mario's defense to 6.

-1 HP DRAIN recovers the 1 damage Mario suffers from an attack.

-1 LAST STAND halves the damage Mario receives. Since he only has 5 HP, it's always active. There is just one because they don't stack, but Mario basically has 8 base defense and 12 guard defense with these badges.

-1 LUCKY DAY, 5 PRETTY LUCKY and 4 CLOSE CALL give Mario a ridiculous evasion rate. His defense is high enough to live through anything, but these ensure he doesn't even get hit in the most cases. You can replace some of these with something else, but keep in mind the abysmal HP count when you think about that.

-1 CHILL OUT guarantees not to get hit by First Strikes, but it's pretty optional. and can easily be replaced with something else.

-1 FEELING FINE makes sure Mario won't suffer from poison. You don't want to be poisoned with 5 HP.

-1 ZAP TAP is again pretty replaceable, as it's most obvious use is to prevent Fuzzies and Swoopers from being the suckers they are. It's secondary use is to damage direct attackers, but with that evasion rate, it doesn't activate that often.

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-You will want to kill Wizzerds ASAP. Though unlikely, they can pierce your stellar defenses with their green laser beam.

-I think the Elites also have a tickle attack that recovers their own HP, so Zap Tap might have another use.

-Zap Tap's third situational use is to turn down bandits, should they ever get through your evasion. The static prevents them from stealing, and the guard timing is tough.

Now Mario has a puny 1 ATTACK value when he uses basic jumps. Time to fix that.

-13 POWER RUSH serve multiple purposes. The most important is that they kill just about anything that isn't a boss (the only normal monster that survives is the Dark Koopatrol). Mario's measly 5 HP ensure they are always active. The other main reason you will want to put these on is the attack loss of HP Drain, FP Drain and P Down D Up. 2 P Down D Up and 1 Power Rush give 2 defense for the same price that 1 Defend Plus has, so use these if you have them. You can get these at the Pianta Parlor.

-1 MULTIJUMP doesn't leave Mario open against multiple enemies.

-1 SPIKE SHIELD lets Mario Multijump on spiked enemies.

-1 ICE POWER lets Mario jump on fire enemies. Now he can jump on anything.

-1 FLOWER SAVER drops the cost of Multijump to 1 FP.

-1 FP DRAIN lowers Mario's attack by one, but we have 13 Power Rushes to make up for that. More important, after Mario attacked, he gains that 1 FP back he lost when he used Multijump. This allows the setup to function even with 5 FP maximum while still being independent of recovery items.

-----  
-The attack badges and the max 5 HP are the core of the setup. NEVER replace them (unless you're up against Bonetail or the SQ). Multijump against the Shadow Queen isn't so bad actually, as it kills both of her hands and severely damages her body, but you don't need Ice Power in Boss battles.

-When you are in the 90ish levels of the Pit of 100 trials, STAY THE HELL AWAY FROM CHARGED POISON PUFFS. The charge has the effect of the Return Postage

badge, meaning you will receive half the damage you deal, ignoring defense. The Puff may die, but over 20 attack and 5 HP mean that you will die, too.

-Try to use Power Bounce on Bonetail and the SQ. It's earth-shatteringly cool to rip 20 HP out of them each time you hit them.

Ok.. we have plenty of BP left, so let's waste them!

#### OTHER BADGES:

-1 DEFEND PLUS P adds some durability to your partner.

-2 DAMAGE DODGE P adds some more durability to your partner if you like to guard.

-4 PRETTY LUCKY P try to mimick Mario's stellar evasion rate.

-1 QUICK CHANGE allows you to switch partners without losing a turn.

-ALL OR NOTHING adds 1 attack power if the hits connect, but if it doesn't, you won't deal damage. Pretty much below average.

-POWER STOMP ..well, add a continuous barrage to a monstrous attack power and you have a surefire KO against literally anything. Mario does not have an RPG launcher to 'spike-bomb punks into submission', but this is even better if you time the actions well.

-LUCKY START adds a random positive effect to Mario at the start of the battle. I don't know all of them, but two are the static effect granted by Zap Tap and another evasion boost, so.. not too effective.

-HEART FINDER, FLOWER FINDER and ITEM HOG for earning more HP, FP or items after a battle. Heart Finder and Flower Finder are mostly for the partners, as Mario heals himself during battle and has seven evasion boosts (Lucky Day counts 5x, Pretty Lucky and Close Call) while the partners only have one from Pretty Lucky P. Item Hog isn't desperately needed either, but can be cool to stock up on items.

-DOUBLE DIP/P and REFUND work well in tandem if you like to use items. If you use Double Dip or Double Dip P, reconsider using Flower Finder or Happy Flower because the Double Dip require FP to work. Refund gives you a small amount of coins back if you use an item, so its a cool addition to the strategy.

-MONEY MONEY can be used for similar purposes, but it takes 702 coins or 234 Piantas to even get it, which somewhat undermines it's purpose. If you have it equipped and stomp your way through the Pit of 100 Trials though, you will quickly have them back.

-ANY STOMP OR SMASH BADGE only for fun, really. You won't make use of the effect because of the sheer attack power Mario wields and Mario kills everything with Multijump anyway, but you can go with Fire Drive if you dislike Multijump. But keep in mind that it only hits grounded enemies and costs a whopping 5 FP. \*points at Flower Finder and Happy Flower again\* I'm not entirely sure wether the attack boost carries over to Quake Hammer and Tornado Jump, but I think it doesn't.

-JUMPMAN/HAMMERMAN for 1 more attack on stomps/smashes while permitting the use of the other. Pretty much used as a challenge. Hammerman makes Spike Shield and Multijump useless and limits the usage of Ice Power, but if you prefer hammering over jumping, feel free to give it a shot. Hammerman makes some of the Hammer move badges more viable. The jumper is much more devastating though.

-SIMPLIFIER/UNSIMPLIFIER/TIMING TUTOR/SUPER APPEAL/P are more useful if you go for the hammering option, since that set is more likely to be in the need of star power. Timing Tutor shows the stylish commands, the Super Appeals add more tension of the crowd to your star meter if you wave to them the other two explain themselves pretty well. If you just like star powers and have the BP to equip them, definitely go for it.

-POWER RUSH ..You only have 13. 14 is cooler than 13 and 15 is cooler than 14.. etc.

-ANY BADGE YOU STEAL FROM MONSTERS THAT CAN BE STACKED. Stay the hell away

from more than one Last Stand. And some of the other badges that can be afforded and stacked have questionable use like another Multijump.

-----  
-These are completely up to you, but this set of badges adds some bulk and swiftness to your partners. They make up for their lower defense and evasion with their higher HP count.

-This makes an effective 100% setup as you don't ever have to worry about battles. Goombella can switch in, Tattle, switch out and be replaced with someone more bulky like Bobbery.

-If you are a defense maniac, Vivian and Koops can provide a sort of absolute defense with Veil and Shell Shield (or whatever it's called).

-The most useful partner by far is Ms. Mowz as she can steal stuff held by enemies, including badges. She is the reason I added so much defense stuff for the partners, as her base HP is only 25 and she doesn't sport any defense.

-You won't ever need Mushrooms, but you might want to have one or two Life Mushrooms in your inventory. The Palace of Shadows is a tricky place where you might or might not fall often. But since any fall cuts one of Mario's 5 HP, it's handy to have some of those Life Mushrooms around. Also take some for Bonetail, he is a tough dog to take down.

-The only reason anyone should ever use this is to get 100% completion, I can't stress this enough. If you focus on battling, take another set, because this nukes anything in sight on the first turn. It also makes half of the game's battle tactics useless, as this setup doesn't rely on star power, item use or the hammer. You can use it, but the sheer power of this set lies in 25ish Multijumps for basically no FP.

-Mario HAS to stay at 5 HP, as it's required for the Power Rushes, the Close Calls and the Last Stand to work. If you ever add HP by mistake, return to Rougeport Sewers and fix that. Mario has the attack, defense and recovery to stay alive several turns, even though his HP count says differently.

-This setup will take both time and coins, but the payoff is immense. Just walk around and fight stuff for money and let HP Drain heal you during battle. Any FP the partners might use up can be recovered after the battle together with collecting coins.

-You can steamroll through the Pit of 100 Trials right after you have access to this setup (Bobbery is required to get Mario's max HP to 5). When using this, focus on upgrading Goombella and Ms. Mowz, as they are the most useful partners.

My setup uses all 99 BP. Like I said before, this set isn't used to it's limits, but I tried to use the common badges you can get easily. I was just lucky on the Pretty Luckies, the game offers one or two each for you and your partner.

And now for something completely different - minor random stuff.

If you don't feel like wasting BP with random badges you're likely not to need anyway, you can stock up on FP and let hell loose or spam Fire Drives, recovering FP with Happy Flowers, Flower Finders and Syrups while gaining coins back with Refund.

I also found out that first strikes with FP Drain can recover 2 FP per battle while losing only one, so if you have the patience and time, you can just dish out first strikes if you feel you're too low on FP.

Once you reach the level where you have 99 BP and 200 FP, you HAVE to add HP, making this setup pretty useless. The level where this happens is in the 70s though.

\*\*FOLLOW-UP\*\*



\*Bosses\*

Here is a listing of bosses & mini-bosses encountered in the game, personal strategies on how to defeat them, their stats (from tattle log) & a rating out of 5\* based on difficulty.

Blooper

Found at: Rogueport Sewers

HP: 12

Attack: 1

Defense: 0

Notes: Hammer/jump/headbonk the two tentacles, then at the Blooper's body until he's finished.

Difficulty: \*

Hooktail

Found at: Hooktail's Castle

HP: 20

Attack: 5

Defense: 1

Notes: Best to use Goombella's Headbonk & Mario's Power Smashes. Don't give in to any of the dragon's pleas.

Difficulty: \* 1/2

Gus

Found at: Rogueport, Robbo Turf (east side)

HP: 20

Attack: 3

Defense: 1

Notes: Obviously, don't jump on him. Use Koops after Goombella tattles, and Power Smash often.

Difficulty: \*

Shadow Sirens (Beldam, Marilyn, Vivian)

Found at: Boggly Woods, Palace of Shadow (minus Vivian)

HP: 30, 40, 10

Attack: 5, 7, 1

Defense: 0

Notes: I would defeat Marilyn first, since she is the strongest and can heal her partners. Basic attacks work.

Difficulty: \*

Magnus von Grapple

Found at: Great Tree

HP: 30

Attack: 2

Defense: 1

Notes: Use Power Smash and Goombella's Multibonk. Be sure to defeat the fists when released which have weak HP, but high attack power. Remember that your jump is stronger because of the Super Boots.

Difficulty: \* 1/2

Bowser

Found at: Glitzville

HP: 70

Attack: 7

Defense: 2

Notes: He has a poisonous bite attack, fiery breath, and can also smash you, knocking off one of your options (Jump, Hammer, Items, Special Moves, or Strategies). Use Power Smash and Goombella's Multibonk.

Difficulty: \*\*

Rawk Hawk

Found at: Glitzville

HP: 40

Attack: 3

Defense: 1

Notes: Use Power Smashes, and Goombella's Multibonk. Try to use counterattack or at least guard Action Commands on the Hawk's attack.

Difficulty: \*\*

Macho Grubba

Found at: Glitzville

HP: 60

Attack: 4

Defense: 0

Notes: Focus on Power Smashes and Multibonks. When he becomes invulnerable, try using Earth Tremor or items.

Difficulty: \*\* 1/2

Atomic Boo

Found at: Creepy Steeple

HP: 40

Attack: 4

Defense: 0

Notes: You can't use your hammer. Stick to jumps and Headbonks.

Difficulty: \* 1/2

Doopliss

Found at: Creepy Steeple

HP: 40

Attack: 6

Defense: 0

Notes: In your first fight, keep using Power Smashes and Multibonks.

Difficulty: \*\*

Cortez

Found at: Pirate's Grotto

HP: 20

Attack: 4

Defense: 1

Notes: Tattle, then switch to Vivian. No hammering in this battle. Use jumps on Cortez, and Shade Fist for the first two phases. In the last phase, use Fiery Jinx to immediately vanquish the sharp weapons. Keep whacking on Cortez.

Difficulty: \*\*\*



Lord Crump

Found at: Keelhaul Key

HP: 30

Attack: 3

Defense: 0

Notes: Power Smashes and Multibonks will work. Ignore the X-Nauts as they just reappear once defeated. After his HP goes down to 0, he refreshes it. Continue the same strategy.

Difficulty: \* 1/2

Smorg

Found at: Excess Express

HP: 50

Attack: 5

Defense: 1

Notes: Use basic attacks to clear the tentacles, then use big attacks on the body, especially Power Smash. Its defense and attack drops when you clear the tentacles. It's probably best to use Bobbery to attack the multiple parts (aren't you glad you upgraded him?) Soon it will form a piranha-like figure. Just keep attacking the body.

Difficulty: \*\*\*

Magnus von Grapple 2.0

Found at: X-Naut Fortress

HP: 70

Attack: 6

Defense: 2

Notes: Goombella is a great partner here. Tattle of course, then use Power Smash on Magnus himself, and Goombella's Multibonk. Rid him of his strong X-Punches. The fists have high attack power, so beat them when they appear. A good backup is using Art Attack and Bobbery's Bobomblast move or Vivian's Fiery Jinx. Halfway through the battle, Magnus eats audience members and catapults them at you. Try to block with A, and be sure to heal yourself if you're in trouble.

Difficulty: \*\*\*

Gloomtail

Found at: Palace of Shadow

HP: 80

Attack: 8

Defense: 2

Notes: I suggest using Defend Plus/P, Pretty Lucky, Feeling Fine/P, and your usual Power Smash, plus Happy Heart, Happy Flower, HP/FP Plus and any other badges you like to fight this boss. Tattle first. Goombella is actually a good partner for this fight. Use Power Smash and Multibonk. If Goombella is knocked down, use Bobbery (Bomb) or Flurrie (Lip Lock) against the dragon. When Gloomtail charges up an attack, use Vivian's Veil to hide.

Difficulty: \*\*\*\*

Grodus

Found at: Palace of Shadow

HP: 50

Attack: 7

Defense: 1

Notes: Tattle first, then use Vivian or Yoshi or any multiple attack moves to rid him of the Grodus X (which you should also tattle on). Once Grodus is



about the enemies you encounter for future use. Tattling gives you tips on how to beat each enemy, its HP, defense and attack power, and a mugshot. Here are all the Tattle Log entries in the order as it appears in the game. To access your Tattle Log, go to the main menu (press Start), go to Journal, then Tattle Log. There are 124 tattle log entries in total.

Goomba

Max HP: 2

Attack: 1

Defense: 0

Paragoomba

Max HP: 2

Attack: 1

Defense: 0

Spiky Goomba

Max HP: 2

Attack: 2

Defense: 0

Hyber Goomba

Max HP: 8

Attack: 2

Defense: 0

Hyper Paragoomba

Max HP: 8

Attack: 2

Defense: 0

Hyper Spiky Goomba

Max HP: 8

Attack: 3

Defense: 0

Gloomba

Max HP: 7

Attack: 3

Defense: 0

Paragloomba

Max HP: 7

Attack: 3

Defense: 0

Spiky Gloomba

Max HP: 7

Attack: 4

Defense: 0

Koopa Troopa

Max HP: 4

Attack: 2

Defense: 1

Paratroopa

Max HP: 4

Attack: 2

Defense: 1

KP Koopa

Max HP: 4

Attack: 2

Defense: 1

KP Paratroopa

Max HP: 4

Attack: 2

Defense: 1

Shady Koopa

Max HP: 8

Attack: 3

Defense: 1

Shady Paratroopa

Max HP: 8

Attack: 3

Defense: 1

Dark Koopa

Max HP: 8

Attack: 4

Defense: 2

Dark Paratroopa

Max HP: 8

Attack: 4

Defense: 2

Koopatrol

Max HP: 6

Attack: 4

Defense: 2

Dark Koopatrol

Max HP: 25

Attack: 5

Defense: 2

Dull Bones

Max HP: 1

Attack: 2

Defense: 1

Red Bones

Max HP: 5

Attack: 3

Defense: 1

Dry Bones

Max HP: 8

Attack: 5

Defense: 2

Dark Bones

Max HP: 20

Attack: 5

Defense: 2

Hammer Bro.

Max HP: 7

Attack: 4

Defense: 1

Boomerang Bro.

Max HP: 7

Attack: 2

Defense: 1

Fire Bro.

Max HP: 7

Attack: 3

Defense: 1

Lakitu

Max HP: 5

Attack: 2

Defense: 0

Dark Lakitu

Max HP: 13

Attack: 5

Defense: 0

Spiny

Max HP: 3

Attack: 3

Defense: 3

S. Blue Spiny

Max HP: 6

Attack: 6

Defense: 4

Buzzy Beetle

Max HP: 5

Attack: 3

Defense: 4

Spike Top

Max HP: 5

Attack: 3

Defense: 4

Parabuzzy

Max HP: 5

Attack: 3

Defense: 4

S. Parabuzzy

Max HP: 5

Attack: 3

Defense: 4

R.S. Buzzy

Max HP: 5

Attack: 3

Defense: 5

Magikoopa

Max HP: 7

Attack: 4

Defense: 0

Red Magikoopa

Max HP: 7

Attack: 4

Defense: 0

White Magikoopa

Max HP: 7

Attack: 4

Defense: 0

Green Magikoopa

Max HP: 7

Attack: 4

Defense: 0

Kammy Koopa

Max HP: 50

Attack: 5

Defense: 0

Bowser

Max HP: 70

Attack: 7

Defense: 2

Gus

Max HP: 20

Attack: 3

Defense: 0

Dark Craw

Max HP: 20

Attack: 6

Defense: 0

Bandit

Max HP: 5

Attack: 2

Defense: 0

Big Bandit

Max HP: 8

Attack: 3

Defense: 0

Badge Bandit

Max HP: 12

Attack: 5

Defense: 0

Spinia

Max HP: 3

Attack: 1

Defense: 0

Spania

Max HP: 3

Attack: 1

Defense: 0

Spunia

Max HP: 12

Attack: 7

Defense: 2

Fuzzy

Max HP: 3

Attack: 1

Defense: 0

Gold Fuzzy

Max HP: 10

Attack: 1

Defense: 0

Green Fuzzy

Max HP: 5

Attack: 3

Defense: 0

Flower Fuzzy

Max HP: 6

Attack: 3

Defense: 0

Pokey

Max HP: 4

Attack: 3

Defense: 0

Poison Pokey

Max HP: 8

Attack: 4

Defense: 0

Pale Piranha

Max HP: 4

Attack: 2

Defense: 0

Putrid Piranha

Max HP: 8

Attack: 3

Defense: 0

Frost Piranha

Max HP: 10

Attack: 5

Defense: 0

Piranha Plant

Max HP: 15

Attack: 9

Defense: 0

Craze Dayzee

Max HP: 7

Attack: 2

Defense: 0

Amazy Dayzee

Max HP: 20

Attack: 20

Defense: 1

Pider

Max HP: 5

Attack: 2

Defense: 0

Arantula

Max HP: 16

Attack: 7

Defense: 0

Swooper

Max HP: 6

Attack: 3

Defense: 0

Swoopula

Max HP: 9

Attack: 4

Defense: 0

Swampire

Max HP: 20

Attack: 6

Defense: 0

Dark Puff

Max HP: 3

Attack: 2

Defense: 0

Ruff Puff

Max HP: 7

Attack: 4

Defense: 0

Ice Puff

Max HP: 9

Attack: 4

Defense: 0

Poison Puff

Max HP: 15

Attack: 8

Defense: 0

Boo

Max HP: 7

Attack: 3



Defense: 0

Atomic Boo

Max HP: 40

Attack: 4

Defense: 0

Dark Boo

Max HP: 8

Attack: 5

Defense: 0

Ember

Max HP: 8

Attack: 3

Defense: 0

Lava Bubble

Max HP: 6

Attack: 4

Defense: 0

Phantom Ember

Max HP: 10

Attack: 5

Defense: 0

Bald Cleft

Max HP: 2

Attack: 1

Defense: 2

Hyper Bald Cleft

Max HP: 3

Attack: 2

Defense: 2

Cleft

Max HP: 2

Attack: 2

Defense: 2

Iron Cleft

Max HP: 6

Attack: 4

Defense: Unknown

Iron Cleft (repeated)

Max HP: 6

Attack: 4

Defense: Unknown

Hyper Cleft

Max HP: 4

Attack: 3

Defense: 3

Moon Cleft

Max HP: 6

Attack: 5

Defense: 5

Bristle

Max HP: 2

Attack: 1

Defense: 4

Dark Bristle

Max HP: 8

Attack: 8

Defense: 4

Bob-omb

Max HP: 4

Attack: 2

Defense: 1

Bulky Bob-omb

Max HP: 6

Attack: 2

Defense: 1

Bob-ulk

Max HP: 10

Attack: 4

Defense: 2

Chain-Chomp

Max HP: 7

Attack: 6

Defense: 5

Red Chomp

Max HP: 6

Attack: 5

Defense: 3

Bill Blaster

Max HP: 5

Attack: N/A

Defense: 2

Bullet Bill

Max HP: 2

Attack: 4

Defense: 1

Bombshell Bill Blaster

Max HP: 10

Attack: N/A

Defense: 4

Bombshell Bill

Max HP: 3

Attack: 6

Defense: 2

Dark Wizzerd

Max HP: 10

Attack: 5

Defense: 2

Wizzerd

Max HP: 10

Attack: 6

Defense: 3

Elite Wizzerd

Max HP: 12

Attack: 8

Defense: 5

Blooper

Max HP: 12

Attack: 1

Defense: 0

Hooktail

Max HP: 20

Attack: 5

Defense: 1

Gloomtail

Max HP: 80

Attack: 8

Defense: 2

Bonetail

Max HP: 200

Attack: 8

Defense: 2

Rawk Hawk

Max HP: 40

Attack: 3

Defense: 0

Macho Grubba

Max HP: 2

Attack: 1

Defense: 0

Doopliss

Max HP: 2

Attack: 1

Defense: 0

Cortez

Max HP: 20

Attack: 4

Defense: 1

Smorg

Max HP: 50

Attack: 5

Defense: 1

X-Naut

Max HP: 4

Attack: 3

Defense: 0

X-Naut PhD

Max HP: 9

Attack: 4

Defense: 0

Elite X-Naut

Max HP: 10

Attack: 5

Defense: 1

Yux

Max HP: 3

Attack: 2

Defense: 0

Mini-Yux

Max HP: 1

Attack: 0

Defense: 0

Z-Yux

Max HP: 7

Attack: 4

Defense: 0

Mini Z-Yux

Max HP: 2

Attack: 0

Defense: 0

X-Yux

Max HP: 10

Attack: 3

Defense: 1

Mini X-Yux

Max HP: 1

Attack: 0

Defense: 0

Grodus X

Max HP: 3

Attack: 4

Defense: 0

Magnus von Grapple

Max HP: 30

Attack: 2

Defense: 1

Magnus von Grapple 2.0

Max HP: 70

Attack: 6

Defense: 2

Lord Crump

Max HP: 30

Attack: 3

Defense: 0

Grodus

Max HP: 50

Attack: 7

Defense: 1

Beldam

Max HP: 30

Attack: 5

Defense: 0

Marilyn

Max HP: 40

Attack: 7

Defense: 0

Vivian

Max HP: 10

Attack: 1

Defense: 0

Shadow Queen

Max HP: 150

Attack: 7

Defense: 1

\*\*\*\*\*

[M18]

### \*Shops\*

Here are the inventory & price lists for all item shops and other obscure shops. The currency is in coins unless otherwise listed.

#### Item Shops

Note: In these shops you get 1 shop point for each item you buy. When you save a certain number of points, you get a free item. This goes for every item shop (not the unconventional shops) & your point total applies to every item shop. When you get an RDM issue in the e-mail, the shop advertised there offers double the points on items for 15 minutes. Here's a legend:

Mushroom: 10 Points

Ice Storm: 20 Points

Super Shroom: 30 Points

Thunder Rage: 50 Points

Shooting Star: 70 Points

Gold Bar: 100 Points

Life Shroom: 150 Points

Ultra Shroom: 200 Points

Jammin' Jelly: 250 Points

Gold Bar x 3: 300 Points

Toad Bros. Bazaar

Location: Rogueport Plaza (main)

Note: They also sell Zess T.'s contact lens (10 coins) and 4 Super Luigi

Books.

Fire Flower: 10  
Fright Mask: 5  
Honey Syrup: 5  
Mushroom: 5  
Sleepy Sheep: 8  
Tasty Tonic: 3

Westside Goods

Location: Rogueport, West Side

Dizzy Dial: 12  
Dried Shroom: 2  
Life Shroom: 50  
Super Shroom: 20  
Thunder Bolt: 10  
Volt Shroom: 10

Underground Shop

Location: Rogueport Sewers, west end

Gold Bar: 110  
Gold Bar x 3: 350  
Gradual Syrup: 15  
Jammin' Jelly: 200  
Slow Shroom: 15  
Ultra Shroom: 200

Niff T.'s Shop

Location: Petalburg

Courage Shell: 5  
Fire Flower: 8  
Honey Syrup: 5  
Mr. Softener: 8  
Mushroom: 4  
POW Block: 5

Pungent's Shop

Location: Great Tree (see walkthrough on how to open it)

Honey Syrup: 5  
HP Drain: 10  
Ice Storm: 15  
Mini Mr. Mini: 8  
Mushroom: 3  
Mystery: 3

Souvenir Shop

Location: Glitzville

Note: Nearby are the Hoggle's Hot Dog Stand (5 coins for a Hot Dog) and Rat Businessman (10 coins for Hot Sauce after his Trouble is complete)

Earth Quake: 15

Point Swap: 5  
Power Punch: 15  
Repel Cape: 15  
Super Shroom: 15  
Thunder Bolt: 12

Twilight Shop  
Location: Twilight Town

Life Shroom: 40  
Maple Syrup: 20  
Spite Pouch: 10  
Stop Watch: 30  
Super Shroom: 15  
Thunder Rage: 20

Keelhaul Galleria  
Location: Keelhaul Key

Fire Flower: 5  
Fright Mask: 2  
Honey Syrup: 3  
Ice Storm: 15  
Sleepy Sheep: 10  
Super Shroom: 12

Sales Stall  
Location: Excess Express  
Note: After arriving at Poshley Heights, visit the kiosk for Fresh Pasta  
(50 coins)

Boo's Sheet: 20  
Maple Syrup: 15  
Mystery: 3  
Super Shroom: 15  
Tasty Tonic: 3  
Thunder Rage: 15

Northwinds Mart  
Location: Fahr Outpost

Ice Storm: 6  
Maple Syrup: 20  
Ruin Powder: 15  
Shooting Star: 30  
Stop Watch: 12  
Super Shroom: 15

Unconventional Shops

Dazzle  
Location: Rogueport Sewers, west end  
Currency: Star Pieces

Attack FX P: 1  
Chill Out: 2  
Pretty Lucky: 3  
Happy Flower: 4  
Happy Heart: 4  
Happy Heart P: 4  
Item Hog: 5  
Flower Finder: 6  
Heart Finder: 6  
Peekaboo: 7  
Quick Change: 8  
Flower Saver: 10  
Flower Saver P: 10  
Power Plus: 15  
Power Plus P: 15

#### The Lovely Howz of Badges

Location: Rogueport (go upstairs at inn, and west)

Note: Certain badges are not available until a certain chapter of the main quest is completed. The price is cheaper when it is on display. The "sale" price is in brackets, next to the regular price.

#### Prologue:

FP Drain: 100 (70)  
Happy Flower: 150 (105)  
Last Stand: 50 (35)  
Last Stand P: 50 (35)  
Piercing Blow: 75 (52)  
Power Jump: 50 (35)  
Simplifier: 50 (35)  
Super Appeal: 50 (35)  
Unsimplicifier: 50 (35)

#### Chapter 1:

Close Call: 100 (70)  
Close Call P: 100 (70)  
Sleepy Stomp: 75 (52)

#### Chapter 2:

First Attack: 100 (70)  
Power Rush: 50 (35)  
Pretty Lucky P: 150 (105)

#### Chapter 3:

Ice Smash: 75 (52)  
Power Rush P: 50 (35)  
Shrink Stomp: 75 (52)

#### Chapter 4:

Damage Dodge: 150 (105)  
Head Rattle: 100 (70)  
Soft Stomp: 75 (52)

#### Chapter 5:



Damage Dodge P: 150 (105)  
Fire Drive: 100 (70)  
Super Appeal P: 50 (35)

#### Chapter 6:

Attack FX P: 100 (70)

#### Charlieton

Location: Rogueport Plaza (main), Pit of 100 Trials (random floors)

Note: His inventory is always changing and he won't always have the same items. These are the items/badges he carries over time.

#### Rogueport Plaza

Attack FX C: 120  
Boo's Sheet: 24  
Double Pain: 36  
Dried Shroom: 2  
Earth Quake: 18  
Hammerman: 180  
Jammin' Jelly: 120  
Jumpman: 180  
Mega Rush: 60  
Repel Cape: 18  
Shooting Star: 36  
Slow Go: 12  
Stop Watch: 24  
Timing Tutor: 120  
Ultra Shroom: 120  
W Emblem: 360

#### In Pit of 100 Trials

Note: Prices go up as you go up in the trials. These are the lowest of his prices.

Fire Flower: 10  
Honey Syrup: 10  
Maple Syrup: 20  
Mushroom: 5  
Super Shroom: 20  
Thunder Rage: 20

#### Pianta Parlor

Location: Rogueport, West Side

Currency: Piantas

Note: You can exchange coins for Piantas and gamble while you shop!

Cake Mix: 6  
Super Shroom: 10  
Maple Syrup: 14  
Power Jump: 34  
Power Rush: 34  
Power Rush P: 34  
Power Smash: 34  
Refund: 34  
Super Appeal: 34



air. The further you get, the better.

#### Paper Game

Basics: Hold R to move through the course in Paper Mode. Release R to go through normally. Hold and release in sync with the fans to get across faster and beat the Toads.

Extra: Jump over the gaps in Paper Mode. Push Toads out of the way.

#### Tube Game

Basics: Roll through the obstacle course solo in the fastest time.

Extra: Roll in the inside lane to save time. Try to keep moving and not get stopped or roll off. Keep the Control Stick in the right direction always.

#### Boat Game

Basics: In Boat Mode, dodge the barrels and whirlpools solo to complete the course in the fastest time.

Extra: Try to turn on the inside lane. Avoid getting continually caught in whirlpools.

#### Trade-In

Talk to Lahla at left to trade in piantas for items or badges. Here's an inventory & price list (currency is in piantas; Cake Mix, Refund and Money Money can only be found here):

Cake Mix- 6  
Super Shroom- 10  
Maple Syrup- 14  
Jammin' Jelly- 67  
Ultra Shroom- 67  
Gold Bar x 3- 234  
Power Rush P- 34  
Power Rush- 34  
Power Jump- 34  
Power Smash- 34  
Refund- 34  
Super Appeal- 34  
Hammer Throw- 50  
Multibounce- 50  
Quake Hammer- 67  
Tornado Jump- 67  
HP Plus- 100  
FP Plus- 100  
HP Plus P- 200  
Money Money- 234

#### Money Exchange

The machine shaped like Don Pianta can give you Piantas for your coins. Basically, it's 3 coins for 1 Pianta, but they also come in bulk.

#### My Personal High Scores

In all honesty, these are my best scores. I'll update them as they change.

Plane Game- 432.26  
Paper Game- First Place  
Tube Game- 2:13:48  
Boat Game- 1:34:35

\*\*\*\*\*  
[M20]

\*Paper Mario vs. Thousand-Year-Door\*

Inspired by my Ocarina of Time vs. Majora's Mask section of both walkthroughs, I made this one to compare Paper Mario (N64) with Thousand-Year-Door (GC), since there are many similar characters, areas, and tasks.

If you have any further comparisons to make between these two games, send me an e-mail & I'll credit you for any additions you make.

CHARACTERS THAT APPEAR IN BOTH GAMES (based on appearances or purpose; names may change):

Mario  
Luigi  
Bowser  
Kammy Koopa  
Princess Peach  
Parakarry/Mailman  
Toads  
Goombario/Goombella  
Merlon  
Merlurvee  
Kooper/Koops  
Lakilulu/Koopie Koo  
Bululbs  
Minister  
Merlow/Dazzle (both trade Star Pieces for badges)  
Tayce T./Zess T.  
Koopa Koot/Trouble Center  
Bombette/Bobbery  
Yoshis  
Chet Rippo  
Rip Cheato/Charlieton  
Bow/Flurrie, Vivian  
Bootler  
Bartender/Podley  
Shiver City Penguins/Poshley Heights Penguins  
Whacka

AREAS THAT APPEAR IN BOTH GAMES (based on appearances or purpose; names may change):

Mario & Luigi's House (unaccessible in TTYD)  
Bowser's Castle (unaccessible in TTYD)  
Toad Town/Rogueport  
Toad Town Sewers/Rogueport  
Pleasant Path/Petal Meadows  
Koopa Village/Petalburg  
Koopa Bros. Fortress/Hooktail's Castle

BOSSSES & ENEMIES THAT APPEAR IN BOTH GAMES (based on appearances or purpose; names may change):

Koopatrol  
Goomba  
Paragoomba  
Spiked Goomba  
Blooper  
Dry Bones  
Duplighost/Doopliss

CHARACTERS, AREAS, BOSSSES & ENEMIES THAT APPEAR IN PAPER MARIO ONLY:

Watt  
Sushie  
Lakilester  
Twink  
Chan  
Chanterelle  
Chuck Quizmo  
Seven Star Spirits- Eldstar, Mamar, Skolar, Muskular, Misstar, Klevar, Kalmar  
Fice T.  
Fishmael  
Goomba Family- Gooma, Goompa, Goommama, Goompapa, Goombaria  
Gourmet Guy  
Harry  
Herringway  
Kolorado  
Kolorado's Wife  
Lee  
Lily  
Master  
Lyricist  
Mayor Penguin  
Mayor's Wife  
Merlar  
Merle  
Minh-T  
Moustafa  
Nomadimouse  
Oaklie  
Petunia  
Posie  
Postmaster  
Radio Toad  
Raphael the Raven  
Rip Cheato  
Rosie  
Rowf & Ruff  
Russ-T  
Shiver City Police Chief  
Sun  
Tolielip  
Twister  
Vanna-T  
Wise Wisterwood  
Yoshi Chief  
Shooting Star Summit  
Forever Forest



known. Rumours are supposed secrets which may or may not be true. Special thanks to Edua at GameFAQS for contributing several secrets. Within the secrets, I list other games. Some short-forms:

PM = Paper Mario (N64)  
RPG = Super Mario RPG (Super NES)  
SMS = Super Mario Sunshine (GC)  
SMB = Super Mario Bros. (or 2 & 3, NES)  
SMW = Super Mario World (Super NES)  
MK = Mario Kart (N64)

#### Character Cameos

\*Luigi- from beginning and appears after each chapter with a new partner from his own adventure  
\*Toadsworth- from SMS, always at Rogueport Inn after arriving  
\*Parakarry- at beginning, delivering mail  
\*Merlon, Merlee & Merluvlee- fortunetellers from PM, in Rogueport & Sewers  
\*Chet Rippo- level-upper from PM, in Rogueport Sewers  
\*Enemies- several enemies from Paper Mario return  
\*Thwomp- from SMB on, in Shhwonk Fortress & X-Naut Fortress  
\*Kolorado- from PM, his father mentions him in letter at Hooktail's Castle  
\*Whacka- from PM, appears at Keelhaul Key  
\*Piantas- from SMS, at Don Pianta's place  
\*Zess T.- taken from PM (Tayce T.)  
\*Travelling Sisters- seem to be modeled after the beautiful sisters (PM)  
\*Shy Guys- audience members who go backstage to reek havoc  
\*Barkeeps- modeled after barkeeper at Club 64 (PM)  
\*Peach- like in PM, you get to play her again  
\*Bowser- his castle (from SMB on), circus reject balloon (from SMW on)  
\*Toad Video Gamer- in Petalburg, modeled after gamer in RPG  
\*Shiver City Penguins- in Poshley Heights, from PM  
\*Bow & Bootler- from PM, found at Poshley Heights upon returning after finishing game  
\*Jr. Troopa- from PM, found in e-mail photo from Zip Toad in upper left corner  
\*Kolorado, Moustafa & Buzzar- all from PM, mentioned in Lumpy's journal  
\*Grifty- modeled after Moustafa from PM  
\*Rawk Hawk- obviously modeled after The Rock (WWE)  
\*Jolene- is also the girl at Juice Shop in Glitzville  
\*Pennington- is modeled after Sherlock Holmes, but is named after a character from Agatha Christie's Poirot series  
\*Adult green Yoshi- Excess Express after the 6th Crystal Star is obtained

#### Locations, Objects, Etc.

\*Mario & Luigi's House- like PM, is the setting at beginning  
\*Abilities- Star Points (PM), HP/FP (PM), action command (RPG, PM), badges (PM)  
\*Plot- letter from Peach (SMB3, PM)  
\*Recipes- several from PM  
\*Keelhaul Key- back jungle is modeled after Jade Jungle (PM)  
\*Sea- the wavy sea in Pirate's Grotto resembles the sea in Legend of Zelda: Wind Waker (GC)  
\*Mailbox SP- modeled after Game Boy Advance SP, e-mail & ringtones  
\*Pianta Parlour- modeled after playroom in PM, includes an original Game Boy  
\*Excess Express- mode of transportation that also appeared in PM (Toad Town train, toy train), and RPG (Nimbus bus)  
\*Constellations- on moon, outside X-Naut Fortress, there are four

constellations (flower, mushroom, chomp, star) taken from MK's Rainbow Road level

## Retro Mario & Music

\*Peach Tunes- during each Peach adventure (whenever possible), have her take a shower and she will hum a Mario tune: SMW title music, SMB 1-1 music, SM64 castle music, and one unidentified.

\*Retro Game Disk- when Peach loads the game disk at Grodus' castle for TEC, the SMB3 battle mode comes on screen, as does music that seems to be from Final Fantasy

\*Mailbox SP Ringtones- e-mails from Peach have SMW title music, and e-mails from X (Jolene) are from SMB3, World 6 map music

\*Brotherly Love- Mario's torment of Luigi continues with the "I wanna meet Luigi" trouble; see also PM (diary reading), and basically SMB on, however Luigi gets his revenge in the ending of Luigi's Mansion :o)

## Something's Missing...

\*The SMW title music that usually appears after waiting at the Chapter screen (started in PM) does not appear in TTYD. At Chapter 5, you hear the Excess Express music.

## Try These On For Size

\*Wonky's Tales- in Rogueport Sewers, pay 5 coins each for hints (repeat readings are free)

\*Lahla- after getting Paper Mode, slip through the bars in Pianta Parlour and talk to her to learn more about her; get more info by getting high scores:

Plane Game- beat 375.14

Paper Game- 1st place

Tube Game- beat 2:13:20

Boat Game- beat 1:33:15

\*Grifty- on the roof of Shine Shop; pay 5 coins each to hear stories.

\*Lumpy- rat at Rogueport Harbour- invest money (in hundred coin increments) to earn profit later- after returning from Poshley Heights, talk to him to get 3x your investment (!) and read the diary of his journey. You can only invest up to 300 coins, since Mario can only carry up to 999 coins (minus gold bars). Lumpy will say "Thanks to you, I'm all set to go" once you've reached the maximum investment.

\*Amazy Dayzees- found in road to Creepy Steeple once in a blue moon (gold Crazee Dayzees)- use Goombella to tattle and have Mario use Art Attack and Goombella's Rally Wink for an extra turn- defeat it before it runs away for lots of Star Points!

\*Right after I got the 6th star from Cortez, in Rogueport Sewers on the west side, the Armored Koopas are there and you know how they call in reinforcements? I found that if you let them keep calling in reinforcements by appealing or defending, you can add up a crazy amount of xp coins. I used it like mad but it probably only works at that certain time when you get the sixth star seeing as how the xp goes down as you get farther in the game.



**\*\*FOLLOW-UP\*\***

The Koopatrol secret is a good strategy for getting great amounts of star points, and it works with every enemy that can multiply itself (Pokey, Poison Pokey, Ember, Phantom Ember and Lava Bubble). But this strategy works better with the Green Fuzzy. Why? Because, compared with the other enemies I listed above, it is the easiest of them all. Test it when fighting "The Fuzz" in Glitzville. I did it, and I received 0 star points for the Fuzzie, 5 for the Flower Fuzzie, and 5 for each Green Fuzzie I defeated. At the end of the battle, I received 80 star points! I repeated this when I fought the Green Fuzzies in Keelhaul Key, but I just received 2 star points for each Fuzzie, and at the end I received 50 star points in one battle and 26 star points in another.

\*In Frankly's office, in the top right corner of the bookshelves, there are 4 symbols: sun, moon, Puni & star. This is the same order of symbols needed to get the Super Boots in the Great Tree of Boggly Woods.

\*You need:

- To have Chet Rippo's place unlocked
- Close call, Pretty Lucky (for Mario), Last Stand (for Mario) and A LOT of Power Rush (for Mario) badges
- Lucky Day badge, if you already have it.

First, go to Chet Rippo's place and pay him coins until your MAX HP is 5. When asking which stat you want to raise, select BP. If you reach the MAX BP (which is 99, I guess) then raise FP. After that, go to the Pianta Parlor and exchange Piantas for Power Rush badges. If you need more money, try selling badges or items you don't use. Equip all of your Power Rush, Close Call, Pretty Lucky, Last Stand and Mega Rush badges.

While having 5 HP as your MAX HP, Mario will always be in danger. With all those Power Rush (in my game I have 17, and I will get more) equipped you can deal aprox. 40 of damage with the normal hammer and aprox. 37 of damage for each jump attack. Close Call, Pretty Lucky and Lucky Day badges will make sure that most of your enemy's attacks will miss. Last Stand will help you survive an attack if somehow you don't get a "Lucky". AND you can use Multibounce and Quake Hammer to finish quickly with every normal enemy you fight. This strategy is great for clearing The Pit of 100 Trials in record time, just remember to always carry Life Shrooms in your inventory.

The only bad thing of this strategy is that you have to spent A LOT of coins, and that it will work until you have reached your MAX FP and BP, because you will have to raise your HP from that moment on.

\*Whacka Bumps sell for 100 coins on the Excess Express instead of the typical 50-60 coins at other shops.

RUMOURS

\*At the beginning of the game, when entering a name for your file, enter a colour and your Yoshi will become that colour!

**\*\*FOLLOW-UP\*\***

This is NOT true. I tried it twice with red and blue and Yoshi was green both times. However, I started another game file, saved just before you get Yoshi and tried several other methods of altering his color. It seems to be

















Steve at CheatCodes.com  
Pikaboo at Wiiniis-united.co.nr  
Justin at MyCheats.com  
Kris at Vgnerd.com  
Eelco at ChapterCheats.com

...for posting my walkthroughs.

Thanks to the following for their questions for the FAQs:

Sergio David/Syd Pacheco  
Vgamer356  
Smiley  
Judy  
Stephanie  
Felicia  
Henry  
Marie  
waffle89  
Alex Browne  
yuyul3  
Jeff  
Gustavo

Thanks to Msterchief for helping me correct a recipe error.

Thanks to Stephanie for finding the Last Stand badge in Glitzville.

Thanks to Nate for finding an alternative method to summon Atomic Boo and for the Yoshi colour secret.

Thanks to Joel for the additional info on Gold Bars in the Items section.

Thanks to Josh for the Armoured Koopa coin secret.

Thanks to Gustavo for the Chet Rippo/attack power secret, additional info on the Koopatrol secret, and correcting errors in the Tattle Log.

Thanks to Mike for correcting the Yoshi colour/file name secret and for the awesome Pit of 100 Trials strategy guide.

Thanks to Chip for his Pit of 100 Trials approaches.

Thanks to Frank for editing the times for determining Yoshi's colour.

Thanks to David for pointing out Bootler's cameo, the green Yoshi at Excess Express, and that the Double Pain is available at Charlieton's, not the Rogueport Badge Shop as previously listed.

\*\*\*\*\*

Contacting Me...

Please do. I can really only be reached by e-mail at mlynch2[at]rogers.com. Remove the brackets & change at to @ before sending (or keep them there if you like to get Mailer-Daemons... freakazoid). The brackets and "at" are there only to avoid additional spam e-mail. I get enough of those already as it is.

**\*\*A REPLY MAY TAKE UP TO 1 WEEK\*\***

E-mail me with additional information, secrets, errors within my walkthrough or checklists, to share game anecdotes, shoot the breeze, etc. If you need additional help with the game, please keep e-mails as detailed as possible. Any e-mails with @&\* & @&\* excessive profanity, spelling errors (thats a jok btw), 2 manE shrt frms lk ths, eMaILs tYpEd lIkE tHiS, or otherwise unreadable e-mails will be promptly deleted.

**\*\*PLEASE SEE VERSION 1.0, OCTOBER 6, 2007, REGARDING E-MAILS SEND BETWEEN OCTOBER 1-6\*\***

Any additions to this walkthrough will be credited to you, faithful reader, in the Thank-You section. I look forward to the sleepless nights reading your messages by the light of the moon...he he he.

**\*\*THE END\*\***

....bye?

.....now you don't really think I'm going to do another one of these  
scroll jokes?

...do you?

...man, you must be sooooo bored to be doing this

.....or are you just waiting to see how I'll end this?

.....well.....

....I'm....

....not going to tell you, bwa ha ha!

.....oh, that's right....

....I have to.

...d'oh! \*a registered trademark of Matt Groening & the Fox  
network\*



....P.S. I love The Simpsons.

...and I love you too ;o)

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