

Paper Mario: The Thousand-Year Door Walkthrough

by joecoolaug

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*           Paper Mario 2: The Thousand-Year Door (GCN)           *
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~~~~~ Jabbies", "Ishnail", or "KP Koopas." ~~~~~

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 I. WALKTHROUGH  
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"Mail Call!" is heard at the Mario Bros. house. Luigi goes out to pick up the letter. "Hey, Bro! Check it out! A letter from Princess Peach arrived for you! ... I'll just read it to you, how's that sound? Ahem! Now let's see here..."

The letter reads: "Hello there, Mario! I am now on holiday, traveling in the Mushroom Kingdom. / In my travels, I came into possession of a mystical map... a treasure map, actually. / It was inside a box I got from an old merchant in a town called Rogueport. / But since it would be too difficult for me to try to go find treasure all by myself... / I thought you could help me hunt for it! You will, of course, won't you? / I've included the map with this letter, so please bring it with you when you come. / I'll meet you at Rogueport. (That means you MUST come!) - Peach"

"What do you know? It's true! There's a weathered old map in here with the letter. Check it out!" Luigi shows the map to Mario... and he's off!

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 A. PROLOGUE: A ROGUE'S WELCOME

## 1. THE HARBOR

Shine Sprites: none

Star Pieces: (Check the complete list # near the bottom of the guide.)

AVAILABLE: none | UNAVAILABLE: #1-2

.....  
(Snoring, Creaking) "Excuse me... Sir? ... Please wake up, sir! The town you'd been speaking of has come into view. Look! That's Rogueport!" Mario slowly opens his eyes to see the little town. "You see? We'll arrive shortly. Please prepare to disembark."

"I must apologize, sir. Our arrival was delayed just a bit by rough weather... Are you quite sure you want to disembark here? I...did tell you the sordid tales about Rogueport on our way here, did I not?...What's that? I'm sorry? You say there's a princess waiting here for you? Is that so? Er... Of course, sir. Well, if that's what you think, then I won't stop you. But, uh... You be careful, sir. Don't say I didn't warn you!" Mario gets off the boat into Rogueport.

Walk around and get used to the controls if you've never played before. Quickly memorize all the keys. (A) is jump. (B) is hammer. That's all there is to know for now. Get to know some of the locals by pressing (A) when you get close to them. Notice the [SAVE] block over to the left of the dock. Try jumping under it.

Over to the right, you see a commotion rising between a Goomba girl and these fat people you've never seen before. He babbles on. Everyone else now seems to keep their distance. You, of course, walk up to the mean fat guys harassing this "sassy little lass." She runs behind you and soon a fight starts.

This is a good time to get acquainted with the most important part of this game: the battles. You have three options: hammer, jump, and defend. Either hammer or jump on this fat guy and do what it tells you to do.

---

BATTLE: LORD CRUMP

-----Max HP: 5-Attack: 1-Defense: 0-----  
There's not much to defeating him. I'll let you figure it out on your own.

---

So, once you figure out how to beat him, he dies... or so you think. Hundreds of his little minions rush out from nowhere and try to punish you. You're able to escape... barely. You have no choice but to go up the stairs in the back right.

This little Goomba girl introduces herself. Her name is Goombella. It turns out that she's looking for the "legendary treasure" too. You show her the map, and she is amazed. Toadsworth, Princess Peach's butler, shows up. He corroborates the story of Princess Peach's kidnapping then heads off to the inn. Goombella soon joins your party.

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PARTY: GOOMBELLA

-----Max HP: 10-Attack: 1x2-Defense:0-----  
Abilities: a primer | Press (x) to get information about nearby people, places, and objects. | Attacks: Headbonk(1-2)/Tattle

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## 2. MAIN ROGUEPORT

Shine Sprites: none

Star Pieces: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #4,5,7 | UNAVAILABLE: #3,6

.....

The gallows in the middle of the square pretty much sum up everything that this town is about. Walk around and get to know the local people and shops. If you go to your far left, at the entrance of west Rogueport is a little toad. If you walk up to him, he tells you to freeze because he lost a contact lens. He reminds you not to move, but you have no choice. You "accidentally" step on it when you move.

This aggravated toad tells you to compensate him. He won't let you into West Rogueport, either. So go into the item shop (with the Fire Flower above it) and ask the clerk to order a contact lens. You'll be able to buy it later on. Now leave the shop and head to the right to East Rogueport. This Professor Frankly guy might be there.

.....

### 3. EAST ROGUEPORT

Shine Sprites: (Check the complete list # near the bottom of the guide.)

AVAILABLE: none | UNAVAILABLE: #1-3

Star Pieces: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #9 | UNAVAILABLE: #8,10-12

.....

A bandit runs past you and steals half your coins! To get them back, just go back into main Rogueport, go to the alley in the back of Rogueport, and go to the shack on the far left. He's in there, and all you have to do is talk to him to get back your coins.

Go back to East Rogueport and enter the second building. What do you know? This Professor Frankly is in there. He and Goombella talk for a long time about the legendary treasure. There is not much useful information in their conversation, but you should pay attention anyway.

So basically, in order to open this famed Thousand-Year Door and to unlock the treasure, you must find the seven Crystal Stars. When you hold up the map in front of The Thousand-Year Door, it will show you where the first Crystal Star is. After that, you hold up each Crystal Star to see where the next one is. So you first must find The Thousand-Year Door, which is supposedly buried deep beneath Rogueport. Hmmm... How will you get there?

Professor Frankly, Goombella, and Mario finally set off for The Thousand-Year Door! But not so fast. As soon as you walk out the door, the Professor starts talking again. He shows you a tube to the underground parts of the city. He then wants you to learn Action Commands. It's best that you do. Now hop on into the pipe and go below the city!

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### 4. UNDERGROUND ROGUEPORT

Shine Sprites: (Check the complete list # near the bottom of the guide.)

AVAILABLE: none | UNAVAILABLE: #6-8

Star Pieces: (Check the complete list # near the bottom of the guide.)

AVAILABLE: 20,21 | UNAVAILABLE: #19,22-26

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Save if you need to and head on over to the right. You run into a trio of bad guys flirting with Goombella. She doesn't take it, and you fight.

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BATTLE: GOOMBA, SPIKY GOOMBA, AND PARAGOOMBA

-----Defense: 0 (each) | HP: 2 (each) | Attack: 1 (2 for Spiky Goomba)-----

There's nothing to this battle. The Professor lets you in on a secret: swapping attack order. You should probably swap attack order so that you can get rid of the spiky Goomba with Mario's hammer.

---

Professor Frankly then tells you about First Strikes. It's best to enter a battle by attacking your enemy instead of just walking up to them. If you go all the way to the right, it's a dead end. You'll notice in the middle of this room is a hovering, moving block. You need to get on this in order to get to the Thousand-Year Door, so go to the right of it and you'll find an opening leading to the moving block. Jump on it and go all the way to the left and down the pipe.

You'll find a couple of Goombas in front of you. Once you kill them, they'll never bother you again. Down the stairs on the far right, you'll find four yellow boxes and another Goomba. The first two boxes you can hammer for a 'Shroom and a Fire Flower. The fire flower is especially useful in battle. It's a very good item. Save it for the tough guys. The two large yellow boxes on the far left can be smashed to reveal another pipe. Go down the pipe.

As you move to the right, you see a tiny bug or something run into a crack. You can't follow him yet. Stand in front of the crack he went into and move "down." Once you reach the near wall, jump to get a Pretty Lucky Badge. Keep on moving to the right, kill the two Spinias, and proceed to hit the blue (!) switch that reveals the stairs. Up top, you find a dark cave. You have no choice, so just go ahead in. Walk up to the creepy box in the middle of the room. Someone's trapped inside it! He tells you that your a legendary hero! What are the chances? Pretty slim, actually. Despite the Professor's misgivings, you decide to help this guy by finding the key to the box.

To find the key, walk out of the room and go to your left. You'll notice a little board hanging off the side. It almost looks like a diving board. Anyway, go up against the wall in the back and slowly, dramatically walk to the left (You're NOT on the diving board right now.). Once you fall of the edge, you fall off onto a little ledge. The key's right there. So now bring the key back to him.

OHHHHHHHHHHH NOOOOOOOOOOOOOOOOOO! He fooled you! But... wait a minute...?

---

CURSE: PAPER AIRPLANE

-----  
This guy decides to put a... terrible?... curse on you. He shows you that when you step onto platforms that look just like that diving board outside, you'll turn into a paper airplane...Yeah... how terrible. So he explains it to you. Pressing (y) on a diving board will turn you into an airplane. You have to steer with skill... and you MIGHT be able to turn back if you hit (B).

---

"What was THAT guy's beef?" ... Something raw, probably.

So let's try out that airplane thing. Outside on the diving board, see if you can skillfully keep yourself high enough and fast enough to reach all the way on the other side of the chamber. Try it a couple times to understand how it works. Once you finally make it across, enter the room on the left.

Well... the music changes, and the camera does a panorama of the room. That can't be good, can it? Well, what do you know! You've found the Thousand-Year Door! Go ahead and walk onto the pedestal in the center and see what happens.

Cool. The map shows you where the next (first) Crystal Star is. And, you got a new Special Move. What's that? We'll have to try it out. The Professor leads you back to his place then teaches you all about Star Power. No, not celebrity charm; star power from your map.

So apparently this can refill your health and Flowwa Powwa. The Professor also tells you a lot about the audience and some other things. Better listen in. Just as soon as you think you're free of him, he explains

badges to you. Now go back down to Underground Rogueport. The key to Petal Meadows is there.

As you go to your right, you notice an airplane platform. Head on over and see if you can make it to the other side. Through the doorway you find water... that's weird. What's even weirder is the tailfin hanging on the sidewalk. Huh... maybe jump on it... or hammer it.

.....  
5. BOSS  
.....

----BLOOPER-----Max HP: 12-Attack: 1-Defense: 0-----

Attacks: Tentacle Smash and Ink Jet.

(?)How do I get it on the ground? (A) Smash both of it's tentacles(HP: 3).

(?)So, technically, it has a total HP of 18? (A) Yep.

(?)How many Star Points does it give? (A) 20

Once it falls to the ground, It loses a turn before it can sit upright. It also loses a turn when it sits up. There's not much difficulty in this one. You can usually defeat him before he attacks you twice.

-----  
Sweet. Once you have it defeated, jump across the floating blocks and enter the pipe.

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B. CHAPTER 1: CASTLE AND DRAGON

1. PETAL MEADOWS

Shine Sprites: none

Star Pieces: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #32,33  
.....

Here we are, Petal Meadows. If you hammer the first two trees, you'll find some pleasant surprises. Maybe you should hammer every tree? Go to the right, then... WHOA! It's a dragon. I guess it was obvious by the name of the chapter, but, that's scary. Pass the strange rock formation next. Pick up the mushroom from the yellow block.

Keep on moving to the right, hammer those trees, kill those Goombas, and hit those (?) blocks. You get a Close Call badge from a red (?) block along the way. Try equipping it. Soon you run into a pipe and a brick block. Jump while under the brick as many times as you can (no, it won't hurt you).

Jump into the pipe next. It takes you only a few feet over on top another pipe. You have to jump to reach a badge sitting on a block, but you can't quite reach it. We'll come back to it later.

Just beyond the pipe are two blue-striped things sticking out of the grass. You may have noticed more of these along the way. If you hammer the taller one about ten times (it jumps up-and-down), you'll get a horsetail. "What's that good for?" you say. I ask myself the same question.

Keep on moving along. Goombella reminds you about her ability to tell you things about your environment. You give her a glazed stare and move on. You come upon four bushes. If you shake the two smaller ones on the near side of the screen, you'll find two coins. When you shake the two bigger ones near the back, you'll find a pipe. When you go through it, you find yourself in the background on the rolling hills. That's cool, but go to the right and hit the switch. Don't go back to the pipe, though. Keep on going right to find a Star Piece. Now you can return to the main path.

Cross the new bridge and keep on shaking those bushes! One of them reveals a Mystery. Just don't fall into the river while running after it. You'll see what I mean. You also get a Fire Flower from a yellow block. Wow... someone must have had a lot of time on their hands to leave all this free stuff lying around here. Oh, wait... never mind, it was the game designers :). Keep heading right, and enter Petalburg.

.....  
2. PETALBURG

Shine Sprites: none  
Star Pieces: (Check the complete list # near the bottom of the guide.)  
AVAILABLE: none | UNAVAILABLE: #34-35  
.....

A nice Koopa introduces you to the town then you move along. Apparently he thinks you should talk to the mayor. What kind of a guy lives in a pink house... alone? Anyway, walk around and get to know the locals and maybe even stay the night or buy something.

There are two sections to the town of Petalburg. I know, it's not big, but not many people live there. What's really small are the houses. Anyway, the mayor's house is the first house of the second part of Petalburg. Before or after you go in, visit the mayor's front yard. You can walk behind his fence and shake the three bushes in the front. The farthest one reveals a Turtley Leaf, which restores 3 FP.

So, once you walk in the house, you discover that the mayor is an extremely old man with... wait... is that... grass growing on his eyes? Maybe it's his eyebrows, I don't know. He's so senile that he won't even let you explain that his idea that you are thieves is not true. Finally he believes you and he gives you the 411 on his eyebrows... I mean, the Crystal Star. He says that an "enormous, ornery dragon" has it. So you tell him that you're reckless fools... I mean, gallant heroes... off to kill Hooktail, the dragon.

Apparently, according to the old geezer... I mean, the kind, seasoned mayor... you need to find some stone keys in Shhwonk Fortress in order to enter a secret pipe to Hooktail's Castle. So, you leave, thinking about giving the mayor a lawn mower for Christmas to trim his eyebrows. As you go along, you'll receive an e-mail... two, actually. They're not much use. One is Professor Frankly, and the other is a registration notification. You can read them if you want to.

So all you have left to do is go through the gate to the right. The Koopa guarding it will let you through because the mayor said it was okay. Just as you're going to leave, you run into another Koopa. What's he saying? His name is Koops, and, apparently, umm... he's nervous. He runs away before telling you anything. Here we go...

.....  
3. SHHWONK FORTRESS

Shine Sprites: none  
Star Piece: (Check the complete list # near the bottom of the guide.)  
AVAILABLE: #36  
.....

Don't forget to shake all the bushes and bang all the trees. Along the way, there's a yellow block that yields a POW block. NICE. Before you enter the first building (or after you enter, whatever you like better), make sure your Power Smash badge is equipped and you have at least 4 FP. Walk up to either of the pedestals and hit (A). Let the battle begin (first strike is useless, just walk up to them).

---

BATTLE: BALD CLEFTS

-----Max HP:2-Attack: 1-Defense: 2-----

You can defeat them one at a time with the Power Smash. You can tattle or defend on Goombella's turn. If she is going to defend, put her in front.

---

After defeating them, the gate at the other end opens. It's eerie, but looks fun. Go ahead. A couple of the trees and bushes have some coins. Check 'em out, kill your enemies, and move on. The second bush before the next brick chamber has a very important item. Don't miss it.

---

BATTLE: BRISTLE

-----Max HP: 2-Attack: 1-Defense: 4-----

This is similar to the Bald Cleft, except you can't attack the Bristles. They will hurt you even if you try to hammer! Your only choice is to use your POW Block. If you want to tattle with Goombella, do that first, because the POW kills them in one blow.

---

The gate opens and you're free to move on. Up ahead you'll see a yellow block to hit. It contains a Fire Flower. Before you move on to fight the enemies, look at the ruins on the near side of the screen. There's an inn coupon "hidden" along them. Near the entrance for the next stone chamber is a block with a heart in it and 5 coins above it. If you hit this block any time in the future, it will cost you how many ever coins are show, but it replenishes the HP of Mario and his partner AND your FP.

Once you walk into the chamber, you'll see a (SAVE) block. Go ahead and hit it. Now move up to the Thwomp and talk to him. He reveals to you that you must answer 5 of seven answers correctly in his "65th Super Fun Quirk Quiz." If you win, you get to go to where the stone keys are. If you lose, it's game over. Are you ready?

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65th SUPER FUN QUIRK QUIZ

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Here are the correct answers to all 7 questions.

- 1)What's hidden in this place? (A) Stone Keys
  - 2)What do one Mr. Softener and one Fire Flower cost at the shop in Petalburg? Total! (A) 16 coins
  - 3)What is the name of the mayor of Petalburg? (A) Kroopa
  - 4)Where is the Crystal Star? (A) Hooktail Castle
  - 5)How can one get from Petal Meadows to Rogueport? (A) Go Through a Pipe
  - 6)Which of the following creatures have hands? (A) Koopa Troopas
  - 7)What number question is this? (A) TOO EASY :) Question Seven
- 

You beat him nice and easy. Go back and save the game, then proceed to the underground of Shhwonk Fortress. So it looks now like you're wading in water. Yep, but it thankfully doesn't look like sewage. Over to your right is a red (?) block. Go ahead and hit it to get a Multibounce badge. It's helpful, so you might want to equip it. It doesn't matter which side you enter first, so just choose. It's not that hard. Both ways, you'll fight two little black fuzzies. Harmless, right? Not really. They suck the life out of you. It'll take you a little while to figure out the defense action commands.

Once you reach the farthest back room, you'll see a cool-looking stone. The Sun Stone is on the right side and the Moon Stone is on the left side. When you take the first one, you'll battle four black Fuzzies. Not too

difficult. Go back to the main chamber then to the other side to retrieve the other stone. Nothing cool happens? That's weird.

Go back to the main chamber and out the pipe... wait a minute, I stand corrected. A yellowish fuzzy is standing in the middle of the main room. He's angry that you disturbed him and his friends. He decides to fight you.

---

BATTLE: GOLD FUZZY

-----Max HP: 10-Attack: 1-Defense: 0-----

Apparently, this fuzzy doesn't suck the HP out of you, it just hurts you. Once you attack him, he says that you're tougher than you look and he brings out his minions. It's a fuzzy horde! They'll attack you one-by-one. All you have to do is hit (A) with good timing, and you won't get hurt. Instead of attacking the Horde, just kill the Gold Fuzzy and they'll all run.

---

Now that you've shown them who's boss, they all run away as fast as they can. Except the Gold Fuzzy. He's a little slow. All you have left to do now is... wait, what do we do? We'll see what happens. Be sure to save on your way out. Just head on back to Petalburg for now. Didn't those stones look a little familiar? I dunno, we'll see.

So you're back in Petalburg in no time. What do we do here? Nothing. Go back to Petal Meadows. As you leave, you run into that Koopa again, standing right at the entrance to Petal Meadows. He tells you all about how his dad went to fight the great Hooktail and never came back. He wants to come with you for vengeance, adventure, and pride. Tell him he can come along and he'll join your party. No, not your dance partay, your group party :).

---

PARTY: KOOPS

-----Max HP: 10-Attack: 2-Defense: 1-----

Abilities: a primer | Press (x) to shoot his shell out far in front of Mario. Hold (x) down to get his shell to stay in place then shoot back whenever you let go. | Attacks: Shell Toss/Power Shell

---

Yay! He joined your team. Now you just have to figure out what those stones were for. Just as you're about to set off, you're stopped by a young Koopa girl. Her name is Koopie Koo, and she's Koops' girlfriend. She's upset that Koops is going to leave her and fight the dragon. Koops tells her that he'll come back a stronger, better Koopa for her. Finally! You're off!

On the second screen of Petal Meadows, you run into that pipe with the badge again. You can get it now that you have Koops to reach for it. It's a Happy Heart badge, and it slowly and automatically restores HP during battle. That sounds like something you want to equip.

Once you're back to the first screen of Petal Meadows, walk up to the two stone formations with black outlines on them and then press (A). This is where the Sun and Moon Stones go. Once they're both in place, it reveals some writing on the main stone in the center. Go up and read it. You have to hit both the switches simultaneously. Is it a coincidence that Koops can help you with that? Hold Koops in place in front of one of the switches while you walk over to the other. Jump on yours and release Koops at the same time. This reveals two pipes and the way to Hooktail Castle! Here we are!

.....  
4. HOOKTAIL CASTLE

Shine Sprites: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #14-16

Star Pieces: (Check the complete list # near the bottom of the guide.)

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Save the game and use the spring to get to the top level. Use the health/FP block if you need to. Now head out to the right and use the airplane panel to cross the broken bridge. Enter the spooky castle. Dead bones are lying everywhere! Fight the Koopas and get the Power Bounce Badge. There's something creepy about these bones. In the next room, you run into a Koopa that looks just like Koops' dad. Oh, No! He didn't make it far! You have to read the note.

You discover that a certain sound beginning in cr- and ending in -icket will help you defeat Hooktail. At the end of the note, you find out that it isn't Koops' father! What a relief for Koops. Poor Colorado, though. At the end of the hall, you run into a pile of red bones. That's just creepy, now. He's blocking the door, so you have to try to move him. Instead, he comes back to life... or something, at least. He threatens you, and you're pushed back to the door. The best thing you can do is hammer at them. Once you reach the red-boned guy again, you enter battle!

---

BATTLE: RED BONES/DULL BONES

-----Max HP: 5/1-Attack: 3/2-Defense: 1-----

The best tactic is to take out the Dull Bones first, because they don't come back to life, like the Red Bones might. You might have to use Koops' Power Shell to get the two Dull Bones behind Red Bones. In fact, you should probably do Power Shell first. If you have to, you can use some items. The only thing this battle takes up is usually time.

---

Once you beat him, he's gone and you can move on to the next room. There's a Shine Sprite in the back of the hall. Eventually you reach some stairs with two moving blocks. In order to get the key to the door, you have to jump onto the ledge on the near side of the screen and hit the yellow control block. Once that's moved up, you can use Koops to hit the red (!) block. This will move the stairs. You can walk up them now and access a ledge with a key. You can move the stairs back by hitting the (!) block again. Now you can unlock the door and move on. Don't forget to get the two hidden Star Pieces before you move one, though!

In the next room, save and use the door on the right. The green block, by the way, leads you to nowhere at the moment. I wonder how a Paragoomba got this far into the castle. Anyway, fight the enemies then move along. The red (!) block only allow the bars to be open for a short time, so you'll need to hold Koops in place for this one. In the next room, you encounter a familiarly mysterious black box. I guess you can talk to him. The curse wasn't THAT bad last time. He gives you the whole wrap again. You have no choice but to believe him and hope he doesn't put another TERRIBLE curse on you.

You'll find the key in the next room. You'll notice bumps in the floor. Try memorizing a path out of the room without going over the bumps, just walking on the floor. The bumps won't hurt you... yet. It seems almost too easy that we're going to get the key just sitting in the middle of the room. Yeah, it is too easy.

Spikes shoot out of the floor and ceiling as you take the key. Follow my instructions. Take your first right out of the area with the treasure box. Keep going right then go down once you reach spikes. Quickly go right and then go almost all the way up. Take the first and only left and follow that path for a little. Once you come to a junction, go all the way down to the bottom of the screen, then left, then up, then right, then out the door as quickly as possible.

Now that you have the key, I wonder what terrible curse you're going to get this time.

CURSE: PAPER THIN

Oh, yeah. This curse is worse than any other. When you hold down )R), you'll flip sideways so you can walk through thin openings. This could be useful. I mean... this could be terrible!

At least we now know how to get out of the bars back in the other room. The prison cell on the left has some sort of badge behind it. Use your new curse to get to it. It doesn't use any BP, so equip it immediately. It gives your attacks a cr-icket sound. Go back to the room with the save block and save. You still don't have a castle key, so you'll need to find it two more rooms back.

The castle key is sitting in a row of prison cells in the back of the room. The second-to-farthest left set of bars doesn't have horizontal bars, so you can slip through them with your new curse. Now you can go all the way over and get the key. Now you can go back to the room with the save block and hop on that green lift. Open up the lock and head on in.

Hit the two blue (!) blocks to reveal stairs. Look at the window behind where you hit the second switch. It doesn't have any bars on it. Believe it or not, you can jump out of the window onto a ledge just outside. Instead of going left, go all the way right to get a Star Piece then go left and jump back in through the other open window. Head on in to the next room. That's quite a big moving block. Use Koops to hoist you up. Fight the two enemies at the top. Before you go INTO the left door, walk up to the left door then walk up and fall off. You'll fall onto a ledge and get a Life Shroom. Nice.

Go back up and enter the left room. You meet a little mouse who seems to like Mario. Her name is Ms. Mowz. You explain your situation to her and she tells you she's looking for a badge. She talks a little more then kisses Mario and wishes you good luck. Nice! There are three treasure boxes and a Shine Sprite. You get a Mushroom, Honey Syrup, and a Castle Key. Now go back out and open up that other door.

Take the yellow moving block up and tiptoe over to the left. Instead of using the airplane panel, go onto the railing in the back and tip-toe all the way over to the right to find a Star Piece. Now use the airplane panel to reach the next room. Hit the yellow block to make the moving block go down. Then hit it again and walk off the edge and fall onto it as it's moving up. You have no choice but to walk off and go all the way back through the castle.

Once you get back where you were, you can get a secret badge, the Last Stand P, which cuts your partner's damage taken in half when he or she has 5 or less HP left. It'll take a little bit of patience to get it, because you'll have to go through the castle all again a second time. Once you're back at the big yellow block again, hit the control once more to make it go down. Instead of hitting it to go off, just walk off the edge and fall onto it. To your right is the badge. Good luck getting back again.

Once you are back once again or if you never went, go up the remaining flights of stairs to the top. In the back is a Shine Sprite. Get it and unlock the door. You find yourself on a bridge outdoors. It's cold, but the camera perspective is also a little difficult. Fight the foes the take the long, winding staircase to the top. Beware, there's a spiky Goomba just at the top of the stairs. Save and hit the heart and flower healer if you need to (recommended). BE SURE Attack FX badge is equipped. Good luck.

.....  
5. BOSS  
.....

Attacks: Fire Breath, Stomp, and Munch

(?)Why does the Attack FX badge help? (A) Hooktail got bad food poisoning from eating a cricket, and now he gets nauseated every time he hears one. Your attacks sound like a cricket!

(?)What kind of tricky things will Hooktail try? (A) He will try to be fooling merciful. Don't listen to anything he says. He will also eat some of the crowd to regain some strength.

Hooktail's attacks will fall to 3, then 2, then 1 because of the cricket sound. His defense will also be 0.

If you don't have the badge equipped, don't say I didn't tell you. The best thing to do is fight for it all you can. Use any items you have or use Sweet Treat.

If you do have it equipped, normal attacks should be good enough. Don't forget those defense action commands!

Don't listen to any of his mercy pleas. Once he eats the crowd, it's still easy defeating him. If you hit your defense action commands, you can get through this part without any excess damage. His defense is still down to 0 and his attacks at 1 as long as he hears that cricket.

-----

He tumbles over and is defeated. You get a lot of Star Points! Hooktail then spits up Koops' living dad! What's more is that he's got the Crystal Star and he gives it to you!

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\*\*\*\*\*END OF CHAPTER\*\*\*\*\*  
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6. INTERLUDE  
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So now we head over to see what Princess Peach is up to. There are those fat creatures again. And Lord Crump is here too. Apparently this Grodus is looking for the map and Crystal Stars too. Peach accidentally reveals that she knows who Mario is and that he has the map. Plus, these guys are called X-Nauts. They take the Princess to her quarters and Grodus sends Lord Crump off to get the next Crystal Star, which is somewhere in the Boggly Woods. Grodus calls on a bunch of magical Shadow Sirens to take out Mario. Never going to happen!

You see a couple of snapshots of their base, then you're controlling Princess Peach. Take her into the bathroom on the left and have her take a shower. Once she comes out of the shower, her hairstyle is changed. Anyway, next walk out back to the main room and head for the door on the right. It opened on itself... weird. Then next door opens by itself, too. There's a huge supercomputer there. His name is TEC-XX. He has a loooong conversation with Peach about love... does he have a crush on her? He lets her send a message to Mario. She heads off back to her room...

You arrive at Bowser's castle. Kammy Koopa summoned him. She's late, so Bowser has to wait... uh-oh. All you have to do is steer big old Bowser to the end of the room. You can talk to the people and admire your own statues. Once you're in the back, Kammy Koopa arrives and informs Bowser of everything that has happened. Bowser and Kammy Koopa run off in their flying machines to find Princess Peach and re-kidnap her.

Back in Petalburg, Koops makes the decision to continue traveling with Mario. With that said, Koops leaves his family and friends behind, and you, Goombella, and Koops set off for the Thousand Year Door.

If you remember how to get to the Thousand-Year Door, skip this paragraph. Otherwise, read this. Coming from Petal Meadows, go through the pipe to the Rogueport Sewers. Jump over the moving blocks then go left to the next area. Keep going to the left until you reach the first pipe. Pass that and go down the second pipe that you reach. You can go across the moving block or use your paper-thin curse. Now go all the way to the right (once you're down the pipe) then down the stairs then into the first pipe you see. Now go all the way to the right, up the stairs, then use the airplane panel to get to the ledge on the far left. Next is the room with the Thousand-Year Door.

Before you stand onto the pedestal and reveal the next Crystal Star location, go through the bars at the entrance to the room. Jump on the spring and use the airplane panel to get to the other side. Then use that spring to jump onto the airplane panel on that side. Step onto the pedestal and let it go!

Now you can use another special move, and the location of the next star is shown on the map. It looks like a wooded area. You go and talk to Professor Frankly. He says that the Crystal Star is in a great tree in Boggly Woods. He also says a lot of other stuff. Apparently there's a secret entrance somewhere beneath Rogueport.

Go into the Rogueport Sewers and use the first pipe on the right. Go down the stairs then down the next pipe, just as if you were going to the Thousand-Year Door again. Just to your right in the back of the room are some bars. You see one of those little creatures. Skinny through the bars. You once again see the creature. Follow him into the corner. He tells you everything that has happened. You agree to help him. Follow him and he'll show you a secret passage. Go up the steps and into the secret entrance. Instead of going right, go all the way left to get the Damage Dodge Badge. You find a secret room on the far left and a pipe that leads to the Boggly Woods. Good luck!

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## C. THE GREAT BOGGLY TREE

### 1. THE BOGGLY WOODS

Shine Sprite: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #17

Star Pieces: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #42-45

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Save and proceed to the Boggly Woods. You run into the Shadow Sirens, but they don't know you're listening in to their conversation. The one named Vivian found a necklace or something. Since they lost the sketch of you, they don't know that you're Mario. Just pass by them... quickly. Don't forget about the trees! The first one that you come past has a Sleepy Sheep in it.

You come upon a Piranha that runs quickly underground. Cool new enemy. Hiding in the back behind the weird flowers is a Honey Syrup. It's behind where you run into the second enemy. Once you're past all those pesky foes, the next screen reveals a pipe to the Great Tree. Before you go down the pipe, just to the right of it, hidden in the flowers, is an inn coupon.

Once you enter the Boggly tree, go to the far right behind the tree to find a FP Plus Badge hidden in the stream of water coming from the tree. Talk to Punio now. He shows you that the X-Nauts have taken over the tree.

Follow him, and he'll show you that there's a secret entrance somewhere. It's hidden by something, and you have to move it. Someone named Madame Flurrie might be able to help. You have no choice but to go back out of the tree and continue on. Once you leave the tree, you see a flash over to someone's house... it's Flurrie. She seems to have lost something. The Puny tells you to head right.

On this screen, Head all the way to the right. You may notice something funny about the hill. If you walk right along it, you'll find a secret passage inside the hill. It leads you to tree stumps in the back. Count from your right seven tree stumps to the left. Once you're on the seventh, jump up to find a P-up D-Down P badge. Now go all the way to the left and hit the blue (!) block. It raises the pipe and airplane panel. Get the Star Piece just to the left of the (!) block. Go up the pipe and use Koops to get the Shine Sprite on your left. Now use the airplane panel to get to the top of the hill. Get the Quake Hammer Badge from the red (?) block and move on.

Keep shaking the trees! If you go all the way to the right, you can replenish your HP and FP. Somewhere along the fence is a broken slot. You can paper-thin through it. If you go all the way to your right along the fence, you'll find a volt 'Shroom. All the way to your left and just beyond the pipe is a Star Piece, hidden by the fence. Go to Madame Flurrie's house and see what she's up to.

Save and snoop around her house. Go to the door on the right and talk to her. Madame Flurrie won't help or show herself until you find her necklace for her. Leave her house and go back to the Shadow Sirens. They finally find the sketch and realize that you were Mario. Once you run into them, you eventually enter battle with them.

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BATTLE: SHADOW SIRENS (Vivian/Marilyn/Beldam)

-----Max HP: 10/12/9-Attack: 1/2/2-Defense: 0(each)-----

This isn't too difficult. It is the hardest battle so far, though. They have a combined HP of 31 at the start. Koops' Power Shell is extremely useful here. Use that at least once -- maybe twice if you have enough FP. If you have enough Star Power, your new Crystal Star Special, Earth Quake, is very useful, as well. You should save Earth Quake for if/when Beldam makes you small. Once Vivian (the front one) is out by Koops' Shell Toss, you can switch him out for Goombella. She'll help you take out the final two. If Beldam (the old one in the back) makes you small, use items or the Earth Quake or defend.

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Beldam blames their loss on Vivian and Marilyn. Beldam drops the necklace. Now head on back to find Flurrie. Once you're in her house, save and go up to Flurrie's room. She takes the necklace and comes out. She thinks that Mario is a hunk, so she joins your party.

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PARTY: Flurry

-----Max HP: 15-Attack: 2-Defense: 0-----

Abilities: a primer | Hit (x) to have Flurrie blow a strong wind. You can also hold (x) down to have her continuously blow a strong wind. She can temporarily make enemies dizzy so Mario can get a First Strike. | Attacks: Body Slam and Gale Force (4 FP)

---

Check Flurrie's room for a Super Appeal P Badge. As you head back to the Great Tree and as soon as it comes into sight, you receive an e-mail. It's Rogueport Today news. You can read it if you feel like it. Once you reach the Boggly Tree, go back up to where Punio stood before and blow Flurrie! Humorously, it's labeled "Secret Entrance." Punio opens the door and you can head right on in.

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2. THE GREAT BOGGLY TREE

Shine Sprites: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #18-21

Star Pieces: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #46-51  
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Isn't it odd... there are even bushes inside this Tree! Shake 'em all. As you move along, Punio notices that none of his family are there. Next, two X-Nauts walk out of the door and decide to... fight you? They only have 4 HP so killing them won't be a problem. They drink potions and stuff sometimes to make themselves bigger. They run away and report to Lord Crump. A bunch of those Punies are hiding behind three statues in the middle of the room. Punio assures them that you won't hurt them. Some of them were imprisoned.

You set off to rescue the Punies. Save and replenish FP and HP if you need to, then go up through the pipe behind the save block. Keep going and head through the next pipe. The bush on the far right has a Power Punch in it. Smells good! Move to the next screen... and keep moving... and...

Finally you run into an X-Naut protecting some treasure boxes. He seems to be getting impatient about guarding them. A dark silhouette jumps out and knocks him out. Is that Miss Mowz?

You finally run into the prisoners. You have a talk with them, and you move on to the next room on the left. There you find Miss Mowz and the X-Naut. Fight him then pick up the Red Key he drops. You'll find an Ultra Shroom in the remaining unopened treasure box. Go and unlock the Elder. She gets angry and... \*yawn\*... uhhh... she yells at him and gives... \*snores\*  
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\*\*\*\*\*  
a. 11 PUNIES  
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Anyway... back from my nap. Go all the way back to the entrance of the Tree. Now you have 10 Punies following you :). The elder then gives you the Puny Orb. If you place it on a pedestal, the Punies will gather there. If you lose any Punies and can't find them, just go back to the elder. She'll whistle them up for you. Go up to the next room again and place the orb on the pedestal. The floor will sink and a new pipe will appear. Don't forget to take the orb with you.

In the next room, fall to the ground and get the Shine Sprite on the right. There's also a Thunder Rage in the farthest right bush. Go back up and jump across the gap to the right. Put the orb in the pedestal on that side. Go back to the left side and blow the glaring Punies off the edge with Flurrie. Don't let go of Flurrie, though. Keep hitting (x) to have Flurrie blow the floating Punies to the other side. Jump over to the right and take the orb out and go down the tube on this side.

Over on the left of the loft you'll see a big vase on top of an airplane panel. Use Flurrie to blow it off. Use that airplane panel to land on the next one on the far right side of the room. Use that one to land on a ledge with a Shine Sprite.

Once you've gotten that, head down the pipe on the bottom right of the room. Punio sees a Jabbi, one of his enemies. Don't follow him yet. Walk to the right along the thin pathway. Seriously, who designs their living place like that? You're so likely to fall off! You'll eventually see a red (?) block. Use Koops to reveal a hidden coin block directly under it. You can jump on that to get the Damage Dodge P Badge. Fight the spiders if you want to. Next, fall down to the bottom. Save on the left. The second bush from

the far left has a Star Piece in it.

Use Flurrie to blow away a piece of paper that is covering a doorway on the left. Go through it into Pungent's shop. You can refill your HP and FP if necessary. Now go back up the pipe and into the room on the right. You'll run into a squadron of 10 Jabbis. Use your hammer to help the Punies fight. Once you win, the Punies destroy the Jabbi fortress. You can go through the opening. Strange design for a room. Anyway, at the bottom, you'll find a Blue Key. Go back and unlock the Punies from jail. 90 Punies join you this time!

\*\*\*\*\*  
b. 101 PUNIES  
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Head back to where you defeated the Jabbis. The only hard thing about this is keeping all the Punies with you. I just went straight to the beginning of the Tree and had the elder call for them, then I went from there. Getting them across the bubble room is also crazy.

Once you reach the loft outside the Jabbi room, instead of heading right like before, go to the room on the far left of the loft to find a bigger group of Jabbis. 100 Jabbies this time! I found that blowing Flurrie worked best. Once you defeat them, the Punies destroy their fortress. Head through the new opening. Go down the pipe on the left. Go to the room on the right and place the Puni Orb in there. A hidden prison cell falls on you, but it also reveals a pipe. Wow... Lord Crump just falls from the sky! I wonder who did this to you? He called you a fool, but he doesn't know that you can escape.

Go down the pipe on the right then hit the black (!) block. Flurrie reminds you that the columns look familiar. They do. Hmmm... the tree shakes. Check behind the warp pipe to find a Star Piece, then return to the Punies. Keep going back and back until you reach the room where you defeated the Jabbis. Then go back out to the loft on the right and back to the room on the right where you defeated the first wave of Jabbis. From there, go to the room on the right. You'll see four new white (!) blocks at the bottom. When did these get here :)?

When you hit the, the image on the column in the back changes. Hit them until the order is as follows from left to right: Sun, Moon, Puny, Star. The "pedestals" roll away to reveal a secret door. Wow, these places are full of these secret things. Head on in. What could this be? Super Boots? Cool!

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#### UPGRADE: SUPER BOOTS

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A little girl named Toadette introduces you to Super Boots. Now, if you press (A) in mid-jump, you'll stomp on the ground! You can now smash through hidden x's on the floor. This is very Mario-esque. You can battle with the spin jump too. Mario's jump attack is now 4!

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Now go back out to the main room and use your new stomp to smash the board in the center of the room. Hop across the pedestals to get the Shine Sprite. It may take a couple of tries. Once you get that, you can return to the main pedestal where you first fall and then head left. Use Koops to get a Charge Badge. Now HEAD ON all the way back to the other side of the Tree where your Punies are trapped in the cage. On the way, you'll see another board you can break. It's in the room right after where you fought the 100 Jabbies. Break it and go through the pipe on the elevated platform (it's actually a tree stump... in a tree!).

Go to the right and down that pipe. Go through the next two pipes. Go across the pedestals then up the pipe. Stand on the blue (!) switch. Hold

Koops in place above the water then step off the switch and wait for the other blue (!) block to pop up again. Then let Koops go. All the water drains into the other room! Fall off the edge and get the Shrink Stomp Badge in the treasure box. Check behind the stairs to find a Dizzy Dial. Now go back down to where the water is and hop across to get the Shine Sprite.

Nowwww... gooooo... all the way back to where your Punies are trapped.

Inside the cage, there is an X board you can break. Go back up the pipe. Use Flurrie to push all the Punies off the edge. Sometimes the Punies get stuck on the other side of the hole. It takes a little patience. Take the Orb out and fall down after them. Go up the pipe... and you're free! Mario's a master jail breaker. So, now what? Go back to the room on the left, up the pipe, and place the Orb on the pedestal (make sure you have all your Punies). Use Flurrie to blow them all through the hole and onto the tree stump below. Take the orb out, follow them down, and take the pipe down.

Go all the way to the right then go down the pipe. Go all the way to the left then go down the pipe. Go down the next pipe and hop across the lily pads. Just don't fall in. Will the Punies follow you? Probably. Anyway, go down the pipe in the back right of this room. You know what to do. Place the orb and let the magic begin... This looks eerily familiar to the area just before where you fought Hooktail. Shake the bush on the left to get a 'Shroom. Save and fill up. Take the Orb and head into the room on the right.

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c. LORD CRUMP'S CHASE  
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You see Lord Crump pacing, wondering where the Orb is. He runs away when he hears you. Place the Orb in the pedestal -- wait and watch :). The Crystal Star pops out of one of the... vases in the background. Lord Crump rushes in and steals it. Then he activates a remote time-bomb detonator. You have 300 seconds to get out. Follow him up.

Fight his minions then shake the bush on the left and near side of the screen for a Star Piece. Unlock the door and leave. You find yourself in the chamber outside Pungent's shop. Go up the pipe then navigate your way back to the entrance of the Tree. Feel free to leave the Punies behind. You run into Lord Crump at the entrance, and you overhear him arguing with the old elder. He brings out this machine he calls Magnus con Grapple. You're gonna fight him... alright!

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3. BOSS  
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---Magnus von Grapple-----Max HP: 30-Attack: 2-Defense: 1-----  
|Attacks: Power Punch, Super Stomp, Stomp

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|When Magnus busts out his fists, they can do a lot of damage to you. You  
|definitely want to take them out fast. They have a Max HP of 2 (so  
|Multibounce would work well), an attack of 4, and a defense of 0. That's  
|all there's to be worried about. The only extremely annoying and difficult  
|thing about this is that it is time-consuming, and, therefore, he slowly  
|saps the HP out of you. You'd probably want Koops or Flurrie as your  
|partner, unless you've already upgraded Goombella.

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\*\*\*\*\*END OF CHAPTER\*\*\*\*\*  
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4. INTERLUDE  
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Now you head on back to the X-Naut Fortress. Grodus learns of the situation...Princess Peach is worrying about whether Mario got the letter or not. Take her over to the right, where the door opens. Go into TEC's room. TEC confirms that Mario received her e-mail. He wants Princess Peach to teach him to dance. Press the buttons as they appear on the screen. Listening to the music doesn't really help. It doesn't really matter how well you do, just try to do good. TEC feels fun, then the Princess sends her message.

Next, you find yourself with Bowser on his way to Petalburg. The game switches to a look-alike of Super Mario. You play Bowser. Try to get everything you can and kill as many Goombas as possible. Bowser finds out that the Princess Peach spotted in Petalburg was a poster. Yeah, boring...

Back at the Great Tree, you find yourself saying goodbye to the Punies. You're welcome back anytime. \*sob\* What a sad moment. No, not really. You'll see them again. Guaranteed. Good guys don't really die in video games... or movies... or anything much, really. Okay, a few do... Head on all the way back to the Thousand-Year Door! It's not that far... On the way back, you get Peach's e-mail. Keep moving... Once you reach the stairs leading up to the airplane panel just before the Thousand-Year Door in the Rogueport Sewers, you may notice a little rip in the wall. You can use Flurrie to blow it away to reveal a Happy Heart P Badge.

Once you reach the Thousand-Year Door, let the map do its thing. It looks like the next Crystal Star is in the clouds or something. Professor Frankly tells you that the Crystal Star appears to be in the floating town of Glitzville. It's a big tourist town where wrestlers fight. Apparently you have to contact Don Pianta on the west side to get a pricy ticket. Our little contact lens friend is still waiting at the entrance of the west side, so go in and buy it and give it to him. Enter the west side now.

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5. WEST ROGUEPORT  
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Shine Sprites: (Check the complete list # near the bottom of the guide.)  
AVAILABLE: none | UNAVAILABLE: #4-5,9-13  
Star Pieces: (Check the complete list # near the bottom of the guide.)  
AVAILABLE: #13-18,27,29-31 | UNAVAILABLE: #28  
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a. WEST UNDERGROUND ROGUEPORT  
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Talk to the locals and get to know the area. Get all the Star Pieces I've mentioned above. To get to West Underground Rogueport, find the drain in the middle of West Rogueport. Use your paper-thin curse to fall through. To get to Main Underground Rogueport from there, jump across the floating blocks to the right and enter through the doorway.

Once you're under West Rogueport, take the pipe on the right down. Go down the stairs and use Flurrie to reveal the hidden pipe. Hit the yellow blocks to get a Gradual 'Shroom and Syrup. Go down the pipe. Oh, great! You find yourself in the Pit of 100 Trials. That's bad, right? No, not really. It's just a shortcut for now. Go up the East Rogueport Sewers to right in front of Frankly's place.

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b. DON PIANTA

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Once you're finally there, go to the right of Frankly's place, deeper into East Rogueport. Look between the building just right of Professor Frankly's and the fourth building of East Rogueport (in other words, between the second and third buildings from the left). You will see a thin opening. It just so coincidentally happens that you can fit through there with your curse. Wow. Things just seem to be set for you to come along and figure them out.

Anyway, in the back, you'll see a purple mouse and a door to a building. If you haven't already gotten it, get the Star Piece behind the barrel, then enter the building. Talk to the big guy in the front. He says he won't tell you anything unless you pay him 64 coins. Give him the money, even though it's unreasonable :). Listen to what he has to say: buy a Dried 'Shroom, then a Dizzy Dial. Then answer the shopkeeper's question with "yellow." Go back to West Rogueport and do what Ishnail told you.

Once she unlocks the door, go through it. Walk up the stairs into his place and talk to him. He needs you to find his daughter, Francesca, and his employee who are running away. That's the only way you're going to get the blimp ticket. Go out to the harbor and walk onto the dock to find them, ready to run off. Talk to them. Once Francesca asks you not to tell her father, tell her "No way." Go back to Don Pianta and talk to him about it.

When Don asks you if you know anything about where they are, answer whichever one you want. They show up right when Don is talking to you. They all argue it out. Francesca and Frankie leave without her father's approval. Talk to Don once they're done and he'll give you the Blimp Ticket. On the way to the blimp, you get an e-mail from Koopley, Koops' dad. You can read it if you want. To get to the blimp, go to the back of West Rogueport then to the right. Give the guy your ticket then check behind the pipe for a Star Piece. It's off to Glitzville...

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D. CHAPTER 3: OF GLITZ AND GLORY

1. GLITZVILLE

Shine Sprites: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #22-23

Star Pieces: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #52-61

~Since you can get all the Shine Sprites and Star Pieces in Glitzville while you're there, your only incentive to go back is that you can be in the ring again. Ms. Jolene lost all the papers about you being champ, so you have to start back in the Minor Leagues again.~

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Save and get to know the town and townspeople. Once you've snooped around, go into the big building in the back. From there, go into the doors straight back. You see a guy named Rawk Hawk destroying a Koopa in armor. He boasts about it then shows off his belt. He's obviously the champ... wait! That's the Crystal Star on his belt! The only way you're going to get it is by fighting your way to the top and getting it for yourself. You've gotta find out who runs the fights.

Go all the way to the left of the hall and talk to the security guy. He'll take you to the promoter of the show, Mr. Grubbs. Go all the way around the hall until you come up to big doors with a blue circle on it. To the left of the door should be a big crate. Jump in the crate to get a Last Stand Badge. Go back to the third room from the door that you came in. It's

his office.

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2. THE GLITZ PIT

a. MINOR LEAGUE

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He's disgruntled that you came in without knocking, but he decides that you can join. He asks you if you want to be rich and famous. Tell him yes. He then gives you his brief life story or something. I fell asleep with my hand on (A) somewhere in the middle of his speech. Next, he shows you some of the rooms. Remember where they are. The champion's room looks niiice. He then gives you a name after you sign your contract. "THE GREAT GONZALEZ"

His assistant takes you to the dirty minor-league locker room. She also reveals some things about that contract you signed. Listen to her explanation of what you have to do. So... you have to do what Mr. Grubba tells you to. If you do that and win, you'll go up and up and up. The security guard takes you out to the fight. The Goomba's introduce themselves... then they cheat by attacking you first. Don't forget to do what Mr. Grubba's told you!

Once you beat them, Ms. Jolene hands you 3 coins and your ranking is now 19. A Koopa named King K introduces you to the guys there. Once he's done, feel free to roam around or book another fight. Here's the order that you fight the enemy ranks in...

1. Goomba Brothers (Goombas) [you're #19]
2. KP Koopas (KP Koop Troopa/KP Paratroopa) [#18]
3. The Pokey Triplets (Pokies) [#17]

After fighting the Poky Triplets, Ms. Jolene comes in with the hooded green Bandit. She says he's been somewhere that's off-limits and that he's been stalking her. She tells him to follow the rules.

4. The Dead Bones (Dull Bones) [#16]

After you defeat the Dull Bones, King K comes over and talks to you. You're interrupted by a loud scream. Apparently someone was hurt real bad. Wow. What a baby! Mario's a real man! Well... we'll at least find out.

5. Spike Storm (Spinies / Lakitu) [#15]

Once you win, King K tells you something about an egg for sale at the hot dog stand. Go outside and check it out... The egg is jumping around and getting away from the hot dog guy. Go talk to the guy and see if you can catch it. It jumps around for about a minute, then it will jump on top of the hot dog stand. The manager asks you to help. You will... you will...

Anyway, go to the bottom right of the town and you'll see a big blue (!) switch and some crates. If you haven't already done so, spin jump on top of the switch. It unfolds (literally) a group of steps that leads to the top of the juice bar. Go up and get the Power Plus P badge from the box. Underneath the billboard of Rawk is a Star Piece. Use Koops to get it. Next, use the spring to get to the airplane panel. Use that to get to the egg.

Talk to it and agree to help it and let it follow you. Save the game then go back to your locker room. Register for a fight. The egg waits for you on the bench.

6. The Hand-It-Overs (Bandits/Big Bandits) [#14]

After the fight, King K tells you that he's heard about a hottie at the juice bar. He wants you to check her out for him. You can go and talk to her

if you want, but all she says is something about Prince Mush, the former champion who suddenly disappeared... wonder what happened? Just a tip: you go out into the main hall of the building and enter the back hallway through the right side instead of the left. If you talk to you green bandit friend standing there, he can tell you about the Seven Wonders of the Glitz Pit... more like seven mysteries.

7. The Mind-Bogglers (Pale Piranha/Pider/Dark Puff) [#13]

After the pain you just dished out is finished, King K tells you that he's gonna retire after next match. That'd stink. He's your first and probably only friend! Well, maybe that Bandit guy, too.

8. The Punk Rocks (Hyper Bald Clefts) [#12]

9. The Bob-omb Squad (Bob-ombs) [#11]

Once you've dished out some defeat to the Bob-ombers, Ms. Jolene comes in and introduces a new competitor to the controls. His name is Sir Swoop, and he's with the Wings of Night.

---

BATTLE: IRON CLEFT

-----Max HP: 6-Attack: 4-Defense: ???-----

Apparently, these guys' armor is so impenetrable, the only thing that can hurt them is... themselves! I'm wondering how in the world these guys aren't the champs! Goombella tells me that the only thing you can do is run away or be killed! So do just that... run away. Trust me.

---

Once you've lost to them, Ms. Jolene gives you one coin. Your partner points out that your little egg friend is gone. What a bummer! A little Yoshi on the right side of the room claims to be from the egg! Whadya know? He decides that, since he doesn't have a name, you can name him! Cool! Once you've done that, he joins your party. Awesome.

---

PARTY: YOSHI (custom name)

-----Max HP: -Attack: -Defense:0-----

Yoshi's abilities: a primer | Press (x) to hop on and off the back of the Yoshi. While you're on his back, you'll move faster and you can float in the air for a short time by pressing (A). | Attacks: Ground Pound, GULP

---

BATTLE: THE ARMORED HARRIERS (Iron Clefts) [#10]

-----Max HP: 6-Attack: 4-Defense: ???-----

When you get out there again, all you have to do is use Yoshi's Gulp (unless Mr. Grubba's asked you to do something else, too). Go out there and kick them out!

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\*\*\*\*\*  
b. MAJOR LEAGUE  
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Once you have defeated them, you'll go to the Major League. You get to be in the Major League locker room now... duh :). Mr. Grubba invites you to his office. He gives you 30 coins and wants to design you a hot pink costume if you become the champ. Rawk Hawk comes into the Major League locker room and shouts at you for calling his belt a fake. That's right, Mario can tell that the star is a fake. It's gotta be here somewhere... then you receive an

anonymous e-mail from someone claiming to know where the Crystal Star really is. Check behind the lockers on the left for an Ice Storm.

1. The Tiny Spinies (Red Spike Tops) [#9]
2. The Poker Faces (Pokies) [#8]

Once you've beaten these guys (which is a little hard... Yoshi's Gulp won't work), you receive an e-mail from your mystery friend. He tells you to go out to the watering hole outside the Glitz Pit. Well, you might as well go do it. What is the watering hole? It's the juice bar. Go in and talk to the clerk. He says someone left you a package and a note. The clerk gives it to you...

---

UPGRADE: SUPER HAMMER

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There's Toadette again. If you hold down (B) and rotate the control stick in a circle, you'll spin around and gain power. Once you let go, you'll go spinning. Now you can break the big yellow blocks!

---

Once you're done, you get another e-mail. This person tells you to smash the block in the minor-league locker. I wonder what good could come out of that? Oh, well. Go and do it. By the way, the "blockade" is a yellow block in the bottom left corner of the minor-league locker. Talk to the security guard in front of your old locker room and he'll let you in. Someone falsely told him that you were moving down... huh...

Smashing the blockade reveals a secret room. It looks like some sort of study. Jump up on the very top of the desk in the upper right of the room. Use Yoshi to get the piece of paper on the bookcase on the left. Apparently it's some sort of research on the Crystal Stars... this is weird. Ms. Jolene discovers you and takes the paper from you. Oh, man!

3. The Shellshockers (Shady Koopa/Shady Paratroopa) [#7]

Once you take out the Shellshockers, the Armored Harriers jump on stage and rush into a grudge match. Is this legal? Well, you're going to beat them anyway. Just beat them the same way you did the first time. If you're low on FP, just use an item or Sweet Treat. Don't forget to rest up after every battle to regain your strength.

What's this? Another secret message? Nope. It's probably from someone like the Iron Adonis Twins or Rawk Hawk... maybe...

4. The Magikoopa Masters (Red/White/Green Magikoopas) [#6]

Once you've defeated them, back in the locker room, you'll see that someone has left a cake for you. You can go ahead and eat it if you want to. At this point, you can (BUT DON'T HAVE TO) go out of the locker to your left and overhear Ms. Jolene talking with one of the underpaid security guards about some noises in the locked room. Defeat your next foes AS QUICKLY AS POSSIBLE... because after you defeat them, Bowser rushes in to fight.

5. The Fuzz (Flower Fuzzy/Fuzzy/Green Fuzzy) [#5]

Surprisingly, this is a little hard. I mean, they're just Fuzzies, right? Take them out quickly. Now Bowser rushes in and is screaming his head off. Why in the world was he in Glitzville? He wants a piece of you... actually, he wants two pieces of you.

---

BATTLE: BOWSER

-----Max HP: 30-Attack: 3-Defense: 1-----

This is especially tough, since you're tired from the last battle. Thankfully, you can jump on him. Apparently he's too big and ugly to fall over when you jump on him, so hammering is the best option. Be sure to use your (A) defense action command, otherwise he can poison or take away one of your attacks. Don't use (B) until you're comfortable with (A) with him. Just keep pounding him. Use your Specials if necessary.

---

#### 6. Craw-Daddy (Dark Craw) [#4]

You receive another e-mail from X. This person tells you to go to the telephone booth outside the item shop. Well, you might as well go. On your way out, you run into Rawk. Could he be X? If he is, he's surely doing a good job of hiding it in his attitude. He's more likely to be the one sending the "hate mail."

Out in the phone booth you find a Storage Key. Could this be to that room that our hooded Bandit friend hangs out near? As you leave the booth, you get another e-mail. Sure enough, they tell you to go to the storage room. This is kinda spooky. Once you get there, unlock and go in.

Surprisingly, there's no security at the door. Here you see Ms. Mowz again. Huh. You keep running into her. If you noticed, she was in the lobby when you first got to Glitzville. Just in time, you get another e-mail. This person tells you to find the staircase switch to the attic... POOR SOULS IN THE ATTIC????

Spin jump in the middle of the room for a Star Piece. Take out Flurrie and use her to blow away the crates on both the right and left. Once you smash the ones on the right, you get a Charge P Badge. The ones on the left reveal that hidden switch. Whadya know, that brings down a flight of stairs. Let's go see what Ms. Mowz was talking about.

Get the Shine Sprite. Use Yoshi to get across the crates. Smash the yellow block then use Koops again to get the HP Plus P Badge. Go down the mysterious hole. This takes you to some crawl space between the first and second floors. Over to the right, you'll hear mumbling or something. Don't fall through the air vent. Walk up to the little hole in the ceiling on the right and listen in to Mr. Grubba and Ms. Jolene.

According to Mr. Grubba, five fighters, including King K have gone missing. I wonder who's behind it. Ms. Jolene seems nervous. After you imitate an animal, Mr. Grubba leaves his office. Fall through the vent just to your left and return to your locker.

#### 7. Chomp Country (Red Chomps) [#3]

You receive another e-mail from your angry friend. He tells you to stop snooping around the Crystal Star. He also knows about the missing fighters. Wait a minute... the Crystal Star? You haven't been around it... or have you? Before your next fight, another cake shows up. DONT EAT IT!!!! It's poisoned.

#### 8. Hamma, Bamma, and Flare (Hammer/Boomerang/Fire Bros.) [#2]

So long as you didn't eat the cake, when you come in, you'll see a guy lying down in pain. Obviously he stole your cake. That's okay, though... bad luck for him. This is it... the fight for #1. After this, you'll be able to fight Rawk!

#### 9. The Koopinotor (Dark Koopatrol) [#1]

Once again, you receive an e-mail from X. He tells you to remove the Great Gonzales posters in the lobby. Go out to the lobby and go up the stairs. The poster on the left will drop a key. Next, you'll get another

message from X. The key must be to that door in the second level of the storage room. Go and unlock it.

Inside, you see a whole bunch of crates. Use Yoshi to get across them. Smash the big yellow block. Walk up to your two former fighting mates and talk to them. They tell you little. Back at the door you see Ms. Jolene! She's caught you. But what would SHE be doing up here? She even runs away as soon as you get near.

### 10. Rawk Hawk [CHAMPION]

Once you've reserved the match, the security guard takes you down the wrong way. You end up in an empty Minor League locker room... Back at the Pit, Rawk boasts about winning even before the fight... if there is one. It sounds like he was the one who arranged for you to go to the wrong place. Your partner checks the door. It's locked! You're gonna be late if you don't get there soon.

To find a way out of the locker room, take Flurrie out and blow away the poster of Princess Peach in the bottom left corner of the room. It reveals a secret room that leads to one of the Major League locker rooms. That's locked too. Now go into the bathroom and hop on in like it was a tube... hold on! You come out in your locker room. Go out to the red entrance of the Arena and fight the Rawk.

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#### BATTLE: RAWK HAWK

-----Max HP: 30-Attack: 6-Defense:1-----

Just do what you've done for the last 19 battles. Be sure to do what Mr. Grubba has told you, and you'll be alright. He has a few tricks up his sleeve. I suggest that you use Flurrie. She's really the best for the job. At one point, he'll jump up on a rafter and have tons of barrels fall on you. I'm pretty sure that Flurrie is the only one who can knock him down. Mario can't even jump on him. This would be a good time for a Special, too.

---

Once he's out of the way, the crowd and Mr. Grubba go wild. You're now the champion. Sweet! You get the nice room and all... but you still haven't found the Crystal Star. When Ms. Jolene leaves, you receive an e-mail from X telling you to find the "ghost" in the air duct. Jump up on the presents and use Yoshi to get onto the awning and then the wardrobe. Use your super hammer to bust open the duct...

You overhear Mr. Grubba talking about the disappearing fighters. It's him! He must be your hate letter sender. He also must know where the Crystal Star is. Since he left, bust open the right end of the vent and go on in. Check behind the plant on the left for a Star Piece. Open up his right drawer for another Star Piece, then open up the left one. Mr. Grubba finds you out. Take a quick rest if you need to, then save and go to the red side of the Arena and see what he's up to.

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### 3. BOSS

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----MACHO GRUBBA-----Max HP: 60-Attack: 4-Defense: 0-----

After Grubba powers up, you'll fight him. Bring it on! The only real problem about him is his HP. His attacks are kinda lame and his defense is 0. His HP makes this a long battle. Try to defeat him as quickly as possible. Since his defense is 0, items like Ice Storm and Dizzy Dial will work perfectly on him. It's best to use them if you have any. It turns out that he also spends a lot of time powering himself up. Maybe try normal attacking him for a while until he's ready to attack, then break out the FP, items, and Special moves. If you can time your items, specials, and attacks right, you can

still have most or even all of your HP when Grubba is down to under 20.

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\*\*\*\*\*END OF CHAPTER?\*\*\*\*\*

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You hear Ms. Jolene's story and discover that she was X. Once you grab the Crystal Star, your Star Power is boosted to 4 and you can use Power Lift.

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#### 4. INTERLUDE

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Once again, Princess Peach is summoned by TEC. He wants her to spy on Grodus. He opens up the elevator in the hallway for her to go up and find a disguise. Go into the room on the right that TEC tells you about. Go in and change. Somehow, Princess Peach fits into it and looks just like an X-Naut soldier. Go to the room on the right in the hall and talk to Grodus. He says the X-Nauts are planning on taking over the world. Go back and change and go talk to TEC. She talks to TEC then sends her message to Mario.

Back at the Great Tree, Bowser remains two steps behind Mario. He thinks there's still a Crystal Star there. Once you control him, go to the bush on the far right and shake it. He talks to the elder only to find out the truth.

Back with Mario, once you've said goodbye to everybody, go back on the blimp to the Thousand-Year Door. On your way back, you'll receive Peach's e-mail. Keep moving :). On your way back, take the drain in West Rogueport and use Yoshi to get to the ledge on the left from where you fall down. You'll get a Shine Sprite. If you take the pipe and go all the way to the right in the background, you can get a Star Piece, too.

Instead of going to the Thousand-Year Door, first do this: Go down the pipe in East Rogueport. Take the first pipe on the right. Go down to the lower level and enter the room on the left. Smash the big yellow block then go up and get the Shine Sprite. Spin jump on the switches to reveal two pipes. The one on the left is a shortcut to the Great Tree. The one on the right goes to Petalburg.

Back on your way to the Thousand-Year Door, you can now smash the yellow block in the room before the Door. It reveals a spring and (if you haven't already gotten it) a Star Piece. Go let the map do its thing. The map reveals that the next Crystal Star is in some sort of burnt forest or something. I'll leave it up to Porfessor Frankly. He says that the next star is in Twilight Town.

If you haven't already been rejected by the Twilight pipe in West Rogueport, go do it. The pipe is in the little room to the left of where you fall down through the drain in West Rogueport. After the pipe rejects you, go back to Prof. Frankly, and he'll tell you about a chap named Darkly. To find him, simple go into the hidden back section to the left of Frankly's house. Talk to him and he'll write on your butt. Now you're good to go to Twilight Town.

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#### E. CHAPTER 4: FOR PIGS THE BELL TOLLS

##### 1. TWILIGHT TOWN

Shine Sprites: none

Star Pieces: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #62-64

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This place is just plain freaky. A guy welcomes you to the town. Notice all the pigs in the background. Before you know it, this guy turns into a pig, too. The mayor then shows up and explains it to you. The story just makes the place seem even creepier. I didn't think it was possible. Check out the town. Smash the trees, shake the bushes, and talk to the animals. Save.

On the east side of town, go into the first house and give the lady a cheap shroom or something. She'll give you a Shooting Star. Next, go into the item shop and talk to the crying shopkeeper. She'll tell you her story. Now go and talk to the gatekeeper on the right. Go get the mayor... he's been turned into the next pig! Go back and tell the gatekeeper. He turned into a pig too. These people are going like crazy. Open up the gate and head on over.

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## 2. TWILIGHT TRAIL

Shine Sprites: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #24

Star Pieces: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #65-67

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Enter the shack and get the Black Key. Go to the next screen. Get the coin. The last brick block on the screen has 10 coins in it. On the next screen, you'll see a pig and a broken tree. Go back to the item shop in Twilight Town and unlock the storage room door. Go in and get the stuff. There's a Defend Plus in the treasure box. Use your black key to get another curse.

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### CURSE: PAPER TUBE

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This is the "cursiest curse" ever! If you hold down )R) then rotate the control stick around many times. You'll turn into a tube. Wow. He's... really got some bad curses there. This... yeah, this is going to be bad.

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Now go back to the fallen tree and roll under it. On the right side of the tree is a Star Piece. Use Flurrie to blow away the tree on the right. Get the Star Piece behind the pipe then enter the deep Twilight Forest of Twilight Trail.

All the way to the left is another brick block with ten coins in it. Skinny through a break in the grass in the back. Go to the right to get an Earth Quake. Keep moving to the left. Get the Hammer Throw Badge from the block and keep moving. Use Flurrie to blow away a secret entrance in the tree on the far left. Continue deeper into the Twilight Trail.

Use Flurrie once again to blow away an X in the ground in the middle of this screen. Spin jump it. In the background, go to the right and PUSH, PUSH, PUSH against the rock on the right. Eventually, you'll move it and the rock back in the main area, revealing a hole. Jump through it and pass by the big rock. Before going to the next screen, jump right in front of the last tree on this screen. You'll find a Shine Sprite. Move to the next screen on the right.

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## 3. CREEPY STEEPLE

### a. CRYSTAL STAR

Shine Sprites: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #25-27

Star Pieces: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #68-71

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It's the entrance to the Creepy Steeple. The gate is locked. You can use your tube to get behind the fence through a hole on the right. There's a Star Piece back behind the fence. Enter the Creepy Steeple and move right. You can enter a secret room if you roll up into a tube and enter the hole in the back. It's near the beginning of the hall. You'll get a Shine Sprite, a badge, a Star Piece, and a Cooking Guide.

On the right of the hall, you'll see a stone depiction of the Crystal Star. It's gotta be around here somewhere. Push against the pedestal that the stone is sitting on, and eventually you'll reveal a hole. Once you fall through, use Flurrie to blow away something on the back wall. Walk all the way to the right in the secret doorway and get the Flower Saver Badge. Go back and go through the door on the left. You have no option but to open up the box in the middle of the room... uh-oh.

Oh, boy... was that good? The last Boo will ask you how many of them left. Answer 200. He'll give you an Ultra Shroom. Go back to the hall and talk to the Boo in the middle. He'll ask you if you're going to be mean to them. Answer whatever you feel like. Don't forget... they're Boos. Once he's done with his charade, enter the door on the south of the room.

Go all the way to the right. Hit the switch. Go into the room and up the stairs. Once you're all the way to the right, use Koops or Yoshi to get the key. Go back to the room on the right with the stairs. If the Boos kick you out, just go back there again. Now, go out the door in the back of the room with the stairs. Hit the switch on the right twice and go back into that room. Go up the stairs and all the way to the left. Save and enter. Fill up if necessary and go up the staircase.

Use the spring... battle this fool who's turned the villagers into pigs. He's got a bad sense of humor, among other issues. Taking him out isn't much of an issue... but he's got a cool power. He can transform anything into pretty much anything else. He becomes Shadow Mario 2.0 in the middle of battle! Boy, was he pathetic! I don't even feel that he was worthy of a BATTLE section. He drops the Crystal Star.

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\*\*\*\*\*END OF CHAPTER?\*\*\*\*\*

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#### b. SHADOW MARIO

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So, all's well... but... what in the world? You're controlling Shadow Mario? What do you do now? For now, leave the Creepy Steeple and go back to Twilight Town where the Shadow Sirens are. Yes, all the way back there... all the way... \*yawn\*

On the way back, next to the entrance in fact, you'll run into yourself... or at least the guy who's taken over you. He gives you one chance to guess his name. If you look closely, you'll see that the "p" is missing. That's weird. You can't guess his name without it, so just put in something stupid. Once he battles you, he tells you not to run away. You have no choice but to do just that.

On the west side of Twilight Town, you'll find Vivian searching in the bushes for the Superbomb. Go over to her and shake the bush to the far left. Give her the Superbomb. I know, it sounds crazy, but do it. Once you're done

talking to her, she decides to ditch her sisters and join your party to help you.

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PARTY: VIVIAN

-----Max HP: 15-Attack: 3-Defense: 0-----

Vivian's abilities: a primer | Press (x) to have Vivian pull Mario down into the shadows to hide. Press (x) again to re-emerge. | Attacks: Shade Fist, Veil

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Vivian thinks that you should listen in to the crows' conversations. Go to the east side of the town and hide under the farthest tree on the right with crows on it. The crows tell you that there's someone locked up under Creepy Steeple who knows this guy's name! Head off all the way over to Creepy Steeple again...

Once you're outside the Steeple, fall down the well outside the fence. Get the Shine Sprite and move on. There's a WHOLE BUNCH OF BUZZIES in there. That's just crazy. Once you've taken them all out, push the gate on the right up eh... about halfway. Once it's up, use Vivian to hide you and watch it fall back down. Go into the next room, get the Sprite, save, and move on through the tube entrance.

At the top, stomp the X and fall through. Go to the right and get the Star Piece hidden by the windows. Roll into a tube and enter the room on the left. Get the Mr. Softener, the Power Plus Badge, the Steeple Key, and the letter "P". Hide with Vivian and listen to the parrot. You find out that his name is DOOPLISS. Go all the way back to him and guess his name. Remember, Doopliss! He runs away... how pathetic. You'll find him in his room where you first found him.

In order to get the staircase back into place, just hit the red (!) switch on the north side of the building once.

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4. BOSS  
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----Doopliss-----Max HP: 40-Attack: 2/3-Defense: 0-----

So, you're fighting yourself now. This is weird. Don't attack Mario's partner. All you need to do is defeat him. You'll just waste your time by attacking his partner.

About two attacks in, Vivian comes back to your side and decides to fight beside you from now on. Once she joins you, both Doopliss and you partner's attacks go up by one (you stolen partners, that is). I suggest Power Smashing Doopliss (or using whatever attack has little FP and higher attack power).

Once you have Doopliss down low, he and his partner try some tricks on you. His partner will begin to use one of their special attacks. Defend the best you can.

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5. INTERLUDE  
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Back at the X-Naut Fortress, Princess Peach is summoned by TEC. He decides to ask Peach 5 questions. Here are the answers:

- 1) What will happen if you collect all seven Crystal Stars? (A) The Thousand-Year Door opens
- 2) What is the goal of Grodus, the X-Naut leader? (A) to conquer the world
- 3) What is the legendary treasure behind the Thousand-Year Door? (A) a thousand-year-old demon rises
- 4) What does Sir Grodus wish to do with the ancient demon's soul? (A) Bring the

demon back to life.

5) What is required to seal up the demon again? (A) Crystal Stars

Bowser is still two steps behind Mario. That's so funny. In an attempt to get to Glitzvill, he falls into the ocean once his plane breaks. You have to maneuver him when he's under the ocean. Jump on the spring at the end and finish it off. He ends up back in Rogueport.

When Mario is done saying bye to Twilight Town's mayor, head on back to the Thousand-Year Door. On the way back, you receive Princess Peach's e-mail about the Thousand-Year Door and what the X-Nauts are planning to do. The map reveals that the next Crystal Star is on some sort of island off the coast. Back at Frankly's, he explains everything to you and reveals that the next star is on Keelhaul Key.

You're supposed to go and talk to some people down at the harbor. Instead, go to the Inn in town and talk to Flavio, the rich-looking guy on the right. He says that he's looking for the Cortes' treasure on Keelhaul Key. He will agree to take you to help him. Follow him to the harbor. There, he tells you that he's lost his navigator. You need to find someone named Admiral Bobbery for him.

Go to the far end of East Rogueport. There, you will see a running river and a fence on the other side of the bridge. Use Yoshi to get across the river and in front of the fence so that you can climb up the crates onto the rooftop. Use Yoshi again to get to the house on the left. Roll up into a tube and fall down the chimney. An old Bob-omb will tell you that he's never heard of Admiral Bobbery. Go into his back room and get the Shine Sprite. Then leave.

Go to Frankly's house then come back to this Bob-ombs house. It turns out that this actually is Admiral Bobbery. He refuses to help you. You need to find someone who knows something about him. Go talk to Podley (the bartender of the bar under the Inn). He tells you Bobbery's story and gives you a letter that his late wife wrote on her deathbed.

Once you go talk to Bobbery, he reads the letter and agrees to come with you. Go back to the boat and set off. An X-Naut pops out of hiding and says something about a black X-Naut on board your ship.

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F. CHAPTER 5: THE KEY TO PIRATES

1. KEELHAUL KEY

a. SHANTYTOWN

Shine Sprites: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #28-29

Star Pieces: (Check the complete list # near the bottom of the guide.)

AVAILABLE: #72-77

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On your way to Keelhaul Key, you eventually run into a whole bunch of bluish ghostly things. The ship sinks and all but three of the crew members wash ashore. You've made a makeshift living space. When you go to check out what they've built for you, you see Pa-Patch and Flavio in an argument. They run away, only to come running back to you for help with more of the ghosts. You fight them.

Flavio commissions you to go explore the island. You, of course, accept. So... they've set up an inn and a store. Those will definitely be booming businesses on this deserted island. Yeah. The name they chose was a real tourist-attractor, too. Shantytown. Oh, yeah.

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b. KEELHAUL TRAIL

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Shake the first bush. Get the Head Rattle Badge and the Courage Shell from

the blocks. As you go along, you'll eventually reach a series of cliffs. You can jump past the first few gaps, but then you'll come to a really big one. Stand on top of the coin block at the bottom of the gap and jump. It reveals a coin brick. You'll now need Yoshi to get you across there. There's a Star Piece and a Shine Sprite on this screen.

On the next screen, you run into the three lost sailors. Bobbery keeps the ghosts off while you escape. When you go back to that screen, Bobbery is gone. On the left side of the bridge, fall off the front onto the stairs. Use Yoshi to go across the grass to the pipe. The pipe leads you to the background. Hit the tree and get the coconut. Even if your inventory is full, you'll need it.

Over on the right side of the bridge, use your paper-thin mode to squeeze through the bridge and fall onto the ledge just off the east side. You'll get an Ice Power Badge. This is very useful with the Embers. Before you go to the next screen, get the Shine Sprite on the right hidden by the tree branches.

On the next screen, fight the Embers running around the tree. Once you've taken them out, smash the tree they were scurrying about. Bobbery falls out and -as a final request- asks you to get his Chuckola Cola. Go back to Shantytown (Flavio's makeshift "town"). Talk to Flavio. He says that he has it, but he won't give it to you unless you give him something good back. Give him your coconut. Go back to Bobbery and give it to him.

Once he has it, he falls asleep. He thinks he's dead. Just whack him with your hammer. He comes to his senses and joins your partay.

---

PARTY: BOBBERY

-----Max HP: 20-Attack: 4-Defense: 0-----  
Abilities: a primer | Press (x) to throw Bobbery. After a few seconds, he'll explode! You can break through cracks, destroy walls, and activate switches. |  
Attacks: Bomb, Bomb Squad

---

Once you have added Bobbery to your team, go back to camp and talk to Flavio. He will come with you at the unanimous vote of everyone in Shantytown. Once he has joined you aswell, go back to where you knocked Bobbery out of the tree. Go all the way to the right and wade in the water.

Walk up to the stone skull blocking the entrance then hit (A). Flavio's stone might fit in there. Go back and talk to Flavio. Go back and place it in the eye. Spin jump on the red statue in the water 3 times. Then hammer the blue one 4 times. You can then throw Bobbery onto the ledge that pops out. When he explodes, you discover the entrance to the Pirate's Grotto.

.....  
2. PIRATE'S GROTTTO

Shine Sprites: (Check the complete list # near the bottom of the guide.)  
AVAILABLE: #30-34  
Star Pieces: (Check the complete list # near the bottom of the guide.)  
AVAILABLE: #78-81  
.....

Check behind the crates in the first room to find Ruin Powder. In the third room (with the water and the sunken boat), you'll see a half-sunken boat in the middle. Jump on it and get on the tip of the bow. Jump up to get the cleverly hidden Sprite. They put these things in weird places.

Use Vivian to get past the spears that pop up from the ground. In the next room at the right end of the room, you can cross the water by jumping on the barrel or using Yoshi. In the next screen, You will find a save block and a whole bunch of stairs. Once at the top, use Bobbery to flip the switch in the back, opening the metal door. Go through there.

From this room, use Koops to get you on top of the ledge with the Key. There is a Star Piece and Shine Sprite in this room. Go back to the bottom of the

cliff and open the door. Go through there and on to the next room. Roll up into a tube and roll across to the other side. Watch for the four spears that come out right along the floor.

Hit the ground under the Shine Sprite in the next room in order to get it. At the end of this screen, use Bobbery to blow away the wooden boards. Once you've fought the Bill Blasters in the proceeding room, proceed. At the end of this screen you will see a sunken ship. Inside is another black box. Behind it is a P-Down D-Up badge.

As soon as you're done talking to the guy inside the box, a blue Ember will appear. If you defeat him, he will drop a Black Key on you. Go ahead and open up the case... ahhh...

---

CURSE: PAPER BOAT

-----  
So finally this guy admits he's helping you. When you press (x) on a Paper Boat Panel, you'll turn into a paper boat... as if that wasn't obvious. Go get 'em.

---

You have to use your new curse just to get back out of that screen. Go back a bunch of screens until you come to the tall cliff and the save block. Save and go up. Go in to the room on the left. Use the Boat Panel and go to the room on the left (while you're in the water). Go behind the tiny waterfall in that room and open the chest at the end for a Defend Plus P Badge. Go back and fall down the big waterfall.

From here, go two screens to the left and get back onto land. There you will find a grate handle. Go back to the base of the big waterfall and put the grate handle into the roll-up of chains that controls the sluice gate. Go back up to the top of the big waterfall and fall down again. Now proceed through the opened gate.

From there, go one screen to the right and navigate around the waves, otherwise they'll throw you over. In the next screen you discover a bunch of crewmen from a wrecked ship. Use the boat panel on the right and get into the background through the pipe. Go all the way to the right, up the levels, and through the tube.

Use the boat panel to sequentially get to the other two tubes that lead to the background. Each of their switches reveal useful floating barrels. Go back over and talk to them. Next, go to the right, fuel up, save, and enter the boat. In the back of the cabin you will find Cortez. You have no choice but to fight him for the Star.

.....  
3. Boss  
.....

----Cortez-----Max HP: 20x-Attack: 4-Defense: 1-----

Although his defense is low, he comes back to life many times. On his first go-round, he has four arms with four swords. The second time, he just becomes a bunch of vertabrae and a heart and a head. At this time, only attack the bone pile. This way, when he loses all his vertabra, he will fall apart and fight you for the final time. He may charge himself up at this point.

The third time he fights you, his swords will levitate (only if you attacked only the bone pile last time). This is when you need to use Earth Tremor, Art Attack, or an item that can defeat all the swords in one or two turns.

With his swords gone and his HP low, he will suck up the souls of half the crowd. This will restore him for the final time. Eventually his swords will revive. Use Earth Tremor again. This is when you can finally defeat him...?  
-----

\*\*\*\*\*  
\*\*\*\*\*  
\*\*\*\*\*END OF CHAPTER?\*\*\*\*\*  
\*\*\*\*\*  
\*\*\*\*\*

After his "defeat," you realize that you can't kill Cortes, because he's now a spirit. You explain to him that you don't want the treasure, just the Crystal Star. He gives it to you. Wouldn't that be cool if he could join your party? You'll need Yoshi to get back to the dock then back to the trapped crew. They point out a crack that was made in the wall. Use Bobbery to blast it open and escape.

Back at the shore, Four-Eyes shows up with an X-Naut ship and reveals himself as Lord Crump. Flavio wants you to go ask Cortes to use his ship. On the way there, be sure to fuel up on HP and FP. When you talk to Cortez, Flavio convinces him to bring out his ship and fight the X-Nauts. Once you get out of the cave, you end up fighting Lord Crump 2.0.

---

BATTLE: LORD CRUMP

-----Max HP: 30-Attack: 3-Defense: 0-----

At first you will fight a wall of X-Nauts and Lord Crump. You can take out the X-Nauts quickly. Lord Crump will take a little time. When he starts to get low, he will call back his X-Nauts. They will come out on a beam on top of you. Just focus on killing Lord Crump.

Once you defeat him, he goes off stage and fuels up again. He comes back with his X-Naut Horde. Don't even bother to touch the X-Nauts. They will come right back. Just kill Lord Crump again.

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4. INTERLUDE  
.....

This time, TEC asks Princess Peach to get a disc from Grodus' desk. He asks you to go up the elevator and into a specific room. He then needs you to make an invisible potion. Place the vials in this order from left to right: red, blue, orange, green. Follow TEC's instructions from there. Once you get back to the lab, just drink the green potion.

Bowser, still far behind Mario, arrives in Twilight Town. Once you control him, go and talk to Lord Crump. He finds the Superbomb that Mario fixed. Bowser accidentally sets it off and everyone gets a face full of smoke.

Cortes has taken to liking you, so he's gonna let you use his boat whenever you want. He's also going to take you and your shipmates back to Rogueport. After arriving, you receive Princess Peach's letter. Read your girlfriend's letter, Mario... Once that is over with, go back to the Thousand-Year Door and find out what the location of the next Crystal Star is.

[Don Pianta...]

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II. QUICK GUIDE (under construction)

A. GENERAL HELP (coming sometime)

COMING SOMETIME...

B. TROUBLE CENTER

COMING SOON...

C. STAR PIECES

There are 100 Star Pieces in the game. You can trade them in for badges in front of Merlurvee's house in Main Underground Rogueport. For Star Pieces that are hidden underground and require Super Boots, Spin Jump just beside the hidden Star Piece, not on top of it.

++Main Rogueport++

1. (REQUIRES SUPER BOOTS) Spin jump beside the stairs in the harbor.
2. (REQUIRES PAPER BOAT) Use the paper boat platform on the right of the harbor (near the kangaroo) to get to a hidden area on the left of the harbor.
3. (REQUIRES SUPER BOOTS) Spin jump in front of the gallows in the town square.
4. Look behind the crates on the right side of the town square.
5. Go into the back alley of Main Rogueport. Go to your left and enter the shack. Check behind the table leaning against the left wall.
6. (REQUIRES SUPER BOOTS) Go into the back alley of Main Rogueport. Spin jump behind the house on the far right (Zess T.'s kitchen).
7. Go into the inn and then go upstairs. Go out the door on the left and check behind the far left end of Zess T.'s roof.

++East Rogueport++

8. (REQUIRES SUPER BOOTS) Spin jump in front of Frankly's place.
9. Go into the hidden alley between the Shine Sprite vender and the entrance to East Rogueport. Go all the way back and jump up on the crates to find it.
10. (REQUIRES PAPER THIN) Squeeze through the opening between the third and fourth buildings of East Rogueport (from the left). Once you're in the hidden area, check behind the barrel near the door to Ishnail's place.
11. (REQUIRES YOSHI) Use Yoshi to get behind the fence on FAR East Rogueport. Jump up the crates and onto the roof then spin jump.
12. (REQUIRES YOSHI) After getting #10, use Yoshi to get to the rooftop on the left. Check behind the chimney top of the next house on the left.

++West Rogueport++

13. Check behind the short wall just as you enter West Rogueport.
14. Check behind the tall warp pipe in the garden (just as you enter).
15. (REQUIRES SUPER BOOTS) Spin jump in front of the Pianta Parlor.
16. Check behind the trashcan on the far left side of West Rogueport.
17. (REQUIRES SUPER BOOTS) Spin jump on the left of the train platform.
18. Check behind the pipe to the Glitzville Blimp.

++Underground Rogueport++ (East -> West -> Main)

19. (REQUIRES SUPER BOOTS) Spin jump in front of the floating, moving block just as you enter.
20. Check behind the pedestal next to Merlurvee's house. (This is in the right section of Main Rogueport.).
21. In the room just before the Thousand-Year Door, check behind the big yellow block.
22. (REQUIRES SUPER BOOTS) Spin jump in front of the black box that gave you your first curse.
23. (REQUIRES PAPER THIN) Check behind the stairs in the entrance to the Pit of 100 Trials.
24. (REQUIRES SUPER BOOTS) In the room with the Thousand-Year Door, walk "south" until you come find the hidden Star Piece by spin jumping.
25. (REQUIRES SUPER BOOTS) Spin jump in front of the pipe to the Boggly Woods.
26. (REQUIRES ULTRA BOOTS) Spring jump in the back of the room with the pipe to Petal Meadows. Go to the right and fall off at the very end. Use the pipe to get into the background and get the Star Piece.
27. Behind the platform that you land on when you fall through the drain in West Rogueport.
28. (REQUIRES YOSHI) Fall through the drain in West Rogueport and use Yoshi to go across the gap to the left. Go through the pipe to the background and all the way to the right.
29. Behind the pedestal next to the X-Naut's locked house in Main Underground Rogueport. It is basically the opposite of #20.
30. Check behind the pile of broken pedestals in the water on the right of Main Underground Rogueport.
31. (REQUIRES SUPER BOOTS) Spin jump near Wonky in Herb T.'s place in the back of Main Underground Rogueport.

++Petal Meadows++

32. Hit the very first tree in Petal Meadows.
33. Once you've hit the switch in the background that reveals a hidden bridge, keep going all the way to the right.

++Petalburg++

34. (REQUIRES SUPER BOOTS) Spin jump near the Bub-ulber plant on the west side of Petalburg. Bub-ulber is on a piece of land that breaks the river in two.
35. (REQUIRES SUPER BOOTS) On the east side of Petalburg, spin jump in the flowers next to the entrance to Shhwonk Fortress.

++Shhwonk Fortress++

36. After leaving Petalburg, shake the very first bush.

++Hooktail Castle++

37. (REQUIRES SUPER BOOTS) Spin jump behind the bars in the back where you found a castle key. It's on the left of where you enter the bars.
38. When you come to the small purple moving block, go into the entrance on the right when it is elevated.
39. Near #38, use the yellow block to elevate you. It is to your left. You don't need Yoshi, but it is difficult to jump across. You CAN get it now.
40. When you jump out of the window to pass the broken walkway, go right.
41. When you're near the ceiling walking along the thin railing, go past the paper airplane panel, to the railing in the back, and then go all the way to the right.

++Boggly Woods++

42. Go to the left of the blue (!) switch that raises the pipe and airplane panel.
43. Check to the right and behind the fence the leads to Flurrie's house.
44. Hit the third tree from the left on the screen with Flurrie's house.
45. (REQUIRES SUPER BOOTS) Spin jump next to Flurrie's bed in her house.

++The Great Boggly Tree++

46. (REQUIRES SUPER BOOTS) In the room above the entrance, spin jump to the left of the Orb platform.
47. (REQUIRES SUPER BOOTS) Spin jump in the blue prison cell.
48. Shake the bush just to the right of Pungent's Item Shop.
49. Search behind the pipe coming down from the ceiling in the room before where you are trapped by Lord Crump (there's a big tree stump in the middle of the room).
50. In the room where you fall into from the prison cell with your Super Boots, check behind the pipe.
51. When you're chasing Lord Crump, shake the bushes on the left in the room after the room where he takes the Crystal Star. You fight two X-Nauts in this room.

++Glitzville++

52. Spin jump in front of the landing platform for the blimp (south of it).
53. Check behind the plants on the right of the walkway to the Glitzville Arena building.
54. Search behind the telephone on the near/left side of the town (it's by the item shop).
55. Check behind the counter in the juice bar on the right side of town.
56. Spin jump to the right of the staircase on the left of the main hall of the Glitz Arena building.
57. Use Koops to get it under the billboard of Rawk on top of the juice bar.
58. Spin jump in the middle of the storage room.
59. When you find King K and Bandy Andy, check behind the crates in the bottom right corner where the yellow block was.
60. Snoop into Mr. Grubba's desk drawers once you get into his office alone.
61. Check behind the left plant in Mr. Grubba's office.

++Twilight Town++

62. Shake one of the bushes in front of the tree near the pipe you entered.
63. Check between the first two houses of Twilight Town.
64. Behind the fence on the east side of town.

++Twilight Trail++

65. It's on the right of the downed tree.
66. Get it behind the tube that leads deep into Twilight Forest.
67. Check behind the left of the fence in front of the Creepy Steeple.

++Creepy Steeple++

68. Roll up into a tube and enter the hole in the back of the beginning of the hallway. It's behind some of the furniture.
69. Spin jump in the mid-right area of the room with the moving staircase.
70. Once you've past the sliding gate, gone up the stairs while in a tube, and smashed the X, go to the right and find it, hidden by the windows.
71. Spin jump near the door in the room with the parrot.

++Keelhaul Key++

72. Spin jump on the right of the far west screen of Keelhaul Key.
73. Check in the water in the front of your makeshift town, Shantytown.
74. Check behind the rocks on the right of your makeshift town.
75. Shake the first bush after leaving your makeshift town.
76. When you come to the cliffs where you need Yoshi, it is behind the roots on the right. It is not ON the cliffs.
77. Check behind the rocks just before entering Pirate's Grotto.

++Pirate's Grotto++

78. In the first room with water and the half-sunken boat, look for a platform with a Star Piece on the right side of the room.
79. Spin jump near the doorway of the room which you used Bobbery to flip a switch to open the door to the room. This is on the right at the top of the long waterfall.
80. Jump into the barrel on the top shelf on the left of the room with the Grotto Key.
81. Spin jump in the middle of the room with three Buzzies. You unlocked the door to the room with the Grotto Key.

++Exess Express++

-100. ????

D. SHINE SPRITES

There are 42 Shine Sprites in the game. That's enough to power up each of your seven partners (including Ms. Mowz) twice. To power them up, go to the Shine Sprite vender in the house to the left of Professor Frankly's place.

++East Rogueport++

1. (REQUIRES YOSHI) Go onto the rooftops of far East Rogueport. You will need Yoshi to cross the water and get behind the fence so you can climb the crates on the far end. Once up there, go to the left with Yoshi again and continue left until you see it in the back on one of the rooftops.
2. (REQUIRES YOSHI) Once you get #1, use your paper-thin mode to squeeze through the crates sitting on the back of the rooftop. Fall off the roof in the back.
3. (REQUIRES TUBE CURSE) Get it inside the house of Admiral Bobbery.

++West Rogueport++

4. (REQUIRES TUBE CURSE) Go into the first house then into the loft. Roll into a tube then fall through the hole in the right wall of the loft.
5. (REQUIRES BOBBERY) Use Bobbery to blow up the cracked wall on the far left side of the screen next to the item shop.

++Underground Rogueport++ (East -> West -> Main)

6. (REQUIRES BOAT CURSE) Use you paper boat in the room with the pipe to Petal Meadows. Go to the right to find the Sprite.
7. (REQUIRES THIN CURSE) In the room with the Thousand-Year Door, use the spring behind the bars near the entrance then use the Paper Airplane panel.

Once you're on the other side, use that spring to get on top and find a Shine.

8. (REQUIRES SUPER HAMMER) Get it beside the pipe that goes directly to Petalburg (not Petal Meadows). (Go down the pipe in East Rogueport. Take the first pipe on the right. Go down to the lower level and enter the room on the left. Smash the big yellow block then go up and get it.)

9. (REQUIRES YOSHI) Fall through the drain in West Rogueport. Use Yoshi to go to the left.

10-12. (REQUIRES BOAT CURSE) Fall through the drain in West Rogueport. Go down the pipe on the right. Go down onto the lower level. If you haven't already used Flurrie to blow away the piece of paper hiding the pipe, do so. Don't go down the pipe, but use the secret passage to the left of it. Go around and use the boat panel. Go in the water four screens to the right. You'll see a bunch of Spinias, a Spunia, and three Shines.

12. (above) (REQUIRES ULTRA BOOTS)

13. (REQUIRES ULTRA BOOTS) Go into the back section of Main Underground Rogueport (near the item shop and Herb T.'s place). Use Spring jump to get on top of a bar in the back. Go right and get the Sprite on top of the pedestal.

++Hooktail Castle++

14. Near the beginning of the hall and in the back of the room with the small purple and big yellow moving blocks is a Shine. It's the room after your meeting with Red Bones.

15. Get it in the room where you meet Ms. Mowz.

16. At the top of a staircase before you go outside onto the bridge that leads to Hooktail is a Shine Sprite. It is in the back.

++Boggly Woods++

17. After you've elevated the pipe and the airplane panel, shoot Koops over to the left to get it.

++The Great Boggly Tree++

18. In the room where you use the bubbles to get the Punies across, check the right and near side of the screen on the lower level.

19. When you use Flurrie to blow a vase off an airplane panel, use that panel to get to the airplane panel on the far right. Use that one to get the Shine Sprite on the block on the far left.

20. Just after you get Super Boots and smash through the board in the center of that room, you can jump across the pedestals to get to the Sprite.

21. In the room that fills with water and has lily pads floating on top, get it in the back.

++Glitzville++

22. In front of the Glitzville arena building, you will see it. Hammer directly below it to reveal a secret coin block that allows you to reach it.

23. Get it in the storage room on the second floor.

++Twilight Trail++

24. Jump behind the last tree on the screen before when you first see the Creepy Steeple.

++Creepy Steeple+

25. Get it at the bottom of the well outside the entrance to Creepy Steeple.

26. Roll up into a tube and enter the hole in the back of the beginning of the hallway.

27. After you've used Vivian to get past the sliding gate, it is in the next room next to the save block.

++Keelhaul Key++

28. On the screen with the cliffs, once you reach the top, you'll see a Shine Sprite off to the left. You'll need Yoshi to help get it.

29. Get it on the screen with the bridge where you first meet Bobbery. It's on the right side behind the tree branches.

++Pirate's Grotto++

30. In the first room with water and a half-sunken ship, get onto the tip of the bow and jump.

31. In the room after the waterfall, use Koops on the second step from the top in order to reveal an invisible coin block. Step on that then hammer the Sprite.

32. On top of the shelves of barrels on the left of the room with the Grotto Key.

33. Use Koops to get it in the room with spears coming out of the wall and waves in the water. It's hovering to the right.

34. In the room after #33, hammer under the Shine to reveal a 10-coin block.

++Excess Express++

35.

-42. ????

E. JOURNAL

1. CRYSTAL STARS
.....

MAP (The object that Princess Peach sent you in the mail. - Star Power: 1 - Special: Sweet Treat)

1. Diamond Star ("The object Koops' father found in Hooktail's belly." - Star Power: 2 - Special: Earth Tremor)

2. Emerald Star ("The object you got from the Puni elder in the Great Tree." - Star Power: 3 - Special: Clock Out)

3. Gold Star ("The object Jolene gave you after defeating Grubba." - Star Power: 4 - Special: Power Lift)

4. Ruby Star (". " - Star Power: 5 - Special: Art Attack)

5-7. ????

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2. TATTLE LOG (coming soon)
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.....
3. BADGES
.....

This is a -so far- incomplete list of badges. It goes from left-to-right in regard to the Badges section of Mario's journal. Each badge that has "++" after it can have it's attack power and effectiveness increased if there are two or more equipped. It also means that it requires more FP, aswell.

1. ????
2. Multibounce ("Wear this to use Multibounce. 2 FP are required to use this attack, which lets you attack multiple enemies in order until you miss an action command.") ++
3. Shrink Stomp ("Wear this to use Shrink Stomp. 2 FP are required to use this attack, which can shrink enemies and drop their Attack power if executed superbly.") ++
4. ????
5. Soft Stomp ("Wear this to use Soft Stomp. 2 FP are required to use this attack, which can make foes soft if executed superbly.") ++
6. ????
7. Power Bounce ("Wear this to use Power Bounce. 3 FP are required to use this attack, which lets you jump on one enemy until you miss an action command.")
8. Power Smash ("Wear this to use Power Smash. 2 FP are required to use this attack, which lets you whack an enemy with great power.") ++
9. ????
10. ????
11. ????
12. ????
13. Quake Hammer ("Wear this to use Quake Hammer. 3 FP are required to use this attack, which slightly damages all ground enemies.") ++
14. ????
15. Charge ("Wear this to add Charge to Mario's Tactics menu. This move requires 1 FP.") ++
16. Charge P ("Wear this to add Charge to your partner's Tactics menu. This move requires 1 FP.") ++
17. ????
18. ????
19. HP Plus ("Increase maximum HP by 5.")
20. HP Plus P ("Increase maximum HP by 5 (Partner).")
21. FP Plus ("Increase maximum FP by 5.")
22. ????
23. Power Plus P ("Boost your partner's Attack by 1.")
24. ????
25. ????
26. ????
27. ????
28. ????
29. P-Down D-Up ("Drop the damage Mario deals AND receives by 1.")
30. P-Down D-Up P ("Drop the damage your ally deals AND receives by 1.")
31. Damage Dodge ("Decrease damage by 1 with a Guard Action Command.")
32. Damage Dodge P ("Cut damage by 1 with a Guard Action Command. (Ally)")
33. ????
34. ????
35. ????
36. ????
37. ????
38. Last Stand ("Drop damage Mario receives by 1/2 when he is in Danger.")
39. Last Stand P ("Drop the damage your ally takes by 1/2 when in Danger.")
40. ????
41. ????
42. Close Call ("When Mario's in Danger, cause enemies to sometimes miss.")
43. Close Call P ("Makes enemies sometimes miss when you ally's in Danger.")
44. Pretty Lucky ("When Mario's attacked, cause enemies to sometimes miss.")
45. Pretty Lucky P ("Makes enemies sometimes miss when attacked. (Ally)")
46. ????
47. ????
48. Happy Heart ("Slowly and automatically restore HP during battle.")
49. Happy Heart P ("Slowly and automatically restore HP in battle. (Ally)")
50. ????

- 51. ????
- 52. ????
- 53. ????
- 54. ????
- 55. ????
- 56. ????
- 57. ????
- 58. ????
- 59. ????
- 60. ????
- 61. ????
- 62. ????
- 63. ????
- 64. ????
- 65. ????
- 66. ????
- 67. ????
- 68. Super Appeal ("Get more Star Power when you appeal to the crowd.")
- 69. Super Appeal P ("Get more Star Power when your ally appeals.")
- 70. ????
- 71. ????
- 72. ????
- 73. ????
- 74. ????
- 75. ????
- 76. ????
- 77. ????
- 78. Attack FX R ("Change the sound effects of Mario's attacks.")
- 79. ????
- 80. ????
- 81. ????
- 82. ????
- 83. ????
- 84. ????
- 85. ????

.....

4. COOKING GUIDE

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COMING SOON...

=====
 III. PARTY
 =====

A. GOOMBELLA

Max HP: (Rank 0) 10, (Rank 1) 20, (Rank 2) 30
 Attack: (Rank 0) 1x2, (Rank 1) 2x2, (Rank 2) 3x2
 Defense: 0

"Goombella is a smart, if sassy, Goomba girl. She hopes to be an archaeologist one day. Press (x) to ask her about where you are or about enemies you meet in battle. She attacks with Headbonks."

At Rank 0, Goombella can Headbonk. She does 1 attack point twice if executed properly. She can also tattle on an enemy to discover their max HP,

attack, and defense.

At Rank 1, Goombella can Multibonk. Multibonk allows her to jump on a foe until you miss an action command. It requires 3 FP.

At Rank 2, Goombella can Rally Wink. This move requires 4 FP and gives Mario the courage to attack an extra time.

B. KOOPS

Max HP: (Rank 0) 10, (Rank 1) 15, (Rank 2) 25

Attack: (Rank 0) 2, (Rank 1) 3, (Rank 2) 5

Defense: 1

"Koops is a timid Koopa who wants to be tougher for his girlfriend, Koopie Koo. Press (x) to shoot out his shell and retrieve distant items. After shooting out his shell, you can also hold (x) to hold the shell in place."

At Rank 0, Koops can Shell Toss and Power Shell enemies in battle. The Shell toss is a simple toss of the shell at the first ground enemy in line. The Power Shell, which requires 3FP, hits all ground enemies with an attack of 2. This can be especially useful..

At Rank 1, Koops can use a Shell Shield. It protects Mario from attacks with a big shell. It requires 4 FP.

At Rank 2, Koops can Shell Slam. It requires 6 FP, and it Pierces the defenses of all ground enemies. That's a good move... Yeah.

C. FLURRIE

Max HP: (Rank 0) 15, (Rank 1) 25, (Rank 2) 35

Attack: (Rank 0) 2, (Rank 1) 4, (Rank 2) 6

Defense: 0

"Flurrie is a cloud spirit who can control the wind. Press and hold (x) to blast out mighty winds and blow things away. Blow blasts at enemies to make their heads spin."

At Rank 0, Flurrie can Body Slam and Gale Force. With body slam, Flurrie slams into her enemy, making contact with him. Gale Force requires 4 FP. She can blow away weak enemies without even fighting them. In order to do it the best, you have to hold down (A) with good timing.

At Rank 1, Flurrie can use a Lip lock. It requires 3 FP, and it sucks away enemy HP and adds it to Flurrie's.

At Rank 2, Flurrie can use Dodgy Fog. This attack makes Mario dodgy for a little while. Enemies might miss him. It requires 4 FP.

D. YOSHI

Max HP: (Rank 0) 10, (Rank 1) 20, (Rank 2) 30

Attack: (Rank 0) 1x2, (Rank 1) 1x4, (Rank 2) 1x6

Defense: 0

"This newborn Yoshi baby may be small, but he's got quite an attitude. Press (x) to hop on his back and move more quickly. Press (A) when riding to float through the air."

At Rank 0, your Yoshi can Ground Pound and Gulp. Ground pound is a simple maneuver that allows him to repeatedly jump on an enemy, giving them

a little damage each time. This isn't useful for any foes with a defense. His Gulp is very useful for foes with high armor. When he spits them out, regardless of their armor, they will be hurt 4 HP (as long as there's at least two enemies you're fighting). It requires 3 FP.

At Rank 1, your Yoshi can use Mini-Egg. It requires 4 FP, but it will shrink enemies when executed superbly. It is not usable on enemies with defense.

At Rank 2, your Yoshi can...

E. VIVIAN

Max HP: (Rank 0) 15, (Rank 1) 20, (Rank 2) 30
Attack: (Rank 0) 3, (Rank 1) 4, (Rank 2)
Defense: 0

"One of the Shadow Sirens, Vivian suffers from a bit of an inferiority complex. Press (x) to hide with Mario in the shadows. When hiding, nobody can find you."

At Rank 0, Vivian can Shade Fist and Veil. Shade Fist is her primary attack. If executed superbly, you will damage enemies according to Vivian's rank. Veil, which needs 1 FP, allows Mario to hide in the shadows with Vivian to avoid the next attack round.

At Rank 1, Vivian can use her Fiery Jinx move. With this move, you can set all enemies on fire if it is executed correctly. It requires a lot of FP - 6.

At Rank 2, Vivian can...

F. BOBBERY

Max HP: (Rank 0) 20, (Rank 1) 30, (Rank 2)
Attack: (Rank 0) 4, (Rank 1) 5, (Rank 2) 6
Defense: 0

"Bobbery is a salty old Bob-omb sailor who was once married to the lovely Scarlett. Press (x) to make him take a few steps forward and then explode. His blasts can even flip switches."

At Rank 0, Bobbery can Bomb and Bomb Squad. Bomb is a simple explosion in the face of an enemy. Bomb Squad sets three time bombs that will explode the next turn. It's mostly only effective on ground enemies, of course. It requires 3 FP.

At Rank 1, Bobbery can Hold Fast. This move, which requires 4 FP, will give enemies that touch Bobbery in attack damage. It is a defense attack of 1.

At Rank 2, Bobbery can...

G. MISS MOWZ

Max HP: (Rank 0) 15, (Rank 1) 30, (Rank 2)
Attack: (Rank 0) 20, (Rank 1) 30, (Rank 2)
Defense: 0

IV. GUIDE INFO

A. VERSION HISTORY

(0.1)[???.??] - The beginning of the guide. I started out with about half of the Prologue done. I pretty much determined the layout for the guide in this version. I'm hoping to finish the prologue next version.

(0.2)[6.5.07]? - I didn't get much done today other than fixing some spelling errors and other things.

(0.3)[7.18.07] - I got a whole lot done today. I hadn't done anything to the guide in about a month, so I decided to do as much as I could. I finished the prologue and delved deep into the first chapter. I hope to finish this chapter soon, probably even tomorrow.

(0.4)[7.19.07] - Well, I did get to it today. I've almost finished the first chapter, but I didn't realize how much I had left to do. It's been over two years since I beat the game, so it's not fresh in my memory. I added the version history today, came up with the idea for the Quick Guide (which should be a huge success), and corrected some other things. The Quick Guide is basically going to be the guide to everything that you need to know for the game. Instead of forcing you to reading my boring -but humorous- commentary to the game in my walkthrough, I'm just going to skip from secret-to-secret and tell you how to get past everything that's hard. I'll leave huge gaps, expecting you to figure these small things out on your own. Unfortunately, I'm just going to have to focus on completing the walkthrough for now, but then I'll skim through the game again to add the Quick Guide.

(0.5)[7.20.07] - I finally finished Chapter 1 today. I added Koops to the Party. I don't know if I'll be able to work on this again for another few days or so, so I wanted to get it done. I didn't quite have the time to finish the section about Bowser yet, though. I also merged the Journal into the Quick Guide section. Adios.

(0.6)[7.21.07] - I didn't think I'd get to doing anything today, but it turns out that I did. I've completed the section on Bowser from chapter one, and I've made it to the Boggly Tree in chapter two. I just added Flurrie to the party.

(0.7)[7.22.07] - I didn't think I'd get to doing anything today either, but I did. Today, I technically didn't finish the second chapter yet, but it feels like I did. I got past the Princess Peach/Bowser section. I also cleared up some confusion with myself about some hidden Star Pieces. It took me some time to find them. Tomorrow I hope to launch my first submitted version -- 1.0.

(1.0)[7.23.07] - This is my first launch. Today I mostly did little things, like finish up the remainder of chapter 2. I've also cleared up some remaining confusion about the Star Pieces. In addition, I've added the in-game list of Shine Sprites and Star Pieces. I'll have the complete reference list available once I've found them all.

(1.1)[7.24.07] - Today I've added the Shine Sprite and Star Pieces lists to the end, instead of only the in-game lists. I also got farther on the walkthrough, although I didn't expect to. This is the seventh day in a row that I've come out with a new version. Let's see how long it can last. I'll probably finish off chapter 3 tomorrow.

(1.2)[7.25.07] - Today, I finished chapter 3. I should have the walkthrough done in about a month -- hopefully. I corrected pretty much all of the spelling errors. Most importantly, today I've added Yoshi to Mario's party. I'm also releasing this version because it is the finish of a chapter.

(1.3)[7.26.07] - Today I added the Badges Guide. It's incomplete so far.

(1.4)[7.27.07] - I completed chapter 4 today. It's coming along nice and smooth so far.

(1.6)[8.06.07] - I've completed chapter 5 now. I'm hoping that version 2.0 will have the complete walkthrough.

B. LEGALS

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