

Paper Mario: The Thousand-Year Door FAQ/Walkthrough

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Paper Mario: The Thousand-Year Door Walkthrough

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I. Authors Notes

This walkthrough is also my first walkthrough, so any kind of help would be appreciated. Anyway, thank you for choosing this guide.

Hopefully, this will reduce the amount of frustration it will take to beat this game. If you find any errors with this guide, please e-mail me at rr3allen@hotmail.com.

II. Version History

0.59 - Completed Sections I-VI and Walkthrough until most of Intermission II in Chapter 5.

0.90 - Updated Walkthrough until Chapter 8. Listed enemies in Chapter 8.

1.50 - Completed Walkthrough, Tattle Log, Badges, and Trouble Center. Also fixed some errors in Walkthrough.

1.70 - Completed Shine Sprites and Grifty's Tales of Rougueport. Put in an alternate way to get past the spikes in the beginning of Pirate's Grotto.

1.80 - Completed Super Luigi and Items & Status.

1.99 - Completed Shop List and Zess T.'s Menu. Will go over Zess T.'s Menu for any errors.

2.00 - Fixed a few spelling errors. Went over Zess T.'s Menu. This will most likely be the last update.

3.00 - The entire walkthrough has been redone. Added a new section at the end. Now working on Kingdom Hearts II Walkthrough (Coming soon).

4.00 - The HTML version of this guide (updated and edited regularly) is available at http://strategywiki.org/wiki/Paper_Mario:_The_Thousand-Year_Door. Keep in mind that the others sections of the guide (except the Pit of 100 trails was done by other people, but the main walkthrough is mostly my work. Also the FAQ can now be viewed at www.honestgamers.com. I'm sorry to say that due to a conflict in schedule (school, college applications, etc.) and a lack of motivation, the KH2 guide has been put on hold. Keep in mind that I do plan on finishing it eventually. But, the good news is that I am now in the process of working on a Super Paper Mario FAQ (which was originally supposed to be my second guide) even though I've yet to actually play the game (I have the NP strategy guide, which I used to base my PM:TTYD FAQ off of, so that's a start I guess.). So anyway, if your reading this (which is highly unlikely at this point), look out for my Super Paper Mario guide coming this summer (hopefully) to GameFAQs and the other sites hosting it. See you then (once again, hopefully).

III. The Story

"An awfully long time ago in a strange and far-off land, a big, bustling town thrived. All of its residents loved very happy lives, and it is said that the town was very prosperous. But one day, tragedy befell this blessed place. A great cataclysm struck the town and its people. Darkness filled the skies, and the earth roared and shook. It was as if the very world had come to a violent end. And in but a single night, the town sank into the depths of the earth. As the centuries passed, the town's existence passed into fable. Yet in recent years, word has spread of a thousand-year door hidden beneath the city of Rougueport."

That was the story of the thousand-year door. If you have enough patience to watch the opening cut scene that comes before the title screen; you'll see that Princess Peach and Toadsworth's boat stopped at that very same town. She buys a treasure chest from a merchant that contained a treasure map. Obviously not being the type of person who goes on dangerous quest, she sends it (with the

following letter) to... well who do you think?

"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-

Well, since you can't really refuse this, you'll have to be on your way to Rogueport.

IV. Basic Controls (incase your game didn't come with a manual)

A Button - Jump/Talk (when "... " appears)/Examine (when "! " appears)/Read next message in dialogs/Confirm an Action

B Button - Use Hammer/Cancel Action/Return to Previous

X Button - Use partners/Attack an Audience member (when X appears in battle screen)

Y Button - Use abilities (when standing on the appropriate panel)/Let partner attack while in battle

Z Button - Shows stats

R Button - Paper Mode (Hold)/Tube mode (with rotating the control stick)

L Button - No Use

Control Stick - Walk/Run/Move Cursor

Start/Pause Button - Start/Pause Menu

C-Stick - Read continuing message (when the C-stick appears)

D-Pad - goes to the respective page on the start/pause menu

Left - Party

Down - Journal

Right - Badges

Up - Gear

X, B, and Start/Pause - Soft Reset

V. Main Characters

Mario - What? You don't know Mario? He's the main guy! You remember Super Mario Bros., right? Saves Peach from Bowser almost every damn day!

Peach - She's the person always getting kidnapped by SOMEONE! Whether it's

Bowser, Booster, Cackletta, or any other villain.

Sir Grodus - He's the leader of the X-Nauts and is also Bowser's replacement in this game.

Bowser - He's Mario's long time nemesis. Most, if not all, of us know how he HATES being replaced. But, just because he's not the main bad guy, doesn't mean he won't get involved... Or does it?

Lord Crump - Grodus's right hand man (sort of). He's sort of the Dr. Eggman of this game, which means you'll be seeing him a lot before this is over.

Professor Frankly - This is Goombella archaeology professor. He gives hints to where the next crystal star. Even though you won't need him (you ARE, after all, using this guide), his conversations can be quite funny.

Goombella - She's your first companion who wants to be an archaeologist. Similar to Goombario from Paper Mario 1. If you press X. She'll talk about the area or person your next to (when "... " comes up)

Koops - A Shyer version of Kooper from Paper Mario 1. Like before, you can use his shell to retrieve items or press far away switches by pressing X.

Madame Flurrie - A Former stage star and a cloud spirit who can control the wind. You get her in chapter 2. Press X to have her blow (remember, this is an E-rated game) things away

Yoshi - His name won't be Yoshi. You get to name him yourself, but I'll refer to him as Yoshi to avoid confusion. My personal favorite as far as attitude goes. Press X to hop on him to move more quickly. Because of Mario's weight, he can't jump but he can float for a short amount of time.

Vivian - One of the three Shadow sirens you fight in Chapter 2 But, she won't join till Chapter 4. Is similar to Bow (from the first game), as in She'll pull you into the shadows by pressing X. Useful for hiding from enemies.

Admiral Bobbery - Possibly the most powerful character in the game (next to Mario). Like Bombette (from the first game), press X to throw him. He'll explode after walking a few steps. My favorite as far as strength goes.

Ms. Mowz - A Badge thief who seems to have an unhealthy infatuation with Mario's mustache. Press X to have her see if any items are nearby. Unlike the other characters, she's optional to get (and not very hard, it just takes some time) She'll be available after Chapter 4.

VI. Partner's Moves

Each of your partners have 4 moves each, 3 of which cost FP (It's the same as MP). Your partners don't level up with you, so you'll have to upgrade them by giving 3 Shine Sprites to Merlon. You can upgrade a second time by giving Merlon the "Up arrow" (you'll still need 3 Shine Sprites though)

Goombella: (She's the only partner who has 2 moves that don't cost FP)

Headbonk (0 FP) - Her basic attack. Press A right before you hit the enemy to get a second shot in.

Tattle (0 FP) - Allows you to see the enemy's stats. Press A when the small cursor lines up within the targeting reticule (It doesn't have to be in the center)

Multibonk (3 FP) - The same as Headbonk, except you can keep hitting the enemy as long as you can until you miss.

Rally Wink (4 FP) - Tap the A and B buttons as they are shown onscreen to make Mario go an extra turn, regardless of whether he's already gone or not.

Koops:

Shell Toss (0 FP) - Hold the Control Stick left and release it when the red circle in the center lights up to attack the nearest ground based enemy.

Power Shell (3 FP) - Hold the Control stick left until the red circle at the end of the meter lights up to attack every enemy on the ground.

Shell Shield (4 FP) - Protects Mario from attacks until it breaks. Press A when the "OK" meter is red.

Shell Slam (6 FP) - Flick the Control Stick left repeatedly until you fill the meter. Attacks all enemies with a powerful shell strike that ignores all ground-based enemy stats.

Madame Flurrie:

Body Slam (0 FP) - Attacks one enemy. Use the Control Stick to align the cursor with the targeting reticule (once again, it doesn't have to be in the center)

Gale Force (4 FP) - Press and hold the A button in time with the onscreen indicator to literally blow your enemies away.

Lip Lock (3 FP) - This move drains HP from the enemy and adds it to Flurrie's. Press and hold the A Button when the red circle is lit up.

Dodgy Fog (4 FP) - Tilt the control stick in time with the onscreen prompts. This move makes Mario almost impossible to hit for the next few turns.

Yoshi:

Ground Pound (0 FP) - Mash the R Button as quickly as possible to fill the gauge. Although it could do damage, every time Yoshi hits the enemy, it does 1 HP of damage. Meaning if the enemy has a defense of 1 or more, this attack is useless.

Gulp (4 FP) - The trademark move of his species. Hold down the R button until the circle at the end of the meter lights up. The only attack use full against enemies with some defense

Mini-Egg (3 FP) - Yoshi throws eggs at enemies to shrink them, which reduces their Attack Power. Press A when the circle lights up.

Stampede (6 FP) - Calls in herds of Yoshis to trample all ground-based enemies. Alternate between pressing L and R buttons to fill the meter. (Once again does 1 HP of damage at a time.

Vivian:

Shade Fist (0 FP) - A burning punch that can set any enemy on fire. Press the random button that appears onscreen when she appears near the enemy. While the enemy is burned, the flames will deal 1 HP of damage regardless of Defense.

Veil (1 FP) - Lets Mario hide from the enemy's incoming attack. However, you use a turn to reappear, meaning the enemy will attack right after you reappear. Press the button sequence that appears onscreen.

Fiery Jinx (6 FP) - The same as Shade Fist, except it attacks and burns all enemies. Press the buttons in the order they appear onscreen.

Infatuate (4 FP) - Vivian blows a kiss to every enemy onscreen in an attempt to confuse them for a few turns. Press A the instant a heart appears over a foe.

Admiral Bobbery:

Bomb (0 FP) - Bobbery walks to the nearest grounded foe and explodes. Hold down the A button and release when the circle at the end of the meter lights up.

Bomb Squad (3 FP) - Press A when the cursor is aimed at your intended target. Bobbery throws 3 bombs at enemies that will explode at the end of the next round (which is after the enemies attack a second time).

Hold Fast (4 FP) - Damages any enemy that damages Bobbery directly (projectiles don't count). Press A when each of the three red circles lights up.

Bob-ombast (9 FP) - Bobbery explodes with a massive blast with this expensive move. His most powerful attack. Keep mashing the A button to fill the meter.

Ms. Mowz:

Love Slap (0 FP) - This ignores your foe's defense. Repeatedly flick the Control Stick left to right to fill the meter.

Kiss Thief (2 FP) - Not an easy move to do, but it allows her to steal the enemy's badge or item. Hold down the A button until the gauge passes the "OK" point, but before it reaches the end of the meter.

Tease (3 FP) - This move allows Ms. Mowz to disorient enemies and make them dizzy. Alternate between holding and releasing the A button to fill the meter gradually (don't let it overflow, though).

Smooch (10 FP) - The most expensive move in the game. Like it's Paper Mario 1 counterpart, it gives Mario 10 HP. Alternate between tapping A and B to fill the meter.

VII. Walkthrough

1. Prologue: A Rogue's Welcome

Well, this is the start of Mario's adventure. Hopefully, nothing has happened to Peach while he was traveling there.

a. Welcome to Rogueport

Rogueport:

Enemies: None

The Main town of the game. You'll be coming here a lot, especially since a thousand-year old door lies underground.

Watch the intro (Along with Parrykarry's only appearance in the game). Don't worry about Luigi, you'll see him later. Anyway, after looking at the title (again), Mario will arrive at Rogueport. While you wander how the boat went up in the air, flipped around, and left, I recommend saving your game (Unless you WANT to go through that cut scene again if you die). When your ready to continue, just follow the path and another cut scene will start. You probably know by now you should help her. So, go over to her and a battle will start.

Mini-Boss:

Lord Crump

HP: 5

ATK: 1

DEF: 0

Attacks: Crump-a-bomb

Not much strategy here, just attack him. You can practice your action commands here (press A before Mario lands on him for jump, and hold the Control stick left until the circle at the end lights up for hammer.) Also, you can defend against his attacks. Press A around the time he hits you to defend against it, or B at the EXACT Time he hits you to counterattack. Also if you press A while Mario is still in the air after bouncing off his head, you'll do a stylish move. This isn't important right now, but looks good. Also, Press A right when Mario hits Crump with the hammer for a stylish move. (If you do it right and press A again when he lands on the ground he'll do another stylish move).

After the battle, Crump will send literally hundreds of foot soldiers to attack you. After the scene, just walk up the stairs and through the archway, they won't notice you. Watch the scene (if you look in the background, you'll see some Piantas in tuxedos beating down two Robbos. Afterward, you can go to the inn to recover any lost HP and also save outside. Next, go to the next screen on the right, watch the scene and follow the bandit to the previous screen and go through the archway in the back (the one with the graffiti on the back wall). Go into the house on the left and talk to the bandit to get you coins back. Go behind the bed on the left wall to get a Star piece (go to the "Star pieces" section to know where all of the star pieces are). Back in the main part of Rougeport, go behind the fence that leads to the screen on the right and look behind the crates for another star piece. Now, go to the left side of the screen for a short scene. Zess T. will never find the lenses so move in any

direction and she'll block the entrance to Western Rogueport. Back at the bulletin board..

"Pickpocketing on the rise! Watch your wallet! And hey, pickpocketers.. try not to get caught!"

No need to worry about that. Anyway, go into the item shop (the place with the fire flower sign) and talk to the toad by the door. He'll order the contact lenses for you, so you'll have to wait. In the meantime, you can buy some items if you want (I'd save space for two more though). Every item you purchase gives you a shop point. You'll get a free item after getting 10, 20, 30, 40, 50, 70, 100, 150, 200, 250, and 300 points. Go to Eastern Rogueport (the screen to the right of the main part) and walk up to the brick wall you see near the entrance. The view will change and you can go to the back of the houses. You can talk to the people here if you want. Go to the crate to the north of Darkly

(the guy with the yellow eyes), jump on top of it, and go right to find a star piece. Ignore the Robbo guarding the gate, there's nothing on the other side worth looking for anyway. Go into the house near the Robbo and watch the scene. After that, go outside and to where Professor Frankly is. I recommend you answer "Nope" if you're new to the game. You'll get a tutorial on battling if you do. Either way, go down the pipe (press down on the control stick when on top of a pipe) when you regain control.

b. Into Rogueport Sewers

Rogueport Sewers:

Enemies:

Goomba - 2 HP, 1 ATK, 0 DEF

Paragoomba - 2 HP, 1 ATK, 0 DEF

Spiky Goomba - 2 HP, 2 ATK, 0 DEF

Spinia - 3 HP, 1 ATK, 0 DEF

Spania - 3 HP, 1 ATK, 0 DEF

Somewhere in the sewers lies the thousand-year door and whatever lies behind it. It won't be easy opening it, though.

When you enter head right, watch the scene and you'll end up in a fight with a goomba, paragoomba, and a spiky goomba. They're not that hard, you just have to remember to hit the spiky goomba with your hammer. After the battle, go up the stairs and ride the platform to the pipe, go down it and fight your way to the other end of the screen. Get the items along the way, break the two yellow blocks, and go down the warp pipe. Defeat the two Spinias and hit the switch at the right of the screen (There's a star piece hidden behind the giant block). Go up the stairs and into the door. Talk to the black box for a funny scene. Go back out and go down the ledge nearest to the wall, grab the key and use it on the black box. After getting "cursed" with the ability to turn into a paper airplane, go back outside, and go on the airplane panel. Press Y to turn into a paper airplane and go to the door on the other side. After a look at the thousand-year door, go on top of the pedestal and watch the scene. You'll find yourself back at Rogueport.

Rogueport:

"`A glowing, mysterious light under the city'?!? Smells like treasure, people!"

Go through the two tutorials if you wish and go back down the pipe after stocking up on items.

c. Off To Petal Meadows

Rogueport Sewers:

You can go to through the door on your right to trade your star pieces with Dazzle. There's also a star piece behind the nearby pedestal. After that, go back to the previous screen and go right. Jump down and fight the spiky goomba. Go back up and use the airplane panel to go to the door on the other side. Hammer the tentacle to start a battle.

Mini-Boss:

Blooper:

Goombella's Tattle: "That's a Blooper... and a really super-humongous one, too! EWWWWW! It's all slimy!!! I just can't STAND slimy, nasty, icky things. G-R-O-S-

S, gross! It attacks with tentacles and ink. Once you damage both it's tentacles it'll fall down... And then it's attack time! By the Way, the tentacles each have 3 HP. Now relax and house on that slimy, nasty Blooper."

HP: 12 (Tentacle's HP: 3)

ATK: 1

DEF: 0

Attacks: Tentacle Trample

Ink Blast

First attack the tentacles. Afterwards, he'll fall like it said in Goombella's tattle. Just keep attacking him and guarding against his attacks until he's dead.

After taking care of him, jump across the platforms to the pipe. Be careful, not to fall into the water, or you'll take some damage (It's pretty funny to look at though, but this will happen every time you fall in the water, so you don't have to do that right now.) Enter the pipe to go to Chapter 1.

6. Chapter 1: Castle and Dragon

Your objective is simple: Find your way to the top of Hooktail's castle, defeat him, and grab the star piece. Ok, maybe it's not as simple as it sounds. But hey, it's not like you have a choice, right?

a. Getting into Hooktail's Castle

Petal Meadows:

"Petal Meadows is a place and serenity, where people can enjoy a quiet life free of worry... Except for the dragon that occasionally swoops down and devours random passerby." (Quote from NP Player's Guide)

This is the start of your adventure, But, First thing's first. Where in the hell is the crystal star!?

Enemies:

Goomba - 2 HP, 1 ATK, 0 DEF

Paragoomba - 2 HP, 1 ATK, 0 DEF

Spiky Goomba - 2 HP, 2 ATK, 0 DEF

Start by saving your game on the nearby save block (hit the tree to the left with your hammer to get a star piece). Go right and take your first look at Hooktail. Continue right, gathering items and beating enemies. Ignore the pipe (you'll come back later). Repeatedly hit the blue object near the exit to get a Horsetail. On the next screen, defeat the goomba, and check the dark green bushes to reveal a warp pipe. Enter it and you'll appear on the background. Go right and hit the switch. Before going back, keep going right to get another star piece. Now, go back into the pipe and go across the new bridge to Petalburg.

Petalburg:

The peaceful town of Petalburg doesn't get too many visitors. That's all thanks to a certain dragon...

Enemies: None

Go right to the next screen. Talk to the gatekeeper and go to the pink house on the left side of the screen. Talk to the old koopa inside. No matter how you

answer his questions, he'll give you permission to go through the gate and call you "Murphy". As you go near the gate, you'll receive an e-mail. Go to "Gear" on the Pause menu, go to "Important things", and go to the "Mailbox SP". After reading your e-mail go to the gate and talk to the gatekeeper again. Watch the scene and continue on.

Shhwonk Fortress:

This is an old stronghold that is said to contain a stone creature (Maybe). But, no stone creature is any match against Mario... or is it?

Enemies:

Goomba - 2 HP, 1 ATK, 0 DEF

Fuzzy - 3 HP, 1 ATK, 0 DEF

Koopa Troopa - 4 HP, 1 ATK, 1 DEF

Paragoomba - 2 HP, 1 ATK, 0 DEF

Spiky Goomba - 2 HP, 2 ATK, 0 DEF

Search the nearby bushes to get a star piece. Defeat the paragoomba, koopa troopa, and spiky goomba. MAKE SURE you get the POW Block from the block before entering the fortress. You'll need it real soon. Once inside, examine the nearby pedestal and initiate a battle with the two Bald Clefts.

Mini-Boss:

(2 Bald Clefts)

Bald Cleft:

Goombella's tattle: "That's a Bald Cleft. Basically, a rock monster with a swarthy-looking face. Uh... This is kind of mean, but bald guys... really just don't do it for me. Yeah. This guy is rock solid. Fire doesn't even hurt it. It might be best to attack with, say...a POW Block."

HP: 2

ATK: 1

DEF: 2

Attacks: Rush

Like it says in the Tattle, just use a POW Block and they're done.

Continue on, defeating the koopa troopa and paragoomba. Examine the bushes near the next fortress to get another POW Block. Once again, you'll use it real soon. Inside, examine the pedestal and it's GO TIME!

Mini-Boss:

(2 Bristles)

Bristle:

Goombella's Tattle: "That's a Bristle. ...Totally covered in spikes. They're so prickly! AND they're impervious to fire! Even trying to get close enough to whack it with a hammer is dangerous! Seriously, its spikes will totally pop out! So, since you can't jump on it or use your hammer... you'd better use an item!"

HP: 2

ATK: 1

DEF: 2

Attacks: Counter (when you use your hammer)
Tackle

Once again, use the POW block and move on.

Go through the path, defeating any enemies that get in your way. You can pick up a fire flower and also an inn coupon behind the stone fence. Use the health block to replenish your health if it's low (it will cost you the amount of coins shown on top of the block). Examine the statue inside and you will do battle... IN THE 65th SUPER FUN QUIRK QUIZ! Here are the answers to the questions (You only need to answer 5 of them right).

1. What is hidden in this place? - Stone Keys
2. How much do one Mr. Softener and one Fire Flower cost at the shop in Petalburg? Total! - 16 Coins
3. What is the name of the mayor of Petalburg? - Kroop
4. Where is the Crystal Star? - Hooktail Castle
5. How can one get from Petal Meadows to Rogueport - Go through a pipe
6. Which of the following creatures have hands? - Koopa Troopas
7. What number question is this? - Question Seven

Go through the pipe. Afterward, go through either the left or right tunnels, defeat the fuzzies and grab the item at the end (you'll have to fight 4 fuzzies when you get the item). Afterward, go back to the main room and go the other way and do the same thing. Go back to the main room and watch the short scene. After that...

Mini-boss:

Gold Fuzzy:

Goombella's tattle: "That's a Gold Fuzzy. Whoa, those are super-rare! I'm serious! Wow! Oh, but hey! Even though it's a Fuzzy, it won't suck up your HP, which is nice. I have to wonder though... How does this thing hide? Look at it! It's so gaudy!"

HP: 10

ATK: 1

DEF: 0

Attacks: Bonk

Fuzzy Horde:

Goombella's tattle: It's a Fuzzy Horde! Look at 'em all! What a mob scene! It's crazy! Fuzzies come at you all at once and attack in order. Sys here not to freak out! It also says that if you use good timing to defend, you won't take much damage. I'm thinking it might just be faster to whip the ringleader, though, y'know?

HP: 20

ATK: 1 (for each fuzzy that attacks)

DEF: 0

Attacks: Multi-bonk

Just attack him until he calls in the Fuzzy Horde. Then, focus all of your attacks on the Gold fuzzy. Once he's dead, they'll all run away.

Go all the way back to Petalburg.

Petalburg:

Sleep at the inn (you can use your inn coupon to make it free), stock up, save, and leave back to Petal Meadows.

Petal Meadows:

When you enter, Koops will come in and join your party. Watch the scene and go back to the pipe we ignored earlier and go inside. Use Koops' shell to grab the Happy Heart badge and fall off the pipe. Go back to the first screen and put the Sun and Moon stones in the slots on the rocks. When the switches come up, hold Koops' shell near one of the switches (hold X) and go to the other one. Release the X button and hit the other switch with your hammer. If done correctly, a warp pipe will come up. GO inside and head forward to Hooktail's castle.

b. Prison Break

Hooktail Castle:

"Many a brave adventurer has entered Hooktail Castle, only to end up as a pile of bones. Now the land must pin its hopes on a slightlt overweight plumber and a cowardly Koopa."

Enemies:

Dull Bones - 1 HP, 2 ATK, 1 DEF
Koopa Troopa - 4 HP, 2 ATK, 1 DEF
Paragoomba - 2 HP, 1 ATK, 0 DEF
Paratroopa - 4 HP, 2 ATK, 1 DEF
Spiky Goomba - 2 HP, 2 ATK, DEF

Well, this is it. This is Hooktail's castle. Somewhere at the top lies Hooktail and the crystal star. Let's get this show on the road!

Start by going through the hallway and watching the short scene. Go to where the bridge is broken and jump through. Jump to the right-most platform and use Koops' shell to get the HP Plus badge. Then, go back to the room with the save point. Save your game and use the spring to get to the ledge above. If, for some reason, you lost some HP on your way to this point, you can use the Heart Block to the left. Go out the door to the right and use the airplane to fly to the entrance. Walk through the hallway, defeating paratroopas and koopas (The dull bones here shouldn't come to life). Get the Power bounce from the item block and go through the door on the other side. Once there continue walking and another scene will start. Tell Koops to read the letter and finish watching the scene. Afterward, talk to the pile of red bones in front of the door and another scene will start. Use your hammer to bash your way through the hundreds of dull bones and touch the red bones to start another battle.

Mini-Boss:

(1 Red Bones & 4 Dull Bones)

Red Bones:

Goombella's Tattle: "That's a Red Bones! A little TOO red, I think. No fashion sense, y'know? Unlike your average Dull Bones, even if you pound it to 0 HP and it crumbles... It totally might revive! Like a zombie! My advice is to get rid of all the Dull Bones, then attack the Red Bones. Oh, and one more thing! Once its friends start to fall, it may create some more!

HP: 5

ATK: 3

DEF: 1

Attacks: Bone Throw

Create (makes another Dull Bones)

Revive (reawakens after a few turns if not all enemies are defeated)

First, use Koops' Power Shell to defeat the Dull Bones. And then, use your hammer to defeat the Red Bones.

When all the Dull Bones run off, go through the door. Two of the Dull Bones in this room will come to life and attack. Grab the Shine Sprite and go up the stairs at the end of this room. Fall off the ledge near the locked door and hit the purple switch. Jump up the purple block that falls down and jump across to the yellow block, Bash it with your hammer and go back to the small yellow switch. Hit that and go to where the yellow block was. Use Koops' shell to hit the switch. The stairs will "flip" to the other side, so go up those and go across the ledge until you see a key. Once again, use Koops' shell to grab it and use it to unlock the door (make sure to hit the red switch again to return the stairs to their right-full place). No sleeping dull bones here, so save your game and go through the door on the other side. Nothing dangerous here, only a paragoomba and a dull bones. Hold Koop's shell near the red switch and stand near the far right cell. Let go and run through when the cell opens. Then, Go through the hole. Well, look what we have here. Talk to the black chest for another funny scene with the thing inside. You know you have to help him even though you know what'll happen. Go through the door and walk through the suspicious-looking room. Grab the Key from the treasure chest and the trap will activate. So, get your flat plumber ass out of there! But, you have plenty of time to go through even if you run into a few dead ends on the way there. Once you get through the death trap. Use the key to open the treasure chest and be CURSED (again)!

d. Dragon's Bane

Go back through the hole on the left side of the room and use your new power to slip through the walls (remember, hold the R button). Then, slip through the left-most cell and grab the badge. When you equip this badge, Mario's attacks will make a sound that starts with "cr" and end with "icket" (of course I mean a cricket, which is Hooktail's weakness). Now, go back to the room with the purple and yellow switches. Hit the yellow switch again to lower the yellow block. Now, hold Koops' shell near the yellow switch and make your way to the top of it. Let go and you'll be carried to the narrow ledge above. Jump across the gap to find a star piece (it might take several attempts). Jump down and do the same with the purple switch (don't forget to lower the yellow lift). When the purple lift stops, go into the next room and grab the star piece. Go back to the room where you fought the Red Bones (It has the Dull bones that Koops thought was his dad) and go into paper mode to slip through the bars that aren't in a crisscross pattern (second from the left). Grab the Castle Key and return to the save point room with the giant green block. Hold Koops' shell near the green switch and get on top of the giant green block. Let go and you'll be transported up to the upper level. Unlock the door at the top of the first flight of stairs and go inside. Use the Heart block to regain any lost health and hit the blue switch. The gap will be filled and you can cross it. Use Koops's shell (yet again) to hit the second switch. Jump through the open window and go right till you get the star piece. Go left pass the first open window and jump through the second. Go through the door. Defeat the one Dull Bones and hold Koops shell (yet again) by the green switch and go onto the green block. When you reach the walkway, defeat the Dull Bones and paragoomba. Go into the door to the left and watch the romantic (sort of) scene. If, for some reason, this scene sickens you, just wait till get to chapter 2 lol (But this is STILL an E-RATED GAME). After that, get all the items here (the one's in the treasure chests and the shine sprite). Go back to the locked door and unlock it.

d. Final Ascent

Walk through the hallway, killing the 2 dull bones and Koopa Troopa. Go to the yellow switch and hit it. When the block falls down, do the same as you did with every block and switch combo (hold Koop's shell by the switch, go on top of the block, and let go). Carefully walk through the narrow ledge and use your paper mode to slip through the bars. Before flying off, go to the narrow ledge on the other side and walk to the far right for a star piece. Return to the airplane panel and use it to fly to the door on the far right wall. Go inside and go down the stairs. Hit the yellow switch and have Koop's grab the key on the other side of the gap (you can follow the block down to get the "Last Stand P." badge, but you'll have to walk all the way back up). Either way, go to the top of the stairs, unlock the door, and grab the shine sprite. At this point you should have 3 Shine sprites. If not, backtrack with the guide to get the others. Now, simply follow the path, dealing with any enemies that try to stop you. Once at the top, save your game, use the health block, and go inside the door (IMPORTANT: Equip the "ATTACK FX R" Badge before entering). Watch the scene and now finally...

Boss Battle:

Hooktail

Goombella's Tattle: "That's Hooktail! It'll stomp and munch on you, and it has a more dragonish attack: stinky, fiery breath! It's tricky, especially when it's losing, and it'll try to fool you into being merciful. Oh, yeah, and one more thing. It hates things that start with "cr" and end with "icket". Supposedly, there's something related to that somewhere in this castle. Did we find it?"

HP: 20

ATK: 5

DEF: 1

Attacks: Stomp

Chomp

Flame Breath

Attack him with your hammer to weaken his attack and defense. Continue to attack him until he stops talking after getting hit (the second time Mario attacks directly). Then use your most powerful attacks on him till his HP is gone. At this point he'll try to trick you into forgiving him 3 times. Keep saying no and he'll eat members of the audience to replenish 10 HP. Use jump to make him spit them out, while you slay him for good!

Watch the scene and this chapter is over.

e. Interlude

After every chapter (except the last one) you'll get the chance to control 2 other people.

Watch the scene with Peach (Honestly, who DIDN'T see this coming) and afterward, go through the door to the left take a shower. Afterwards, go to the previous room and go right through the now open door. Go through the hallway, through the door and watch the weird scene.

Next, you'll take control of everyone's favorite Koopa King, Bowser. You can press B to use your flame-breath, but it's not useful right now. Go to the other end of the hall, talking to everyone in the room for some humorous dialog. At the other end, watch the scene and answer "yes" when prompted.

f. Intermission

This is the part that goes between chapters.

Petalburg:

Make sure to slip through the hole in the fence next to the mayors house to get the "Mega Rush P" badge. Now, be on your way to Rogueport (BTW, you can unequip the "Attack FX R" badge now).

Petal Meadows:

Not long after you enter you'll get the message sent by Peach. Press A to answer it. Go all the way back to Rogueport Sewers.

Rogueport Sewers:

Go back to the Thousand-year door room. Slip through the nearby fence and use the spring to get to the ledge above. Fly your way to the other side and use the spring to get to the ledge above that one. Grab the shine sprite, fall down, and step on the pedestal. Afterward, you'll be back in Rogueport.

Rogueport:

After the scene, go outside. You can talk to Luigi to find out on the quest he's been on. Afterwards, go to Merlon's house (the one with the Shine Sprite sign) to upgrade one of your partners (I recommend Koops first). Sleep in the inn to recover any HP. In other news...

"Hooktail of Petal Meadows defeated by brave hero! Must've been a tough guy!"

Talk to the gatekeeper in Eastern Rogueport and choose to fight him. He shouldn't be hard, since you beat Hooktail already.

Mini-Boss:

Gus

Goombella's Tattle: "That's Gus. He's super-annoying and tries to take tolls from everyone. All in all, he's pretty tough. Oh, and I've told you a million times...that pointy spear of his gurts if you stomp on it. I wonder if this guy watches people pass 365 days a year. Talk about a workaholic."

HP: 20

ATK: 3

DEF: 0

Attacks: Stab

Spear Throw

Just be sure to use Koops and your hammer whenever you attack him. He'll soon go down without much trouble.

After the battle he'll run off. Now, you can go to the trouble center if you wish to, but first, go back to the item shop and buy the contact lenses for Zess T. Give them to her and she'll go back into her house and be able to cook some items for you. Now go to the fourth house in Eastern Rogueport. This is the trouble center. The concept is simple find out about someone's trouble, help the person, and they'll reward you. But, if go on a trouble, you have to pay to cancel it. This guide will tell you about how to be the #1 Problem-

solver.

Troubles:

1. Client: Garf (Rogueport)
Title: Need a key!
Reward: 20 coins

Go to the inn, and exit out the door at the top floor. Past the badge shop (Buy something from them if you want), you'll find the key. Garf is waiting past the trouble center in front of his house. So give him the key. He'll pay and you'll be able to enter his house. But, there's nothing in there worth looking for.

2. Client: McGoomba (Rogueport)
Title: Safe delivery..
Reward: 20 coins

Go to the alley behind Rogueport Plaza and go right. Talk to the Goomba and take the package to Goomfrey. He's pacing around near Frankly's house. Give him the package and return to McGoomba. He'll give you your reward.

3. Arfur (Rogueport)
Title: Price Adjustment
Reward: 20 coins

Just go outside, talk to the Doogan and give him these prices:

Fire Flower: 10 coins

Sleepy Sheep: 8 coins

Tasty Tonic: 3 coins

You'll get your reward soon after.

4. Client: Goomther (Rogueport)
Title: Find this guy!
Reward: 20 coins

Goomther is pacing around Rogueport plaza. Talk to him and go to the bandit behind the secret gate next to Merlon's house. Then, go back to Goomther and talk to him. Then go south to the docks and find the bandit who's hiding. Chase him to the alley behind the plaza. Talk to him and Goomther will give you your reward.

5. Client: Mousmilian (Rogueport)
Title: Hit me, please!
Reward: Information

Talk to the mouse in the plaza and hit him with your hammer till he regains his memory. Be careful though, if you hit him when he remembers, he'll forget again. When he remembers, he'll tell you that if you buy a sleepy sheep at Rogueport and sell it to the shop in Petalburg, you'll get a 2 coin profit.

6. Client: Bomberto (Rogueport)
Title: I'm hungry!
Reward: 11 coins

Talk to the second blue bob-omb at the docks. Give him a food item (preferably a Mushroom) and he'll reward you with some coins.

7. Client: Koopook (Hooktail Castle)
Title: Try to find me!
Reward: Special Card (Let's you unlock the plane game in the Pianta

Parlor)

Make your way to Hooktail Castle and work your way to the second green block room. When you get up to the walk way, jump down near the left door and talk to the koopa there. Get your reward and slip through the bars to get a life shroom.

8. Client: Mayor Kroop (Petalburg)
Title: Listen to me!
Reward: Turtley Leaf

Simply go back to Petalburg, go into the Mayor's house and listen to his long conversation. Afterward, he'll give you a Turtley leaf.

9. Client: Plenn T. (Rogueport)
Title: Order me an item!
Reward: Ultra Shroom

You'll need some space in your inventory for this one. Talk to the toad in the shop and he'll tell you to get him 5 courage shells from the shop in Petalburg (if you managed to bring some courage shells, give them to him). Talk to him again and store some items till you have room for 5 more (or however many you need left). Go to the shop in Petalburg and buy 5 courage shells. Go back to Rougeport and talk to Plenn T. Give him the 5 shells and get your reward.

After you're done preparing for the next trip return to the sewers.

Rogueport Sewers:

Go to the room before the thousand-year door. You'll see a small gray creature run in a hole (like in the Prologue). Slip through the bars and go up to it. After learning about the X-Nauts, go to where Punio (the gray creature) went and talk to him. He'll open a secret passageway for you. Go in it and go left. Grab the "Damage Dodge" badge and go all the way to the right. Go into the pipe on the other side.

3. Chapter 2: The Great Boggly Tree

a. Secret Entrance

Boggly Woods:

Enemies:

Cleft - 2 HP, 2 ATK, 2 DEF
Dark Puff - 3 HP, 2 ATK, 0 DEF
Pale Piranha - 4 HP, 2 ATK, 0 DEF

"Boggly woods is like a photo negative of the Real World, so all of the native trees, monsters, and vegetation are different shades of black and white. It's quite lovely."

Yes, lovely it is. Boggly is one of the most beautiful settings in the game. But, there's not that much to look at anyway.

Save your game to the right and continue. Watch the scene with the Shadow Sirens and continue on your way. Defeat the Pale Piranha and cleft. On the next screen, continue until Punio goes into the pipe. Follow him to the great tree.

The Great Tree:

Talk to Punio and you'll see that someone installed a door in front of the tree. Follow him again and talk to him. Go to the very right of the screen to get the "FP Plus" badge. Now, go back toward the pipe and watch the scene.

Boggly Woods:

When your back in the main part of the screen, Punio will point towards Madame Flurrie's house. Go in that direction. On the next screen, defeat the cleft and dark puff. And go to the wall. Walk into the near side (closest to the screen) of the hill and go up and then left when you can't go up anymore. Follow the path (jump while standing on the seventh stump from the right to get a "P-Down, D-Up P" Badge) till you reach a blue switch. Hit it and get the star piece. Go back to the pipe at the beginning of this screen and enter it. Before you fly off, use Koops' shell to get the shine sprite to your left. Now, fly to the right till you're on top of the wall. Continue on into the next screen. Beat the dark puff and go on until Punio stops you (bash the third tree from the left to get a star piece). There should be a thin hole nearby. Slip through, go left, and grab the Volt Shroom. Go right, past the pipe and there'll be a star piece hidden on the wall. Go into the pipe and follow the path into the house. Inside, go up to the door and examine it for a scene. Afterwards, leave the house for another scene. Now you have to go ALLLLLLLLLLLLLL the way back (OK, it's not THAT far off) to where the Shadow sirens are. When you get to them, the fighting commences.

Boss Fight:

(Beldam, Marilyn, and Vivian)

Beldam:

Goomballa's Tattle: "That's Beldam. She's the oldest sister, the leader of the Shadow Sirens. She can make her partners big and make us tiny, and attacks with weird magic. The worst thing about her is that sinister snicker. She sounds so totally evil! I mean, she's just the sort of person you want to avoid like the plague, y'know?"

HP: 9

ATK: 1

DEF: 0

Attacks: Long Range Blizzard (Does 2 Damage)

Short Range Blizzard

Enlarge (makes her or her sisters bigger and raises ATK.)

Mini (makes Mario or his partner smaller, lowering their attack)

Marilyn:

Goombella's Tattle: "That's Marilyn. She's a Shadow Siren, Beldam's younger sister. She charges up her attacks occasionally. Says here she's the toughest of the sisters, so it might be best to defeat her first, huh?" Other than that, she doesn't have any particularly outstanding characteristics."

HP: 12

ATK: 2

DEF: 0

Attack: Hand clap

Charge up (raises attack once or more for lightning attack)

Lightning attack

Vivian:

Goombella's Tattle: "That's Vivian. She's the youngest of the three Shadow Sirens. She doesn't seem all that noteworthy. Uh... She is kind cute I guess... She might even be cuter than I am... I guess... ..Uh... What am I thinking?"

HP: 10

ATK: 1

DEF: 0

Attacks: Shade Fist
Fiery Jinx

First, attack everyone with Earth Tremor (and any other attack that attacks all). The more damage, the better. When you run out of FP and Star Power, attack Marilyn, since she is the strongest and can charge up a nasty lightning attack. After she's done, finish off Beldam (if she's still standing, cause she doesn't have a lot of HP to begin with.) When the both of them are done, take care of Vivian. Shouldn't be too hard if you attack hard and fast.

When they disappear, pick up Flurrie's necklace and go back to her house (don't worry, you won't be going back to the beginning of the stage for some strange reason, unless you count the Great Tree "The beginning"). Go to her door and watch the scene (More "romance"?). Flurrie will join you and now you can go back to the Great Tree (Oh, and by the way, KEEP YOUR EYES ON THE GAME!). You'll probably receive e-mail from the RDM service before you make it to the tree.

b. Gathering the troops

The Great Tree:

"The Punies' rivals, the Jabbies, have recently joined forces with the X-Nauts to take over the great tree. The Punies are in dire need of a mustachioed general to turn the tide."

This is one big tree. It's easy to get lost here, if you don't have the proper guide (Ahem). You'll be fine though. Fans of Pikmin will enjoy this stage (maybe).

Enemies:

Mini-Yux (appears from Yux) - 1 HP, 0 ATK, 0 DEF

Pale Piranha - 4 HP, 2 ATK, 0 DEF

Pider - 5 HP, 2 ATK, 0 DEF

X-Naut - 4 HP, 3 ATK, 0 DEF

Yux - 3 HP, 2 ATK, 0 DEF

Go up the big root to the left of the door. When you can't go further, go to the edge and use Flurrie's wind power to uncover the secret entrance (which IS labeled that, contrary to what Punio said earlier). Watch the scene and press A near the door to enter. Go forward inside and' you'll soon get attacked.

Mini-Boss:

(2 X-Nauts)

X-Naut:

Goombella's Tattle: "That's an X-Naut. Says here it's classified as an 'enemy combatant'. The description stinks... You think it means they're just low-level foot soldiers? They drink these potions that make them all big and burly and they attack! One's easy, but if there's two or more, better watch out! Use special moves and items!"

HP: 4

ATK: 3

DEF: 0

Attacks: Body Slam

Potion drink (makes them bigger)

X-Naut Bomb (similar to Crump-a-bomb)

I know what you're thinking, "How come they're a mini-boss if they're already a regular enemy?" I don't know, ask Intelligent Systems. It's probably because it's your first fight with an X-Naut (Apparently, Crump doesn't count). Just attack them both (preferably the one than enlarges himself). It will be over shortly.

After the scene, save your game and heal. The door at the end is locked, so Don't even bother. Be a REAL Plumber and use the pipe nearby (the gray one). When you emerge, go to the other side and use the pipe there. Defeat the X-Naut in this room and check the lower right-most bush for a power punch. Use the pipe on the other side and defeat the Yux when you emerge and use the other pipe to move on. After another funny scene (can't get enough of those), you'll find the rest of the punies. After another scene enter the door to the left. After another encounter with Ms. Mowz you get another battle.

Mini-Boss:

X-Naut:

HP: 4

ATK: 3

DEF: 0

Attacks: Body Slam

Potion drink

X-Naut-bomb

Now this is just... whatever, just kill him (I mean, I can understand 2 X-Nauts as a mini-boss, but ONE? ONE X-NAUT AS A MINI-BOSS!?!?).

After the so-called "Mini-boss", you get the red key. Grab the ultra shroom from the closed chest. Go back to the red cell and use the key for another funny scene. After several hours of lecture (not literally), you regain control. Return to the first screen by using the series of pipes that got you here (shouldn't be too hard). After the scene, 10 Punies will join your party (Now, where have I seen THIS before). Anyway, save, and lead your 11 Pikmin, err... Punies up the pipe to the second room. Place the Puni orb on the pedestal in the center of the room. When the pipe emerges, take off the Puni orb and go down it. Defeat the X-Nauts guarding the door and press the control panel to unlock the door. Now, put the orb in the pedestal to the right and use Flurrie to blow the Punies off the edge (Yes, all of them). Now, as soon as you see them come up in bubbles, blow them to the other side. Don't worry, if you miss, they'll land on your platform. Jump down and grab the shine sprite and the thunder rage from the big bush to the right. Use the pipe to go back up, grab the Puni orb, and hop to the pedestal, to the other side. Go down the pipe and watch out for the Pider that drops from the ceiling when you're crossing the ledge. Quickly change to Koop's and hit it with his shell before it scares the Punies off the ledge. Don't worry if some of them fall off, you can get them later. After defeating the pider, use flurrie to blow off the large black vase to reveal an airplane panel use it to fly to the other one, then fly to the shine sprite. Drop down, defeat the two pale piranhas and get any Puni that fell down. Go back up using the pipe on the left, regroup, and go back down the pipe. Now go to the other pipe and go down THAT one. Don't follow the Jabbi yet, instead follow the path (using Koops to defeat the piders) and throw his

shell right under the red block. A hidden block will appear, allowing you to jump on it and hit the block. Jump down after the badge even if you didn't miss it. Grab the punies from below (it's probably all of them) and use flurrie to blow down the blue wall at the left of the room, next to the save point. Go inside and stock up if you used any items. After that go behind the stump at the back of the room and press A when you see "... " to gain a Jabbie in your party. Now, examine the first big bush you see when you leave the room. Use the pipe to go back up and go to the room where the Jabbie went. As you walk forward, 10 Jabbies will come out of the hive and attack. You'll have to let the Punies handle this so sit back and watch (after you lead them all to

battle, of course). If they lose, try again. After they blow up the hive, go inside and take the blue key. Now, head out the room, watch the scene, go through the next room, go into the pipe leading up (you don't want to go in the room to the top-right, trust me), go across the room, use that pipe, go across the ledge and use the pipe going up (pew). Now, put the orb in the pedestal, blow the punies off, blow them again when they're in bubbles, grab the orb, go across the ledge, go in the pipe leading up, and then, go into the other pipe leading up. Go into the pipe across the room, and use the pipe on the other side of the ledge. Finally, free the punies and now you have a large army of 'em!

c. The Battle for the Great Tree

Now, lead your 101 Punies and Jabbie back to the room I told you not to go into earlier (Make sure it says 101/101 before you go in it). Now you know why, because there's an army of 100 Jabbies in it! Lead your army into battle. After they win, they'll destroy the last Jabbie hive. Defeat the pale piranha and go down the warp pipe. Defeat another pale piranha, grab the star piece from behind the pipe, and go into the next room. Put the orb into the weird pedestal. After getting trapped, grab the orb and use your paper mode to escape from the cage. Go down the pipe to the right that appeared when you were trapped. Grab the star piece from behind the pipe after the short scene. Hit the switch and remember the order of the symbols on the columns (Sun, moon, Punie, and star from left to right). Use the doors and pipes till you get out of the room where the giant "Punies vs. Jabbies" battle took place. Go across the ledge again and go into that room. Go into the opposite door and drop down the ledge inside. Hit the switches till they're like the ones in the other room (Sun, moon, punie, and star). Walk into the new room and grab the super boots. After the tutorial, go outside the room and spin jump through the wooden panel. Carefully jump to the left and use Koops to grab the "Charge" badge. Then, carefully jump to the right, then up, then right again, and grab the shine sprite. Now, retrace your steps to the caged room and slip through again. Spin jump through the wooden panel (it's near the center-left side of the cage). Use Flurrie to blow them down the hole (it'll probably take a while). Grab the orb and jump down with them. Go up the pipe and leave the room. Go up the pipe and put the orb on the pedestal. Spin-jump through the panel and return to the room where the punies are. Now, blow them all down the hole and go down the hole and down the pipe. Go across the room (dealing with the X-Naut) and go down the pipe. Watch out for the Yux, who'll probably fire at you when you enter. Go down the pipe. Don't bother trying to swim across. Go down the pipe and jump across the panels. Go up the pipe and stand on the blue switch. Hold Koop's to the left and step off. When the blue switch surfaces release him and the water will drain to the room below. Go down the pipe and use the lily pads near the shine sprite to get it. Walk across the bridge of lily pads and platforms and lead your army to the other side. Go down the warp pipe and you'll be very close to the Crystal Star.

d. Final Countdown

Put the orb on the pedestal. If you have all of your Punies, the platform will lower. Grab the Mushroom from the lower left bush, heal, and save. As you wonder how Crump got all the way over here, put the orb on the pedestal and watch the scene. After Crump snatches the star, quickly follow him up the pipe. Quickly defeat the two X-Nauts and unlock the door by pressing A next to the control panel. Go through the series of pipes and hurry to the entrance of the tree. Watch the funny scene (If you have more than 60 seconds left, you don't have to rush. Afterwards...

Boss Fight:

Magnus Von Grapple:

Goombella's Tattle "That's Magnus Von Grapple. It's a giant robot built by the X-Nauts. Lord Crump drives it. Its most effective attack is one that takes advantage of its size: a smothering stomp. IT can also shoot out its fists, which do these super-gnarly rocket punches. Its fists are super powerful, so it's best to knock them down fast. The thing about this robot is I can't tell it looks cool, or really, REALLY stupid..."

HP: 30 (X-Fists' HP: 2)

ATK: 2 (X-Fists' ATK: 4)

DEF: 1

Attacks: Magnus Von Punish (just a stomp attack)

X-Fist Launch

X-Fist Rocket Punch (occurs 1 round after they launch; has an attack of 4)

Earthquake

Start off with Earth Tremor and then use your most powerful attacks against him. Attack any X-Fist that he fires (could use Multibounce or Flurries Gale Force). He regenerates them every few turns. Keep attacking him until Magnus gives in.

Watch the scene and this chapter is over.

e. Interlude:

Watch the scene and go to TEC's room (you can take a shower again to have Peach hum a different tune). Once inside, you'll take part in a dancing mini-game. Just press the buttons as they appear on screen.

Watch the scene and you'll replay the first level as Super Mario Bros... AS BOWSER (how ironic)! Anyway, just go through the level, grabbing pieces of meat as you go (that would explain why Bowser's sometimes giant in some games). Don't worry about dying, you have infinite lives (that would also explain why he keeps coming back every game). Afterwards, watch as the "king of guys who talk to posters" makes a fool of himself.

f. Intermission:

Boggly Woods:

Be on your way to Rogueport sewers. You'll receive mail from Peach on the way there.

Rogueport Sewers:

Use the spin jump near the center of the room when you enter from the pipe. A piece of the room should pop up. Spin jump near the edge of the piece and a

star piece will come out of it. Once you're in the room before the thousand-year door room, use Flurrie to blow off the piece of wall that sticks out. You'll get a Happy Heart P badge from inside the chest. Now go to the black chest room and look for the star piece from underground with the spin jump. Now go to the thousand-year door room. There's also a hidden star piece in the front-center area of the room (towards the screen). Use the Spin jump to uncover it. Now step on the pedestal and watch the scenes that follow.

Rogueport:

Start off by powering up your partners. By now, all of your current ones should be powered up. In other news...

"X-Nauts terrorizing Boggly Woods have withdrawn! Just what was their motive?"

Now, there's a few hidden star pieces to be found here. One is in front of the "centerpiece" of the plaza. There's another one in front of Frankly's place and also near the stairs in the docks. Now, you can go to the Trouble Center.

10. Client: Puni Elder (Great Tree)
Title: Emergency shroom!
Reward: 60 Coins

Get a Life shroom (Either buy it, or use the one you got from Koopook [assuming you still have it]). Now, go back to the great tree and give her the shroom and get your coins.

11. Client: Lahla (Rogueport)
Title: Play with me
Reward: 10 Piantas (for use in the Pianta Parlor)

Go to Western Rogueport. Go into the Pianta Parlor and talk to the Boo behind the counter. Simple, right (You should use the money to buy a cake mix and store it in the item shop for later)?

12. Client: Pine T. Jr. (Rogueport Sewers)
Title: Help my daddy!
Reward: Silver Card (for use in Pianta Parlor)

Go back down to the sewers after resting at the inn. Go to the thousand-year door room. Make sure to save your game. Go back near the entrance and slip through the bars. Use the spring to get up to the ledge above. Fly to the other side, slip through and go through the door. Fight your way down to level 18 (getting the sleepy stomp badge from the treasure chest at level 10). Once there defeat the enemy and talk to the toad on the ground. He'll wake up and follow you down the pipe. Go to level 20 and he'll escape to the entrance. Open the treasure for a fire drive badge and go up the pipe to the entrance. Talk to Pine T. to get your reward.

Now that that's over with, go to the item shop in Western Rogueport and store enough items for two more. Buy a Dried Shroom and a dizzy dial. Use any answer for the first question and answer yellow for the second one. When the boo unlocks the door, go through it and go up the stairs and through the door. Watch the scene and leave. Get the star piece behind the trashcan outside the item shop, behind the big warp pipe, hidden in front of the Pianta Parlor (use your spin jump), and between the lamppost and the wall near the eastern entrance if you didn't before. Frankie and Francesca are at the docks so go there and go to the pier on the lower side. Talk to Francesca and watch the scene (It doesn't really matter how you answer). Now, go back to Don Pianta's place, (you don't have to do the whole password thing again). Watch the scene

and talk to Don Pianta again for your blimp ticket. After preparing for your leave, go to the northern exit in Western Rogueport. There's two more star pieces in this area. One hidden underground at the west end. Talk to the Cheep-Cheep (the fish) at the gate and say "Yes" to show him your boarding pass. Get the other star piece behind the pipe and go down it. Walk to the blimp and press A. You'll soon be on your way to the next Crystal Star

4. Chapter 3: Of Glitz and Glory:

(BTW, This is my favorite chapter in the whole game)

a. Do You Smell What the Rawk is Cookin'?

Glitzville:

"The Main Attracation in the floating city of Glitzville is the Glitz Pit, a battle arena where the world's greatest fighters compete for love and country. Or fame and personal fortune-whatever floats your boat"

This is Glitzville. As you've read, a lot of people come here to fight in the Glitz Pit, but is there something more going on behind the scenes?

Enemies (all of the enemies on this list are fought in the glitz pit):

Bandit - 5 HP, 2 ATK, 0 DEF
Big Bandit - 8 HP, 3 ATK, 0 DEF
Bob-omb - 4 HP, 2 ATK, 1 DEF
Boomerang Bro - 7 HP, 2 ATK, 1 DEF
Bristle - 2 HP, 1 ATK, 4 DEF
Dark Craw - 20 HP, 6 ATK, 0 DEF
Dark Koopatrol - 25 HP, 5 ATK, 2 DEF
Dark Puff - 3 HP, 2 ATK, 0 DEF
Dull Bones - 1 HP, 2 ATK, 1 DEF
Fire Bro - 7 HP, 3 ATK, 1 DEF
Flower Fuzzy - 6 HP, 3 ATK, 0 DEF
Fuzzy - 3 HP, 1 ATK, 0 DEF
Goomba - 2 HP, 1 ATK, 0 DEF
Green Fuzzy - 5 HP, 3 ATK, 0 DEF
Green Magikoopa - 7 HP, 4 ATK, 0 DEF
Hammer Bro - 7 HP, 4 ATK, 1 DEF
Hyper Bald Cleft - 3 HP, 3 ATK, 2 DEF
K.P. Koopa - 4 HP, 2 ATK, 1 DEF
K.P. Paratroopa - 4 HP, 2 ATK, 1 DEF
Lakitu - 5 HP, 2 ATK, 0 DEF
Pale Piranha - 4 HP, 2 ATK, 0 DEF
Pider - 5 HP, 2 ATK, 0 DEF
Pokey - 4 HP, 3 ATK, 0 DEF
R.S. Buzzy - 5 HP, 3 ATK, 5 DEF
Red Chomp - 6 HP, 5 ATK, 3 DEF
Red Magikoopa - 7 HP, 4 ATK, 0 DEF
Shady Koopa - 8 HP, 3 ATK, 1 DEF
Shady Paratroopa - 8 HP, 3 ATK, 1 DEF
Spiny - 3 HP, 3 ATK, 3 DEF
White Magikoopa - 7 HP, 4 ATK, 0 DEF

As soon as the scene ends, go south and uncover the hidden star piece. There's a hidden block below the shine sprite to the right of the main building, so hit the space where the shine spite's box's shadow is and hop on the block and get it. Go behind the bush on the right side of the stairs for another star piece. There's yet another star piece behind the phone booth to the left side of

Glitzville. Go into the juice shop (right side) and get yet ANOTHER star piece behind the counter. Outside the shop, go down until you see a big blue switch. You can't hit it with your hammer so hop on top of the boxes next to it and spin jump on the switch to reveal some stairs. At the top of the stairs, use Koop's shell to get the star piece under the billboard. Also, get the Power Plus P form inside the nearby treasure chest and the Inn Coupon behind the "sign" of the juice bar (that red thing hanging on the ground). When you're finally done getting all the items here, go inside the big building in the front. Go through the double doors on the ground or on the second floor and watch the champion kick ass! After wards, talk to one of the security guys near the back doors to go backstage.

b. Working your way up the ladder

There's only one item to get backstage. Jump into the open crate next to the double doors with the blue symbol. You'll get the Last Stand badge. Go to Grubba's office, which is to the right (from your view) of the locked door. Talk to the security guard and go inside. After the scene, you'll be known as "The Great Gonzales"! Afterwards, walk up to the GBA-like screen and pick "Reserve a Match". You must win your fight, as well as do the stipulation that Grubba tells you in order to move up the ranks. Talk to the security guard when he comes in to start your match. During a pre-match interview, one of the goombas will attack before your even ready.

Rank 19th: The Goomba Bros. (5 goombas)

They're just a bunch of goombas. Guard against their sneak attack and destroy them all (while doing whatever Grubba told you to do of course).

After meeting some of the fighters in the minor league, reserve the next match (you should always heal if your HP and/or FP are low).

Rank 18th: The KP Koopas. (2 K.P. Koopas and one K.P. Paratroopa)

Be sure to follow the stipulation. These guys are just regular koopas of a different color. Beat them down!

Go to the next match.

Rank 17th: The Pokey Triplets (3 Pokeys)

Just use your hammer to defeat them (unless Grubba told you not to, in that case, use Koops, items, and/or Earth Tremor)

Next Match.

Rank 16th: The Dead Bones (3 Dull Bones)

Accomplish the stipulation and take care of these weaklings.

Next match.

Rank 15th: Spike Storm (2 Spinys and a Lakitu)

Lakitus create more Spinys, so take care of him first.

This time, go out to the lobby. Work your way through the crowd (you can bash them with your hammer for a few laughs) and go outside. Watch the scene and chase the egg until it hops on the roof of the stand. Go to the top of the

juice bar and use the spring to get up to the airplane panel. Use it to fly to the egg. Talk to it and agree to have it follow you (you won't regret it). Afterwards, go back to your locker room and reserve the next match.

Rank 14th: The Hand-It-Overs (2 Bandits and 2 Big Bandits)

These guys can steal your coins AND items, so be ready to block they're attacks. Attack them before they run off if they steal anything from you. Other than that, there's nothing special about them.

Get ready for your next match.

Rank 13th: The Mind-Bogglers (1 Pale Piranha, 1 Pider, and 1 Dark Puff)

You fought all three of these guys before, so it should be easy.

Rank 12th: The Punk Rocks (3 Hyper Bald Clefts)

These guys have high defense, so use powerful attacks or items.

Rank 11th: The Bob-omb Squad (4 Bob-ombs)

Watch out for when their fuse is lit. Don't use jump and be sure to guard against its attack if the fuse is lit.

Rank 10th: The Armored Harriers (2 Iron Clefts)

Mini-Boss:

The Great Gonzales vs. The Iron Harriers

Iron Cleft:

Goombella's Tattle: "That's an Iron Cleft. That guy is SCARY. Period! What's WITH this book? It says no attack will work against Iron Clefts! It says nothing in the world is as an Iron Cleft, so its Defense is impenetrable. If that's true, the only way to beat one is to whack it with the other one... Running away may not be a bad idea at this point."

HP: 6

ATK: 4

DEF: Unknown (almost invincible)

Attacks: Iron Rush

NOTHING you do will damage either of them at this point (not even Earth Tremor or a Superguard). So, you have no choice but to take a deep breath, and RUN AWAY!

After returning from your first loss, your egg will have already hatched and a mini-Yoshi will be in its place (the color is random... I think). After naming him and looking at the short tutorial, you'll be ready for your revenge against those stinkwads!

Rank 10th: The Armored Harriers (2 Iron Clefts)

Mini-Boss:

The Great Gonzales vs. The Armored Harriers (Round II)

Iron Cleft:

HP: 6
ATK: 4
DEF: Unknown (almost invincible)
Attacks: Iron Rush

Now that you have Yoshi, you can use his gulp to actually damage them. Do it again to teach these two not to mess with the Great Gonzales.

c. Major Leaguer

Watch the series of scenes and you'll find yourself in the MUCH cleaner major league locker room. After getting the weird e-mail from "X", heal yourself by sleeping in the bed in the corner and reserve the next match (There's an Ice Storm behind the left most group of lockers).

Rank 9th: The Tiny Spinies (2 Spinies)

Their defense is very high, so use quake hammer to flip them over, or use Piercing blow if you have it. Fire and explosions don't work on them, so use Earth Tremor or any item that doesn't fit that description.

Rank 8th: The Poker Faces (2 Bristles)

Use some kind of long-range attack against them. Neither jump, nor hammer will work.

You'll get another e-mail from X, telling you to go to the watering hole. Go outside to the juice shop. Talk to the green guy inside and he'll give you the super hammer. After the scene, X will give you another e-mail telling you to smash the big block in the minor-league locker room. Talk to the security guard in front of the minor league room and he'll let you in. Smash the big block with your new super hammer technique and go through. Climb to the top of the computer desk and use Yoshi to float to the other side (press X to hop on him and then hold a to "float"). Grab the dubious paper and leave. After getting the paper taken from you, go back to the major league locker room and get ready for your next match.

Rank 7th: The Shellshockers (2 Shady Koopas and 1 shady Paratroopa)

If you flip them on their backs, their attack gets raised, so be careful.

After the scene, the Armored Harriers will come back for a rematch. It IS 1-1 anyway.

Mini-Boss:

The Great Gonzales vs. The Armored Harriers (Round III)

Iron Clefts:

HP: 6
ATK: 4
DEF: Unknown (almost invincible)
Attacks: Iron Rush

Nothing different here. Just use Yoshi's Gulp twice and end this feud once and for all!

After an anonymous e-mail (that isn't from X), rest in the bed to refill you HP

and FP and get ready for your next match.

Rank 6th: The Fuzz (1 Fuzzy, 1 Green Fuzzy, and 1 Flower Fuzzy)

The green fuzzy is more powerful and it multiplies. The flower fuzzy drains your FP instead of HP. Just beat them before they start doing any real damage.

After the battle, You'll find a cake in the locker room. Eat it and you'll be completely healed.

Rank 5th: Hamma, Bamma, and Flare (1 Hammer Bro. 1 Boomerang Bro. And 1 Fire Bro.)

The Boomerang Bro is the most dangerous one, so take him out first (if you can still use jump). Next would be the Hammer Bro, then, the Fire Bro.

After the fight, an old friend will come in and challenge you.

Boss Fight:

Bowser:

Goombella's Tattle: "That's Bowser! But what's he doing here?!? My mind just blew a fuse! He's uglier than I expected. He's got a poisonous bite, so watch out! It'll make your HP decrease gradually. Also, If he ground-pounds you, you won't be able to use one of your commands! Just focus your attention on beating him down, Mario!

HP: 30

ATK: 3

ATK: 1

Attacks: Poison Bite (can poison you)

Bowser's Jump (makes one of your commands un-useable)

Flame Breath

You KNEW you wouldn't go through this game without fighting Bowser at least once. His Poison Bite can be dangerous, but his ground pound is even more annoying. Make sure to guard against these attacks, as well as his famous flame breath. Anyway, Use your most powerful attacks to send Bowser down (once again).

Rank 4th: The Magikoopa Masters (1Red, Green, and White Magikoopa)

The Red one can raise their attack power. The White one can heal the others. The Green one can make them either electrified (which damages YOU and not them, BTW) or Invisible. Use your hammer or items if one of them is electrified. Once theirs one more left, it'll make several copies of itself. You can't really tell the real from the fake so you'll have to rely on luck this time.

After getting more mail from X. Go outside to the phone booth next to the item shop to get the storage key. X will e-mail you again, telling you to go to the storage room next to Grubba's office. Go back to the backstage area, go towards the locked door, and watch the scene. Unlock the locked door and go inside. Watch yet another scene with Ms. Mowz and switch to Flurrie. Have her blow out the crates to reveal regular blocks. The set on the right contains a Charge P badge. The ones on the left contain the staircase switch X mentioned. Use your Super Jump to uncover an underground star piece in the center of the room. Then, go up the stairs and get the shine sprite. Hop on top of the crates to your left and use Yoshi to glide to the crates to the left. Drop down and use the super hammer technique to get rid of the big block. You can use Yoshi again

to glide to the "HP Plus P" Badge on the crates in the corner. Now, drop down the hole and go right until you see some speech bubbles appear. Go towards the hole and press A when the "!" appears. Listen in on Grubba's conversation and use your paper mode to slip through the vent to the left. Leave out the door and go back to your locker room.

Rank 3rd: Craw-Daddy (1 Dark Craw)

This guy fights similar to Gus. Don't use jump or something similar.

You'll get another hate mail. Just ignore it. When you prepare for your next match, Jolene will give you another cake. DO NOT EAT IT! If you do, your partner will not be able to fight with you in your next match.

Rank 2nd: Chomp Country (2 Red Chomps)

These two have high defense and attack, so use powerful attacks to defeat them fast.

Rank 1st: The Koopinotor (1 Dark Koopatrol)

This guy's tough. He can charge up his attack to do devastating damage, so watch out. He also has a spike on his head, so jump isn't affective unless you flip him over with Quake Hammer. If you can guard well, it should be somewhat easy.

c. Gonzales vs. Hawk

After your match, X will send another message telling you to remove the Gonzales posters. Use Flurrie to take all of them out until you find the one that has the key (or you could just blow off the one to the left of the double doors upstairs). X will then tell you to go to the second floor of the storage room. Go there, and unlock the door. Once inside, hop up the crates to the left and use Yoshi to float across to the other set of crates. Destroy the big block to find out where some of the fighters have gone. There's a star piece hidden behind the lower right crates. Go back to your locker room and prepare for your Championship match. When you register, the security guard will take you to the opposing minor league locker room. After a few scenes, you will find out that you were tricked into going in there and are now trapped. What to do now? Well, use Flurrie to blow down the Peach poster at the lower right corner. You'll appear in the opposing major league locker room. The door in there is locked too so go into the bathroom at the lower right corner (which isn't locked) and flush yourself down the toilet (it works the same as a pipe). You'll find yourself in your regular major league locker room. Go out and go through the nearby double doors. You'll fight Rawk Hawk after another scene.

Boss Fight:

The Great Gonzales vs. Rawk Hawk

Rawk Hawk:

Goombella's Tattle: "That's Rawk Hawk! He flips, flaps, and slaps! ...That's what the book says. He's really good at aerial maneuvers, but other than that, he's pretty...meh. One thing you should know is that Rawk Hawk NEVER fights above the board. Carelessness leads to lifelessness, y'know!"

HP: 40

ATK: 3

DEF: 0

Attacks: Rawk ball (Attacks both you and your partner)

Baseball Slide

Suicide Dive

Rafter Shake (random objects fall from rafter when he hangs on it)

Rawk Hawk is not as hard as you might think him to be. His attacks are powerful, but he won't be able to do much if you keep hitting him with your strongest attacks. After he gets down to below 10 HP, he'll hang on the rafters. Use Quake hammer or Flurrie's body slam to take him down and finish him off to become the NEW champion!

You will be given the champ's belt and now are able to use the champ's room. After the scene, sleep in the bed to heal yourself (and buy any items if you used any), then hop onto the stack of presents and use Yoshi to float to the top of the doorframe and then to the vent. Use your super hammer move to open it. Go through the air duct and listen to Grubba again. Afterward, open the other vent and go through. Get the star pieces behind the plant on the lower left corner and in the upper desk drawer (press A when "!" appears near the GBA SP). Go to the other side of the desk and do the same. After finding out about Grubba's real intention, he'll walk in and instantly run to the ring. Follow him (save first, then use the double doors with the red sign on it) and watch the scene.

Boss Fight:

Macho Grubba:

Goombella's Tattle: "That's Macho Grubba. He's Grubba all souped-up on Crystal Star power. His attack pattern is simple: first he increases the number of times he can attack... Then he powers himself up with all sorts of crazy power-uppy moves. So, it's pretty important to pay close attention to how he's powered himself up. The craziest thing about this meathead is that he used to be that chubby Grubba. I guess the crystal Stars really ARE powerful!"

HP: 60

ATK: 4

DEF: 0

Attacks: Double Attack (makes him attacks twice for 3 turns)

Stat Boost (raises Attack, Defense, or Evasion for 1 turn)

Running Butt-Stomp

Enlarge (grows and raises attack)

Grubba-sault

Clothesline from Hell

Grubba will gain the ability to attack twice. He'll reuse this ability when it runs out. His first attack will be to raise one of his stats. It will be Attack, Defense, or Evasion. Save some of your stronger attacks for later. When he gets beat down to around half health, he will grow. That's when you use the heavy artillery. This is also when he starts using more dangerous attacks. Don't be surprised if you find your party in danger. Use items if your health is low and finish this fight as fast as possible.

Watch the scene and another chapter comes to a close.

D. Interlude:

Watch the scene and go to TEC's room when the doors open. After another scene with the computer, go back outside and use the nearby elevator. When the elevator doors open go right and go in the very first door. Look in the lockers until you find a soldier's uniform. Go to the changing room to the right and press A near the curtains. After putting on a disguise, go right and enter the

door at the end of the hallway. Talk to Grodus inside and then you will find yourself in the locker room. Change back into your regular clothes and go out the door.

After the scene, you can look in the bushes for some funny dialog, but go inspect the bush at the end for an even funnier scene.

e. Intermission

Now you can go back to Rogueport.

Rogueport:

The news today...

"Rookie `The Great Gonzales' takes Glitz Pit by storm! An upset on the way?"

Anyway, go back into the sewers first.

Rogueport Sewers:

Go back into the pipe to the right. Before going down the next pipe, go into the door to the right. Destroy the big bock and go up the platform. Get the shine sprite and jump on to the blue switches. Use your super jump to activate them to get shortcuts to Petalburg and the Great Tree. Go back and into the pipe you passed by earlier. Destroy the big block to have an easier route to the thousand-year door. Go on to the pedestal and watch the scenes. Now's a good time to upgrade your character(s). After your done, all 4 of them should be leveled up. Looks like they have an update on Glitzville.

"The Great Gonzales crowned champion of the Glitz Pit! But he turned down the belt!"

Next, on to the trouble center:

13. Client: Jolene (Glitz Pit)
Title: Help wanted!
Reward: 30 coins

Go back on the blimp to Glitzville and go to Jolene's office (it used to be Grubba's office). After getting reinstated into the Glitz Pit, talk to her again and she'll tell you to get all of the battle trunks in the storeroom. It's quite a lot so it could take a minute. After getting all 20 of them, go back to Jolene and she'll tell you to give them to Goomfrey. Go back to Rogueport. Goomfrey will be waiting near Frankly's house. Give him all of the trunks. Now go back to Glitzville and talk to Jolene for your reward (and buy two hot dogs while your at it).

14. Client: Merlee (Rogueport Sewers)
Title: Heartful Cake recipe...
Reward: 30 Coins

Go back into the sewers and go into the right-most pipe (behind the gate near the airplane panel). Go forward into the house. Talk to Merlee (make sure you're next to her and not across from her). Go to Petalburg and talk to Toce T. in her home closest to the gate to Shhwonk Fortress. Go back to Rogueport and get the Cake Mix you stored earlier (or buy one from the Pianta Parlor if you didn't). Give the Cake Mix to Merlee and get your reward.

15. Client: Bub-ulber (Petalburg)

Title: The food I want.

Reward: Dried Flowers

First off, go back to Glitzville and buy two hotdogs (if you haven't done so earlier). Now, get another cake mix from the Pianta Parlor back in Western Rogueport. Now go back to the plaza and give Zess T. the cake mix to have her make a Mousse Cake. Go back to Petalburg and talk to the person standing in the flower garden on the West Side of Petalburg. Give the items to her and she'll give you dried flowers. These aren't very useful alone, so store them in your nearest item shop for now.

Now, go to Western Rogueport and go skinny to slip through the metal grate in the center. Use Yoshi to float to the ledge to the left. Grab the Shine Sprite and go into the door and try to go down the pipe. You will be rejected by it. Now, go out the door and go down the nearby pipe. Go across the moving platforms to the star piece and go back. Use Yoshi to float back to the ledge to your right. Quickly jump across the two platforms and go to the next screen. Go behind the pillar for yet another star piece. Go down into the shallow water and open the chest for a Soft Stomp badge. Go right till you see a bunch of broken pillars. Go behind them and keep looking till you find another star piece. Go back to the previous screen and jump down. Defeat the Spanias and get the star piece behind top right corner of the central platform. Use the pipe going up to get back to Western Rogueport. Go back to Frankly's house and talk to him. Go around the secret wall next to Merlon's house and talk to Darkly (the guy with the yellow eyes). You'll then be able to access Twilight Town. Stock up on items and go back to the brown pipe that rejected you earlier. You'll go through this time.

5. Chapter 4: For Pigs the Bell Tolls

a. Dour times

Twilight Town:

"The people of Twilight Town are plagued with a curse that turns them into pigs. As tempting as it may be to enjoy the lifetime supply of free pork, that's not quite befitting of a hero."

Enemies: None

As soon as you enter, you'll watch a scene. After knowing about the town's curse, leave the mayor's house and go right to the next screen. Hidden behind the barrels (look on the other side of the gate the barrels are on) for a star piece. Talk to the gatekeeper and go back to the mayor's house. Watch the short scene and go back in his house. Go near the mayor (now a pig) to watch another scene. Check the bushes for another star piece. Go behind the left-most house for another star piece. Now, go back to the gatekeeper. The bell should ring on the way there. If not, go into the item shop and talk to the girl. Inspect the locked door and then leave. Then, it should ring. Now, open and go through the gate.

Twilight Trail:

The hyper enemies in this part as well as the not-so-rare Amazy Dayzee make this trail one of the most dangerous in the whole game. Always be careful when traveling here or you could find yourself using a Life Shroom, or worse..

Enemies:

Amazy Dayzee (sometimes appears in battle) - 20, HP, 20 ATK, 1 DEF

Crazee Dayzee - 7 HP, 2 ATK, 0 DEF

Hyper Cleft - 4 HP, 3 ATK, 3 DEF
Hyper Goomba - 8 HP, 2 ATK, 0 DEF
Hyper Paragoomba - 8 HP, 2 ATK, 0 DEF
Hyper Spiky Goomba - 8 HP, 3 ATK, 0 DEF

Go into the nearby shack and get the black key (you know what that means...)
Continue going down the path, beating the hyper goombas along the way (Jump while standing on the coin block for a super shroom). When you reach the fallen tree, use Koops to get the key behind it. Go all the way back to Twilight Town.

Twilight Town:

Go into the item shop and open the locked door. As well as find some items and a "Defense Plus" badge. You'll see another black chest. Give him the key and get it over with. Leave after taking what you want and rest at the inn if you took ANY damage. When you're ready, go back to Twilight Trail.

b. The Dangerous Path to Creepy Steeple

Go forward, defeating enemies as usual. When you get back to the fallen tree, use your new tube mode (hold R and rotate the left control stick) to turn into a tube. When you're past the tree, you'll probably see a star piece to the back of it. Get it and continue to the pile of straw. Use Flurrie to huff, puff, and blow it down. Grab the star piece behind it and go into the pipe and go deeper into the forest. The Crazee Dayzees (which are sometimes accompanied by Amazy Dayzees) can be tricky. Defeat them as fast as possible (especially if there is a Hyper Cleft with them) as their only attack is to put you to sleep (which also damages you in the process). The attack is also hard to guard. Anyway, defeat the Crazee Dayzee and slip between the two trees. Get the earthquake in the item block and defeat the other Crazee Dayzee. Continue on the next screen, which also contains a Crazee Dayzee, until you see a tree that blocks your path. Use Flurrie to blow on the tree until a hole appears. Go through and continue deeper towards the creepy steeple. Continue until you see a darker spot on the ground. Have Flurrie blow on it and some wooden planks will appear. Have Mario spin jump through them and push the block in the background until it stops. Go back and continue. Jump through the next hole and defeat the Hyper cleft that you see, and jump while behind the right-most tree to get a hidden shine sprite. Continue on and you will see the creepy steeple.

c. Mario's Mansion (Well, not really)

Creepy Steeple:

A spooky mansion that contains many ghosts. It is said that the crystal star as well as the person (or thing) responsible for the curse of Twilight Town are both inside.

Enemies:

Boo - 7 HP, 3 ATK, 0 DEF
Buzzy Beetle - HP 5, 3 ATK, 4 DEF
Spike Top - 5 HP, 3 ATK, 4 DEF
Swooper - 6 HP, 3 ATK, 0 DEF

Use the health block and the save block before continuing on. There's a small hole to the right of the locked gate. Use your tube mode to roll under it. Open the gate from the other side and go left. There's a star piece to the left of the gate. Now, go inside. You should see a small hole near where you enter (near the background). Inside there'll be a star piece behind the furniture, a cookbook (for use in a trouble later on) a shine sprite, and the Ice Smash badge. Go back out and push the star-shaped statue at the other side of the

hallway. You'll fall in a hole and end up in a small room. Have Flurrie blow down the different-shaded wall and go through. Turn right until you get to a different room with the Flower Saver badge. Go back and go into the door. As much as you don't want to open the suspicious looking box, you'll have to. So, do so and watch what happens. Answer 200 to the boo's question to get an ultra shroom. Go back to the main hallway and talk to the boo there. Answer no and several boos will surround you. They won't do anything unless you stand still, so run left to the door that's towards the screen. Defeat the two swoopers and hit the switch once. Go in the nearby door and go up the stairs. Go along the upper hallway and use Koops or Yoshi to grab the Steeple Key at the end of the hallway. Jump down and now you have a decision to make. You can either fight an optional boss which is only as hard (if not easier) as the main boss here. Plus, you get the Lucky Start badge if you win. The only bad thing is that some of the boos will become regular enemies the next time you enter the steeple. If not, then skip this next mini-boss section (BTW, you can fight it later, but if you want to during this chapter, then now's the best time to do so). If you want to fight the Atomic Boo, then stand-still while in the hallway and charge up your Super hammer attack. When there's a few ghosts on you, let go. Do this two more times and the ghosts will get angry (And you won't like them when they're angry).

Secret Mini-Boss:

Atomic Boo

Goombella's Tattle: "That's an Atomic Boo. It's a giant Boo made up of a ton of smaller Boos. This thing will try to smooch us. It can also split up and send hundreds of Boos at us. And, when we attack, we might get so scared that we get confused or can't move. I sure wouldn't want to see this thing standing behind me in the middle of the night... Creeeeeeepy..."

HP: 40

ATK 4

DEF: 0

Attacks: Smash

Hide

Atomic Scare

Split Up

It will use smash on your most often. If you use Power Lift at the beginning of battle and hit it with your strongest moves afterwards, it won't be able to do any more dangerous attacks. When it cowers, it's "charging up" for the atomic scare (sort of like a warning). Try to damage it as much as you can at that time. When you win, you'll get the Lucky Start badge.

Either way, go into the door in the background and go right until you see another switch. Hit that twice and go in the nearby door. Go up the stairs and go across the upper hallway again. Save and unlock the door. Inside, use the health block and go up the stairs and use the spring. At the top watch the scene and finally.

Boss Fight:

?????:

Goombella's Tattle: "...??? Wow, hoe totally bizarre... This thing isn't here.

here's a monster in here that looks like this thing... But it doesn't have a name. It's apparently good at transforming itself and other things. Maybe it used that power to tun the villagers into pigs! This thing is a real jerk!

HP: 40

ATK: 4

DEF: 0

Attacks: Ghastly Head-butt

Copycat (changes into "Shadow" Mario for the rest of the battle)

Jump (occurs after Copycat)

Hammer (occurs after Copycat)

OK, so he's not exactly "monster-like", but come on. He did what he did, so he now has to pay for it. The head-butt is easily guarded so that shouldn't be too much of a problem. When half of his health is gone he'll change into a shadow version of Mario. He'll use your jump and hammer attacks (which you probably aren't used to guarding against). But, other than that, he's not that dangerous.

End of Chapter... or is it?

f. Identity Theft

Yep, that's right. You actually beat the REAL Mario. This would explain why Mario's stance was weird. And why he acted strangely after getting "beaten". So, now you're alone in the Creepy Steeple. Well, First off, GET THE HELL OUT OF THERE! We got an identity crisis going on here! But be careful (especially on Twilight Trail) I don't recommend fighting these monsters alone, so try to avoid them.

Twilight Trail:

Just do your best to avoid fighting for now. When you get to the shack the thief will comeback and have you try to guess his name. Even if I told you right now what it is, it wouldn't matter (cause there's a letter missing, "p"). Obviously, it's part of his name and you can't use uppercase, so type in anything.

Boss Fight:

"Mario" (?????)

HP: 40

ATK: 0

DEF: Invincible

Just run. Don't bother attacking him, he's completely invincible right now (and he can't damage you either), so it's pointless to try.

Twilight Town:

You'll run right back into twilight town. Go to the West Side of town and talk to Vivian and then inspect the far-left bush for the Superbombbomb. Go back to her and give her the bomb and she'll join you. You can use her Veil ability to listen in on the crow's conversations. Just press X when "..." appears when near a group of crows. If you're wondering where your friends are, they're at the mayor's house with "Mario". They'll all ignore you (except the mayor. He'll just tell you to leave). Hide in the shadows while near the crows closest to the inn for some very important info. Be on your way to Creepy Steeple.

Twilight Trail:

You already know what's going to happen.

Boss Battle:

"Mario" (?????)

HP: 40

ATK: 0

DEF: Invincible

Once again, just run off.

Now that you have someone in your party, going through the trail will be much safer. But, you should still be careful. Use Vivian's Veil if a hyper enemy charges up.

Creepy Steeple:

Instead of using the front door, jump down the nearby well. Get the shine sprite and defeat the buzzy beetle. In the next room, you'll have to defeat the seemingly endless supply of spike tops and buzzy beetles. After you beat all of them, push the door-shaped barrier to the top of the incline. When you can't push it any further use Vivian's Veil ability to slip into the shadows. The door will slip past you and you can continue on. Get the shine sprite, save, and turn into a tube to go under the hole. Roll up the stairs and spin jump through the wooden panel. Go left and search between the two right-most windows for a star piece. Go left and roll into the next room. Get the items from the chests and the two boxes. Hide while next to the bird to find out that the bad guy's name is Doopliss. Leave the Steeple.

Twilight Path:

Go all the way back to Twilight Town until Doopliss ambushes you again. Input that when prompted. He'll run off. Go back to Twilight Town and stock up on items (and also sleep in the inn). When you're ready, leave toward Creepy Steeple one last time.

f. Ready for Round 2?

Creepy Steeple:

Once you're there, go through the front door. Go into the door in the background. Go back to the red switch and hit it once. Go through the nearby door and go up the stairs. Heal and save as you make your way back to Doopliss's room. Once you're there, watch the scene.

Boss Fight:

(Doopliss with partner)

Doopliss:

HP: 40

ATK: 4

DEF: 0

Attacks: Jump (partners use their primary attack)

Spin Jump

Hammer

It doesn't really start off good this time. You have to fight alone for the first few turns and Doopliss and your friend will attack you (starts off with

Goombella). Start the Battle with Power Lift and Focus your attacks on Doopliss. Forget about your partner, If you beat him/her, another partner will replace him/her (each one more dangerous than the last). Continue to attack Doopliss with your most powerful attacks until Vivian comes in to help you. Keep attacking until Doopliss falls.

Watch the scene and the chapter will REALLY end.

g. Interlude

Watch the short scene with the other 2 shadow sirens.

Watch another scene and answer TEC's questions as follows:

- 1) What will happen if you collect seven Crystal Stars? - Thousand-Year Door opens.
- 2) What is the goal of Grodus, leader of the X-Nauts? - To conquer the world.
- 3) What is the legendary treasure that waits behind the Thousand-Year Door? - A 1,000-year-old demon's soul.
- 4) What does Sir Grodus wish to do with this ancient demon's soul? - Bring the demon back to life.
- 5) What is required to seal up the demon again? - Crystal Stars.

Watch the scene.

Watch the scene and you'll be in another side-scrolling stage. Just get to the end and that's it.

h. Intermission:

Twilight Town:

Watch the scene and go back in the pipe.

Rogueport Sewers:

Make your way to the east part of the sewers (you can roll under the fallen pillars in the underground town to get to Dazzle). Go into the pipe behind the gate, to the right of the pipe that goes to Eastern Rogueport. Go to the next pipe, but go back right. Slip through the bars that have an entranceway behind them. Go inside, and use Vivian to pull you into the shadows before the spikes come back up get out when they go back down and continue this until you get to the treasure chest. It contains The "Spike Shield" badge (a very useful badge when fighting enemies that have spikes on their head). Do the same thing to go back to the entrance and continue on to the thousand-year door. Step on the pedestal and watch the scenes.

Rogueport:

"Toad Bros. Bazaar announces new shipment of best-seller `Super Luigi'! Get your copy!"

Super Luigi is available in the item shop. I don't recommend buying it since you can read it in this walkthrough.

Now's the time to upgrade partner, Vivian. Then, go to the trouble center.

16. Client: ??? (Rogueport)
Title: Elusive Badge!
Reward: Attack FX B and a new partner

Go out the back door in the second floor of the inn. Talk to Ms. Mowz on the roof of Zess T's house. She'll tell you to find a badge for her back in Hooktail Castle. So, go there and go to where you fought (and beat) Hooktail (there's an underground star piece in the far-left cell in the room where you fought the red bones). And use Flurrie while near the center (there should be an Invisible Wall there), you'll get the Attack FX B badge. Bring it to her and she'll give you the badge and join your party.

17. Client: Mayor Dour (Twilight Town)
Title: Newsletter..
Reward: 30 coins

Talk to the mayor in Twilight Town and take the Routing Slip to the Elder Puni in the Great Tree. Then go to Kroop in Petalburg. Finally, go back to Dour and get your reward.

18. Client: Zess T. (Rogueport)
Title: Seeking legendary book!
Reward: Honey Shroom

Go to Zess T. and give her the cookbook you found in Creepy Steeple (if you didn't find it, it's in the small hole near the entrance. You'll have to turn into a tube to go through it). She'll be able to cook two items and gives you a honey shroom.

Now, go to the inn at the plaza and talk to the guy singing by the skull gem (all the way to the right). Answer his questions anyway you want. After he leaves, go to the ship and talk to Flavio again. He'll tell you to find Admiral Bobbery. Go to the East Side and switch to Yoshi. Float across the river so you're south of the fence. Go on top of the roof and uncover the underground star piece. Slip through the thin space between the two crates to get a shine sprite. Go back on top of the roof and continue to go left until you see a shine sprite in the distance. Cross the roofs to get it. Go back to the chimney and use your tube mode to roll through the small hole. Talk to the Bob-omb inside and go into the door in the back. Grab another shine sprite and leave. You should have more than enough by now to upgrade Ms. Mowz, so do that, then return to the inn. Talk to Podley (the old green guy behind the counter) and go back to the bob-omb that you talked to earlier. He'll admit of being Admiral Bobbery, but still won't join you. Go back to Podley and give the letter he gives you to Bobbery. Now, he'll join you. Talk to Flavio on his ship and you'll set sail.

6. Chapter 5: The Key to Pirates.

a. Shipwrecked

Watch the scene and you'll find yourself in Keelhaul Key.

Keelhaul Key:

"Arrgh, matey! Thar be ghosts on Keelhaul Key that don't look too kindly on some pudgy landlubber tryin' to get his hands on their precious Booty."

In other words, Keelhaul Key, is a deserted Island cursed by the spirit of Cortez.

Enemies:

Flower Fuzzy - 5 HP, 3 ATK, 0 DEF

Green Fuzzy - 5 HP, 3 ATK, 0 DEF

Putrid Piranha - 8 HP, 3 ATK, 0 DEF

There's an underground star piece in the northeastern part of the screen. Go right to the next screen and watch the scene.

Mini-Boss:

(3 Embers)

Ember:

Goombella's Tattle: "That's an Ember. Sort of a pale-blue flame spirit. Kind of spooky. Of course, since this thing is a flame, touching it will hurt. Didn't Mama teach you that? Looks like it's susceptible to ice or explosive attacks, so that's something. If you get hit by a flame attack, you'll catch fire, so try to guard well."

HP: 8

ATK: 3

DEF: 0

Attacks: Burn

Fireball

Super Flame (attacks you and partner)

Don't use any jump attacks on it or you'll get burned. Ice smash can help, but any hammer or projectile attack (except fire) will hurt it.

Watch the scene and get the star piece in the shallow water. There's another one behind the rock in the far-right part of the screen. When you're ready, go to the next screen and kill the fuzzies (there's another star piece in the first bush you see). On the next screen, kill the enemies and hit the item block and jump on top of it. Jump again and you'll reveal a coin block. Keep jumping until no more coins come out of it. Get the star piece behind the root near the end of the screen. Jump up the stairs and jump across the gaps. Use Yoshi to float to the empty coin block and then float to the ledge. Continue up until you see another shine sprite. Have Yoshi float to the block under it and grab the shine sprite. Continue on to the next screen. During the scene, the suspicious-pirate will talk to "you" (the person in front of the TV) and say not to tell Mario who he is (Gee, I wonder who THAT could be). Instead of following him, go back to the bridge and cross it (grab the shine sprite on the way). On the next screen, fight the two Embers.

Mini-Boss:

(3 Embers)

Ember:

HP: 8

ATK: 3

DEF: 0

Attacks: Burn

Fireball

Super Flame (attacks both you and partner)

The same strategy applies here.

After the fight, hit the tree and watch the scene. Get the star piece hidden behind a rock in the shallow water. You can get the Spite pouch from the nearby bush. Afterwards, go to the previous screen and go on the bridge. Turn sideways while on the East End of it and you'll fall through one of the slats. Get the Ice Power badge and go back up. At the Left side, go down the stairs and use Yoshi to cross the gaps to the pipe. Go in and hit the nearby tree. Get the coconut and take it back to camp. Give the coconut to Flavio and he'll give you the Chuckola Cola. Go back to Bobbery and give him it. He's not really dead, so whack him with your hammer. He'll join your party. Go back to the campsite and talk to Flavio. He'll temporarily "join" you. Go back to where you have Bobbery the Chuckola Cola and go to the dead end. After the scene, examine the skull rock. Now, talk to Flavio and ask him to give you the red skull gem. Put it in the skull rock and then, spin jump on the red stone 3 times. Next, bonk the blure stone with your hammer 4 times. Toss Bobbery into the hole that appeared, and you'll be able to enter.

b. Try not to get skewered, OK?

Pirate's Grotto:

"As you delve deeper into pirate's grotto, you'll hear ghostly voices telling you to turn back. Where's Luigi with his Poltergeist 3000 when you need him?"

This is a pretty big dungeon (but not as big as some of the later ones). But, it's not easy to get lost here.

Enemies:

Bill Blaster - 5 HP, 0 ATK (doesn't directly attack), 2 DEF

Bulky Bob-omb - 6 HP, 2 ATK, 1 DEF

Bullet Bill - 2 HP, 4 ATK, 1 DEF

Ember - 8 HP, 3 ATK, 0 DEF

Lava Bubble - 6 HP, 4 ATK, 0 DEF

Parabuzzy - 5 HP, 3 ATK, 4 DEF

Start off by saving your game and going through the tunnel. Jump down the ledge till you see an exit. Defeat the lava bubble and going on top of the wrecked ship. While standing on the northern edge of the ship, jump up to receive a shine sprite. There's also a star piece on a platform to the south of the path with spears. To get past the spike trap, you can either use Vivian to hide from them, or use your paper mode in between the spears (somewhat harder).

Here's an alternate method I got from Killbot:

"I just wanted to tell you, in your Paper Mario guide, it says in the pirates grotto to get across the spikes, you must go to paper mode or use Vivian. I just got on Yoshi's back, and ran across when it went down."

On the next screen, you can fight the bullet bills (although they don't give you any star points, you just get 1 for winning the battle) or use Vivian again to hide from them. Keep dodging or fighting the bullets until you reach the blasters. Defeat them and continue. Use Yoshi to cross the gaps and beat the bulky bob-omb. At the next screen, beat the ember and go up the stairs. Fire Koops' shell when across from the shine sprite and a coin block will appear

near it. Go up, defeat the parabuzzy, and go on the block and hit the shine sprite box with your hammer. Go down a little and save. Jump across the river and toss Bobbery when right next to the ledge. He'll walk to the switch and explode, activating it. The door will open. Go through and defeat the bulk bob-

omb waiting for you. Uncover the underground star piece near the entrance and go to the other side. Once inside, hop on the crate floating in water and hold Koops' shell to the left. Hop on the platform being supported by chains and let go. Hop to the right when you're high enough and get the key. Do the same again, but hop on the crate that lowers and wait for it to rise. Hop to the left to get a shine sprite. Go down into the open barrel to get a star piece. Jump down and return to the save point and unlock the door on the lower level. Defeat the enemies behind the door. Get the underground star piece in the center before proceeding. On the next screen, use Koops to get the Shine sprite to your right. Use your tube mode to roll under the spears (you'll have to wait for the lowest ones to recede into the wall). On the next screen, Hammer the shadow under the shine sprite and a hidden block will appear. Use it to grab the shine sprite. Go to the end and have Bobbery blow up the wooden barricade. Defeat the two bullet blasters inside and continue.

c. The Fourth Time

Jump across the gap and go inside the shipwreck. Search behind the wreckage for a P-Down, D-Up badge. Talk to the black chest and defeat the ember that appears. Get the key and bring it to the chest to be "cursed" for the last time. Now, leave and use the boat panel to sail across to the panel to the right. Return to the Save point on the cliff (not the one at the entrance) and go to the top. Go out the door to the right and use the boat panel. Sail down the waterfall and go left to the next screen. Keep going until you see another boat panel. Dock and jump cross for the gate handle. Jump left and take the long way back to the locked gate. Put the handle on the chain spool and the gate will open. Go back to the top of the waterfall and use the boat panel to sail past the gate. Sail east into the next screen. Dodge the waves and make your way to the next screen.

d. Save the toads!

Keep going to the next panel and dock. Go into the pipe and make your way to the other side. Jump up the ledges and go into the next pipe. Use the airplane panel to travel to the next two pipes. Hit the switch at the end of the ledge each pipe takes you to save them. Go back to the far-right pipe and go to them. Go into the next screen and go inside the ship (after saving and healing of course).

e. Meet Cortez

Go into the next door and watch the scene.

Boss Fight:

Cortez:

Goombella's Tattle: "That's Cortez! He's the dreaded pirate spirit who haunts the island! His HP may seem low, but he's a spirit so even when his HP hits 0, he'll come back. Plus, he has tons of different attacks. He's as tough and scary as he looks. I'd say just keep damaging him, and sooner or later he'll go down for good! Let's give this tormented spirit some eternal rest!"

(stats are for each form)

HP: 20 (Weapons in the third form have 4 HP)

ATK: 4

DEF: 1 (Green gem/heart in second form has 0 DEF)

Attacks: (First form)

Double-Skew

Sword-Slash
Stab
Dagger-Slash
Hook
Multi-Hit
(Second Form)
Attack Boost
Bone Throw
(Third Form)
Dagger-slash
Slash
Stab
Hook
Chomp
Soul Absorb (only uses it once on audience)

First Form:

Try not to use your strongest attacks right now. He'll be more dangerous later in the fight. Heal your HP if necessary, but don't use all of your mushrooms.

Second Form:

Use your strongest attacks when his rib cage opens (after your third attack). Otherwise, attack normally (now would be a good time to use some Flower points). Watch out, though, when he raises his attack.

Third Form:

Now, start it off with Art Attack or Earth Tremor (whatever's easier for you and switch to Vivian. She should be upgraded, so use Feiry Jinx when any of the weapons are present. When his HP is low he'll absorb the souls of half the crowd to replenish all of his HP. Beat him down again to finish him off.

Watch the scene and the chapter will end (sort of).

g. Intermission I

After getting thrown out of the ship, go back to the save point (use Yoshi to cross the last gap). Save, heal (if necessary) and go back to the previous screen. Watch the scene and have Bobbery blow up the cracked wall. After they all leave, follow them.

Keelhaul Key:

Go down until another scene occurs. Go back to Cortez (you can use the hole up north) and watch yet another scene. Return to the front of the ship for yet ANOTHER scene. Finally...

Boss Fight:

(Lord Crump and X-Nauts)

Lord Crump:

Goombella's Tattle: "That's Lord Cump. Not this guy again... Ugh. He just attacks normally, so don't worry much about him... But... those X-Nauts around him are a force to be reckoned with. They're going to attack us with all kinds of weird moves, I can just FEEL it! If we take out their leader, though, they won't have the focus to attack. Get Crump!"

HP: 30

ATK: 3

DEF: 0

Attacks: Crump-a-bomb

Bathroom Break (uses it once)

X-Nauts:

Goombella's Tattle: "That's an X-Naut platoon. Crump commands them all. Where'd they come from? They're gonna come at us with coordinated group maneuvers, I'm sure. ...But they're pretty wimpy, so we should be able to handle it, don'tcha think?"

HP: 6 (10 HP for second set)

Attack: 5

DEF: 0

Attacks: Multi-Bomb

Dog Pile

X-Boulder (second set only)

Beat down Crump until his HP is gone. He'll take a bathroom break and heal his entire HP. A second set of X-Nauts will join him. These guys attack both members of your party, so finish off Crump as fast as you can.

h. Interlude

Watch the scenes and go out of TEC's room into the elevator. Go left until you see a door with a green light above it. Go inside and grab all the potions. From left to right, put the potions in the machine in this order: red, blue,

orange, and green. Next, press the button on the far-left to turn the machine on. Whenever the beaker stops at a potion (whichever one it is, cause it will go back and forth), press the corresponding button. Finally, wait for exactly 30 seconds (it helps to have a stopwatch) and press the red button below the beaker. If you do this correctly, it will make Peach invisible (except for her dress). Leave the room and go into the door at the right end of the hallway. Search the bookshelf in the upper right corner of the room. Put the disk into the nearby computer and put the disk back where you found it. Leave and return to the room where you made yourself invisible (the one with the green light). Drink the green potion and leave the room. Watch the scene and this part's over.

The only thing you have to do here is talk to Grodus, but you can talk to wveryone else in here if you want.

i. Intermission II

Rogueport:

Return to Rogueport Sewers.

Rogueport Sewers:

New Enemies:

Hammer Bro - 7 HP, 4 ATK, 1 DEF

Koopatrol - 6 HP, 4 ATK, 2 DEF

Magikoopa - 7 HP, 4 ATK, 0 DEF

Spunia - 12 HP, 7 ATK, 2 DEF

Bowser's henchmen have invaded the sewers! You'll find these enemies, along with some of the old ones whenever you enter from now on. Make your way back to the thousand-year door, beating the new enemies and step on the pedestal. Watch the scene and you'll be able to do some more sidequests.

Rogueport:

Talk to Merlon outside and he'll tell you about finding something back at Hooktail Castle. Go inside, and upgrade any partner that hasn't been yet. There's also some more news...

"Castaways return from the cursed island of Keelhaul Key! With treasure, maybe?"

Before, we get the treasure from Hooktail's place, let's solve the first trouble.

19. Client: Eve (Twilight Town)
Title: Tell that person...
Reward: Meteor Meal

Make your way to Twilight Town and go into the far-left house on the Eastern Side. Talk to the mother and go back to Rogueport. Talk to Podley (The guy behind the counter in the inn) and go back to Eve in Twilight Town. Tell her the truth and she'll cook you some dinner and you'll get the Meteor Meal as a reward.

Before going any farther, go back into Eastern Rogueport Sewers.

Rogueport Sewers:

Go back to Petal Meadows.

Petal Meadows:

Now, go to Hooktail Castle.

Hooktail Castle:

Go to the room to the right of the save point and giant green block. Keep going through the room where you got the black key and have Bobbery blow up the cracked wall. Hit the blue switch and open the chest for an Up Arrow. Leave the castle.

Petal Meadows:

Go back to the sewers.

Rogueport Sewers:

Go back to the door, but first, use the boat panel to get to a shine sprite on the other side of the room. Go back to Rogueport.

Rogueport:

Go into Merlons house and talk to him when you're right next to him. Give him the arrow and he'll be able to upgrade your characters one more time. Upgrade Flurrie and any other partner you want to upgrade. Go to West Rogueport and

have Bobbery blow up the cracked wall on the other side. Get the shine sprite from behind and go to the house near the exit to the Plaza. Go upstairs and roll through the small hole (its on the upper right corner) and get the shine sprite. Go through the hole behind the flowers and leave the house. You should have another 3 Shine sprites, so upgrade another partner. Go back to the docks and use the boat panel to the right of where Luigi is standing. Sail over to the south of the pier and go right. Dock at the other boat panel and get the star piece behind the barrels to the right. There's also a "HP Drain" badge in a treasure chest behind the furniture. Now, go to the trouble center.

20. Client: Goom Goom (Pirate's Grotto)
Title: Looking for a gal!
Reward: Couple's Cake

If you are taking this trouble on before Chapter 6, then go to Don Pianta's office and talk to him before heading to Keelhaul Key. Now, go to Keelhaul Key (use Cortez's ship or the shortcut if you've gotten the super hammer). Talk to Francesca and go to the screen with the skull rock. Get the Wedding ring near the tree and go inside to Pirate's Grotto. Go to the storage room (the room to the right on top of the waterfall. Talk to the goomba and switch to Goombella. Talk to him again and you'll get your reward. Leave and give Francesca the Wedding ring before leaving. Go back to Rogueport. Go back to Don Pianta's office and talk to him. You'll get the Train Ticket.

See Trouble #20 on how to get the train ticket. Save, stock up, and go to the train station and present your ticket to the toad in front of the train. You'll be able to enter and the race for the crystal star is on!

7. Chapter 6: 3 Days of Excess

a. Day 1: Errand Boy

Excess Express:

"Though Mario and his party expected the retrieval of the sixth crystal star to be relatively relaxing, the journey proves to be anything but. You'll be surprised how much can happen on a three-day train ride."

You'll mostly be doing problem solving while on this train (along with a boss battle). Nothing much happens other than that, INSIDE the train.

Enemies: None

Watch the scene and get the shine sprite behind the table. Open the nightstand for a dried shroom and leave your cabin. Walk to the West End of the train and talk to the conductor (the toad at the far left in front of the door). Go east to the dining area and talk to the Penguin with the magnifying glass. Watch the scene and talk to Pennington again. Examine the stains on the floor and follow them to Cabin 003. Talk to the fat toad inside and check the nightstand for the pot, so return it to the chef (the cheep-cheep in the chef's hat). You'll get a star piece. Keep going left to Cabin 006. Talk to Pennington inside and he'll name you his assistant detective. Leave the room and it will turn into the afternoon. Go down the hall to Cabin 008. Talk to the two Bob-ombs that are arguing and Bub (the small Bob-omb) will tell you what he wants for his birthday. Talk to him two more times for some clues. Leave and go to the conductor. Go to the other end of the train and talk to the engineer. Bring the autograph to Bub and he'll give you a shine sprite. Leave the room and it will turn into nighttime. Go back to Pennington's room (Cabin 006) and he'll give you your next assignment. Talk to the conductor and go to Cabin 004. Uncover the underground Star Piece and use Vivian's ability to pull you into the

shadows. When the ghost appears, talk to him and say "yes" to his question. Go back to the conductor and talk to him. Go through the door and slip through the two boxes to get the diary. Go back to the ghost and give him the diary. Give the blanket to the conductor and go back to Pennington's room. Talk to him and leave his room. Talk to the waitress in the dining area and also Toodles in Cabin 002. Go back to your room (Cabin 005) and rest in your bed for the night.

b. Day 2: More Detective Work

When you wake up, go back to Pennington's room for your next assignment. Go all the way to Cabin 001. Bring the contract to Pennington and go back to your room. Examine the paper on the floor and use Vivian to hide in the shadows. When Zip Toad appears, reemerge and chase him around the room. Watch the scene when you catch him. After returning the briefcase to the businessman, the train will make a stop at riverside station. Before leaving, return the items to their proper owners. Afterwards, leave the train.

c. Delayed!

Riverside Station:

The train usually makes a brief stop here. It's different this time since the bridge isn't lowered. Guess who has to fix THAT?

Enemies:

Goomba - 2 HP, 1 ATK, 0 DEF

Poison Pokey - 8 HP, 4 ATK, 0 DEF

Ruff Puff - 7 HP, 4 ATK, 0 DEF

Spiky Parabuzzy - 5 HP, 3 ATK, 4 DEF

Go to the conductor in front of the bridge and answer "yes" to retrieve the station key. Go up the stairs to the front door and save. Unlock the door and go through it. Once inside, go right past the elevator into the door. Roll under the small hole under the left "gate". Get out of tube mode and hit the switch. Go back under the hole and go up the stairs. Go in the door and defeat the two Ruff Puffs inside. Go up the stairs and jump across the rotating gears. They each stop briefly, so study the timing first. When you pass them, roll under the large cylinder and jump on the gear next to it. When there's a big enough opening, jump onto the next gear and then the gear after that. Use Koops' shell to grab the key when the barrier in front of you rises. Drop down and look behind the platform for a star piece. Go back to the room with the locked door and unlock it. Go through and defeat the poison pokeys and roll under the small hole under the first set of steps. You'll be able to get a "HP Plus" badge. Fall off the ledge and defeat the rest of the enemies. Be sure to grab the shine sprite on the left side. Go back to the dead end and have Flurrie blow off the papers to reveal a hidden door. Defeat the two spiky parabuzzies and roll through the small hole in the wall to the left. Go right at the fork and jump (Press A while in tube mode) over the gap that comes soon after. Fall through the hole and jump left over the other gap to get a "P-Up, D-Down" Badge. Jump over the gap again when you go back and turn around. Make sure that you fall into the left side of the hole. Follow the tunnel and you'll find yourself in a Dumpster. Get the dried shroom if you want and defeat another Spiky Parabuzzy. Go into the left door and go into the next door to the left. Defeat the goombas in here and three switches will be revealed. Hit them with your hammer the number of times indicated on the switch (Ex: if one of them has a "3" on it, hit it with your hammer 3 times) and it will turn red. When all of them are red, some stairs will appear. Go to the top of them and use Koops to get the shine sprite near the top. Go into the door and open the big chest for the Ultra Boots. Now you can use the Spring Jump (make sure

Mario jumps when you hold A) Use your new move at the end of the trail of the drops of water to grab a pipe on the ceiling. Go to the right and jump off when you cant go any further. Turn into paper to slip through the grate. jump on to the boxes to the right and use Yoshi to cross the gap to the other stack of boxes. Use your Spring Jump to grab on the pipes above and shimmy left. Drop down and Spring Jump under the platform to knock down the Elevator Key. Get it and go out of the room with the elevator (use the pipes to get out of the "cage"). Go right off the ledge and fight the 3 Poison Pokeys. Use the spring to get back to the upper part of the room. Return to the elevator room and go left to the badge on the ledge. Go to the elevator and use the key.

d. What the Hell?

Those are probably the first three words that come out of your mouth when you get out of the elevator. You won't fight these guys, so use Flurrie to blow them away. They'll eventually run away after a while. Press A when near the lever to reveal the switch. Hit it and the bridge will be lowered. Press the button next to the elevator to go back up. Leave the station and go back on the train (you'll get a chance to save and heal soon).

Excess Express:

Once back in your room, go out of it to save. Afterwards, sleep in your room, to advance to the next day.

e. Day 3: Train Battle

Go back to the engineer (the room in the far right) and watch the scene there's also an underground star piece near the machinery. Save before leaving and talk to the guy in the item shop if you want to buy something. After that, go into Cabin 008 and check the nightstand for a star piece. Go into the right door and have Flurrie blow the creatures away until the rest run off again. I suggest saving at the nearest save point because the next boss can be hard if you're not careful. After saving, Go back to the baggage car and use your spring jump when you're next to the wall in the background. Shimmy to the left and jump off when above the crate. Go into the door and use your hammer to bash your way to the front of the train.

Boss Battle:

Smorg:

Goombella's Tattle: "That's a Smorg. Lots of Smorgs gathered to create this huge monster. It attacks with weird tentacles. Defeating the tentacles will drop the body's defense to 0, making it easier to attack. The tentacles will regenerate, but use that time to deal a ton of damage, OK? It may also take other forms with higher Attack powers, I don't really know. Let's just hurry and beat this thing so we can save those trapped passengers!

HP: 50 (Miasma's HP: 4; Miasma Pincher's HP: 6)

ATK: 5 (ATK is 10 when in Pincher form)

DEF: 1 (w/tentacles)

Attacks: Miasma Slap

Miasma Pinch (only in Pincher form)

Oh, a tentacle monster. Typical coming from an originally Japanese game. Anyway, attack the tentacles (or Smorg Miasmas as the game calls them) first. Flurrie (and also Vivian's Feiry Jinx, but it's better if you save the FP for the main part) is very useful here. Once the tentacles are gone use your most powerful attacks on the main part. Each of the tentacles attacks once so guard

well. Items can also work against the tentacles. When you beat the tentacles for a second time, start using special attacks because when they reappear they'll turn into a giant pincher with a dangerously powerful attack. Use Power lift if you have any star points left and finish him off quickly.

After another scene, you'll finally arrive at Poshley Heights. Leave the train when it ends.

e. An Easy Crystal Star

Poshley Heights:

Another peaceful town. There's no danger here. Just try to find the crystal star before anyone else does.

Enemies: None

First, go left and get the star piece behind the blue fold-up chair. Go inside the nearby house. There's a small crevice inside. It's kind of hard to see, but it's under the middle picture. Open the chest on the other side for a "HP Drain P" Badge. There's also an underground star piece in the center of the area with the Ratooley salesman. On the right side of the screen by the table, there's an opening in the hedge. Go through it (you don't have to turn into paper) and go through until you get a star piece. Go back through and continue on to the next screen. Go behind the rose hedge near the part you entered to find another star piece. You can get some Fresh Pasta (can be used alone to make Spaghetti with Zess T.) from the nearby stand, but it will cost you 50 coins. There's an Inn Coupon behind the upper right corner of the stand. You can use this coupon to sleep in the inn. When you wake up, they'll have a special dish ready for you on the left table. When you're ready, head on to the next screen. To the right of the sanctum is a shine sprite. Use your spring jump to get it. Afterwards, go up to the sanctum and inspect the letter on the door. After the scene, Pennington will let you inside.

Poshley Sanctum:

The Crystal star is in here, but where?

Enemies:

Dark Boo - 8 HP, 5 ATK, 0 DEF

Watch the scene inside and go up to the red star mark on the ground. Use your spring jump when standing on it and shimmy to the right when you grab the bar. Jump off when over the ledge and use your spring jump on the next mark. Shimmy to the right again and do the same thing until you reach the top. Go to the airplane panel and use it to fly to the other side. Spring jump on the next red star mark and shimmy to the left. Hit the blue switch and jump down to the ground. Go into the pipe and go into the door. Inside, there are several Dark Boos. They're not hard compared to Smorg, so beat them all before continuing on (besides, anyone could use some star point then and now, right?). Now, there are some items here, so go to the red star mark on the ground and use your spring jump. Remember to keep shimmying to the right when on the bars until you use the airplane panel to fly to the other side. When you land, go down and get the shine sprite. Go up and use the red star mark to go up to the bar above. Shimmy left and drop down. Get the "L Emblem" badge (it's required for a trouble later on). Drop down to the ground and get the star piece. The chapter doesn't quite end here, so go back out of the room and use the pipe. After speaking to Pennington, go out of the sanctum. And the chapter will REALLY end.

f. Interlude:

Watch another scene with Grodus and go to TEC's room when the door opens. Watch the scene.

Watch another scene with Bowser, and you'll be in the final side scrolling stage. Yeah, sad, isn't it. Anyway, when you finish it, you'll watch a funny scene with Rawk Hawk and Bowser.

g. Intermission:

Rogueport:

You'll soon be in Rogueport. Before doing anything else, go back to the sewers.

Rogueport Sewers:

Make your way to the thousand-year door and go on the pedestal. Watch the scene that follows.

Rogueport:

"Don Pianta retires! Frankie to take mantle! Get a fat envelope ready!"

After speaking to Frankly, go outside to the plaza. Go under the wooden platform and use your spring jump to knock down the big treasure chest. Open it to get the Ultra Hammer. Go back to Frankly and talk to him for another scene. When you leave, you should upgrade your partners. Slip through the space between the trouble center and Bobbery's house and use the boat panel to go under the bridge to the other boat panel. Open the chest for "Double Dip" badge. Return to the sewers on the east side for some more items.

Rogueport Sewers:

Go to Dazzle to trade any star pieces you have. After that, go to the room with the pipe to Petal Meadows (where you fought Blooper). Use your spring jump to the right of the pole and shimmy to the right to the end and let go. Go into the pipe and go into the house and get the star piece. By jumping on the crates. Return to the pipe and go in it. Go to the upper part of the platform and spring jump to the pipe above. Go back to the other side and jump down. Go to the other side of the pole and spring jump. Shimmy to the right and jump off. Have Bobbery blow up the wall and go through. Get the "Defend Plus P" badge. GO back to the pipe that leads to Rogueport and use Bobbery again to blow up the cracked wall. You can use the pipe to go to Chet Rippo, who'll can take points from your HP, FP, or BP and apply them to one of the other two categories (for a fee of course). He can also take a rank from one of your parnters and give it to another (which won't be useful if you've been following this guide). Go back to the room with the shortcuts to Petalburg and the great tree and go into the room to the left. Use your Ultra hammer to break the large grey block and use the rising platform to go on the ledge and jump to the switch. Use your spin jump to activate them. The treasure chest on the ledge contains a "FP Plus" badge. Now, you have shortcuts to Keelhaul Key and Poshley Heights. Go into the next room and collect the items from the blocks and defeat the enemies. Have Flurrie blow off the wall that sticks out and go through the tunnel to the boat panel. Keep sailing through the rooms. When you reach the last room you'll find 3 Shine Sprites and about HALF A DOZEN SPANIAS (and a Spunia)! Defeat them all and get the Shine Sprites (use your spring jump to get the one that's highest up. Use Yoshi to get to the far off moving platform. Use him again to reach the "Defend Plus" badge. Go back to the other boat panel and dock. Now, Return to Dazzle's spot and roll under the fallen cylinder. Ride the lift between the two buildings and walk to the pole when the lift stops at the

top. Use your spring jump to grab the pipe overhead. Jump off when above the rooftops and jump across them to reach the shine sprite on the pillar to the right. Return to the surface and Upgrade another partner. Now you can go to the trouble center.

21. Client: Frankie (Rogueport)
Title: Important thing!
Reward: Gold Card (for use in the Pianta Parlor)

Go to West Rogueport and talk to Frankie (he's the blue pianta, in case you forgot). Go back to the East Side and you'll find the wedding ring to the south of the gate across the river. Use Yoshi to get it. Return it to Frankie and you'll get your reward.

22. Client: Chef Shimi (Excess Express)
Title: Get these ingredients!
Reward: 40 coins

(You'll need some space in your inventory, as all of these items are counted as regular ones) First, go to Creepy Steeple. Go into the corridor north of the main hallway and slip through the gap between the fences that are near the door on the other side. Go right and hit the tree for a golden leaf. Now, return to Rogueport sewers and use the shortcut to the Great Tree. Go inside and talk to Petuni. Play her game and choose "Mario", "likes", "which person", and "the most". You'll get a Mystic Egg. Finally, go to Keelhaul Key and whack the big palm tree at the left part of the screen. Get the Keel Mango and go back in the pipe. Return to the sewers, go into the shortcut to Poshley Heights, and ride the Excess Express. Give the three items to Chef Shimi, The good news: he'll give you 40 coins. The bad news: you'll have to go through the whole train ride to Rogueport. Continue to take a rest in your bed when you regain control until you arrive there.

23. Client: Toodles (Poshley Heights)
Title: I must have that book.
Reward: Platinum Card (For use in the Pianta Parlor)

Take the blimp to Glitzville and go to Jolene's office. Talk to her and she'll give you the book. Return to Rogueport and head to Poshley heights. Toodles is in the pink house at the station. Give her the book and you'll get your reward.

24. Client: Buisnessman (Glitzville)
Title: Security Code...
Reward: Hot Sauce

Talk to the Rattoey businessman near the save point. Give him the security code, which is "2625". You'll receive your reward after that.

When you're fully healed and stocked up, go into the sewers from the West Side. Go to the door that leads to the pipe to Twilight Town. Instead of heading inside, bash the nearby gray block and go inside the pipe past it.

8. Chapter 7: Mario Shoots the Moon

a. The Great General Chase

Fahr Outpost:

"It's a good thing Mario doesn't run around buck-naked like many other video game heroes, because it gets mighty cold at the Fahr Outpost."

There's no shortcut here, so you'll have to go through the snowfield every time you want to get to the town. The 6 enemies groups that are found here (3 per screen) can also be dangerous if they manage to freeze you.

Enemies:

Frost Piranha - 10 HP, 5 ATK, 0 DEF

Ice Puff - 9 HP, 4 ATK, 0 DEF

(I highly recommend equipping the "Chill Out" Badge (if you still have it) before entering this area) After the short scene, go left of the pipe and uncover the underground star piece. Go to the next screen on the right and defeat the three enemies that await you (2 Ice Puffs and a Frost Piranha). Use any attack that attacks all when facing multiple enemies and ESPECIALLY ones that hold Ice Storm items. Clock out and a stopwatch are useful here to stop enemies in their tracks. If one of your characters is frozen, it may be best to run away from the enemy and try again if you have a lot of HP left. Anyway, There's a star piece partially hidden (but still easy to see) behind the shrub in the center of the area near the second tree in the foreground. Also, get the shine sprite hidden behind the far-left tree in the foreground (jump to get it while standing behind the tree). On the next screen are 2 Ice Piranhas and an Ice Puff waiting for you. Also there's a star piece behind the rock formation near the entrance to town. Also, grab the "Heart Plus P" Badge from the red block. Enter town afterwards. There's another star piece behind the rock formation at the lower left corner of town. On the next screen, save your game at the nearby save point and get the underground shine sprite to the left of the cannon statue. Get the shine sprite on the very right of the screen. There's an inn coupon to the left of Dupree (he's the blue Doogan with the purple Afro, if you didn't know that). Use it to stay at the inn and get the space food they leave for you when you wake up. In the right building, there's a star piece behind the boxes. Make sure Admiral Bobbery's in your party and speak with the green Bob-omb near the statue. He'll tell you to find General Goldbob and General White. The last time we saw General Goldbob was in Poshley Heights, so go there via shortcut (you'll have to deal with the enemies again when you leave). But, there's still something we have to do in the sewers.

Rogueport Sewers:

Go back to the door that leads to Twilight town and jump off the ledge. Defeat the Koopatrol and use your spring jump while standing on the red "X" on the ground. Shimmy to the left and drop down at the end. Open the chest for the "Flower Saver P" badge. If you go to the surface in Rogueport, the bulletin board will have the following message:

"-WORLD MYSTERIES-: Some say there is a huge cannon in Fahr Outpost known only to local Bob-ombs!"

Go into the shortcut to Poshley Heights.

Poshley Heights:

Talk to Goldbob (the golden Bob-omb wearing a hat). Agree to give him everything you have in exchange for permission to use the cannon (trust me on this one). Don't cave in and keep answering "yes" to his questions. He'll take your coins, give you permission, and give your coins back (see? What'd I tell you?). Anyway, go back to the sewers.

Rogueport Sewers:

Now, this next part is why this section is called the great General chase. Go

use the shortcut for Petalburg.

Petalburg:

We're looking for General White (you might remember him as the depressed white Bob-omb from the beginning of the game). Since, he's not in his usual spot, talk to the Koopa near the West entrance, to find out he left to Keelhaul Key. Go back.

Rogueport sewers:

Use the shortcut to Keelhaul Key and see if he's still there.

Keelhaul Key:

Go to the campsite and talk to Pa-Patch (the big purple Bob-omb). Looks like we just missed him, so go back to the sewers. We're going to Glitzville.

Rogueport Sewers:

Make your way to the surface.

Roguport:

Go to the blimp and use it to head for Glitzville.

Glitzville:

Go into the juice bar. Talk to the owner (the old green guy) and he'll say he wasn't even here recently! He'll say something about hearing about him going to a huge tree. You know where that is, so go back to Rogueport.

Rogueport:

Go right back into the sewers:

Rogueport Sewers:

Use your shortcut to the Great Tree.

The Great Tree:

Go inside and talk to the first Punie you see. He'll say he left to someplace dark. Go right back into the sewers.

Rogueport Sewers:

Go to Twilight Town.

Twilight Town:

Talk to the villager in front of the inn. He'll say he left, but doesn't know where. Go back to Rogueport Sewers.

Rogueport Sewers:

Go back to the Fahr Outpost to tell the mayor you can't find White.

Fahr Outpost:

Make your way through the monster-filled snowfield and go to town. As you talk to the mayor you'll see General White come out of the house mentioning something about a mustachioed man. Wait a minute! That's the guy we're after! Follow him into his house and you'll see that he's asleep. Jump on him to find out that he's STILL asleep! It's gonna take 10 more tries (that's 11 times total), so be patient. When he does wake up. You find out that he was also looking for you. After talking to him, go to the mayor. Talk to him and follow him west. Talk to him again and you'll soon be fired from the cannon to the moon.

b. Mario on the Moon

The Moon:

"After something of a rough landing, you'll find yourself on the moon. The reduced gravity on the surface enables you to jump higher, but it also slows you down, making it more difficult to evade enemies."

AS the quote says, you'll move a lot slower while on the moon. You'll find two new enemies while on the surface, but they're not exactly easy.

Enemies:

Mini-Z-Yux - 1 HP, 0 ATK, 0 DEF

Moon Cleft - 6 HP, 5 ATK, 5 DEF

Z-Yux - 3 HP, 2 ATK

Go right and save your game. Some of the rocks here contain items. Use Bobbery to blow them up. Go right, defeating the enemies along the way (try to save some of your star power for the upcoming mini-boss) until you get to a screen where you see a building in the background. Blow up the big rock that's closest to the pipe in the background. Go behind the smaller rock nearby for a star piece. Go into the pipe and go to the building. Press A when prompted.

X-Naut Fortress:

This place is where Princess Peach is held captive. Hurry up and find her (and the crystal star of course).

c. 4 Card Keys, 3 New Enemies, 2 Elevator Keys, and 1 Crane

Enemies:

Elite X-Naut - 10 HP, 5 ATK, 1 DEF

Mini-X-Yux - 1 HP, 0 ATK, 0 DEF

Mini-Yux - 1 HP, 0 ATK, 0 DEF

Mini-Z-Yux - 2 HP, 0 ATK, 0 DEF

X-Naut - 4 HP, 3 ATK, 0 DEF

X-Naut PhD - 9 HP, 4 ATK, 0 DEF

X-Yux - 10 HP, 3 ATK, 1 DEF

Yux - 3 HP, 2 ATK, 0 DEF

Z-Yux - 7 HP, 4 ATK, 0 DEF

Go up the escalator and enter the door. As soon as you enter you get attacked.

Mini-Boss:

(2 Elite X-Nauts)

Elite X-Naut:

Goombella's Tattle: "That's an Elite X-Naut. This guy is the crème de la crème of the X-Nauts. He'll use regular attacks as well boosting his power or size. Elite X-Nauts are tough, but you just have to smack away until they go down.

HP: 10

ATK: 5

DEF: 1

Attacks: Potion Drink

Body Slam

X-Naut-Bomb

Use a special attack or something powerful for these guys, as you probably lost quite a bit of HP while on the moon. They attack hard, especially when they become larger.

After taking care of them use the health block and save point. Go through the other door and go into the door on the other side (ignoring the elevator and defeating the Elite-X-Naut). Once inside, look carefully at the lit up panels (they only stay lit for a few seconds), those are the only ones that won't fry you if you step on them, so be careful. They lead to a treasure chest that contains the first elevator key. Grab it and leave (the panels will deactivate when you get it). Go to the elevator and use the key on the panel next to it. Head to sublevel 2 and go right, defeating the X-Naut PhD along the way. Go into the door at the very end. The path to the Card Key is fixed so here are the directions: Starting from the very left column of panels, go down two, right 3, up 1, right 1, up 4, right 3, down 4, right 1, down 1, right 3, and up 1. Jump to the platform and open the chest for the card key. Now, go into the door at the very right end of the hall and defeat the X-Yux (pronounced "Cross-Yux") inside if you want (it spawns 2 Mini-X-Yux at the end of each turn). Go into the door on the other side and get the card key from Grodus's desk. Leave and go back in the left elevator and go to sublevel 1. Go to the panel next to the door at the right end of the room. Enter in "014029" as the access code and the door will open. Enter and talk to the metallic Thwomp. Choose "yes" and you'll be in the sequel to the 65th annual quirk quiz, THE 66th ANNUAL QUIRK QUIZ! Here are the correct answers.

1. What is hidden here? - Elevator Key
2. What's the name of the girl who's waiting for Koop's return? - Koopie Koo
3. How many feet do a Goomba, Lava Bubble, Buzzy Beetle, and Boo have? - 6
4. Where was the Diamond Star? - Hooktail's Belly
5. What was the name of the first Glitzville arena champion? - Prince Mush
6. What did Francesca and Frankie lose on Keelhaul Key? - A Ring
7. What number question is this? - Number Seven

If for some reason you lost, you would have had to fight 2 X-Yux. But, you didn't, right? Anyway, you'll get the elevator key to use. Go back in the elevator and go back to sublevel 2 (you can go back to level 1 to heal and save if you wish). Go into the door to the left of the right elevator and defeat the X-Naut PhD inside. Go to the upper right corner and spring jump through the hole in the ceiling. Go to the very right of the air duct for a star piece. You can go slip through the right vent and come out of the curtain for nostalgic purposes (use the emblem badges to change the color of the sprite). When you're done go back in the air duct and slip through the next vent to the left. Go to the other side of the ledge and use Koops' shell to get the cog. Go back in the left elevator and head to sublevel 1. Go into the left door and insert the cog in the nearby machine. Press the red buttons in this order: left, right,

middle. The crane will activate and allow you to get some items. It's kind of confusing at first, but you'll get the hang of it. Hold A until the crane is on the same row of the item you want (you can only hold it down once per try). Then hold B until the spotlight is on the item you want (or quickly tap B if it's already on it) and the crane will automatically lower and grab the item (if it's there). Once you're done go back to sublevel 2 (I recommend getting the "Feeling Fine" and "Feeling Fine P" Badges before leaving). Now, go to the right elevator and use your elevator key. Use it to go to sublevel 3. Go into the door at the left end of the hall. Follow the path of lit panels (they light up a few at a time) while they're still lit and you'll be able to get another card key. Go into the door at the other end of the hall and put the card keys in the panels in the following order from left to right: red, yellow, and green. Go into the door. Defeat the X-Naut PhD on the other side and throw Bobbery over the wall to have him blow up the switch. Slip through the bars to the left and ride the conveyor belt. Use Vivian to go under the barrier. Jump on the platform that lowers and jump to the platform to the north when you reach the top. Go onto the next platform and go to the platform with the pipe. Go inside and use the set of lifts to the rotating cogs (you can use the upper set of lifts to get to the ultra shroom. Go past the cogs to the platform. Ignore the nearby pipe and jump off when at the top. Make your way to the super-tall pipe at the end. Go inside it and go down to the airplane panel when you emerge. Use it to fly to the platform where the final card key is. Jump down to the floor and defeat the Z-Yux. Use the health and save block if you wish. Head down the nearby pipe and use the lifts to go back to the pipe that leads to the background. Go into the pipe you ignored earlier and use the platforms to get to the blue switch. Hit it and use the platforms to go back to where the bottom of the new stairs is. Climb to the top and put your card key in the panel. Go into the door and watch the scene.

d. Showdown on the Moon

Get ready...

Boss Battle:

Magnus Von Grapple 2.0:

Goombella's Tattle: "Ah! Magnus Von Grapple 2.0. The upgraded version of Magnus Von Grapple. Its basic attack is a drill move that drops from above. It also sometimes releases its fists for flying X-Punches. When those fists are flying, you may get attacked by the fists and body in one turn... Take care of those low-HP fists early on, trusts me. When the body's HP gets low, It'll fire machine guns and who know what else. It may not look too different from the last version, but it's much stronger, so be careful! I still think the whole design is a little ridiculous, though..."

HP: 70 (X-Punch's HP: 5)

ATK: 6 (X-Punch's ATK: 9)

DEF: 2 (X-Punch's DEF: 0)

Attacks: Magnus Drill Attack

X-Punch launch

X-Rocket Punch

Magnus Von Punish 2.0 (fires a pinwheel thing that attacks you and your partner)

Rapid-Fire Cannon (sucks up audience members and uses them on you)

Start off with your basic attacks. When the X-Punches appear, use attacks that attack all enemies (Items, Yoshi's Stampede, or Vivian's Fiery Jinx are good choices). Save your star power for a Sweet Feast later on. Focus your strongest attacks on Magnus. When you deplete more than half of his HP, he'll suck up

audience members and use them on you. The attack is hard to completely guard as they come multiple times and fast. Heal if the attack weakens you. Continue to attack him until his robot blows up. You'll get the crystal star and your most powerful special attack yet: Supernova.

e. Interlude

This time you only get Bowser to play as (and this is the final Interlude). You can talk to the people here for some funny dialog. When you're done, inspect the lock on the door and watch another funny scene.

f. Intermission

X-Naut Fortress:

You're not exactly home free yet. Go back to the elevator and head to sublevel 4. Head to TEC's room (it's the room to the right) and watch the scene. Head back to sublevel 2 and go in the second door to the left. Press the red button and go into the teleporter to escape.

Rogueport Sewers:

Go out the door and watch the scene. Before we go to the door, there's some things we still have to do. Trade your star pieces with Dazzle and return to the surface.

Rogueport:

"Ancient prophecy discovered! When the moon shines bright, the end will draw near..."

Use this time to upgrade your partners, buy items, etc. When your ready, head to the trouble center.

25. Client: Goldbob (Poshley Heights)
Title: Delivery, please! (A.K.A The Great General Chase Part II)
Reward: 64 Coins

Go to Poshley Heights and talk to Goldbob. Go to Fahr Outpost and talk to the guy in General White's house. He'll tell you that he went to Rogueport. Go there and talk to Podley at the lower level of the inn. Then, go to the Glitzville juice bar and talk to the owner. Return to Poshley heights and speak to Goldbob again. Go back to White's house at Fahr Outpost and wake him up again (it will take the same amount of tries as last time). Go back to Goldbob in Poshley heights and receive your reward.

26. Client: Gob (Fahr Outpost)
Title: I can't speak
Reward: 20 coins

Get Honey Syrup and get a cake mix from the Pianta Parlor. Give them both to Zess T. and she'll make you the Honey Candy. Go to Fahr Outpost and give it to the bob-omb in front of the "snow bomb" next to the inn. He'll give you your reward.

27. Client: Toadia (Poshley Heights)
Title: I wanna meet Luigi!
Reward: Choco Cake

Simply equip the "L Emblem" Badge and talk to the girl next to the fountain near Poshley Sanctum. Watch the funny scene and you'll get your reward.

When you're done preparing for the final chapter of the game (remember, there are no item shops in the Palace of Shadow so it's best to have a "Defend Plus" badge on and a "Damage Dodge" Badge), go into the sewers.

Rogueport Sewers:

Go to the thousand-year door and use the save point. Jump on the pedestal and you'll finally be able to see what's behind it.

8. Chapter 8: The Thousand-Year Door

a. Trial of Shadows

Palace of Shadow:

"The Palace of Shadow will put all of your skills and partnerships to the test. It also seems to be a hot spot among Mario's enemies—you'll face no fewer than five boss battles by the end."

Use the quote as a warning. You will face 5 bosses here (and 1 mini-boss), one of which you face right after the other. If you feel you're prepared, then by all means, go through the door.

Enemies:

B. Bill Blaster (doesn't attack directly) - 10 HP, 4 DEF

Bombshell Bill - 3 HP, 6 ATK, 2 DEF

Chain Chomp - 7 HP, 6 ATK, 5 DEF

Dark Bones - 20 HP, 5 ATK, 2 DEF

Dark Wizzerd - 10 HP, 5 ATK, 2 DEF

Dry Bones - 8 HP 5 ATK, 2 DEF

Dull Bones - 1 HP, 2 ATK, 1 DEF

Phantom Ember - 10 HP, 5 ATK, 0 DEF

Red Bones - 5 HP, 3 ATK, 1 DEF

Swoopula - 9 HP, 4 ATK, 0 DEF

This is it, the final dungeon. Please take in mind that this is the biggest in the game. So, if your not careful, you could find yourself low on items by the end (Don't worry though, there's still some healing items I here albeit not too many). So, only use them in an emergency. Now that that's out of the way, go forward through the door at the end of the hall (listening to the kick-ass dungeon theme if you wish to). In the next room there's a "Stop Watch" to the north. The three Swoopulas here can drain HP from you. In the next room, the item box has a shooting star. You'll find some Dry Bones, Swoopulas, and B. Bill Blasters (along with Bombshell Bills of course). Use Supernova or Art Attack to take them out fast. Once in the next room DO NOT MOVE. Now, walk very slowly. Some spike will come out of the ground when you step near them, so avoid those. The "All or nothing" badge found here is very helpful later on. There are some Swoopulas here, but don't let them distract you. Attack them when they are very close to you. In the next room, there are the classic fire bars waiting for you on the bridge. Save your game and avoid them as you cross. There's a Boo's Sheet in an invisible block directly above the small brown platform in the center if you want one. Switch to Vivian as you go down the stairs. Infinite rows of fire come towards you as you cross the bridge. Jump over the low ones and use her to hide from the higher ones. Go into the door on the other side. It's quiet in here. TOO quiet... anyway, go to the end of the room and examine the dark bones "guarding" the door. Once you do, it's déjà vu

all over again. A bunch of Dry Bones suddenly comes raining down upon the room (just like in Hooktail castle). But this time, the Dark Bones runs away from you, so it's more difficult to catch him this time. When you do get to him, you fight.

Mini-Boss:

(1 Dark Bones and 4 Dry Bones)

Dark Bones:

Goombella's Tattle: "That's a Dark Bones. It's the baddest of the Bones gang. When its HP goes down to 0, it collapses into a pile, but it'll eventually rise again. Fire and explosions will put a permanent end to it getting back up, though. Its HP is high so it's hard to take it down. Like any other Bones, it sometimes builds friends if it feels outnumbered. It's a tough enemy. You better take it and it's buddies out all at once."

Max HP: 20

ATK: 5

DEF: 2

Attack: Bone Throw

Mulit-Bone Throw

Regroup (builds more Dry Bones)

Resurrect (comes back to life after several turns)

These guys hit hard so use items or special attacks that can take them all out at once (Bobbery's Bob-ombast and Vivian's Feiry Jinx can help permanently get rid of Dry Bones). Once their gone, take out the Dark Bones fast before it can regroup.

Once they run away, get the key and open the door. There's an ultra shroom in the item box. A couple of B. Bill Blasters stands at the top of the some stairs in this hallway as well as some phantom embers. Defeat the enemies and go through the door at the end of the hall. There's nothing special in this room. There are just some enemies and a few items. When you're done go to the next room. The next few rooms have no enemies. That's because they're almost the same. It's like a maze here. If you go through the wrong door, you'll get warped to the previous one. Only go through the doors that have the torch (they will always be on the right side of the room. So, here's the correct order: bottom, bottom, top, top, bottom, top, and bottom. You'll soon find yourself in an open area (sort of).

b. Big Brother

Go through the palace garden and defeat the two chain chomps guarding the save point and health block. They have high defense so use Piercing Blow if you have that badge. When you beat them, use the health block and save point before moving on. Go through the door at the other end. Defeat the enemies while going through the series of long hallways (you'll also come in contact with the dark wizzerd here. The wizzerds are probably the most frustrating enemy in the game.). Once you reach the end, save and enter (It'd be a good idea to equip the "Feeling Fine" badge). You'll face the older sibling of an old boss.

Boss Battle:

Gloomtail:

Goombella's tattle: "That's Gloomtail. I think he's Hooktail's brother. I see the family resemblance... He'll bite or stomp you, and he may also breathe poison

on you. Great. When his HP gets low, he may throw in some other attacks as well. Wouldn't surprise me. Especially watch out for his megabreath move, 'cause the word is, it's GNARLY! He also stores power for some attacks, so use Vivian to hide to avoid those.

HP: 80

ATK: 8

DEF: 2

Attacks: Stomp

Chomp

Poison Breath (can poison you and your parnter

Charge (warning for Megabreath)

Megabreath

Earthquake

This guy is no pushover, unlike his younger sister. ALWAYS use Vivian's Viel when he charges up. If you get caught in the megabreath that follows you WON'T be happy, I can guarantee that. Use items in an emergency. His earthquake attack does 10 HP of damage, so make sure you always have above 13 HP when you use viel. He'll go down after a while.

Gloomtail spits out a treasure chest. Open it to get the Star key. Go to the right and look for a cracked space near the bottom of the right wall. Have Bobbery blow it up and go through the hallway. On the other end are two item blocks that contain an Ultra shroom and a Jammin' Jelly. Go back to the palace garden. Save and heal at the corresponding blocks. Go to one of the Chomp statues and throw Bobbery into their mouth. When he explodes, the pipe will be unblocked. Go inside it and hit the nearby switch. Go back and do the same with the other statue. Now go south of the central bridge between save and health blocks and use the boat panel to sail to the other side of the moat. Dock at the opposite panel and go inside the building

c. Triple Threat

You'll have to collect the eight palace keys found in each room. Although you can obtain these in any order, I'll be getting them in order (sort of). Start by going in the bottom left door. Hit the left red "!" block three times and the right one twice. A chest will appear in a somewhat creepy manner. There's nothing dangerous inside, so open it for your first palace key. Only seven more to go... Anyway, leave the room and go in the lower right corner. Go in the center and use flurrie to blow away the invisible barrier and reveal the next treasure chest. Next, go in the room in the upper right corner and just walk through the wall. Nothing special, just walk through and hit the switch for your third palace key. Ignore the final door down here for now and go upstairs to the second floor. Go inside the lower left door. Inside, you'll find the entire bones family lying on the ground. You're supposed to beat them in order from weakest to strongest. Just beat the weakling followed by their leaders: Dull Bones, then Red Bones, then Dry Bones, and finally Dark Bones. If you battle the wrong one, just run away (I mean, a few coins won't make that much of a difference anyway, especially now). When they're dead (again), hit the blue switch and get the key from the chest. Now we're halfway there, so leave the room. Go to the lower right door and go in the center of the room. Use Vivian to hide into the shadows. The invisible block will appear as long as you are hidden. Memorize the place, reemerge, and hit the invisible block. Get your key and leave. Next, go to the room in the upper right corner. Inside, you have to blow up the wall, so throw Bobbery near the center of it and he'll make a hole in it. Get the key from the chest and go back to the main room. The last two rooms are "linked" so go into the room in the upper left corner. If you destroy a block here, it will destroy the opposite colored block in the room

below (If you smash a gray block, one of the red blocks in the lower room will disappear). Bash the gray block on the right pedestal and go to the room downstairs in the upper left corner. Destroy the two gray blocks here then return to the upper room. Hit the switch and grab the key from the chest. Smash the remaining gray block and return to the upper left corner room downstairs. Hit the switch here and get the key. Now that you have all eight keys, go to the very top of the stairs and watch the short scene. Put the star key in the pedestal and put the keys into the pillars that appear (in any order). Watch another scene and leave the building. Go back through the moat and save and heal (if need be). When you get near the door, you'll find yourself in another boss fight.

Boss Fight:

(The New Shadow Sirens: Beldam, Marilyn, and Doopliss)

Beldam:

Goombella's Tattle: "That's Beldam. She's the leader of the Shadow Sirens. Her special move is a blizzard blast. If it hits you, you'll totally freeze. She has lots of other tricks up her sleeves, too. I wonder what that plan was that she mentioned? What do you think they're up to?"

HP: 30

ATK: 5

DEF: 0

Attacks: Blizzard Blast (makes your party frozen)

Short-Range Chill

Status Change (does various status affects to anyone on the field)

Marilyn:

Goombella's Tattle: "That's Marilyn. She's Beldam's sister, another one of the Shadow Sirens. She'll attack you directly or use lightning. She also saves up energy for a big attack sometimes. So long as you avoid the brunt of her attacks, she shouldn't be too tough..."

HP: 40

ATK: 7

DEF: 0

Attacks: Handclap

Charge

Lightning Blast (does 20-plus damage after charge)

Doopliss:

Goombella's Tattle: "That's Doopliss. He's a shapeshifter, and even turned into you once, Mario! He may turn into one of us and attack. When he does, he'll have our abilities! Hey, how do you think he became one of the Shadow Sirens? Isn't that...weird? How do you think he stands Beldam's abuse? You think he's all right in the head?"

HP: 40

ATK: 6

DEF: 0

Attacks: Ghastly Headbutt

Copypcat (changes into Mario or your current partner)

(any of you or your partners basic attacks)

Bet you didn't expect this, did you? As always, take care of Beldam first. She can freeze you, so that makes her dangerous. Next, Marilyn still has her Lightning Blast, so get rid of her next. Doopliss... is basically the same guy you fought in Chapter 4. The only thing is that his attack is raised and he uses copycat more often. But, since the attack uses his turn, it makes him more vulnerable, so take care of him last.

When you're done, they'll be on the ground unconscious. Save, heal, and move on. Go back to the series of long hallways that lead you to Gloomtail.

d. Tired Yet?

Tired yet? We're just getting started. As you can see, the hallway has changed. So go down the new set of stairs. Defeat the dark wizzerds (use your spring jump to get the item block) and use Flurrie to blow away the fake part of the wall at the very right end of the hall. Go left behind where the wall was. At the top of the hidden stairs, use Yoshi to float to the other end. Go inside the door. Don't hit the switch to the right yet. Instead, hold Koops' shell to the left of it and go up the stairs to your left. Stand near the gap at the top and let go. Quickly jump across the platform that appears and to the other end. Go down the stairs and get the Repel Cape (if you wish to) found at the bottom. Go out the door. Go up the nearby stairs and through the door. Make your way up the sort-of narrow set of stairs and hit the small green block. Go back to the room to the right and stand on the yellow block. Use Yoshi to cross the gap to the other side. Go up the stairs and jump off the ledge. Hit the small purple block and quickly get on the larger one before it rises. At the top, use Yoshi again to get across the gap. Hit the small red block and hold Koops' shell next to it. Get on the larger red block and let go. Jump into the right opening as the block lowers. Roll into a tube and jump over the gap in the opening (or you could use Yoshi again). Go into the door. In the next room, stand on the upper yellow lines on the carpet. Use your spring jump to get to the poles. Shimmy across and jump off at the end. This time, go to the lower yellow lines and use your spring jump again. Shimmy to the end and jump off. Go into the door and defeat the phantom ember and dark wizzerd to the left. You can get the shooting star in the chest if you have room left. Go to the top of the stairs and throw Bobbery off the ledge. Watch out for the chain chomp as you quickly go across the ledge that appears. The stars on the wall here are important, but you don't need to memorize them, since you ARE using this guide. Go to the top of the stairs to the left and save your game. Go right and jump on the platform at the bottom of the wheel. Have Koops get the palace key and jump down. Go back to the door at the top of the stairs, unlock it, and go through. Use your spring jump to get the life shroom in the nearby block. Go up the stairs and roll into a tube. Use it to jump up the stairs. From right to left, hit the red blocks in this order (make sure to defeat the dark wizzerd first): hit the second, fourth, fifth, and seventh blocks. Go back to the previous room and go back to the wheel. As you can see, it started moving. At the top of the wheel, there's a life shroom if you need one. Go to the ledge to the right and go down the stairs. Go in the door and have Flurrie blow the cover off the big block. Smash it with your ultra hammer move and spin jump through the wooden panel. Jump on the coin block and jump again for a Point Swap (you'll only get 1 coin if you hit the lower coin block). Go out the nearby door. Carefully cross the narrow walkway and enter the door to your right. Use the airplane panel to the door in the middle of the room (not at the door at the very end). Defeat the chain chomp at the bottom of the stairs and hit the red block it was guarding. Quickly switch to Yoshi and ride him up the stairs and get across the gap as fast as possible. Get the key out of the chest and go back to the previous room. Jump down the ledge and defeat the Phantom Embers and use the spring at the left side of the hall. Use the panel to fly all the way to the end of the hall (it might take practice if you're not good at flying). Heal and save before moving on (also, have on your best badges).

It's about to get ugly...

e. Saving the World (again)

Climb to the top of the stairs.

Boss Fight:

Sir Grodus:

Goombella's Tattle: "That's Grodus! He's the head of the X-Nauts who kidnapped Peach. But...when he has Grodus Xs surrounding him, his defense will go up by that number. He may also use electricity, fire, and time-stopping magic. That doesn't sound good! Still, he's a totally weird guy. Why's he so intense and serious all the time? I guess we don't have time to worry about that. Let's beat him and find Peach!"

HP: 50

ATK: 7

DEF: 1

Attacks: Thunderstorm

X-Create (makes 2 Grodus Xs at a time)

Flame-thrower (attacks you and partner)

Payback (makes himself able to counter direct attacks for 2 turns)

Grodus X (is created by Grodus during battle):

Goombella's Tattle: "That's a Grodus X. It protects Grodus. This guy is no problem on his own, but Grodus's Defense goes up for each of them. When he has four surrounding him, we won't be able to damage him at all. So let's dish out some hurt to them while we pound on Grodus. Got it?"

HP: 3

ATK: 4

DEF: 0

Attacks: Ram

Star off by getting rid of the Grodus Xs. Use attacks that attack all enemies at once. Once they're gone, pound on Grodus. His attacks are powerful, but if you have high HP and guard well, it won't matter that much. Art Attack is also very useful here as well as Supernova (although Art attacks better since you will face another boss after this). Continue to get rid of any Grodus Xs that appear as well as attacking Grodus. Soon, he will fall like the many video game villains before him.

Lol. It's not over yet.

Boss Battle:

(Bowser and Kammy Koopa)

Bowser:

Goombella's Tattle: "That's Bowser, genius. You've only fought this guy like, a bazillion times. He'll keep kidnapping Peach, and you'll keep fighting him, until the end of time, I think. In addition to his fire breath, he jumps on you and bites. If you get jumped on, you'll be unable to use a command for a while. Oh, and his bite sometimes poisons you as well. I don't know what Bowser's doing here, but we gotta defeat him quick!"

HP: 70

ATK: 7

DEF: 2

Attacks: Poison Bite
Flame Breath
Bowser's Jump

Kammy Koopa:

Goombella's Tattle: "That's Kammy Koopa. She's an old evil witch who's always helping Bowser out. She uses her magic to raise her Attack and Defense or get electrified or invisible. When her HP gets low, she may also use magic to restore HP. Her magic is totally annoying, so take her out before you focus on Bowser. Still, you gotta feel for her, having to hang out with Bowser all the time... Or do you think Bowser has a harder time enduring her?"

HP: 50

ATK: 5

DEF: 0

Attacks: Magi-projectile
Heal
Stat change (raises her ATK, DEF, and can make her invisible or electrified)
Enlarge (makes Bowser bigger)

Take care of Kammy first, her magic can make this battle harder than it should be, but heal if your low on HP. Trust me, a giant Bowser is something you DON'T want to fight, especially since you just beat Grodus. If you jump on her, she'll fall from her broom and will stay on the ground temporarily. When you get rid of her, focus the rest of your attacks on Bowser. He's not that tough without Kammy around. You just have to guard well. Continue the punishment and you'll beat Bowser (yet again).

After the scene, follow Grodus into the tunnel. Get the ultra shroom from the chest and use the health block. Go all the way down the stairs and open the other treasure chest for a Jammin' Jelly. Save your game and make sure you have the following badges equipped (if you have them and if you have enough badge points):

In no order...

Piercing Blow
Power Smash
Power Jump
Power Bounce
Pretty Lucky
Damage Dodge (the more the better)
Defend Plus (the more the better)
Close Call
Feeling Fine
All or Nothing (if you're good at action commands)
Charge and/or Charge P (useful if you don't have anything else to do for your turn)
Flower Saver (once again, the more the better)
Last Stand
(If you have any points left to spare, use them on the "P" versions of your badges, or any other useful ones)

When your ready, head inside. Watch the scene. If you answer yes to her question, you'll get a "Game Over" (and will have to go through the cutscene again.) answer no and the battle begins.

Final Boss:

Shadow Queen:

Goombella's Tattle: "Omigosh, what happened? I can't believe Peach just got possessd! That's AWFUL! Now she's...the shadow Queen. The demon that destroyed this town 1,000 years ago. She'll unleash big lightning attacks. She'll also use magic to raise Attack and Defense, or to absorb HP.. She might even try to drag us into darkness... I don't feel good about attacking Peach, but we have to do SOMETHING! Don't think of it as Peach! We just have to fight to the end! C'MON!!!"

HP: 150 (Hand's HP: 5; Mulit-hands' HP: 6)

ATK: 7

DEF: 0

Attacks: Shadow-bolt

Power Lift (raises ATK and DEF)

Drag into darkness (attacks multiple times)

Hand Slap

Drain (drains HP and gives it to Shadow Queen)

Multi-Hand Stampede

Dangerous Breath (does random status changes to you and your partner)

This fight is slightly similar to the last boss (Bowser) in the original Paper Mario. Start off with Power Lift and attack with everything you got (except don't use items). After a while, she'll transform and you won't be able to damage her at all. Keep guarding and attack her for the next three turns and you'll trigger a cutscene. After the cutscene, you'll be completely healed (but so will the Shadow Queen. At least you can actually damage her. Once again, start off with Power Lift and attack her and her hands. When you destroy them she'll switch to the multi-hands after another turn. She'll change back to the two hands when you destroy the multi ones. Although, the two hands are more dangerous because they can drain your HP or FP and give it to the Shadow Queen and since their separate, they give her two extra turns to attack. The Feeling Fine badge will protect whoever has it equipped against her dangerous breath attack. Also, use Vivian to hide in the shadows when she charges up. This battle is hard, but if you use your items correctly, and use your best special attacks (it might also take some luck depending on your level) you'll be able to beat her.

When you defeat her, watch the ending cut scene. Congratulations, you beat Paper Mario: The Thousand-Year Door.

10. The Pit of 100 Trials

Rogueport:

Save your game after the credits roll. Go back to the menu and start up your file again. You'll see Mario return to Rogueport. You'll have all of your items and stats as you had them before. Unfortunately, any lost HP and/or FP from your last battle will still be there. Heal at the inn and return to your favorite badge setup. You can talk to the people here. Most of them have changed their dialog and character.

Here's the last message on the bulletin board:

"When the light fades from Rogueport, a hero emerges, inscribing his name in legend."

Afterwards, go to the trouble center and take on the last three of them.

28. Client: Doe T. (Boggly Woods)
Title: Roust these cads!
Reward: 20 coins

This is a simple task. Equip the First Attack badge if you have it (it will make things easier) and go to the first screen in Boggly Woods. Talk to the toad and defeat the enemies (jump on tem or hammer them if you have the First Attack put on to kill them instantly). When there all dead, the toad will give you your reward.

29. Client: Bub (Poshley Heights)
Title: Help me make up.
Reward: 3 coins

You'll need one of the three folowing items to solve this problem: A Shroom Cake (mix a Mushroom + a Cake Mix), Keel Mango, or a Fright Mask. Go to Poshley Heights (you can talk to Lady Bow (from Paper Mario 1) near the fountain) and talk to Bub to the left of the sanctum. Choose the item you bought and give it to him. Give the present to Sylvia (the lady Bob-omb next to Goldbob at Poshley train station) and go back and talk to Bub. No matter what item you gave him, he'll give you the same reward, THREE STINKIN' COINS!

30. Client: Swob (Fahr Outpost)
Title: Erase that graffiti!
Reward: Snow Bunny

This is the last trouble. It's also the longest and probably the hardest. Stock up and go to the Pit of 100 Trials. Go all the way to Level 50 (the enemies aren't that hard) and use Bobbery to blow up the graffiti on the left wall. Get the Strange Sack in the chest (it doubles your item space) and get out of there (unless you feel lucky). Go back to Fahr Outpost and talk to the Bob-omb to the right of the cannon statue. He'll give you your reward. Congratulations, you're now the #1 Problem Solver in Rogueport (well, not technically, but still).

Return to Rogueport. The Pit of 100 Trials is completely optional, but it can get you some nice badges along the way. Although, there are no save points, no health blocks, and no comfortable beds. At the 100th floor, you will face the hardest boss in the game. I recommend getting the Strange Sack from level 50 and leaving immediately. Now that you have it, equip some Ultra Shrooms, Life Shrooms, Jammin' Jellys, etc. Defense Plus, Spike Shield, Defense Dodge, Feeling Fine, Pretty Lucky, Feeling Fine P, and Pretty Lucky P are some of the recommended badges (that's not to say that you need ALL of these). I also recommend entering when at least close to level 30 (around level 28). When your ready go into the sewers.

Rogueport Sewers:

Save in the thousand-year door room and go into the room to the right (use the airplane panel above the right spring). Enter the pipe in the center (BTW, First Attack and Bump Attack don't work here so you might as well unequip them.

Pit of 100 Trials:

Enemies:

Arantula - 16 HP, 7 ATK, 0 DEF

Amazy Dayzee - 20 HP, 20 ATK, 1 DEF

Badge Bandit - 12 HP, 5 ATK, 0 DEF

Bandit - 5 HP, 2 ATK, 0 DEF
Bob-omb - 4 HP, 2 ATK, 1 DEF
Bob-ulk - 10 HP, 4 ATK, 2 DEF
Boo - 7 HP, 3 ATK, 0 DEF
Bulky Bob-omb - 6 HP, 2 ATK, 1 DEF
Buzzy Beetle - 5 HP, 3 ATK, 4 DEF
Chain Chomp - 7 HP, 6 ATK, 5 DEF
Cleft - 2 HP, 2 ATK, 2 DEF
Dark Boo - 8 HP, 5 ATK, 0 DEF
Dark Bristle - 8 HP, 8 ATK, 4 DEF
Dark Craw - 20 HP, 6 ATK, 0 DEF
Dark Koopa - 8 HP, 4 ATK, 2 DEF
Dark Koopatrol - 25 HP, 5 ATK, 2 DEF
Dark Lakitu - 13 HP, 5 ATK, 0 DEF
Dark Paratroopa - 8 HP, 4 ATK, 2 DEF
Dark Puff - 3 HP, 2 ATK, 0 DEF
Dark Wizzerd - 10 HP, 5 ATK, 2 DEF
Dry Bones - 8 HP, 5 ATK, 2 DEF
Dull Bones - 1 HP, 2 ATK, 1 DEF
Elite Wizzerd - 12 HP, 8 ATK, 5 DEF
Flower Fuzzy - 5 HP, 3 ATK, 0 DEF
Frost Piranha - 10 HP, 5 ATK, 0 DEF
Fuzzy - 3 HP, 1 ATK, 0 DEF
Gloomba - 7 HP, 3 ATK, 0 DEF
Hyper Cleft - 4 HP, 3 ATK, 3 DEF
Ice Puff - 9 HP, 4 ATK, 0 DEF
Lakitu - 5 HP, 2 ATK, 0 DEF
Lava Bubble - 6 HP, 4 ATK, 0 DEF
Moon Cleft - 6 HP, 5 ATK, 5 DEF
Parabuzzy - 5 HP, 3 ATK, 4 DEF
Paragloomba - 7 HP, 3 ATK, 0 DEF
Phantom Ember - 10 HP, 5 ATK, 0 DEF
Pider - 5 HP, 2 ATK, 0 DEF
Piranha Plant - 15 HP, 9 ATK, 0 DEF
Poison Pokey - 8 HP, 4 ATK, 0 DEF
Poison Puff - 15 HP, 8 ATK, 0 DEF
Pokey - 4 HP, 3 ATK, 0 DEF
Red Chomp - 6 HP, 5 ATK, 3 DEF
Shady Koopa - 8 HP, 3 ATK, 1 DEF
Shady Paratroopa - 8 HP, 3 ATK, 1 DEF
Sky-blue Spiny - 6 HP, 6 ATK, 4 DEF
Spania - 3 HP, 1 ATK, 0 DEF
Spike Top - 5 HP, 3 ATK, 4 DEF
Spiky Gloomba - 7 HP, ATK, 0 DEF
Spiky Parabuzzy - 5 HP, 3 ATK, 4 DEF
Spinia - 3 HP, 1 ATK, 0 DEF
Spiny - 3 HP, 3 ATK, 3 DEF
Spunia - 12 HP, 7 ATK, 2 DEF
Swampire - 20 HP, 6 ATK, 0 DEF
Swoopula - 9 HP, 4 ATK, 0 DEF
Wizzerd - 10 HP, 6 ATK, 3 DEF

In every room (except 10, 20, 30, 40, 50, 60, 70, 80, and 90) you will have to fight 1 enemy before moving on. In every 10 levels (except level 100) there will be a big chest. Open it for a badge. At level 50, you will find the strange sack, which lets you carry up to 20 items. Here are the items:

Level 10 - Sleepy Stomp Badge
Level 20 - Fire Drive Badge
Level 30 - Zap Tap Badge

Level 40 - Pity Flower Badge
Level 50 - Strange Sack
Level 60 - Double Dip Badge
Level 70 - Double Dip P Badge
Level 80 - Bump Attack Badge
Level 90 - Lucky Day Badge
Level 100 - Return Postage Badge (After defeating boss)

Often along your travels, you will find movers and merchants. There are never any enemies where these guys are (they are also found in item rooms). Merchants sell items to you (they increase in price the farther down you go). Movers can take you down a few levels, for a price. If you're not yet at level 30, I recommend not using them since you will level up along the way. The last 10 levels can be considered as harder than the boss itself. The hardest enemies in the game are found here. Once you get down to the very bottom level, you will face the oldest brother of a certain two siblings.

Secret Boss Fight:

Bonetail:

Goombella's Tattle: "That's Bonetail. He's the older brother of Hooktail. ...So old he's just bones, in fact. Now THAT'S old. He has various breaths that might confuse us or put us to sleep. When his HP gets low, he'll recover...or eanimate, as the case may be. He's probably stronger than the last boss, seriously! Let's do this right!"

HP: 200

ATK: 8

DEF: 2

Attacks: Stomp

Poison Breath

Chomp

Dangerous Breath (puts you into various status effects)

Reanimate (Heals 20 HP)

Quickly switch to your best partner (or one that has a lot of HP) and use Power Lift. Do as much as you can to make his HP disappear. When it runs out use Stylish moves to bring it back up quickly. Use any healing items when your HP is low. He will regain 20 HP when his HP goes below 100 and will continue to heal himself every several turns. Continue to focus on beating him and also keeping your HP above 15. After a while he'll fall. And you'll have beaten the strongest enemy in the game!

Bonetial will fall and spit out a big treasure chest. Get the "Return Postage from it and celebrate your victory. Afterwards, leave this place and get back to home. Now you can get any badge, tattle or recipe you're missing if you wish to.

VIII. Tattle Log

The following is the complete list of all the enemies and bosses in the game, their tattle log number, and their shortened tattle. The location in Parenthesis is the first place you see it.

#061 Amazy Dayzee - 20 HP, 20 ATK, 1 DEF (Twilight Trail)

"A mystical Dayzee that's almost never seen. Since it has so many HP, and because it's so quick to run away, this creature is almost impossible to beat."

#063 Arantula - 16 HP, 7 ATK, 0 DEF (Pit of 100 Trials)

"A spiderlike creature that lives deep underground and spits web-wads. It's coloring is intimidating, but don't worry; it's not poisonous.

#072 Atomic Boo - 40 HP, 4 ATK, 0 DEF (Creepy Steple)

"A massive creature made up of countless Boos. It attacks by breaking apart and sending out hundreds of Boos."

#093 B. Bill Blaster - 10 HP, 0 ATK, 4 DEF (Palace of Shadow)

"A much tougher bill blaster. It's really strong, but if you don't beat it, it'll keep shooting Bombshell Bills."

#046 Badge Bandit - 12 HP, 5 ATK, 0 DEF (Pit of 100 Trials)

"A Bandit who steals badges. His HP and Attack are high. Use your Guard well to keep your badges!"

#077 Bald Cleft - 2 HP, 1 ATK, 2 DEF (Shhwonk Fortress)

"Basically a rock monster with a swarthy-looking face. It attacks by charging and is impervious to fire."

#044 Bandit - 5 HP, 2 ATK, 0 DEF (Glitzville)

"A petty thief that charges at people and tries to steal coins. If you guard well, though, he can't steal a thing!"

#121 Beldam - 9/30 (1st/2nd encounter) HP, 1/5 ATK, 0 DEF (Boggly Woods)

"Leader of the three Shadow Sirens. She'll throw all sorts of magic at you and has a very unpleasant disposition."

#045 Big Bandit - 8 HP, 3 ATK, 0 DEF (Glitzville)

"A Bandit boss that steals items as well as coins. Guard when he charges at you to hold on to your goods!"

#091 Bill Blaster - 5 HP, 0 ATK, 2 DEF (Pirate's Grotto)

"A large black cannon that shoots Bullet Bills. Unknown whether it is alive or not."

#098 - 12 HP, 1 ATK, 0 DEF (Rogueport Sewers)

"A giant, squidlike thing that attacks with its ink and tentacles. Based on its dialect, it may come from the western sea."

#086 Bob-omb - 4 HP, 2 ATK, 1 DEF (Glitzville)

"A round bomb soldier that gets furious when damaged and attacks by charging and then exploding."

#088 Bob-ulk - 10 HP, 4 ATK, 2 DEF (Pit of 100 Trials)

"A really, really big Bob-omb that explodes after 4 turns. Take it out before or you'll be peeling your lips off the ceiling!"

#094 Bombshell Bill - 3 HP, 6 ATK, 2 DEF (Palace of Shadow)

"A souped-up Bullet Bill. It'll hit you hard if you don't take it out first. Its HP is low, so do it quickly!"

#101 Bonetail - 200 HP, 8 ATK, 2 DEF (Pit of 100 Trials)

"The oldest brother of Hooktail. He's just bones now. He's incredibly tough... Maybe even the toughest?"

#071 Boo - 7 HP, 3 ATK, 0 DEF (Creepy Steeple)

"A somewhat shy ghost that can make itself and its allies invisible. It may be a ghost, but it's pretty cute."

#025 Boomerang Bro - 7 HP, 2 ATK, 1 DEF (Glitzville)

"A Koopa who uses boomerangs instead of hammers. Beware of returning boomerangs!"

#041 Bowser - 30/70 HP, 3/7 ATK, 1/2 DEF (Glitzville)

"Mario's fated enemy, Bowser the Koopa King is a foe to be feared. His typical turf is NOT Glitzville."

#084 Bristle - 2 HP, 1 ATK, 4 DEF (Shhwonk Fortress)

"A petrified, spine-covered monster that attacks by charging at you and is impervious to fire. If you approach, its spikes will pop out and poke you."

#087 Bulky Bob-omb - 6 HP, 2 ATK, 1 DEF (Pirate's Grotto)

"A big pink Bob-omb that explodes after 4 turns. That explosion is big, so take it out before then."

#092 Bullet Bill - 2 HP, 4 ATK, 1 DEF (Pirate's Grotto)

"A projectile that attacks after being shot from a Bill Blaster. Take it out before it slams into you."

#031 Buzzy Beetle - 5 HP, 3 ATK, 4 DEF (Creepy Steeple)

"It's well protected and immune to fire or explosions, but if you flip it over, its Defense drops to zero."

#089 Chain Chomp - 7 HP, 6 ATK, 5 DEF (Palace of Shadow)

"It's tough to damage this creature, but it has low HP, so it's possible to take it out with one decisive blow."

#079 Cleft - 2 HP, 2 ATK, 2 DEF (Boggly Woods)

"A spiky, rock-headed jerk that's impervious to fire attacks and has a solid body."

#105 Cortez - 20 HP, 4 ATK, 1 DEF (Pirate's Grotto)

"A pirate's spirit who stayed in Keelhaul Key to guard his treasure."

#060 Crazee Dayzee - 7 HP, 2 ATK, 0 DEF (Twilight Trail)

"This fleet-footed flower is super-cute, and it sings one hypnotically sleepy lullaby."

#119 Lord Crump - 4/30 HP, 1/3 ATK, 0 DEF (Rogueport)

"The X-Naut Leader. He likes to attack with body-slams. Always an interesting foe..."

#023 Dark Bones - 20 HP, 5 ATK, 2 DEF (Palace of Shadow)

"It's the baddest of the Bones bunch, so its HP is really high. When its HP gets down to 0, it might rise again."

#073 Dark Boo - 8 HP, 5 ATK, 0 DEF (Poshley Sanctum)

"A creepy-looking Boo with high HP and Attack. Get it before it turns invisible."

#085 Dark Bristle - 8 HP, 8 ATK, 4 DEF (Pit of 100 Trials)

"An ancient creature made of rock. Its Defense is high. You can't jump on it because of its spikes, and you can't get close to it because of its spears."

#043 Dark Craw - 20 HP, 6 ATK, 0 DEF (Glitzville)

"A ghastly-looking spearman that'll poke at your feet if you try to stomp it when its spear is pointing up. It attacks by throwing spears or charging."

#016 Dark Koopa - 8 HP, 4 ATK, 2 DEF (Pit of 100 Trials)

"A koopa that prefers dark places. It has a very hard shell but you can flip it by jumping on it."

#019 Dark Koopatrol - 25 HP, 5 ATK, 2 DEF (Glitzville)

"A member of the elite forces of the Koopa clan. Its pair of red eyes is its most charming feature. After charging its attacks, it deals devastating blows, so watch yourself."

#028 Dark Lakitu - 13 HP, 5 ATK, 0 DEF (Pit of 100 Trials)

"A Lakitu on a dark cloud. It throws pipes at you that sometimes turn into Sky-blue spinies."

#017 Dark Paratroopa - 8 HP, 4 ATK, 2 DEF (Pit of 100 Trials)

"A Paratroopa that lives in dark, damp places. It has a very hard shell, but you can flip it over by jumping on it."

#067 Dark Puff - 3 HP, 2 ATK, 0 DEF (Boggly Woods)

"A thunderhead that attacks with lightning. Don't touch it when it's charged up, or you'll be in for a shock."

#095 Dark Wizzerd - 10 HP, 5 ATK, 2 DEF (Palace of Shadow)

"A part-machine, part-organic, magic-using entity. It'll multiply itself to confuse you."

#104 Doopliss - 40 HP, 4/7 ATK, 0 DEF (Creepy Steeple)

"A fiend who takes the shapes of Mario and friends, then attacks. Currently a member of the Shadow Sisters."

#022 Dry Bones - 8 HP, 5 ATK, 2 DEF (Palace of Shadow)

"A skeleton Koopa that sometimes builds friend. Even after it collapses at 0 HP, it will sometimes get back up"

#020 Dull Bones - 1 HP, 2 ATK, 1 DEF (Hooktail Castle)

"A Koopa Troopa that became a skeleton. It throws bones to attack and builds buddies to help it fight."

#097 Elite Wizzerd - 12 HP, 8 ATK, 5 DEF (Pit of 100 Trials)

"The top of the heap for half-machine organisms. It uses various magic moves, and if it's alone, it'll create illusions of itself."

#109 Elite X-Naut - 10 HP, 5 ATK, 1 DEF (X-Naut Fortress)

"The pinnacle of the X-Naut troops, this soldier tackles and throws potions. Elite X-Nauts may be enhanced with nutrients developed by X-Naut PhDs."

#074 Ember - 8 HP, 3 ATK, 0 DEF (Keelhaul Key)

"These blue flame spirits are susceptible to ice and explosive attacks. They're said to be vengeful spirits of the recent dead."

#026 Fire Bro - 7 HP, 3 ATK, 1 DEF (Glitzville)

"A relative of the Hammer Bros. who can spit fire. If one of his blasts hit you, you may catch on fire!"

#053 Flower Fuzzy - 5 HP, 3 ATK, 0 DEF (Glitzville)

"A fuzzy with lovely coloring. It'll suck your FP and attack with magic when full."

#058 Frost Piranha - 10 HP, 5 ATK, 0 DEF (Fahr Outpost)

"A Piranha Plant with ice powers that's weak against fire. Its biting attack sometimes freezes you."

#050 Fuzzy - 3 HP, 1 ATK, 0 DEF (Shhwonk Fortress)

"A parasite that sucks up on its opponent's HP to replenish its own. Fuzzies are so hyper that's hard to time your Guard Action Command."

#007 Gloomba - 7 HP, 3 ATK, 0 DEF (Pit of 100 Trials)

"A Goomba that likes dark, damp places. It must look like that because it lives below ground!"

#100 Gloomtail - 80 HP, 8 ATK, 2 DEF (Palace of Shadow)

"Hooktail's brother. He's a big, dark, poison-spewing baddie. Watch out for his famous mega-breath attack!"

#051 Gold Fuzzy - 10 HP, 1 ATK, 0 DEF (Shhwonk Fortress)

"A gold-colored Fuzzy that attacks by charging at you. Unlike normal Fuzzies, it won't drain your HP."

#001 Goomba - 2 HP, 1 ATK, 0 DEF (Rogueport Sewers)

"The underling of underlings. No other distinguishing characteristics."

#052 Green Fuzzy - 5 HP, 3 ATK, 0 DEF (Glitzville)

"This minty Fuzzy replenishes its HP as it drains yours. And it can multiply."

#039 Green Magikoopa - 7 HP, 4 ATK, 0 DEF (Glitzville)

"A green-robed Koopa wizard that uses a variety of magic spells, including ones that electrify allies or make them invisible."

#120 Sir Grodus - 50 HP, 7 ATK, 1 DEF (Palace of Shadow)

"The nasty creature that kidnapped Peach. He's into world domination. Some hobby, huh?"

#116 Grodus X - 3 HP, 4 ATK, 0 DEF (Palace of Shadow)

"An annoying magical protector of Grodus. When he has four of these, he's invincible!"

#042 Gus - 20 HP, 3 ATK, 0 DEF (Rogueport)

"A super-annoying guy with a big pointy spear that he tends to throw at people. Some think he's just a bunch of sass talk, but he's tough."

#024 Hammer Bro - 7 HP, 4 ATK, 1 DEF (Glitzville)

"Well-known for their vicious and relentless hammer lobs, Hammer Bros. have a reputation as one of Mario's toughest enemies..."

#099 Hooktail - 20 HP, 5 ATK, 1 DEF (Hooktail Castle)

"This giant dragon attacks by munching, stomping, and breathing stinky, fiery breath. He hates things that make chirping noises, especially creatures that start with "cr" and end with "icket"."

#078 Hyper Bald Cleft - 3 HP, 2 ATK, 2 DEF (Glitzville)

"A hyperactive Bald Cleft that can charge up energy, boosting its Attack to 8."

#082 Hyper Cleft - 4 HP, 3 ATK, 3 DEF (Twilight Trail)

"A hyperactive Cleft that uses charge moves to boost its Attack power to 9."

#004 Hyper Goomba - 8 HP, 2 ATK, 0 DEF (Twilight Trail)

"When this hyperactive Goomba charges up, its Attack rises to 8, so watch yourself!"

#005 Hyper Paragoomba - 8 HP, 2 ATK, 0 DEF (Twilight Trail)

"When this winged Hyper Goomba charges up, its Attack power rises to 8."

#006 Hyper Spiky Goomba - 8 HP, 3 ATK, 0 DEF (Twilight Trail)

"When this spike-headed Hyper Goomba charges up, its Attack power rises to 9, so heads up!"

#069 Ice Puff - 9 HP, 4 ATK, 0 DEF (Fahr Outpost)

"Ruff Puffs's chilly brother, it will sometimes freeze you with cold breath."

#081 Iron Cleft (Green) - 6 HP, 4 ATK, Unknown DEF (Glitzville)

"No attacks can pierce the defense of this hard, metallic Cleft. Since this one is wearing green shoes, it must be the younger brother."

#080 Iron Cleft (Red) - 6 HP, 4 ATK, Unknown DEF (Glitzville)

"No attacks can pierce the defense of this hard, metallic Cleft. Are they impossible to defeat???"

#012 K.P. Koopa - 4 HP, 2 ATK, 1 DEF (Glitzville)

"A Koopa warrior that battles at the Glitz Pit in Glitzville. It may be a different color than your average Koopa, but its abilities are the same."

#013 K.P. Paratroopa - 4 HP, 2 ATK, 1 DEF (Glitzville)

"A Koopa Paratroopa who's dyed its shell. Otherwise, it's the same as any other Paratroopa, which means one stomp and it loses its wings."

#040 Kammy Koopa - 50 HP, 5 ATK, 0 DEF (Palace of Shadow)

"An old witch who's always with Bowser. She's a nasty, magic-using crone, but you should still respect your elders! Remember that!"

#010 Koopa Troopa - 4 HP, 2 ATK, 1 DEF (Shhwonk Fortress)

"Koopa Troopas have been around forever. Jump on them to flip them over and drop their defense to zero."

#018 Koopatrol - 6 HP, 4 ATK, 2 DEF (Rogueport Sewers)

"Occasionally uses an attack called Charge that saves up energy, and can call in backup for support if you don't defeat it quickly."

#027 Lakitu - 5 HP, 2 ATK, 0 DEF (Glitzville)

"A cloud-riding member of the Koopa tribe, Lakitu attacks by throwing Spiny Eggs, which slowly hatch into Spinies."

#075 Lava Bubble - 6 HP, 4 ATK, 0 DEF (Pirate's Grotto)

"This flame spirit is vulnerable to explosions and ice attacks. If you stomp on it, you'll take damage."

#103 Macho Grubba - 60 HP, 4 ATK, 0 DEF (Glitzville)

"Macho Grubba has the confidence to match his muscles after being powered up by the Crystal Star."

#036 Magikoopa - 7 HP, 4 ATK, 0 DEF (Rogueport Sewers)

"A Koopa wizard that'll use all sorts of magic. It breaks apart into multiple copies, so beat it as quickly as you possibly can!"

#117 Magnus Von Grapple - 30 HP, 2 ATK, 1 DEF (The Great Tree)

"A powerful and cutting-edge robot built by X-Naut scientists. It has all the features expected of a robot, including rocket fists."

#118 Magnus Von Grapple 2.0 - 70 HP, 6 ATK, 2 DEF (X-Naut Fortress)

"The biggest upgrades seem to be the flying features. Watch out for the

improved machine guns."

#122 Marilyn - 12/40 HP, 2/7 ATK, 0 DEF (Boggly Woods)

"Beldam's sister, and therefore one of the Shadow Sirens. Her Attack is high, so take her out first."

#115 Mini-X-Yux - 1 HP, 0 Atk, 0 DEF (X-Naut Fortress)

"A protector of the X-Yux. You can't attack the main unit until you clear these things out."

#111 Mini-Yux - 1 HP, 0 ATK, 0 DEF (The Great Tree)

"Each one can divide into two. As long as you clear these out first, ordinary Yux are nothing to be feared."

#113 Mini-Z-Yux - 2 HP, 0 Atk, 0 DEF (The Moon)

"A protector of the Z-Yux. There can be as many as 4. They must all be defeated to make the Z-Yux vulnerable."

#083 Moon Cleft - 6 HP, 5 HP, 5 DEF (The Moon)

"A Cleft living on the moon. Its defense is high, but if you turn it over with an explosion, its Defense goes down to 0."

#056 Pale Piranha - 4 HP, 2 ATK, 0 DEF (Boggly Woods)

"A monochrome Piranha Plant that attacks with a nasty bite. If you see one, throw all you've got at it, or run."

#033 Parabuzzy - 5 HP, 3 ATK, 4 DEF (Pirate's Grotto)

"A Buzzy with wings and high Defense. It flies in the air, but it'll come down if you stomp on it."

#008 Paragloomba - 7 HP, 3 ATK, 0 DEF (Pit of 100 Trials)

"A Gloomba with wings that may or may not get moldy."

#002 Paragoomba - 2 HP, 1 ATK, 0 DEF (Rogueport Sewers)

"A Goomba with wings. Can't reach it with a hammer while it's in the air, but once its damaged, it's wings get clipped. It's kind of sad, really."

#011 Paratroopa - 4 HP, 2 ATK, 1 DEF (Shhwonk Fortress)

"A Koopa Troopa with wings that stays airborne until you stomp on it and send it plunging to the ground."

#076 Phantom Ember - 10 HP, 5 ATK, 0 DEF (Palace of Shadow)

"An angry spirit from beyond. Its flame attack will set you on fire."

#062 Pider - 5 HP, 2 ATK, 0 DEF (The Great Tree)

"A spidery creature that drops down on webs. It can shoot out three web-wads to attack consecutively."

#059 Piranha Plant - 15 HP, 9 ATK, 0 DEF (Pit of 100 Trials)

"The strongest of the Piranha Plants. It likes to live... in pipes."

#055 Poison Pokey - 8 HP, 4 ATK, 0 DEF (Riverside Station)

"A poisonous Pokey that attacks with poison and sometimes calls in friends. Take it out quickly."

#070 Poison Puff - 15 HP, 8 ATK, 0 DEF (Pit of 100 Trials)

"A poisonous cloud creature. It'll charge you or try to poison you, and if you touch it while it's storing poison, you'll get hurt."

#054 Pokey - 4 HP, 3 ATK, 0 DEF (Glitzville)

"A cactus ghoul covered from head to base in nasty spines. It attacks by lobbing sections of itself at you, and can even call other Pokeys to come fight alongside it."

#057 Putrid Piranha - 8 HP, 3 ATK, 3 DEF - (Keelhaul Key)

"A poisonous Piranha Plant. It'll poison your allies. Use your Guard effectively to avoid poisoning."

#035 R.S. Buzzy - 5 HP, 3 ATK, 4 DEF (Glitzville)

"The sturdiest of all the Buzzy Beetles, a Red Spike Top is impervious to fire and explosions. Plus, the spike on its back protects it from being flipped over."

#102 Rawk Hawk - 30 HP, 4 ATK, 1 DEF (Glitzville)

"A champion fighter. Battling him requires a certain level of artistry. "You wanna hate me, but you can't help but love the RAAAAAAWWWWK!""

#021 Red Bones - 5 HP, 3 ATK, 1 DEF (Hooktail Castle)

"This ugly, red Dull Bones is stronger than a normal Dull Bones. Even if its HP drops to 0, it can come back to life."

#037 Red Magikoopa - 7 HP, 4 ATK, 0 DEF (Glitzville)

"This red-garbed Koopa wizard uses a wide variety of magic, including Attack-and-Defense-boosting spells."

#068 Ruff Puff - 7 HP, 4 ATK, 0 DEF (Riverside Station)

"A relative of the Dark Puff... or perhaps just a different colored one. It charges up and shocks you with lightning."

#124 The Shadow Queen - 150 HP, 7 ATK, 1 DEF (Palace of Shadow)

"The demon who possessed Peach. She tried to cast the world into darkness, but Mario whipped her but good. And Peach is back to normal, thank goodness!"

#014 Shady Koopa - 8 HP, 3 ATK, 1 DEF (Glitzville)

"When a Shady Koopa flips back up from its back, its Attack increases. Shady Koopas have a place of honor in the Koopa family Tree because of this distinction."

#015 Shady Paratroopa - 8 HP, 3 ATK, 1 DEF (Glitzville)

"Other than having wings, this creature isn't very difficult from a Shady Koopa. Once it flips off its back, it boosts its Attack."

#030 Sky-blue Spiny - 6 HP, 6 ATK, 4 DEF (Pit of 100 Trials)

"Spawned from a pipe thrown by Dark Lakitu it will charge at you. When it's balled up, your attacks wont work."

#106 Smorg - 50 HP, 5 ATK, 1 DEF (Excess Express)

"A monster made of tons of smaller Smorgs. It uses Smorg tentacles to attack."

#048 Spania - 3 HP, 1 ATK, 0 DEF (Rogueport Sewers)

"A spinia with spines on its head. If you stomp on it, you'll take damage. For whatever reason, it looks really peeved."

#032 Spike Top - 5 HP, 3 ATK, 4 DEF (Creepy Steeple)

"This Buzzy has a high defense and a pointy spike on its shell. You'll take damage if you stomp on it."

#009 Spiky Gloomba - 7 HP, 4 ATK, 0 DEF (Pit of 100 Trials)

"A Gloomba with a painful-looking spike that likes damp places."

#003 Spiky Goomba - 2 HP, 2 ATK, 0 DEF (Rogueport Sewers)

"A Goomba that wears a spike helmet. Slightly higher Attack power than a typical Goomba."

#034 Spiky Parabuzzy - 5 HP, 3 ATK, 4 DEF (Riverside Station)

"A Buzzy with wing and a spike. It flies, so a hammer won't reach. It's hard to find attacks that work."

#047 Spinia - 3 HP, 1 ATK, 0 DEF (Rogueport Sewers)

"A strange creature made of thin, papery boards. Still a completely mysterious species."

#029 Spiny - 3 HP, 3 ATK, 3 DEF (Glizville)

"A spine-covered member of the Koopa tribe with extremely high defense. It cannot be damaged when it rolls into a ball."

#049 Spunia - 12 HP, 7 ATK, 2 DEF (Rogueport Sewers)

"A creature with a body made up of springy discs. IT may not look like much, but it's pretty tough."

#066 Swampire - 20 HP, 6 ATK, 0 DEF (Pit of 100 Trials)

"A feared-health-sucking bat lives in the darkness. It steals your HP to add to its own."

#064 Swooper - 6 HP, 3 ATK, 0 DEF (Creepy Steeple)

"A roosting creature that will hang from the ceiling until damaged."

#065 Swoopula - 9 HP, 4 ATK, 0 DEF (Palace of Shadow)

"An HP-sucking batlike thing. Its name comes from its swooping, blood-sucking attack."

#123 Vivian - 10 HP, 1 ATK, 0 DEF (Boggly Woods)

"One of the Shadow Sirens and Beldam's younger sister. She's so cute, she's able to infatuate anyone."

#038 White Magikoopa - 7 HP, 4 ATK, 0 DEF (Glitzville)

"A white-robed Koopa wizard that uses a wide-variety of magic, including magic that replenishes its own HP and that of its allies."

#096 Wizzerd - 10 HP, 6 ATK, 3 DEF (Pit of 100 Trails)

"A part-machine, part organic creature who uses different kinds of magic. It looks to be the best tickler of all time."

#107 X-Naut - 4 HP, 3 ATK, 0 DEF (The Great Tree)

"A foot soldier that uses potions and attacks by ramming. This X-Naut is the lowest of Grodus's underlings."

#108 X-Naut PhD - 9 HP, 4 ATK, 0 DEF (X-Naut Fortress)

"An X-Naut who throws chemicals. Research is ongoing about the effects of the chemicals they throw."

#114 X-Yux - 10 HP, 3 ATK, 1 DEF (X-Naut Fortress)

"A new Yux designed to protect important areas. It's attacks will sometimes immobilize you."

#110 Yux - 3 HP, 2 ATK, 0 DEF (The Great Tree)

"These pathetically ugly creatures were created in the X-Naut laboratories. With Mini-Yux around them, they're impervious to all attacks."

#112 Z-Yux - 7 HP, 4 ATK, 0 DEF (The Moon)

"A genetic improvement on the original Yux. Mini-Z-Yux often appear to restore HP or protect the main unit from damage."

IX. Badges

Here's a list off all 85 badges in the game.

All Or Nothing - 4 BP, 0 FP

Raises attack if you hit Action Commands; drops attack to 0 if you fail.

Attack FX B - 0 BP, 0 FP

Changes the sound effects of Mario's attacks.

Attack FX G - 0 BP, 0 FP

Changes the sound effects of Mario's attacks.

Attack FX P - 0 BP, 0 FP

Changes the sound effects of Mario's attacks.

Attack FX R - 0 BP, 0 FP

Changes the sound effects of Mario's attacks.

Attack FX Y - 0 BP, 0 FP

Changes the sound effects of Mario's attacks.

Bump Attack - 5 BP, 0 FP

Lets you bump into weak foes to defeat them without battling.

Charge - 1 BP, 1 FP

Adds Charge to Mario's Tactics menu. Wearing more than one increases charge power.

Charge P - 1 BP, 1 FP

Adds Charge to your partner's Tactics menu. Wearing more than one increases charge power.

Chill Out - 1 BP, 0 FP

Makes you never succumb to a First Strike.

Close Call - 1 BP, 1 FP

When Mario's in danger, causes enemies to miss sometimes.

Close Call P - 1 BP, 0 FP

When your ally is in danger, causes foes to miss sometimes.

Damage Dodge - 2 BP, 0 FP

Decrease damage by 1 with a Guard Action command.

Damage Dodge P - 2 BP, 0 FP

Cuts damage by 1 HP with a Guard Action Command. (Partner)

Defend Plus - 5 BP, 0 FP

Boosts Mario's defense by 1.

Defend Plus P - 5 BP, 0 FP

Boosts your ally's defense by 1.

Double Dip - 3 BP, 4 FP

Lets Mario use two items during his battle turn. By wearing more than one, Mario can use up to three items.

Double Dip P - 3 BP, 4 FP

Lets your ally use two items during his battle turn. By wearing more than one, your partner can use up to three items.

Double Pain - 0 BP, 0 FP

Doubles the damage Mario takes.

Feeling Fine - 4 BP, 0 FP

Makes Mario immune to poison or dizziness.

Feeling Fine P - 4 BP, 0 FP

Makes your partner immune to poison or dizziness.

Fire Drive - 3 BP, 5 FP

Activates the Fire Drive, which assaults all ground enemies and burns them. Wearing more than one increases attack power.

First Attack - 1 BP, 0 FP

Activates a First Strike to defeat weak foes without battling.

Flower Finder - 3 BP, 0 FP

After beating a foe, makes more flowers appear.

Flower Saver - 4 BP, 0 FP

Drops FP used when Mario attacks by 1.

Flower Saver P - 4 BP, 0 FP

Drops FP used when your partner attacks by 1.

FP Drain - 1 BP, 0 FP

Drops Mario's attack power by 1 but regains 1 FP per attack.

FP Plus - 3 BP, 0 FP

Increases maximum FO by 5.

Hammer Throw - 1 BP, 2 FP

Enables Hammer Throw, which lets you throw a hammer at a foe, wherever it is. Wearing two or more increases attack power.

Hammerman - 2 BP, 0 FP

Increases hammer power by 1, but eliminates the ability to jump.

Happy Flower - 2 BP, 0 FP

Slowly and automatically restores FP during battle.

Happy Heart - 2 BP, 0 FP

Slowly and automatically restores HP during battle.

Happy Heart P - 2 BP, 0 FP

Slowly and automatically restores FP during battle. (Partner)

Head Rattle - 1 BP, 2 FP

Enables Head Rattle, which can confuse enemies if executed superbly. Wearing two or more confuses enemies longer.

Heart Finder - 3 BP, 0 FP

After beating a foe, makes more hearts appear.

HP Drain - 1 BP, 0 FP

Drops Mario's attack power by 1 but regains 1 HP per attack.

HP Drain P - 1 BP, 0 FP

Drops your ally's attack by 1 but regains 1 HP per attack.

HP Plus - 3 BP, 0 FP

Increases maximum HP by 5.

HP Plus P - 3 BP, 0 FP

Increases maximum HP by 5. (Partner)

Ice Power - 1 BP, 0 FP

Makes Mario damage-proof when jumping on fire enemies. Also increases the damage Mario gives to fire enemies and decreases the damage Mario takes from fire enemies.

Ice Smash - 1 BP, 3 FP

Enables Ice Smash, which freezes an enemy if executed superbly. Wearing more than one freezes enemies longer.

Item Hog - 3 BP, 0 FP

Makes it likelier that items will appear after battle.

Jumpman - 2 BP, 0 FP

Increases jump power by 1, but you lose your hammer ability.

L Emblem - 0 BP, 0 FP

Changes Mario's clothes into Luigi's clothes. (Equip with W Emblem to changes Mario's clothes into Waluigi's clothes)

Last Stand - 1 BP, 0 FP

Drops damage Mario receives by $\frac{1}{2}$ when he is peril.

Last Stand P - 1 BP, 0 FP

Drops damage your ally receives by $\frac{1}{2}$ when in peril.

Lucky Day - 7 BP, 0 FP

When Mario's attacked, causes enemies to miss more often.

Lucky Start - 4 BP, 0 FP

Makes something good happen when you first enter battle.

Mega Rush - 1 BP, 0 FP

Increases attack power by 5 when Mario is in peril.

Mega Rush P - 1 BP, 0 FP

Increases attack power by 5 when your partner is in peril.

Money Money - 5 BP, 0 FP

Makes more coins appear after battle

Multibounce - 1 BP, 2 FP

Enables Multibounce, which attacks multiple foes in order until you miss an Action Command. Wear more than one for increased attack power.

P-Down, D-Up - 2 BP, 0 FP

Drops the damage Mario deals AND receives by 1.

P-Down, D-Up P - 2 BP, 0 FP

Drops the damage your ally deals AND receives by 1.

P-Up, D-Down - 2 BP, 0 FP

Boosts the damage Mario deals AND receives by 1.

P-Up, D-Down P - 2 BP, 0 FP

Boosts the damage Mario deals AND receives by 1.

Peekaboo - 2 BP, 0 FP

Makes enemy HP visible.

Piercing Blow - 1 BP, 2 FP

Enables Piercing Blow, which deals damage that ignores enemy defenses.

Pity Flower - 3 BP, 0 FP

When Mario takes damage, occasionally recovers 1 FP.

Power Bounce - 3 BP, 3 FP

Enables Power Bounce, which lets you jump on one enemy until you miss an Action Command.

Power Jump - 1 BP, 2 FP

Enables Power Jump, which lets you stomp on a foe with huge power. Wearing two or more increases attack power.

Power Plus - 6 BP, 0 FP

Boosts Mario's jump and hammer attack by 1.

Power Plus P - 6 BP, 0 FP

Boosts your partner's attack by 1.

Power Rush - 1 BP, 0 FP

Increases attack power by 2 when Mario is in danger.

Power Rush P - 1 BP, 0 FP

Increases attack power by 2 when your ally is in danger.

Power Smash - 1 BP, 2 FP

Enables Power Smash, which lets you whack an enemy with great power. Wearing two or more increases attack power.

Pretty Lucky - 2 BP, 0 FP

When Mario's attacked, causes foes to miss sometimes.

Pretty Lucky P - 2 BP, 0 FP

When your ally's attacked, causes foes to miss sometimes.

Quake Hammer - 2 BP, 3 FP

Enables Quake Hammer, which slightly damages all ground enemies. Wearing two or more increases attack power.

Quick Change - 7 BP, 0 FP

Allows your ally to attack even after changing partners.

Refund - 1 BP, 0 FP

Refunds some coins if you use an item in battle.

Return Postage - 7 BP, 0 FP

Makes direct-attackers take $\frac{1}{2}$ the damage they do.

Shrink Stomp - 1 BP, 2 FP

Enables Shrink Stomp, which shrinks foes and drops attack power if executed superbly. Wear two or more to shrink them longer.

Simplifier - 1 BP, 0 FP

Makes Action commands easier easy, but earns less star power.

Sleepy Stomp - 1 BP, 2 FP

Enables Sleepy Stomp, which makes enemies sleep if executed superbly. Wearing two or more keeps enemies asleep longer.

Slow Go - 0 BP, 0 FP

Makes Mario sluggish, so he can no longer run.

Soft Stomp - 1 BP, 2 FP

Enables Soft Stomp, which makes enemies soft if executed superbly. Wearing two or more keeps enemies soft longer.

Spike Shield - 3 BP, 0 FP

Makes Mario damage-proof when jumping on spiky foes.

Super Appeal - 1 BP, 0 FP

Get more star power from the audience when Mario appeals.

Super Appeal P - 1 BP, 0 FP

Gets more star power from the crowd when your ally appeals.

Timing Tutor - 1 BP, 0 FP

Teaches the timing for stylish commands.

Tornado Jump - 2 P, 3 FP

Enables Tornado Jump, which damages all mid-air enemies if executed superbly. Wearing two or more increases attack power.

Unsimplifier - 1 BP, 0 FP

Makes Action commands hard, but earns more star power.

W Emblem - 0 BP, 0 FP

Changes Mario's clothes into Wario's clothes. (Equip with L Emblem to make Mario's clothes change into Waluigi's clothes)

Zap Tap - 3 BP, 0 FP

Does damage to enemies that touch Mario in battle.

X. Shine Sprites:

The shine sprites in the game are helpful in making your partners stronger. 3 of these upgrade your characters, giving them more HP, ATK and a new move. In order to upgrade them a second time, you'll need to get the "Up Arrow" from Hooktail's castle (read chapter 5 intermission for more info).

Rogueport:

1. Above the rooftops on the East Side of Rogueport (you'll need Yoshi).
2. Behind the house that has a padlock on the East Side of town. Get on the roof and slip between the crates.
3. Behind the first house on the West Side of town. Roll into a tub and roll through the small hole upstairs inside the house.
4. In Bobbery's house on the East Side of town. You won't be able to get the shine sprite until the Intermission of Chapter 4.
5. Behind the cracked wall next to the item shop on the West Side of town. Blow a hole in the wall with Bobbery.

Rogueport Sewers:

1. On a high platform to the left of the Thousand-Year door (you need Paper mode for this one).
2. On the ledge next to the shortcut pipe that leads to Petalburg. Use your Super Hammer to smash the big yellow block.
3. In front of the door that leads to the Twilight Town warp pipe. You need Yoshi to cross the gap to it.
4. On a platform in the room where you fought the giant Blooper (Use Boat mode to reach it).
5. In a hidden room that you can only reach with Boat mode (Have Flurrie blow down the fake wall on the room to the left of the shortcuts to Keelhaul Key and Poshley Heights to reach the boat panel.) You'll have to deal with half a dozen Spanias and 1 Spunia.
6. See above.
7. See above (you'll need the spring jump to reach this one).
8. On top of the pedestal next to where Dazzle hangs out (Use your spring jump next to the pipe to reach the rooftops and make your way there).

Hooktail Castle:

1. In plain view at the beginning hall with the yellow and purple blocks (past the room with the red bones).
2. In front of the weapon rack where you first meet Ms. Mowz.
3. At the top of the tall staircase just before the exit to the bridge outside.

Boggly Woods:

1. To the left of the airplane panel (you need to raise the panel to get to it). Use Koops to grab it.

The Great Tree:

1. In the bottom right-hand corner of the room where you encase the Punies in bubbles.
2. On top of a pedestal in the room with two paper-airplane panels. Use Flurrie to blow the vase off the first panel.
3. In the room beneath the first wooden panel (where you found the blue key) you see after acquiring the Super Boots. Use your spin jump to brake through the panel
4. Above the lily pads after you fill the room with water.

Glitzville:

1. To the right of the stairs that lead to the Glitzville arena entrance. Use your hammer to reveal a Coin block beneath the shine sprite.
2. On the second floor of the storage room in the Glitzville arena.

Twilight Trail:

1. Behind the last tree before you get to the screen outside Creepy Steeple (hidden from view).

Creepy Steeple:

1. Behind the small opening at the beginning of the first hall (use your tube mode).
2. At the bottom of the well outside the front gate.
3. To the left of the incline where you have to push the door-shaped barricade (use the passage at the bottom of the well to get there).

Keelhaul Key:

1. To the left of the cliff as you make your way toward Pirate's Grotto. Ride Yoshi to the block underneath the Shine Sprite.
2. Behind a large palm leaf to the right of the bridge.

Pirate's Grotto:

1. Concealed by a stalactite over the first wrecked ship (mostly hidden from view). Jump while you're at the very top.
2. Near the top of the cliff. Stand on the step before the very top and toss Koops to your left to reveal a hidden block close to the Sprite.
3. Above the barrels in the room where you found the Grotto Key. Ride the crate that acts as a counterweight.
4. Hovering over the water to the right of the wall of spikes. Use Koops' shell to nab this one.
5. At the beginning of the area that follows the wall of spikes. Use your hammer to find a hidden block beneath the shine sprite.

Excess Express:

1. Behind the table in Cabin 005.
2. Give Bub the engineer's autograph and he'll give you the shine sprite.

Riverside Station:

1. On the steps behind the station (where you see the Poison Pokeys for the first time).
2. Near the top of the stairs that unfold after you hit the numerical switches. Toss Koops at the Shine sprite to nab it.

Poshley Heights:

1. Outside Poshley Sanctum, to the right of the entrance. Use your spring jump to reach it.

Poshley Sanctum:

1. Beyond the painting, on one of the ledges to the left. You'll have to shimmy across the bars to reach the Shine sprite.

Fahr Outpost:

1. Behind a tree (first tree on the second screen) on your way to the Fahr Outpost (hidden from view).
2. To the right of the last house in the Fahr Outpost.

XI. Star Pieces

Here's the list of all of the 100 star pieces:

(UG = Underground Star Piece, meaning you'll need to Spin Jump next to the place where it is to uncover it. Make sure you don't spin jump while standing on top of the spot)

Rogueport:

1. Behind the crates on the right-hand side of the Plaza.
2. Inside the house next to the inn. You'll find the door in the black alley.
3. On the roof of Zess T.'s kitchen.
4. In front of the gallows (the thing with the hanging rope) in the Plaza. (UG)
5. In the alley behind Zess. T.'s kitchen (UG)
6. On top of the crates behind Professor Frankly's house.
7. In front of Professor Frankly's house. (UG)
8. On the roof of the building with the padlock on the door in the East Side of town. You'll need Yoshi to get up there. (UG)
9. Behind the chimney on Admiral Bobbery's house (you need Yoshi to get to the rooftops).
10. Behind the barrel next to Ishnail's house on the East Side of town.
11. In front of the Pianta Parlor (UG)
12. Behind the short wall as you enter the West Side of town.
13. Behind the warp pipe near the fountain on the West Side of town.
14. Behind the trash can to the left of the item shop on the West Side of town.

15. Next to the stairs in the harbor area (UG)
16. In the hidden area on the left side of the harbor. You'll need to have gained the paper boat power in order to sail there using the boat panel.
17. At the left end of the train platform. (UG)
18. Behind the Warp pipe that leads to the Cheep Cheep Blimp.

Rogueport Sewers:

1. Behind the pedestal next to Mervulee's house.
2. In front of Wonky inside Herb T.'s place (UG)
3. Behind the pedestal next the building with the X-Naut teleporter.
4. Behind a broken pillar in front of Mervulee's house.
5. In front of the moving platform in the area where you first enter the sewers from the pipe in front of Frankly's house. (UG)
6. Behind the stairs in the room with the warp pipe that leads to the Pit of 100 Trials.
7. To the south of the Crystal star pedestal in the Thousand-Year Door room. (UG)
8. In front of the black treasure chest that "curses" you with the Paper Plane Mode. (UG)
9. Behind the big yellow block in the room to the right of the Thousand-Year Door.
10. Near the warp pipe to Boggly Woods. (UG)
11. In the background of the room with the warp pipe that leads to Petal Meadows. You'll need to spring jump under the horizontal pipe near the entrance to get to the warp pipe that leads there.
12. On a platform in the background in the area beneath the metal grate on the West Side of Rogueport.
13. Behind the center ledge in the area beneath the metal grate on the West Side of Rogueport.

Petal Meadows:

1. In the tree to the left of the Save Block. Hit the tree with your hammer.
2. To the right of the blue "!" Switch in the background that makes the bridge.

Petalburg:

1. Near Bulb-ulber (the one who asked for the Glitzville Hot dogs, see trouble center) on the West Side of the village. (UG)
2. Next to the pink flowers at the East Exit.

Shhwonk Fortress:

1. In the first bush between Petalburg and the first room of Shhwonk Fortress.

Hooktail Castle:

1. To the left of the Castle Key behind the bars. (UG)
2. Beyond the doorway that's to the right of the big purple block when the block is elevated.
3. On a ledge to the left of the first big yellow block when the block is elevated.
4. To the right of where you jump out the window.
5. On the edge of the railing to the right of the paper-airplane panel inside the castle.

Boggle Woods:

1. Next to the blue "!" block that raises the warp pipe.
2. In the third tree from your left in front of Flurrie's house.
3. Hidden behind the fence, near the warp pipe that leads to Flurries house.
4. Next to the love seat in Flurrie's bedroom (UG).

The Great Tree:

1. At the right end of the room directly above the first save block. (UG)
2. In the center of the blue prison cell. (UG)
3. In the first large bush to the right of Pungent's Shop.
4. Hidden behind the warp to the left of the big tree stump.
5. Behind the warp pipe in the room beneath the prison cell that drops on you.
6. In one of the bushes in the room above where Lord Crump stole the crystal star.

Glitzville:

1. Behind the telephone booth.
2. Below the blimp landing point. (UG)
3. Behind the ferns to the right of the steps that lead to the arena.
4. Beneath the billboard on the roof of the juice shop. Toss Koops under the billboard to get the star piece.
5. Behind the counter in the juice shop.
6. To the right of the west staircase in the arena lobby (UG).
7. In the right-hand drawer of the desk in Grubba's office.
8. Behind the planter in the lower left-hand corner of Grubba's office.
9. Behind the big yellow block in the room where you find the injured fighters.
10. Near the center on the first floor of the Storage Room. (UG)

Twilight Town:

1. Between the first two houses on the West Side of town.
2. In one of the bushes (near the tree) on the West Side of town.
3. Behind the barrels that are inside the fence on the East Side of town.

Twilight Trail:

1. Behind the fallen tree that blocks your path.
2. Behind the warp pipe that follows the aforementioned fallen tree.
3. Behind the wall in front of Creepy Steeple.

Creepy Steeple:

1. Beyond the small opening at the beginning of the first hall. Roll into a tube to enter the opening.
2. On the right side of the room with the moving stair. (UG)
3. In the background in the room where you free the Boos. You'll get back there after you drop down the well.
4. Near the door in the parrot's room. (UG)

Keelhaul Key:

1. Near the small gap in the rock formation on the right side of the shore (first screen). (UG)
2. On the left side of the beach in the shantytown.
3. Behind the rocks on the right side of the beach in the shantytown.
4. In the first bush you see after leaving the shantytown.
5. Behind the root in front of the right-hand side of the cliff
6. Behind a rock formation in the foreground, to the left of the red stone in front of the Pirate's Grotto entrance.

Pirate's Grotto:

1. On a small platform in the water, to the left of the spears that protrude from the floor.
2. Near the doorway to your right at the top of the large waterfall. (UG)
3. Inside a barrel at the top of the room where you find the Grotto Key. Ride the crate to reach the Star Piece.
4. In the center of the room behind the locked door.

Excess Express:

1. Next to the seats in cabin 004. (UG)

2. Inside the nightstand in cabin 008.
3. In front of the engine in the engine room. (UG)
4. Given to you by Chef Shimi when you return the Galley Pot to him.
5. Given to you by Waitress when you return the Shell Earrings to her.

Riverside Station:

1. Hidden behind the cylinder on which the Storage Key rests.

Poshley Heights:

1. In front of the stairs that lead to the Excess Express. (UG)
2. Behind the lawn chair to the left of the blue house on the West Side of town.
3. Behind the picket fence next to the pink house. Walk through the hedge to reach the star piece.
4. Behind the hedge to the left of the house that's next to the hotel.

Fahr Outpost:

1. To the left of the warp pipe. (UG)
2. Hidden behind a shrub in the center of the first area that follows the warp pipe.
3. Behind the broken wall in the area before you reach the outpost.
4. Behind the broken wall in the western part of the Fahr Outpost.
5. To the left of the cannon in the eastern part of the Fahr Outpost. (UG)
6. Behind the boxes in the far-right house.

The Moon:

1. Inside a cracked rock in the area where you can see the X-Naut Fortress in the background.

X-Naut Fortress:

1. On the crane platform. Acquire the Cog, then operate the crane to pick up the Star Piece.
2. At the left end of the air duct. Spring-Jump through the open vent to get up there.

XII. Items

All items are listed with the stores they are found in (store locations are found in the shop list (Section XIII) and description. All items found at Zess T.'s house can only be obtained by having her cook the appropriate items (as shown in the description and Zess T.'s Menu (section XIV)).

a. Attack Items

1. Coconut bomb - Zess T.'s House
Throw it to attack an enemy. (Coconut + Fire Flower)
2. Courage Meal - Zess T.'s
Throw it to attack an enemy. (Courage Shell + Zess Dinner)
3. Earth Quake - Souvenir Shop
Attacks all ground-bound enemies.
4. Fire Flower - Toad Bros. Bazaar
Attacks all enemies with fireballs and burns them.
5. HP Drain - Pungent's Shop

Simultaneously attacks foes and replenishes your own HP.

6. Ice Storm - Pungent's Shop
Damages all enemies and freezes them.

7. POW Block - Niff T.'s Shop
Attacks all ground-bound enemies

8. Shooting Star - Northwinds Mart
Drops shooting stars on all enemies and confuses them.

9. Thunder Bolt - (Westside Goods)
Drops lightning on an enemy and stuns it.

10. Thunder Rage - Twilight Shop
Drops Lightning on all enemies and stuns them.

11. Zess Dynamite - Zess T.'s House
Toss it to attack all foes. (Egg Bomb + Coconut Bomb)

b. Defense Items

1. Boo's Sheet - Sale's Stall
Makes you invisible, so all attacks against you miss.

2. Courage Shell - Niff T.'s Shop
Gives your partner courage to boost his or her defense.

3. Love Pudding - Zess T.'s House
Makes you invisible, electrified, or sleepy. (Mystic Egg + Mango Delight)

4. Peach Tart - Zess T.'s House
Makes you electrifies, dodgy or sleepy. (Cake Mix + Peach Peach)

5. Repel Cape - Souvenir Shop
Raises your evasion making you harder to hit.

6. Volt Shroom - Westside Goods
Electrifies you to damage direct attackers.

c. Recovery Items (includes some items used to make recovery items)

1. Cake Mix - Pianta Parlor
An ingredient for making treats.

2. Choco Cake - Zess T.'s House
Replenishes 5 HP and 15 FP. (Cake Mix + Inky Sauce)

3. Coco Candy - Zess T.'s House
Replenishes 3 HP 15 FP. (Coconut + Cake Mix)

4. Coconut - Keelhaul Galleria
Fruit from a tropical island. To be honest, it ain't tasty.

5. Dried Bouquet - Petalburg
Beautiful flowers made by Bub-ulber. Replenishes 1 HP.

6. Dried Shroom - Westside Goods
A less-than-tasty dried mushroom. Replenishes 1 HP.

7. Electro Pop - Zess T.'s House
Replenishes 15 FP. (Cake Mix + Volt Shroom)

8. Fire Pop - Zess T.'s House
Replenishes 20 FP. (Cake Miz + Fire Flower)

9. Fresh Juice - Zess T.'s House
Refills 5 HP and cures poison. (Steep (cook) Honey Syrup)

10. Fresh Pasta - Poshley Heights
Poshley Heights pasta. Replenishes 10 HP and 5 FP.

11. Fried Egg - Zess T.'s house
Replenishes 10 HP. (Cook a Mystic Egg)

12. Fruit Parfait - Zess T.'s House
Replenishes 10 HP and 2 FP. (Keel Mango + Peachy Peach)

13. Golden Leaf - Creepy Steeple
A weird leaf found in Creepy Steeple. Replenishes 10 FP.

14. Healthy Salad - Zess T.'s House
Replenishes 15 FP and cures poisoning. (Turtley Leaf + Horsetail)

15. Heartful Cake - Zess T.'s House
Replenishes FP, but also softens you. (Cake Mix + Ruin Powder)

16. Honey Candy - Zess T.'s House
Replenishes 20 FP. (Honey Syrup + Cake Mix)

17. Honey Shroom - Zess T.'s House
Replenishes 5 HP and 5 FP. (Mushroom + Honey Syrup)

18. Honey Super - Zess T.'s House
Replenishes 10 HP and 5 FP (Super Shroom and Honey Syrup)

19. Honey Syrup - Toad Bros. Bazaar
A sweet snack. Replenishes 5 FP.

20. Honey Ultra - Zess T.'s House
Replenishes 50 HP and 5 FP. (Ultra Shroom + Honey Syrup)

21. Horsetail - Petal Meadows
A plant found in Petal Meadows. Replenishes 3 HP.

22. Hot Dog - Hot Dog Stand

Mr. Hoggle's meaty work of art. Refills 5 HP and 5 FP.

23. Icicle Pop - Zess T.'s House
Replenishes 10 HP. (Honey Syrup + Ice Storm)

24. Ink Pasta - Zess T.'s House
Replenishes 10 HP and 30 FP. (Fresh Pasta + Inky Sauce)

25. Inky Sauce - Zess T.'s House
Replenishes 30 FP. (Hot Sauce + Turtley Leaf)

26. Jammin' Jelly - Underground Shop
Restores 50 FP.

27. Jelly Candy - Zess T.'s House
Replenishes 64 FP. (Jammin' Jelly + Cake Mix)
28. Jelly Shroom - Zess T.'s House
Replenishes 5 HP and 50 FP. (Mushroom + Jammin' Jelly)
29. Jelly Super - Zess T.'s House
Replenishes 10 HP and 50 FP. (Super Shroom + Jammin' Jelly)
30. Jelly Ultra - Zess T.'s House
Replenishes 50 HP and 50 FP. (Ultra Shroom + Jammin' Jelly)
31. Keel Mango - Keelhaul Key
Replenishes 5 HP.
32. Koopa Bun - Zess T.'s House
Replenishes 15 FP. (Turtley Leaf + Keel Mango)
33. Koopa Tea - Zess T.'s House
Replenishes 7 FP. (Steep a Turtley Leaf)
34. Koopasta - Zess T.'s House
Replenishes 7 HP and 7 FP. (Fresh Pasta + Turtley Leaf)
35. Life Shroom - Westside Goods
Restores 10 HP when Mario or his partner falls.
36. Mango Delight - Zess T.'s House
Replenishes 10 HP and 3 FP. (Keel Mango + Cake Mix)
37. Maple Shroom - Zess T.'s House
Replenishes 5 HP and 10 FP. (Mushroom + Maple Syrup)
38. Maple Syrup - Twilight Shop
Replenishes 10 FP.
39. Maple Ultra - Zess T.'s House
Replenishes 50 HP and 10 FP. (Ultra Shroom and Maple Syrup)
40. Meteor Meal - Zess T.'s House
Refills 7 HP and gradually recovers even more. (Shooting Star + Fried Shrooms)
41. Mistake - Zess T.'s House
Replenishes 1 HP and 1 FP. (Mix incompatible ingredients)
42. Mousse Cake - Zess T.'s
Replenishes 15 FP. (Cook Cake Mix)
43. Mushroom - Toad Bros. Bazaar
Replenishes 5 HP.
44. Mystic Egg - The Great Tree
Replenishes 5 HP.
45. Omelette Meal - Twilight Town
Replenishes 5 HP and 5 FP. (Mystic Egg + Horsetail)
46. Peachy Peach - Twilight Town
Replenishes 1 HP and 2 FP.

47. Shroom Cake - Zess T.'s House
Replenishes 10 HP and 10 FP. (Mushroom + Cake Mix)
48. Shroom Crepe - Zess T.'s House
Replenishes 30 HP and 20 FP. (Ultra Shroom + Cake Mix)
49. Shroom Fry - Zess T.'s House
Replenishes 6 HP and 2 FP. (Mushroom + Super Shroom)
50. Shroom Roast - Zess T.'s House
Replenishes 15 HP and 5 FP. (Life Shroom + Slow Shroom)
51. Shroom Steak - Replenishes 30 HP and 10 FP
Cook an Ultra Shroom
52. Snow Bunny - Zess T.'s House
Refills 30 HP but freezes you. (Golden Leaf + Ice Storm)
53. Space Food - Zess T.'s House
Replenishes 5 HP. (Dried Flowers + A variety of foods)
54. Spaghetti - Zess T.'s House
Replenishes 6 HP and 4 FP. (Cook Fresh Pasta)
55. Spicy Pasta - Zess T.'s House
Replenishes 10 HP and 10 FP. (Fresh Pasta + Hot Sauce)
56. Spicy Soup - Zess T.'s House
Replenishes 4 HP and 7 FP. (Cook a Fire Flower)
57. Super Shroom - Westside Goods
Replenishes 10 HP.
58. Tasty Tonic - Toad Bros. Bazaar
Cures poison anther ailments.
59. Turley Leaf - Niff T.'s Shop
Replenishes 3 FP.
60. Ultra Shroom - Underground Shop
Replenishes 50 HP.
61. Whacka Bump - Keelhaul Key
Replenishes 25 HP and 25 FP.
62. Zess Cookie - Zess T.'s House
Replenishes 15 HP and 15 FP. (Cake Mix + Gradual Syrup)
63. Zess Deluxe - Zess T.'s House

Replenishes 40 HP and 40 FP. (Golden Leaf + Whacka Bump)
64. Zess Dinner - Zess T.'s House
Replenishes 10 HP and 10 FP. (Mushroom + Horsetail)
65. Zess Frappe - Zess T.'s House
Replenishes 20 HP. (Maple Syrup + Ice Storm)
66. Zess Special - Zess T.'s House

Replenishes 20 HP and 20 FP. (Ultra Shroom + Slow Shroom)

67. Zess Tea - Zess T.'s House
Replenishes 20 FP. (Steep a Golden Leaf)

d. Support Items

1. Couple's Cake - Zess T.'s House
Slowly Refills HP. You can't eat it alone. (Snow Bunny + Spicy Soup)

2. Dizzy Dial - Westside Goods
Makes all enemies dizzy, decreasing their accuracy.

3. Gradual Syrup - Underground Shop
Makes allies recover FP gradually for a brief period.

4. Hot Sauce - Glitzville
A popular sauce with captivating spiciness

5. Mini Mr. Mini - Pungent's Shop
Briefly shrinks enemies, dropping their attack power.

6. Mr. Softener - Niff T.'s Shop
Softens up enemies for a bit, decreasing their defense.

7. Power Punch - Souvenir Shop
Boosts your partner's attack power by adding buffness.

8. Ruin Powder - Northwinds Mart
Confuses all enemies, hindering their attacks.

9. Shroom Broth - Zess T.'s House
Gradually replenishes HP. (Slow Shroom + Golden Leaf)

10. Sleepy Sheep - Toad Bros. Bazaar
Temporarily puts all enemies to sleep, immobilizing them.

11. Slow Shroom - Underground Shop
Makes allies recover HP gradually for a brief period.

12. Spite Pouch - Twilight Shop
Briefly does half-damage to all foes who attack directly.

13. Stop Watch - Twilight Shop
Temporarily immobilizes all enemies.

e. Other Items

1. Fright Mask - Toad Bros. Bazaar
Summons a scary spirit to chase some enemies away.

2. Inn Coupon - Various Locations
Lets you stay one free night at the inn.

3. Mystery - Pungent's Shop
Who knows what this does? Take a chance and find out!

4. Poison Shroom - Zess T.'s House
Eat it and itson you! (Slow Shroom + Inky Sauce)

5. Trial Stew - Zess T.'s House
Yields incredible results. (Couple's Cake + Poison Shroom)

f. Important Items (MAY CONTAIN SPOILERS)

1. Autograph - Excess Express

The autograph of the Excess Express Engineer

2. Battle Trunks - The Glitz Pit

Trunks some wrestler wore to tatters.

3. Black Key - Various Locations

A strange black key... but what could it be for?

4. Blanket - Excess Express

The conductor's blanket. Without this, he's freezing.

5. Blimp Ticket - Rogueport

A ticket for the airship that travels to Glitzville.

6. Blue Key - The Great Tree

A key that opens the blue cell door.

7. Blue Potions - X-Naut Fortress

A lovely colored potion. What kind of effect will it have?

8. Box - Rogueport (Trouble #2)

The thing McGoomba asked you to deliver to Goomfrey.

9. Briefcase - Excess Express

A heavy briefcase with Nitro Honey Syrup specs inside.

10. Card Key - X-Naut Fortress

A card key that opens a door in the X-Naut base.

11. Cave Key - Pirate's Grotto

A key that opens a door inside the cave.

12. Champ's Belt - The Glitz Pit

The Champ's belt you earned when you beat Rawk Hawk.

13. Chuckola Cola - Keelhaul Key

Flavio's treasured beverage. (Actually, it's Bobbery's!)

14. Cog - X-Naut Fortress

A cog needed to operate the crane.

15. Contact Lens - Toad Bros. Bazaar

An aid for poor vision. Does Mario really need this?

16. Cookbook - Creepy Steeple

A rather old cookbook penned by Maitre Delish.

17. Data Disk - X-Naut Fortress

A disk from Grodus's room. What kind of data is on it?

18. Dubious Paper - The Glitz Pit

A letter that looks like it has lots of important stuff in it.

19. Elevator Key - Various Locations

A card key that operates an elevator.

20. Floodgate - Pirate's Grotto

A handle used to open the floodgates.

21. Galley Kettle - Excess Express

An empty stewpot. This thing looks like it was licked clean.

22. Gold Bar - Underground Shop (Will get it for free at any shop when you have accumulated 100 shop points)

A gold bar.

23. Gold Bar x3 - Underground Shop (Will get it for free at any shop when you have accumulated 300 shop points)

Three gold bars.

24. Gold Card - Rogueport (Trouble Center)

A parlor card that lets you play the Tube Game.

25. Gold Ring - Excess Express

The ring that Toodles lost. It looks quite expensive.

26. Goldbob's Permission - Poshley Heights

Goldbob's user's manual for the Fahr Outpost cannon.

27. Green Potion - X-Naut Fortress

A pretty-colored potion. What kind of effect will it have?

28. House Key - Rogueport (Trouble #1)

A key to a house. Whoever lost it probably needs it back.

29. Lottery Pick - Rogueport

A lottery ticket from Lucky's booth.

30. Moon Stone - Shhwonk Fortress

A mystical stone shaped like the moon.

31. Necklace - Boggly Woods

Flurrie's favorite necklace.

32. Old Letter - Rogueport

The letter Scarlett wrote to Bobbery on her deathbed.

33. Palace Key - Palace of Shadow

A key used in the Palace of shadow.

34. Platinum Card - Poshley Heights (Trouble #23)

A parlor card that lets you play the Boat Mode game

35. Present - Poshley Heights (Trouble #29)

The thing Bub asked you to deliver to Sylvia.

36. Puni Orb - The Great Tree

The emblem of a Puni leader, given to you by the elder,

37. Ragged Diary - Excess Express

The diary the ghost kept. You shouldn't read it. (Note: If you do read it, you'll get a "Game Over" and will have to start from when you last saved)

38. Red Key - The Great Tree

A key that opens the red cell door.

39. Red Potion - X-Naut Fortress

A vividly colored potion, What kind of effect will it have?

40. Routing Slip - Twilight Town (Trouble #17)

A Silver Club routing slip. It's so well use, it's tattered.

41. Shell Earrings - Excess Express

Earrings lost by the waitress. They remind her of her ex.

42. Shine Sprite - Various Locations

A mysterious, powerful object. Collecting these will help!

43. Silver Card - Pit of 100 Trials (Trouble #12)

A parlor card that lets you play the Plane Mode game.

44. Skull Gem - Keelhaul Galleria

The pride of Flavio's family. Can it be set into Skull Rock.

45. Special Card - Hooktail Castle (Trouble #7)

A parlor card that lets you play the Plane Mode game.

46. Star Key - Palace of Shadow

A strange, star-shaped stone.

47. Star Piece - Various Locations

A lovely piece of a star

48. Station Key - Riverside Station

A key that opens a door in the station.

49. Steeple Key - Creepy Steeple

A key that opens a door in Creepy Steeple.

50. Strange Sack - Pit of 100 Trials

A sack that lets you carry 20 items at a time.

51. Sun Stone - Shhwonk Fortress

A mystical stone shaped like the sun

52. Super Luigi - Toad Bros. Bazaar

"Super Luigi: Book 1" Super popular! Now on sale!

53. Super Luigi 2 - Toad Bros. Bazaar

"Super Luigi: Book 2" Manager's Pick!!!

54. Super Luigi 3 - Toad Bros. Bazaar

"Super Luigi: Book 3" This month's best-seller!!!

55. Super Luigi 4 - Toad Bros. Bazaar

"Super Luigi: Book 4" The fan favorite!!!

56. Super Luigi 5 - Toad Bros. Bazaar

"Super Luigi: Book 5" Coming soon to theaters!!!

57. Superbombbomb - Twilight Town

Won't Vivian get punished if she doesn't find this?

58. The Letter "P" - Creepy Steeple

A letter needed to get Mario's name and bosy back.

59. Train Ticket - Rogueport

A ticket for the ritzy train to Poshley Heights.

60. Up Arrow - Hooktail Castle

It's unclear what this means. You should ask somebody.

61. Vital Paper - The Glitz Pit

This... looks like something very important and complicated.

62. Wedding Ring - Keelhaul Key & Rogueport (Trouble #21)

A pricey ring, the symbo01 of Frankie and Francesca's love.

63. Wrestling Mag - The Glitz Pit

A mag that Jolene returned. Deliver it to Toodles.

64. Yellow Potion - X-Naut Fortress

A pale-colored potion. What kind of effect will it have?

g. Status effects

1. Allergic - Removes all other status effects (negaive and positive).

2. ATK-Up - Raises attack power.

3. Burned - Deals fire damage at the end of every turn.

4. Charged - Raises power for next attack.

5. Confused - Causes character to ignore commands.

6. DEF-Down - Lowers defense.

7. DEF-Up - Raises defense.

8. Dizzy - Lowers accuracy.

9. Dodgy - Enables character to avoid most attacks.

10. Electrified - Inflicts damage on enemies that attack directly.

11. Fast - Enables 2 attacks per turn

12. Frozen - Disables movement and actions

13. Gradual FP - Recovers flower points gradually

14. Gradual HP - Recovers heart points gradually

15. Huge - Raises attack power

16. Immobilized - Disables all actions

17. Knocked Out - Ends character's participation in battle. (If Mario gets knocked out, you'll have to start from your last save point)

18. Payback - Deals damage to direct attackers.

19. Poison - Deals damage at the end of every turn.

20. Sleepy - Disables all actions. (Negated when character is attacked)

21. Slow - Limits actions to every other turn.

22. Tiny - Lowers attack power.

XIII. Shop List

a. Buy

Toad Bros. Bazaar (Rogueport Plaza):

Fire Flower - 10 coins

Fright Mask - 5 coins

Honey Syrup - 5 coins

Mushroom - 5 coins

Sleepy Tonic - 8 coins

Tasty Tonic - 3 coins

Westside Goods (Rogueport - West Side):

Dizzy Dial - 12 coins

Dried Shroom - 2 coins

Life Shroom - 50 coins

Super Shroom - 20 coins

Thunder Bolt - 10 coins

Volt Shroom - 10 coins

Underground Shop (Rogueport Sewers):

Gold Bar - 110 coins

Gold Bar X 3 - 350 coins

Gradual Syrup - 15 coins

Jammin' Jelly - 200 coins

Slow Shroom - 15 coins

Ultra Shroom - 200 coins

Niff T.'s Shop (Petalburg):

Courage Shell - 5 coins

Fire Flower - 8 coins

Honey Syrup - 5 coins

Mr. Softener - 8 coins

Mushroom - 3 coins

POW Block - 5 coins

Pungent's Shop (Boggly Woods - The Great Tree):

Honey Syrup - 5 coins

HP Drain - 10 coins

Ice Storm - 15 coins

Mini Mr. Mini - 8 coins

Mushroom - 3 coins

Mystery - 3 coins

Souvenir Shop (Glitzville):

Earth Quake - 15 coins

Point Swap - 5 coins

Power Punch - 15 coins

Repel Cape - 15 coins

Super Shroom - 15 coins

Thunder Bolt - 12 coins

Hot Dog Stand (Glitzville):

Hot Dog - 10 coins

Ratooley (Glitzville - After completing the "Secret Code" Trouble):

Hot Sauce - 10 coins

Twilight Shop (Twilight Town):

Life Shroom - 40 coins

Maple Syrup - 20 coins

Spite Puch - 10 coins

Stop Watch - 30

Super Shroom - 15 coins

Thunder Rage - 20 coins

Keelhaul Galleria (Keelhaul Key)

Fire Flower - 5 coins

Fright Mask - 2 coins

Honey Syrup - 3 coins

Ice Storm - 15 coins

Sleepy Sheep - 10 coins

Super Shroom - 15 coins

Sales Stall (Excess Express):

Boo's Sheet - 20 coins

Maple Syrup - 15 coins

Mystery - 3 coins

Super Shroom - 15 coins

Tasty Tonic - 3 coins

Thunder Rage - 15 coins

Souvenir Shop (Poshley Heights):

Fresh Pasta - 50 coins

Northwinds Mart (Fahr Outpost):

Ice Storm - 6 coins

Maple Syrup - 20 coins

Ruin Powder - 15 coins

Shooting Star - 30 coins

Stop Watch - 12 coins

Super Shroom - 20 coins

Thunder Rage - 20 coins

Charlieton (Pit of 100 Trials):

(Prices will become more expensive as you progress)

Fire Flower - 10 coins

Honey Syrup - 10 coins

Maple Syrup - 2- coins

Mushroom - 5 coins

Super Shroom - 20 coins

Thunder Rage - 20 coins

Charlieton (Rogueport Plaza - After Chapter 1):

Attack FX C Badge - 120

Boo's Sheet - 24 coins

Double Pain Badge - 36 coins

Dried Shroom - 2 coins

Earthquake - 18 coins

Hammerman Badge - 180 coins

Jammin' Jelly - 120 coins

Jumpman Badge - 180 coins

Mega Rush Badge - 60 coins
Repel Cape - 18 coins
Shooting Star - 36 coins
Slow Go Badge - 12 coins
Stop Watch - 24 coins
Timing Tutor Badge - 120 coins

Ultra Shroom - 120 coins
W Emblem Badge - 360 coins

Dazzle (Rogueport Sewers):

Attack FX P Badge - 1 star piece (S.P.)
Chill Out Badge - 2 S.P.
Flower Finder Badge - 6 S.P.
Flower Saver Badge - 10 S.P.
Flower Saver P Badge - 10 S.P.
Happy Flower Badge - 4 S.P.
Happy Heart Badge - 4 S.P.
Happy Heart P Badge - 4 S.P.
Heart Finder Badge - 6 S.P.
Item Hog Badge - 5 S.P.
Peekaboo Badge - 7 S.P.
Power Plus Badge - 15 S.P.
Power Plus P Badge - 15 S.P.
Pretty Lucky Badge - 3 S.P.
Quick Change Badge - 8 S.P.

Lovely Howz of Badges (Rogueport Plaza):

(Regular price/Sale price (when on counter))

FP Drain - 100/70 coins
Happy Flower - 150/105 coins
Last Stand - 50/35 coins
Last Stand P - 50/35 coins
Piercing Blow - 75/52 coins
Power Jump - 50/35 coins
Simplifier - 50/35 coins
Super Appeal - 50/35 coins
Unsimplifier - 50/35 coins
(Available after Ch.1)
Close Call - 100/70 coins
Close Call P - 100/70 coins
Sleepy Stomp - 75/52 coins
(Available after Ch. 2)
First attack - 100/70 coins
Power Rush - 50/35 coins
Pretty Lucky P - 150/105 coins
(Available after Ch. 3)
Ice Smash - 75/52 coins
Power Rush P - 50/35 coins
Shrink Stomp - 75/52 coins
(Available after Ch. 4)
Damage Dodge - 150/105 coins
Head Rattle - 100/70 coins
Soft Stomp - 75/52 coins
(Available after Ch. 5)
Damage Dodge P - 150/105 coins
Fire Drive - 100/70 coins
Super Appeal P - 50/35
(Available after Ch. 6)
Attack FX P - 100/70 coins

Pianta Parlor (Rogueport - West Side)

1 token - 3 coins at token machine

(you can also get tokens by playing the slot machine or mini-games)

Cake Mix - 6 tokens

FP Plus Badge - 100 tokens

Gold Bar X 3 - 234 tokens

Hammer Throw Badge - 50 tokens

HP Plus Badge - 100 tokens

HP Plus P Badge - 200 tokens

Jammin' Jelly - 67 tokens

Maple Syrup - 14 tokens

Money Money Badge - 234 tokens

Multibounce Badge - 50 tokens

Power Jump Badge - 34 tokens

Power Rush Badge - 34 tokens

Power Rush P Badge - 34 coins

Power Smash Badge - 34 tokens

Quake Hammer Badge - 67 tokens

Refund Badge - 34 tokens

Super Appeal Badge - 34 tokens

Super Shroom - 10 tokens

Tornado Jump Badge - 67 tokens

Ultra Shroom - 67 tokens

Merlee's House (Rogueport Sewers):

(Merlee can charm you for a price. This will give you various bonuses randomly in battles. The frequency of these bonuses depends on the "Path" you take.)

Cheap Path - 5 coins

Normal Path - 20 coins

Special Path - 50 coins

b. Premium Sell

This list shows where to sell certain items for the best prices.

Toad Bros. Bazaar (Rogueport Plaza):

Fresh Pasta - sells for 53 coins

Underground Shop (Rogueport Sewers):

Coconut Bomb - 8 coins

Courage Meal - 20 coins

Egg Bomb - 15 coins

Poison Shroom - 25 coins

Zess Dynamite - 40 coins

Niff T.'s Shop (Petalburg):

Koopasta - 60 coins

Koopa Bun - 10 coins

Koopa Tea - 4 coins

Sleepy Sheep - 10 coins

Pungent's Shop (Boggly Woods - The Great Tree):

Fright Mask - 4 coins

Life Shroom - 43 coins

Power Punch - 17 coins

Super Shroom - 14 coins

Ultra Shroom - 75 oins

Souvenir Shop (Glitzville):

Zess Deluxe - 75 coins
Zess Dinner - 15 coins
Zess Special - 25 coins

Twilight Shop (Twilight Town):

Dried Shroom - 4 coins
Jelly Ultra - 200 coins
Mistake - 3 coins

Keelhaul Galleria (Keelhaul Key):

Hot Dog - 13 coins
Icicle Pop - 20 coins
Snow Bunny - 15 coins
Tasty Tonic - 5 coins
Zess Frappe - 35 coins

Sales Stall (Excess Express):

Cake Mix - 8 coins
Coconut - 4 coins
Dried Bouquet - 17 coins
Golden Leaf - 7 coins
Horsetail - 5 coins
Hot Sauce - 15 coins
Keel Mango - 4 coins
Mystic Egg - 6 coins
Peachy Peach - 8 coins
Turtley Leaf - 5 coins

Northwinds Mart (Fahr Outpost):

Fire Flower - 8 coins
Fire Pop - 24 coins
Inky Sauce - 15 coins
Spicy Pasta - 60 coins
Spicy Soup - 20 coins

c. Shop Points

(Whenever you buy something at an item shop, you get one shop point. When you get enough shop points, you get a free item (Note: Some shops like Charlieton, Hot Dog Stand, Badge Shops, etc. don't give points). Shop points also carry over between shops, so you don't have to buy from one particular store.)

Mushroom - 10 points
Ice Sotrm - 20 points
Super Shroom - 30 points
Thunder Rage - 50 points
Shooting Star - 70 points
Gold Bar - 100 Points
Life Shroom - 150 points
Ultra Shrom - 200 points
Jammin' Jelly - 250 points
Gold Bar X 3 - 300 points

XIV. Zess T.'s Menu

(when you give her Maitre Delish's cookbook (see: Trouble Center), you'll be able to cook with two items.)

Choco Cake:

Cake Mix + Inky Sauce
Mousse Cake + Inky Sauce

Coco Candy:
Cake Mix + Coconut

Coconut:
Dried Flowers + Coconut Bomb

Coconut Bomb:
Coconut + Fire Flower

Couple's Cake:
Snow Bunny + Spicy Soup

Courage Meal:
Courage Shell + Zess Deluxe
Courage Shell + Zess Dinner
Courage Shell + Zess Special

Courage Shell:
Dried Flowers + Courage Meal
Point Swap + Mr. Softener

Dried Shroom:
Life Shroom + Mr. Softener
Mushroom + Mr. softener
Super Shroom + Mr. Softener
Ultra Shroom + Mr. Softener

Earth Quake
Point Swap + Thunder Bolt

Egg Bomb (50% Chance of success, otherwise will be Dizzy Dial or Peachy Peach):
Dried Flowers + Zess Dynamite
Mystic Egg + Fire Flower

Electro Pop:
Cake Mix + Volt Shroom

Fire Flower (50% chance of success):
Point Swap + Ice Storm

Fire Pop:
Cake Mix + Fire Flower
Cake Mix + Hot Sauce

Fresh Juice (50% chance of success):
Gradual Syrup
Honey Syrup
Jammin' Jelly
Keel Mango
Maple Syrup
Peachy Peach
Gradual Syrup + Turtley Leaf
Honey Syrup + Gradual Syrup
Honey Syrup + Jammin' Jelly
Honey Syrup + Maple Syrup
Honey Syrup + Turtley Leaf
Jammin' Jelly + Gradual Syrup
Jammin' Jelly + Turtley Leaf
Keel Mango + Coconut
Maple Syrup + Gradual Syrup

Maple Syrup + Turtley Leaf
Peachy Peach + Coconut
Turtley Leaf + Coconut

Fried Egg (50% chance of success):
Mystic Egg

Fried Shroom (50% chance of success):
Dried Shroom (after getting cookbook (CB))
Mushroom
Poison Shroom (CB)
Super Shroom
Volt Shroom
Dried Shroom + Fire Flower
Dried Shroom + Volt Shroom
Mushroom + Dried Shroom

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

Gold Bar:
Point Swap + Gold Bar X 3

Healthy Salad:
Golden Leaf + Turtley Leaf
Turtley Leaf + Horsetail

Heartful Cake:
Cake Mix + Ruin Powder
Turtley Leaf + Horsetail

Honey Candy:
Honey Syrup + Cake Mix

Honey Shroom (50% chance of success):
Honey Syrup + Volt Shroom
Mushroom + Honey Syrup

Honey Super:
Life Shroom + Honey Syrup
Super Shroom + Honey Syrup

Honey Syrup:
Point Swap + Gradual Syrup
Point Swap + Mushroom

Honey Ultra:
Ultra Shroom + Honey Syrup

Ice Storm:
Point Swap + Fire Flower

Icicle Pop:

Honey Syrup + Ice Storm

Ink Pasta:

Fresh Pasta + Inky Sauce

Inky Sauce + Koopasta

Inky Sauce + Spaghetti

Inky Sauce + Spicy Pasta

Inky Sauce:

Hot Sauce + Fresh Juice

Hot Sauce + Koopa Tea

Hot Sauce + Shroom Broth

Hot Sauce + Turtley Leaf

Hot Sauce + Zess Tea

Tasty Tonic + Hot Sauce

Jammin' Jelly:

Point Swap + Ultra Shroom

Jelly Shroom:

Jammin' Jelly + Cake Mix

Jelly Super:

Life Shroom + Jammin' Jelly

Super Shroom + Jammin' Jelly

Jelly Ultra:

Ultra Shroom + Jammin' Jelly

Koopam Bun:

Keel Mango + Turtley Leaf

Koopa Tea (50% chance of success):

Turtley Leaf

Koopasta (50% chance of success):

Fresh Pasta + Turtley Leaf

Turtley Leaf + Spaghetti

Love Pudding:

Mystic Egg + Mango Delight

Mango Delight:

Keel Mango + Cake Mix

Life Shroom + Maple Syrup

Super Shroom + Maple Syrup

Maple Shroom:

Maple Syrup + Volt Shroom

Mushroom + Maple Syrup

Maple Super:

Super Shroom + Maple Syrup

Maple Syrup:

Point Swap + Super Shroom

Maple Ultra:

Ultra Shroom + Maple Syrup

Meteor Meal:

Shooting Star + Shroom Fry
Shooting Star + Shroom Roast
Shooting Star + Shroom Steak

Mini Mr. Mini:

Point Swap + Power Punch

Mousse Cake:

Cake Mix

Mr. Softener:

Point Swap + Courage Shell

Mushroom:

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

Omellete Meal:

Life Shroom + Mystic Egg
Mushroom + Mystic Egg
Mystic Egg + Horsetail
Super Shroom + Mystic Egg
Ultra Shroom + Mystic Egg

Peach Tart:

Cake Mix + Peachy Peach

Poison Shroom:

Dried Bouquet + Trial Stew

Power Punch:

Point Swap + Mini Mr. Mini

Random Item:

Point Swap + Mystery

Repel Cape:

Point Swap + Boo's Sheet

Ruin Powder:

Point Swap + Spite Pouch

Shooting Star:

Point Swap + Thunder Rage

Shroom Broth:

Golden Leaf + Poison Shroom

Shroom Cake:

Life Shroom + Cake Mix
Mushroom + Cake Mix
Super Shroom + Cake Mix

Shroom Crepe:

Ultra Shroom + Cake Mix

Shroom Fry:

Mushroom + Golden Leaf

Mushroom + Turtley Leaf

Shroom Roast:

Life Shroom

Slow Shroom

Life Shroom + Volt Shroom

Mushroom + Fire Flower

Mushroom + Gradual Syrup

Mushroom + Super Shroom

Mushroom + Volt Shroom

Super Shroom + Dried Shroom

Super Shroom + Golden Leaf

Super Shroom + Turtley Leaf

Super Shroom + Volt Shroom

Shroom Steak:

Ultra Shroom

Life Shroom + Dried Shroom

Life Shroom + Golden Leaf

Life Shroom + Turtley Leaf

Mushroom + Life Shroom

Mushroom + Ultra Shroom

Super Shroom + Life Shroom

Super Shroom + Ultra Shroom

Ultra Shroom + Dried Shroom

Ultra Shroom + Golden Leaf

Ultra Shroom + Life Shroom

Ultra Shroom + Turtley Leaf

Ultra Shroom + Volt Shroom

Sleepy Sheep (50% chance of success):

Point Swap + Tasty Tonic

Snow Bunny:

Golden Leaf + Ice Storm

Space Food:

Dried Bouquet + Cake Mix

Dried Bouquet + Choco Cake

Dried Bouquet + Coco Candy

Dried Bouquet + Coconut

Dried Bouquet + Couple's Cake

Dried Bouquet + Egg Bomb

Dried Bouquet + Electro Pop

Dried Bouquet + Fire Pop

Dried Bouquet + Fresh Pasta

Dried Bouquet + Fruit Parfait

Dried Bouquet + Golden Leaf

Dried Bouquet + Healthy Salad

Dried Bouquet + Heartful Cake

Dried Bouquet + Honey Candy

Dried Bouquet + Honey Shroom

Dried Bouquet + Honey Super

Dried Bouquet + Honey Ultra

Dried Bouquet + Horsetail

Dried Bouquet + Hot Dog
Dried Bouquet + Ink Pasta
Dried Bouquet + Jelly Candy
Dried Bouquet + Jelly Shroom
Dried Bouquet + Jelly Super
Dried Bouquet + Jelly Ultra
Dried Bouquet + Keel Mango
Dried Bouquet + Koopa Bun
Dried Bouquet + Koopasta
Dried Bouquet + Love Puddin
Dried Bouquet + Mango Delight
Dried Bouquet + Maple Super
Dried Bouquet + Maple Shroom
Dried Bouquet + Maple Ultra
Dried Bouquet + Meteor Meal
Dried Bouquet + Mistake
Dried Bouquet + Mousse Cake
Dried Bouquet + Mystic Egg
Dried Bouquet + Omelette Meal
Dried Bouquet + Peach Tart
Dried Bouquet + Peachy Peach
Dried Bouquet + Poison Shroom
Dried Bouquet + Shroom Cake
Dried Bouquet + Shroom Crepe
Dried Bouquet + Shroom Fry
Dried Bouquet + Shroom Roast
Dried Bouquet + Shroom Steak
Dried Bouquet + Spaghetti
Dried Bouquet + Spicy Pasta
Dried Bouquet + Turtley Leaf
Dried Bouquet + Zess Cookie
Dried Bouquet + Zess Deluxe
Dried Bouquet + Zess Dinner
Dried Bouquet + Zess Special
Dried Shroom + Dried Bouquet
Life Shroom + Dried Bouquet
Mushroom + Dried Bouquet
Super Shroom + Dried Bouquet
Ultra Shroom + Dried Bouquet

Spaghetti (50% chance of success):
Fresh Pasta

Spicy Pasta:
Fresh Pasta + Hot Sauce
Hot Sauce + Koopasta
Hot Sauce + Spaghetti

Spicy Soup (50% chance of success):
Dried Bouquet
Fire Flower
Horsetail (CB)
Snow Bunny (CB)
Dried Bouquet + Fire Flower
Hot Sauce + Fire Flower

Super Shroom:
Point Swap + Life Shroom
Point Swap + Maple Syrup
Point Swap + Volt Shroom

Tasty Tonic (50% chance of success):

Coconut

Hot Sauce (CB)

Honey Syrup + Hot Sauce

Hot Sauce + Peachy Peach

Jammin' Jelly + Hot Sauce

Maple Syrup + Hot Sauce

Point Swap + Sleepy Sheep

Thunder Bolt:

Point Swap + Earth Quake

Thunder Rage (50% chance of success):

Dried Bouquet + Volt Shroom

Point Swap + Shooting Star

Trial Stew:

Couple's Cake + Poison Shroom

Ultra Shroom:

Point Swap + Jammin' Jelly

Volt Shroom (50% chance of success):

Life Shroom + Thunder Bolt

Life Shroom + Thunder Rage

Mushroom + Thunder Bolt

Mushroom + Thunder Rage

Super Shroom + Thunder Bolt

Super Shroom + Thunder Rage

Ultra Shroom + Thunder Bolt

Ultra Shroom + Thunder Rage

Zess Cookie (50% chance of success):

Gradual Syrup + Cake Mix

Maple Syrup + Cake Mix

Mystic Egg + Cake Mix

Zess Deluxe:

Golden Leaf + Whacka Bump

Healthy Salad + Shroom Steak

Ultra Shroom + Fresh Pasta

Zess Dinner (50% chance of success):

Coconut + Spicy Pasta

Fresh Pasta + Coconut

Fresh Pasta + Healthy Salad

Healthy Salad + Fried Shroom

Healthy Salad + Koopasta

Healthy Salad + Spaghetti

Life Shroom + Fire Flower

Life Shroom + Gradual Syrup

Life Shroom + Horsetail

Meteor Meal + Fruit Parfait

Mushroom + Horsetail

Mystic Egg + Fresh Pasta

Super Shroom + Fire Flower

Super Shroom + Gradual Syrup

Super Shroom + Horsetail

Super Shroom + Keel Mango
Super Shroom + Peachy Peach
Ultra Shroom + Keel Mango

Zess Dynamite:

Egg Bomb + Coconut Bomb

Zess Frappe:

Jammin' Jelly + Ice Storm

Maple Syrup + Ice Storm

Zess Special:

Dried Shroom + Fresh Pasta

Healthy Salad + Ink Pasta

Health Salad + Shroom Roast

Health Salad + Spicy Pasta

Life Shroom + Fresh Pasta

Whacka Bump

Golden Leaf + Whacka Bump

Mushroom + Fresh Pasta

Super Shroom + Fresh Pasta

Ultra Shroom + Fire Flower

Ultra Shroom + Gradual Syrup

Ultra Shroom + Horsetail

Ultra Shroom + Peachy Peach

Zess Tea (50% chance of success):

Golden Leaf

Maple Syrup + Jammin' Jelly

Mistake:

Any Combination that is not mentioned in this section will turn into a mistake

XV. Super Luigi

"Have you ever experienced a time when no matter how hard you tried, you failed, and the time you spent wasted?" If you ever feel such pangs of regret, try to remember this tale... the story of a young man's quest to save a sweet princess.

This is the Story of Luigi's adventures, told from different people.

a. Super Luigi I: "The Quest Begins"

Luigi's story: "...My big brother [Mario] got a letter from Princess Peach and took off. Left behind as usual, I was cooking a snack at home when another letter arrived. We don't get so much mail, so I was thinking "Huh?" This is what the letter said:

`Sirs! My name is Crepe. I am a cabinet minister in the far-off Waffle Kingdom. Our land has been attacked by the Chestnut King, who took our Princess Éclair. I ask, nay, BEG for your assistance! The Waffle Kingdom needs your skills. I humbly request your prompt response, sirs.

Sincerely,
Crepe'

...Well, I don't remember it exactly, but I think it went something like that. With Mario gone, it fell to me to answer this plea! Hesitating only a teensy bit, I headed to the Waffle Kingdom to investigate. Oh, no, first I wrote a

note to myself about what I was cooking. Then I left. Once I reached the Waffle Kingdom, I met Minister Crepe, who filled me in. The Chestnut King had kidnapped Princess Éclair and vanished. Apparently, though, some oracle said a Marvelous Compass could locate her. This Marvelous Compass had been broken into seven parts by an ancient curse... and those parts had been scattered across the land... Each part of the Marvelous Compass was said to point to the next. And since one of the parts was embedded in the tiara worn by the princess... I surmised that one I collected all the parts, I'd find her! Smart, huh? The minister gave me the compass base spoken of in Waffler fables... When it activated, the entire thing lit right up, indicating the deep south... It was pointing me toward Rumblebump Volcano on the Pudding Continent! ...Its probably gonna be pretty dangerous, but I gotta rescue that princess!

"Official" story:

"The day dawned like any other, but little did Luigi know the letter he was about to receive would forever change his destiny.

`-Sir Luigi-

Danger besets us on all sides, and we beg your help! The foul Chestnut King has stolen our treasure: our fair princess.'

The letter was from Minister Crepe of the Waffle Kingdom, a man aware of Luigi's many adventures. He knew only Luigi could save them.

Charged with this dire task, Luihi wased no time curtailing the heroic meal he was making. Then he packed for his deadly journey.

Knowing that his older, though less talented, brother was a no-doubt inconsequential errand, Luigi took a moment to leave a note.

'Mix a Keel Mango with a Peachy Peach to whip up a Fruit Parfait.' These cryptic words were all Luigi wrote before leaving.

Upon reaching the Waffle Kingdom, Luigi was greeted by pure misery, an endless flow of tears over the kidnapping of Princess Éclair.

Arriving at the castle, Luigi was greeted by Minister Crepe, who carefully handed him a compass base with one intact section.

'Our land had a second treasure: the Marvelous Compass. Find its seven parts, and find Éclair.' So it began..."

b. Super Luigi II: "Allies in Adventure"

Luigi's story: "...As soon as my ship docked on the Pudding Continent, I set out for the Volcano. To reach my destination, I spent several days fording through dense jungle... Scary beasts were all over! More than once I thought I was done for! I may have screamed a bit. To scare them off, you know. But as fate would have it... A Blooper named Blooey heard me shrieking and found me in this one town. Blooey was on a journey of his own, but he joined me after hearing my tale. Now, Blooey's a madman. Back in his hometown, they call him 'White Torpedo'! Yeah he's a tough guy. Anyway, he helped me fight to Rumblebump Volcano. This place was all about bubbling lava pools and heat that'd make the sun sweat. AND, this place was lousy with evil traps designed to protect the compass piece. The scariest one of all was this gigantic 100-foot-tall statue that stomped around. Now, the weakness of this statue was a red gem on its forehead... Now, I can jump high, but not high enough to reach this thing by a long shot. So I came up with this plan for Blooey to hit that weak spot! 'All you, man!' I said! I waited for a pause in the statue's movements and hucked

Blooey up there! And bull's-eye! The White Torpedo saved the day! That jewel got whacked! It was a critical hit, and that stone statue toppled and crumbled into pieces! Once that was done, it was an easy stroll to the room where the treasure was. Unfortunately, Princess Éclair was nowhere to be found... But I got another piece of the Marvelous Compass, and put it in the base... Now the compass pointed west, to Plumbbelly Village on the Strudel Continent. So I set sails once again..."

"...Once we made landfall on the strudel Continent, we made for Plumbbelly Village. Once we got there, though, we immediately noticed that something was wrong. We learned from the mayor that the town was ruled by a giant snake named Hizza! He said his own daughter was gonna be offered up as a sacrifice to this beast, too! So, of course, being heroic, I offered myself up to go in her stead! Brave, huh? Now, the custom was for sacrifices to be dressed as brides, so I got all dressed up... I was one hot sacrifice. I looked so good, I fooled our foes and got in Hizza's lair. It was kind of rough fighting in that gown, but I managed. Chiffon really chafes! I finally found Hizza... and the snake had a second head on its tail! Talk about scary! I fainted real quick, but when I came to, I managed to distract both heads... It reared up, fangs bared to attack, and at that moment I deftly lunged left! His gaping mouths smashed into one another... and he vanished in a cloud of smoke! A shining plate fell down on the spot where Hizza's body had been coiled... Yes! Another compass piece! I set it, and it pointed east, to Circuit Break Island! Just as I was about to leave town, the mayor asked me to stay and marry his daughter. I thought about it -- she was sorta cute -- but we ended up sneaking off the next morning. I mean, I still have to save Princess Éclair from the Chestnut King! And... when the Marvelous Compass activated this time, I heard somebody's voice. It was so beautiful... I'm certain it was Princess Éclair's voice! My heart began to race! That's when I realized it: Princess Éclair... I think I... Oh! I kinda zoned out there. Umm... So, yeah. We set sail again after ditching town..."

"Official" story:

"`It's a little warm,' Luigi muttered, the sweat dripping from his brow as he followed the compass up Rumblebump Volcano's side.

`Must...find...the...secret...grotto.' While Luigi had guts to spare, he did need a guide, and he found one in Blooey, a Blooper he met in town.

Brave Blooey joined Luigi and proved instantly invaluable. With his aid, Luigi bested a statue that protected the treasure.

That treasure was none other than a piece of the Marvelous Compass, a piece that pointed west to Plumbbelly Village.

The second Luigi saw Plumbbelly Village, he knew something was amiss. All was woe and Luigi soon learned the reason why from the mayor.

The town was at the mercy of a sinister serpent, who demanded sacrificial lasses. Buring with indignation, Luigi formed a team of liberators.

A fierce Bob-omb warrior named Jerry joined his crew and chose, not surprisingly, to stick with Luigi for the duration of his quest for Éclair.

Fortified by his allies, Luigi strode into the lair of the beast, a foul, two-headed snake. No time to think! Luigi sprang forth!

Twin heads snapped at his heels, fangs dripping venom! Then, as one moth gaped wide to swallow Luigi, the other crept behind...

Our hero sensed the treachery, and fainted before leaping! The heads collided, and the beast ate itself! The prize? A compass piece!

The villagers begged their savior to stay with them, but a grim-faced Luigi pressed onward."

Blooey's commentary: "...You heard his story right? Well, he did TRY to throw me, but he completely tripped! And what happens? I end up landing in lava! LAVA, man! You think that feels good? Thanks to him, you can stick a fork in me! I'm well-done! My pale skin's crispified! I'll never forgive this guy! I'm gonna make him pay if it takes my whole lifetime! That's the only reason I'm still hanging around with him. YOU'LL PAY, LUIGI!"

Jerry's commentary: "...Sorry I sound so down, but you would be too if you saw Luigi dressed as a bride. I'm serious. It scared me. It was honestly scarier than that giant snake-thing. I feel I now have a moral duty to stop Luigi from ever dressing as a bride again. I have to protect the world from my fate. That's why I'm sticking close to this guy."

c. Super Luigi III: "The Voice of a Princess"

Luigi's story: "...Just as our boat arrived at Circuit Break Island, we heard this incredible racket! We soon found out that they hold kart races almost every day on the island. Whoever takes first place in the race gets to rule the island as king for that day. Just as we got to the race-track, they were holding the awards ceremony... I couldn't believe my eyes! Right there, on the trophy they gave to the winner... It was another piece of the Marvelous Compass! I almost passed dead away! I decided right and there that the only thing to do was enter the race. I mean, I've driven in kart races before, so I thought I'd be OK. Boy, was I wrong. The karts were supercharged machines that could send you airborne with their exhaust! These vehicles were armed with missiles and bazookas... It was "anything goes"! Of course, I wanted to get right out of there, pronto! These drivers were crazed! But I worked up my courage and signed up anyway. And my race day finally came... I got one of the best karts: the Big Green 01! I took my position at the start line... The light went green, I stomped the accelerator... and something bad happened. I was in reverse! The Big Green 01 went rocketing backwards with me yelling... I crashed into the wall behind me hard enough to cut me off midstream. In one fell swoop I dropped into last place and wrecked my racing machine... But it wasn't all bad news: all the other karts crashed because of my maneuver... Once I got in gear and took off, I was the only car left! I won by a country mile! I took the piece off of my trophy and added it to the Marvelous Compass... The compass came to life and pointed me toward Jazzafrazz Town in the east! Then I heard that voice! Princess Éclair's voice echoed in my ears again! Oh, my princess! Random words form poetry if spoken by your voice! I will most definitely save you! Just wait for me! Princess Éclair!!! Oh! Sorry about that... Umm... So, after that, I got back on my boat..."

"...As soon as we hit Jazzarazz Town we were overcome by the glitz and the glamour. It's a very lively place. Tons of Dayzees live there, and they're always smiling! While looking for the piece of compass, I met a hip Dayzee named Hayzee. Hayzee was a producer, and he was looking for actors to go on stage with him. I told him we couldn't, since we were looking for the compass part, you know. But Hayzee said we could WIN the compass part in the upcoming Drama Slam! He said the so-called Dramalama Plaque might, in fact, be one of the parts! Well, we just had to give it a try, so we rehearsed with the cast and hit the stage! Our musical was called 'The Mystery of the Fiery Hat of Social Awareness.' The script was great, but I got really hosed... My 'role'... My 'part'... ..Was grass! I played grass by the side of the road! Grass! ...I just sprawled out on the ground and had to be silent. Everyone but me had lines.. I

don't care if I was wearing green! Who casts someone based on that? It was awful! In the end, our musical was the talk of the town, and we won the Drama Slam. I got the compass part I was after, but even that didn't make me very happy. The huge after-party just bummed me out more, so I snuck out the back door. But WOW! Outside were tons of fans! MY fans! Fans of grass! They swarmed me! I just couldn't believe it! Imagine! Cheering for grass! I was ecstatic! After that I added the piece to the Marvelous Compass, which pointed north. It pointed to the Rapturous Ruins in Grimble Forest. Then... The voice again... Oh, my cherished Princess Éclair! How you soothe me! I would be grass for you... I will find you! I will reach you! I will stand by your side and be your Luigi! Wow. Sorry about that. Umm... So, yeah, anyway... Then I got back on my boat..."

"Official" story:

"Dauntless Luigi's next test came in the form of a kart race on Circuit Break Island, where he won both the contest and a compass piece.

The race was fought with danger, but Luigi pressed through adversity to win! All viewers were awed by Luigi's revolutionary racing style.

The mechanic who built Luigi's racing machine, a Buzzy Beetle named Torque, was so stunned by Luigi's race techniques that he joined him.

Reinvigorated, Luigi set sail for Jazzafrazz Town, where he made his stage debut! Hayzee, a noted Dayzee producer, gave Luigi a key role.

Playing the part of an earth spirit to pure perfection, Luigi stole the show. Hayzee's faith in Luigi's natural acting talents was rewarded.

The performance won a prize, which yielded another compass piece. Hayzee turned from teacher to pupil, joining Luigi on his quest.

It was at this time that Luigi's heart, usually draped in the cool comfort of a hero's resolve, began to warm with thoughts of Princess Éclair.

This came to be because every time the magic compass pointed to a new place, her gentle words rang his ears, touching him to his very soul.

The voice spoke of eternity, of stars in the heavens. It wept for those blind to love. It gave comfort in the face of fear and loneliness.

Though he had never seen her, our hero was tormented by visions of his fair-hearted maiden. All he could do was press onward.

The compass pointed toward Rapturous Ruins. Only two parts of the Compass awaited, and Éclair had one..."

Torque's commentary: "...The only reason I lent him my rig was 'cause he got down on his knees and begged. And what happens? He's in it for one second before he totals it! Idiot! I'm not lettin' this dip outta my sight until he repays me the 5,000-coin repair costs!"

Hayzee's commentary: "...Luigi is a great actor, one of the finest I've seen! After this adventure, we're going on tour to appear on stages everywhere! I'm going to be known as "The Red Miracle"! And, of course, Luigi will be grass!"

e. Super Luigi IV: "The Shards of Truth"

Luigi's story: "...After journeying deep into the Grimble Forest, I found the domed Rapturous Ruins. Inside, everything was pure white. You couldn't tell

where the floor became walls... Proceeding dead ahead, I found myself in a chamber where a young boy sat. As I approached the boy, someone name Screamy appeared out of nowhere! Screamy said the boy's name was Cranberry, and that he'd wake for a child of fate. That didn't make any sense to me, so I started searching quietly for the compass piece. But then it happened: I got a tickle in my nose, and I let out a huge sneeze! Well, Cranberry must've heard it, 'cause he opened his eyes right up! He looked at me and smiled. And all of a sudden I could understand his language! Can you believe it? I learned that the boy was the last of an ancient race, the Luffs... He had been there guarding the Marvelous Compass piece for the last thousand years! He told me that the compass is an item with the power to see into the future... The ancient Luff Empire used the power of the compass to rule much of the world. Because of their greed, they were cursed by the compass, and their empire collapsed. To prevent a repeat of their fate, Cranberry broke the compass into seven parts. He hid six and kept one, putting himself to sleep until a worthy hero woke him. I WAS that hero! He gave it to me, and then he and the ruins vanished... When I added that piece to the compass... It pointed to the far north, where dreaded Hatesong Tower stands. This time, I heard Princess Éclair's voice more clearly than ever before! Will rescue the princess! I will be super! And then I'll... I'll... I'll... Well, I'll figure it out later..."

"Official" story:

"Footsore and weary, Luigi finally found the Rapturous Ruins beyond Grimble Forest. Within them, time and space were lost in nothingness.

Within the emptiness, Luigi found a young boy. Our hero called out gently, and the youth s long, long slumber.

'My name is Cranberry, and I've waited for you for the last thousand years.' The boy went on to tell Luigi the secret truths of an ancient land.

He said that the Marvelous Compass had been created by the ancient Luff people, who used its powers of foretelling to rule the world.

But the Luff Empire was then cursed by the compass, and fell into ruin... The survivors dismantled the compass and hid its pieces.

Cranberry was the last of the ancient race. His role was to wait until one with a noble heart came to take the burden of the future.

None but Luigi could have shouldered this weight. The boy gave him the compass piece, and said, 'Fear the curse, but find your Éclair.'

Luigi accepted the part, the boy's words burned into his brain. His duty fulfilled, the boy began to fade into the blank nothingness...

As he faded from sight, a look of joy lit Cranberry's face. As Luigi gaped, both boy and ruins vanished, leaving our hero in a dark wood.

With six of the parts united, the compass now pointed to the final part... To the quest's end... To Hatesong Tower. And then, her voice spoke...

Princess Éclair's voice begged for help from the void, pleading for a hero. Luigi's heart burst aflame..."

Screamy's commentary: "...I wonder what future is plotted for us by he who holds the compass... For I must deliver something..."

e. Super Luigi V: "Journey's End"

Luigi's story: "Hateong Tower stand stands atop a jagged, unclimbable cliff beyond the northernmost sea. The winds whistle down the cliff, howling like banshees singing songs of hate... People say it's much the scariest place in the world. And I had to go there. Blocking out the bone-chilling howls, I somehow managed to reach the tower's door. I was terrified, but thoughts of Princess Éclair warmed my heart and gave me power. All of my companions felt the same way. They were with me to the bitter end. The door to the tower swung slowly open to reveal an inconceivable darkness... I tried to call out Princess Éclair's name, but I couldn't even breathe because... As I strained my eyes in the darkness, I saw the most terrifying beast of all! The Chestnut King himself appeared before me! He was monstrous and drooling! Puddles of toxic goo dripped from his mouth, melting the very ground at our feet! I couldn't stop shaking, but I gritted my teeth and faced the evil beast dead-on! I dodged the king's fangs. I jumped onto his chest, and gave a hammer-whack! My swing split the air and crashed dead-center onto the Chestnut King's skull! Hope powered me up! I was going toe-to-toe with the king, and I was loving it! 'This is it!' I thought! I can win this! I'll risk it all on my next blow! I gripped my hammer tight and waited for my moment... The tension stung me... SHHHHHWHAAAAACK! The ocean winds raged against the windows! With that as my call to battle, I advanced with no mercy in my heart! And then... And then... I beat him. I defeated the Chestnut King. An even worse beast came next, a nightmare thing... but I beat it, too. ...I rescued Princess Éclair. It was all over. Then I came to Rogueport and had a light lunch. And that's about it. ...Huh? You think there's more to the story than that? Not at all. That's it. That's the whole story of the quest for Princess Éclair. The End. But my adventures won't end here... They'll never end..."

"Official" story:

"At long last, Luigi crossed the threshold of Hatesong Tower. Luigi rallied his allies. 'We will defeat the Chestnut King. We must!'

Friends by his side, Luigi at last faced the fell Chestnut King...but then he heard a voice, and spun to see the fair Princess Éclair.

She told our hero the painful truth: the 'evil' Chestnut King was actually her true love, made monstrous by Crepe in a bid for the throne.

At that moment, the villainous Crepe appeared. 'The Marvelous Compass, please. Hand it over and the Luff Empire will rule again! Mwa ha!'

Luigi and Co. were no match for the might of Crepe, their true enemy. But then, the compass piece in Eclair's tiara shone forth!

It bestowed the future-sight on Luigi! Knowing Crepe's every move, he smote the fiend with his mallet! And with that... it was finally over.

Luigi and his friends parted, leaving the Waffle Kingdom in peace. But Luigi regretted not gazing farther into the future...

He longed to see the Wafflers gathering on Princess Éclair's wedding day... He wanted to see her beauty, and who stood at her side...

But it was not to be. Luigi went back to his humble home, which remained exactly as he had left it, a cold comfort for his heavy heart.

Taking up a book he had been reading, Luigi tried to read, but his long trial had sapped his strength and he soon fell asleep.

Luigi dreamt of his friends and his beloved Princess Éclair. And

sleeping, Luigi spoke... `I shall return.'

THE END

Blooley's commentary: "...Man, that last battle was crazy. But if you want to hear the whole story, you should ask Luigi.

f. The making of "Super Luigi"

Luigi: "Actually, know what? This guy actually novelized my quest! He's been interviewing me. He was actually interviewing me at the inn during breaks from my adventure! I didn't think anyone would be interested in reading a book about Luigi... But "Super Luigi" came out in Rogueport... It's set a new record for consecutive week at number one on the best-seller list!!! Oh ho ho ho ho ho ho ho! Hooray for Luigi! I started reading it the other day, but it's an encyclopedic account in multiple volumes... Excruciating detail. It's like a history book! ...It seemed like one, anyway. They've got it in the shop in Rogueport. How about you snag a copy?"

XVI. Grifty's Tales Of Rogueport

If you go to the rooftop to the left of the one of Bobbery's house, you'll see Grifty. He knows a lot of Rogueport and will tell you all he knows... for a price. It costs 5 coins per story (16 stories which costs 80 coins total), so I've added it here so you could use those coins for something better (like 4 Maple Syrups).

1. The Fearsome Demon:

"Ages ago, a city flourished here in peace and splendor. ...But it was destroyed in a single day by a demon from the dark beyond. Historians claim a great calamity befell the city, but nay...'twas a demon. The city sank below ground, and one-quarter of the old city became the demon's den. This demon put fear into the hearts of all men and sent out minions to take the land. And its den, its palace, grew rich with treasures stolen from all over the world."

2. The Crystal Stars:

"In order to increase its already formidable power... The demon created Crystal Stars to hold the essence of the heavens. One of these stars was placed in each country to exert the demon's influence. One of these castles built to contain these stars still stand near Petal Meadows."

3. Dragons and Dungeons:

"The demon built a dungeon near its palace and filled it with terrifying monsters... All those who fell into disfavor were thrown into this dungeon to rot... Yea, and the demon also had three dragon pets, Hooktail, Gloomtail, and Bonetail. These dragons flew across the land, spreading fear and sorrow over all. Even now the mere mention of a dragon is enough to give some the terrors..."

4. The Hero Who Arose:

"One day, there came a hero who could vanquish the fell demon. The young toad of from Petal Meadows was strong of arm, but shy of voice... All those around the boy teased him endlessly about the way he spoke. But when the demon cast his fearful gaze across the lands and reached out... The young Toad used his strength and honor to defend his people. And he became a hero to all, despite his odd voice."

5. The Wise Goomba:

"There was a wise Goomba from Boggly Woods gifted in knowledge of the world. When beasts rose to take the woods, this knowledge helped the people fight them. And this Goomba, who knew the way every monster would attack... She began

to think of a way to banish all monsters from the land..."

6. The Stalwart Koopa:

"A Koopa who traveled the world alone learned of the darkness covering the land... He went alone whenever evil dwelt, and banished it with shell and sheer bravado. The monsters grew to fear this scar-riddled Koopa who thwarted them at every turn. But the brave Koopa was finally taken in a trap set for him by the monsters. But then, a Boo who fought with the monsters came and used her magic to free him. The brave Koopa's spirit had melted the heart of the cold Boo lass..."

7. The Four Heroes:

"The Boo used her powerful magic to learn more about the evil they faced... "We cannot destroy this darkness alone," she decided, her face a grim mask. "We need the Toad hero of Petal Meadows and the wise Goomba of Boggly Woods." The Boo's magic drew the heroes together to send the demon from the world. And so, the four heroes finally set out for the Palace of Shadow..."

8. The Duel With the Demon:

"The power of the world-devouring demon was greater than any could imagine... But the wise Goomba soon realized that this was the power of the Crystal Stars... She thought of a way to take the stars and use them against the demon. She told the other heroes her plan and set it in motion, banishing their fears. The Boo's magic and the Toad's strength created a gap in the demon's defenses... At that moment, the brave Koopa seized the stars... And succeeded in badly damaging the demon..."

9. The Demon Sealed Within:

"But even the brave Koopa's stroke was not enough to end the demon's reign... The wise Goomba thought of another use for the Crystal Stars in that dire hour... She suggested sealing the demon forever with the Crystal Stars. All agreed. The heroes matched their strengths with the power of the Crystal Stars... And they successfully sealed the demon's soul within the deepest part of the palace. Together, they made it so that only all seven stars could break the seal..."

10. The Demon's Curse:

"The four heroes thought they had sealed away the demon and all of its powers... But the demon used a tiny opening before the seal was complete to curse them all. While holding the Crystal Stars they'd feel nothing, but when they let them go... A black box would appear to seal their souls within. The four heroes traveled the world scattering the stars so the seal would remain. But the last four stars carried the curse, which claimed each hero..."

11. The Great Tree and Punies

"The hiding places of many of the Crystal Stars have now faded into legend. But some say the wise Goomba hid one in the Great Tree. At that time, many monsters wondered in the nearby Boggly Woods. The tiny Punies were always tormented by their fierce appetites, it was said. Pitying them, the Goomba hollows out the Great Tree for the Punies to live in. The Punies were so grateful that they swore to protect the Crystal Star there..."

12. The Boo Heroine's Last Days:

"Once the Boo heroine hid her star in a steeple, she was trapped in the nearby town... Some say the Crystal Star lies in that steeple still..."

13. The Pirate King Cortez:

"The Koopa hero went to a southern isle to hide his star where none would find it. But the Koopa was so tired from his journey that the Pirate Cortez stole it easily. In that very instant, the brave Koopa was trapped in an inescapable chest. But Cortez did not realize the power of the star and lost it among his

treasures..."

14. The Toad Hero's Final Days:

"The strong Toad held his star and continued his arduous journey. But eventually the miles took their toll upon him and he collapsed. A traveling healer happened by and saved his life... But the Toad knew his fate was to be trapped in the box when the star was gone... So he asked this healer to hide the star in a secret place known to no one..."

15. All Becomes Legend:

"After the demon was sealed within the Palace of Shadow... Many refused to come near that place of terror. But as the years passed, entire generations forgot... And the penniless and the immoral began to congregate in this once-barren place... This place soon became a populous harbor, the town of Roueport... And some even began to say that the underground city held a legendary treasure. But they were unaware that the demon slept beneath them still..."

16. The Magical Map:

"The heroes knew that the seal might not last forever... And they sought to make the Crystal Stars available to one who might need them... So, before going to their individual dooms, they made a map to all the stars. And to prevent an evil force from misusing the map... They placed it in a box that could only be opened by the pure of heart."

XVII. Trouble Center

Client: Garf (Rogueport)

Title: Need a key!

Reward: 20 coins

Go to the inn, and exit out the door at the top floor. Past the badge shop (Buy something from them if you want), you'll find the key. Garf is waiting past the trouble center in front of his house. So give him the key. He'll pay and you'll be able to enter his house. But, there's nothing in there worth looking for.

Client: McGoomba (Rogueport)

Title: Safe delivery...

Reward: 20 coins

Go to the alley behind Rogueport and go right. Talk to the Goomba and take the package to Goomfrey. He's pacing around near Frankly's house. Give him the package and return to McGoomba. He'll give you your reward.

Client: Arfur (Rogueport)

Title: Price Adjustment

Reward: 20 coins

Just go outside, talk to the Doogan and give him these prices:

Fire Flower: 10 coins

Sleepy Sheep: 8 coins

Tasty Tonic: 3 coins

You'll get your reward soon after.

Client: Goomther (Rogueport)

Title: Find this guy!

Reward: 20 coins

Goomther is pacing around Rogueport plaza. Talk to him and go to the bandit behind the secret gate next to Merlon's house. Then, go back to Goomther and talk to him. Then go south to the docks and find the bandit who's hiding. Chase

him to the alley behind the plaza. Talk to him and Goomther will give you your reward.

Client: Mousmilian (Rogueport)
Title: Hit me, please!
Reward: Information

Talk to the mouse in the plaza and hit him with your hammer till he regains his memory. Be careful though, if you hit him when he remembers, he'll forget again. When he remembers, he'll tell you that if you buy a sleepy sheep at Rogueport and sell it to the shop in Petalburg, you'll get a 2 coin profit.

Client: Bomberto (Rogueport)
Title: I'm hungry!
Reward: 11 coins

Talk to the second blue bob-omb at the docks. Give him a food item (preferably a Mushroom) and he'll reward you with some coins.

Client: Koopook (Hooktail Castle)
Title: Try to find me!
Reward: Special Card (Let's you unlock the plane game in the Pianta Parlor)

Make your way to Hooktail Castle and work your way to the second green block room. When you get up to the walk way, jump down near the left door and talk to the koopa there. Get your reward and slip through the bars to get a life shroom.

Client: Mayor Kroop (Petalburg)
Title: Listen to me!
Reward: Turtley Leaf

Simply go back to Petalburg, go into the Mayor's house and listen to his long conversation. Afterward, he'll give you a Turtley leaf.

Client: Plenn T. (Rogueport)
Title: Order me an item!
Reward: Ultra Shroom

You'll need some space in your inventory for this one. Talk to the toad in the shop and he'll tell you to get him 5 courage shells from the shop in Petalburg (if you managed to bring some courage shells, give them to him). Talk to him again and store some items till you have room for 5 more (or however many you need left). Go to the shop in Petalburg and buy 5 courage shells. Go back to Rougeport and talk to Plenn T.

Client: Puni Elder (Great Tree)
Title: Emergency shroom!
Reward: 60 Coins

Get a Life shroom (Either buy it, or use the one you got from Koopook [assuming you still have it]). Now, go back to the great tree and give her the shroom and get your coins.

Client: Lahla (Rogueport)
Title: Play with me
Reward: 10 Piantas (for use in the Pianta Parlor)

Go to Western Rogueport. Go into the Pianta Parlor and talk to the Boo behind the counter. Simple, right (You should use the money to buy a cake mix and

store it I the item shop for later)?

Client: Pine T. Jr. (Rogueport Sewers)

Title: Help my daddy!

Reward: Silver Card (for use in Pianta Parlor)

Go back down to the sewers after resting at the inn. Go to the thousand-year door room. Make sure to save your game. Go back near the entrance and slip through the bars. Use the spring to get up to the ledge above. Fly to the other side, slip through and go through the door. Fight your way down to level 18 (getting the sleepy stomp badge from the treasure chest at level 10). Once there defeat the enemy and talk to the toad on the ground. He'll wake up and follow you down the pipe. Go to level 20 and he'll escape to the entrance. Open the treasure for a fire drive badge and go up the pipe to the entrance. Talk to Pine T. to get your reward.

Client: Jolene (Glitz Pit)

Title: Help wanted!

Reward: 30 coins

Go back on the blimp to Glitzville and go to Jolene's office (it used to be Grubba's office). After getting reinstated into the Glitz Pit, talk to her again and she'll tell you to get all of the battle trunks in the storeroom. It's quite a lot so it could take a minute. After getting all 20 of them, go back to Jolene and she'll tell you to give them to Goomfrey. Go back to Rogueport. Goomfrey will be waiting near Frankly's house. Give him all of the trunks. Now go back to Glitzville and talk to Jolene for your reward.

Client: Merlee (Rogueport Sewers)

Title: Heartful Cake recipe...

Reward: 30 Coins

Go back into the sewers and go into the right-most pipe (behind the gate near the airplane panel). Go forward into the house. Talk to Merlee (make sure you're next to her and not across from her). Go to Petalburg and talk to Toce T. in her home closest to the gate to Shhwonk Fortress. Go back to Rogueport and get the Cake Mix you stored earlier (or buy one from the Pianta Parlor if you didn't). Give the Cake Mix to Merlee and get your reward.

Client: Bub-ulber (Petalburg)

Title: The food I want.

Reward: Dried Flowers

First off, go back to Glitzville and buy two hotdogs. Now, get another cake mix from the Pianta Parlor back in Western Rogueport. Now go back to the plaza and give Zess T. the cake mix to have her make a Mousse Cake. Go back to Petalburg and talk to the person standing in the flower garden on the West Side of Petalburg. Give the items to her and she'll give you dried flowers. These aren't very useful alone, so store them in your nearest item shop for now.

Client: ??? (Rogueport)

Title: Elusive Badge!

Reward: Attack FX B and a new partner

Go out the back door in the second floor of the inn. Talk to Ms. Mowz on the roof of Zess T's house. She'll tell you to find a badge for her back in Hooktail Castle. So, go there and go to where you fought (and beat) Hooktail (there's an underground star piece in the far-left cell in the room where you fought the red bones). And use Flurrie while near the center (there should be an Invisible Wall there), you'll get the Attack FX B badge. Bring it to her and

she'll give you the badge and join your party.

Client: Mayor Dour (Twilight Town)

Title: Newsletter...

Reward: 30 coins

Talk to the mayor in Twilight Town and take the Routing Slip to the Elder Puni in the Great Tree. Then go to Kroop in Petalburg. Finally, go back to Dour and get your reward.

Client: Zess T. (Rogueport)

Title: Seeking legendary book!

Reward: Honey Shroom

Go to Zess T. and give her the cookbook you found in Creepy Steeple (if you didn't find it, it's in the small hole near the entrance. You'll have to turn into a tube to go through it). She'll be able to cook two items and gives you a honey shroom.

Client: Eve (Twilight Town)

Title: Tell that person...

Reward: Meteor Meal

Make your way to Twilight Town and go into the far-left house on the Eastern Side. Talk to the mother and go back to Rogueport. Talk to Podley (The guy behind the counter in the inn) and go back to Eve in Twilight Town. Tell her the truth and she'll cook you some dinner and you'll get the Meteor Meal as a reward.

Client: Goom Goom (Pirate's Grotto)

Title: Looking for a gal!

Reward: Couple's Cake

Go to Keelhaul Key (use Cortez's ship or the shortcut). Go back into Pirate's Grotto. Go to the storage room (the room to the right on top of the waterfall. Talk to the goomba and switch to Goombella. Talk to him again and you'll get your reward.

Client: Frankie (Rogueport)

Title: Important thing!

Reward: Gold Card (for use in the Pianta Parlor)

Go to West Rogueport and talk to Frankie (he's the blue pianta, in case you forgot). Go back to the East Side and you'll find the wedding ring to the south of the gate across the river. Use Yoshi to get it. Return it to Frankie and you'll get your reward.

Client: Chef Shimi (Excess Express)

Title: Get these ingredients!

Reward: 40 coins

(You'll need some space in your inventory, as all of these items are counted as regular ones) First, go to Creepy Steeple. Go into the corridor north of the main hallway and slip through the gap between the fences that are near the door on the other side. Go right and hit the tree for a golden leaf. Now, return to Rogueport sewers and use the shortcut to the Great Tree. Go inside and talk to Petuni. Play her game and choose "Mario", "likes", "which person", and "the most". You'll get a Mystic Egg. Finally, go to Keelhaul Key and whack the big palm tree at the left part of the screen. Get the Keel Mango and go back in the

pipe. Return to the sewers, go into the shortcut to Poshley Heights, and ride the Excess Express. Give the three items to Chef Shimi, The good news: he'll give you 40 coins. The bad news: you'll have to go through the while train ride to Rogueport. Continue to take a rest in your bed when you regain control until you arrive there.

Client: Toodles (Poshley Heights)
Title: I must have that book.
Reward: Platinum Card (For use in the Pianta Parlor)

Take the blimp to Glitzville and go to Jolene's office. Talk to her and she'll give you the book. Return to Rogueport and head to Poshley heights. Toodles is in the pink house at the station. Give her the book and you'll get your reward.

Client: Buisnessman (Glitzville)
Title: Security Code...
Reward: Hot Sauce

Talk to the Rattoey businessman near the save point. Give him the security code, which is "2625". You'll receive your reward after that.

Client: Goldbob (Poshley Heights)
Title: Delivery, please! (A.K.A The Great General Chase Part II)
Reward: 64 Coins

Go to Poshley Heights and talk to Goldbob. Go to Fahr Outpost and talk to the guy in General White's house. He'll tell you that he went to Rogueport. Go there and talk to Podley at the low level of the inn. Then, go to the Glitzville juice bar and talk to the owner. Return to Poshley heights and speak to Goldbob again. Go back to White's house at Fahr Outpost and wake him up again (it will take the same amount of tries as last time). Go back to Goldbob in Poshley heights and receive your reward.

Client: Gob (Fahr Outpost)
Title: I can't speak
Reward: 20 coins

Get Honey Syrup and get a cake mix from the Pianta Parlor. Give them both to Zess T. and she'll make you the Honey Candy. Go to Fahr Outpost and give it to the bob-omb in front of the "snow bomb" next to the inn. He'll give you your reward.

Client: Toadia (Poshley Heights)
Title: I wanna meet Luigi!
Reward: Choco Cake

Simply equip the "L Emblem" Badge and talk to the girl next to the fountain near Poshley Sanctum. Watch the funny scene and you'll get your reward.

Client: Doe T. (Boggly Woods)
Title: Roust these cads!
Reward: 20 coins

This is a simple task. Equip the First Attack badge if you have it (it will make things easier) and go to the first screen in Boggly Woods. Talk to the toad and defeat the enemies (jump on them or hammer them if you have the First Attack put on to kill them instantly). When they are all dead, the toad will give you your reward.

Client: Bub (Poshley Heights)

Title: Help me make up.

Reward: 3 coins

You'll need one of the three following items to solve this problem: A Shroom Cake (mix a Mushroom + a Cake Mix), Keel Mango, or a Fright Mask. Go to Poshley Heights (you can talk to Lady Bow (from Paper Mario 1) near the fountain) and talk to Bub to the left of the sanctum. Choose the item you bought and give it to him. Give the present to Sylvia (the lady Bob-omb next to Goldbob at Poshley train station) and go back and talk to Bub. No matter what item you gave him, he'll give you the same reward, THREE STINKIN' COINS!

Client: Swob (Fahr Outpost)

Title: Erase that graffiti!

Reward: Snow Bunny

This is the last trouble. It's also the longest and probably the hardest. Stock up and go to the Pit of 100 Trials. Go all the way to Level 50 (the enemies aren't that hard) and use Bobbery to blow up the graffiti on the left wall. Get the Strange Sack in the chest (it doubles your item space) and get out of there (unless you feel lucky). Go back to Fahr Outpost and talk to the Bob-omb to the right of the cannon statue. He'll give you your reward. Congratulations, you're now the #1 Problem Solver in Rogueport (well, not technically, but still).

XVIII. Legal Stuff

All of the quotes you see on the site (and most of the section names in the walkthrough) came from outside information. (Nintendo Power Player's Guide, the actual game, and the manual itself)

This walkthrough may only be used in the following.

www.gamefaqs.com

www.cheatplanet.com

www.cheatcc.com

www.neoseeker.com

www.gamerhelp.com

(there was one other website, but I forgot to write the name down)

XIX. Closing

If you want my Walkthrough to be put on your site or if you find any errors in the walkthrough, just e-mail me at:

rr3allen@hotmail.com

Now Working on:

Kingdom Hearts II FAQ/Walkthrough