

# Paper Mario: The Thousand-Year Door FAQ/Walkthrough

by Gbness

Updated to v0.95 on Nov 1, 2004

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                        PAPER MARIO 2
                        For the Nintendo GameCube
                        An FAQ/Walkthrough
                        Copyright 2004 Richard Beast
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1. Version History
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\-----/-----\-----\-----\
| v. 0.95 | 10/31/04 || Eh... sorry for the inconveniece yesterday. For some |
/-----\-----/| reason, I lost part of what I did in the guide, and I |
| had to put it back in the guide... anyway, Pit of 100 |
| Trials was a bit delayed, but lots of enemy work done. |
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| v. 0.90 | 10/30/04 || Now we can call this a complete guide! Chapter 8 has |
/-----\-----/| come to a close, although sorry, I didn't manage to |
| get the Pit of 100 Trials in there yet. =( Eh, I will |
| soon enough. Expect major list work in short time. |
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| v. 0.75 | 10/29/04 || Told you that you could trust me. Chapter 7 close to |
/-----\-----/| being wrapped up, and Chapter 8 and the Pit of 100 |
| Trials shall be done tomorrow, so that's good. After |
| walkthrough, I'll finally finish the stupid lists. :\ |
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| v. 0.50 | 10/28/04 || A lot more done this time around. Chapter 5 is nearly |
/-----\-----/| done, and next time I update the guide, you can quite |
| nearly expect Chapter 7 to be done, and from there, |
| the guide will be finished very quickly. Don't worry. |
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| v. 0.20 | 10/24/04 || See, I told you I'd do some work on it! Chapter 2 is |
/-----\-----/| complete, and tomorrow, all of Chapter 3 shall be |
| done. Expect a lot more work in the following days, |
| unless the ball games get me going. |
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\-----/-----\-----\-----\
| v. 0.05 | 10/21/04 || Chapter 1 is almost complete, and I did do a bit of |
/-----\-----/| lists, just like I promised. I've been having a few |
| computer problems, and I've been caught up watching a |
| lot of baseball, but I'll get this junker worked on. |
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\-----/-----\-----\-----\-----\
| v. 0.03 | 10/20/04 || Hello. Well, the guide is extremely incomplete now so |
/-----\-----/| obviously, it'll be a while. The guide's just out of |
| Rougeport now, but it's going to grow as rapidly as I |
| can make it, so stay tuned for some updates. |
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2. Table of Contents
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CHAPTER ONE: Typical Guide Stuff

1. Version History
2. Table of Contents
3. Introduction
4. Legal Disclaimer

CHAPTER TWO: Characters

CHAPTER THREE: Basics: Read Before Playing

CHAPTER FOUR: Walkthrough

- a. Prologue: The Magical Map
- b. Chapter 1: Castle and Dragon
- c. Chapter 2: The Great Boggly Tree
- d. Chapter 3: Of Glitz and Glory
- e. Chapter 4: For Pigs the Bell Tolls
- f. Chapter 5: Key to Pirates
- g. Chapter 6: 3 Days of Excess
- h. Chapter 7: Mario Shoots the Moon
- i. Chapter 8: The Thousand-Year Door
- j. Chapter 9: Pit of 100 Trials

CHAPTER FIVE: Abilities

CHAPTER SIX: Lists

1. Stars
2. Badges
3. Shine Sprites
4. Recipes

CHAPTER SEVEN: Shops

CHAPTER EIGHT: Bestiary

1. Enemies
2. Bosses

CHAPTER NINE: Secrets

CHAPTER TEN: Outro / Credits

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3. Introduction  
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Yes, I DID put the header in front of two sections inside. Really, do indeed sue me. Anyway, as for the game. I got it just a day or two ago, and already love it. A lot. Well, it's only natural I'll throw out the very best guide I can. Plus, I've written for very few Nintendo-made games (well, actually, none, but I've written for TimeSplitters 2 and Crash Nitro Kart on GameCube, even if neither are made by Nintendo), although I'm writing for Legend of Zelda: Majora's Mask at the same time with this guide. So... well, I'm spare you my usual rambling. Just enjoy the guide.

-- Richard "Gbness" Beast

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4. Legal Disclaimer  
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Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on permission if it's not one of the four above sites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

E-mails are to be sent to richard\_power1000@yahoo.com. Add "Paper Mario" or similar to the subject, and I'll read it. If you want to be on my closed AIM list, e-mail me and ask. The closed AIM name is rbeast288, however. If you do get on my list, however, do not stalk me and don't always IM me. I have so many people IMing me as soon as I sign on, I don't need anymore. So, just keep all that in mind, okay?

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\\ \\ CHAPTER TWO: CHARACTERS /// ///

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\*\*\* WARNING: There may be spoilers within this section. I'm not to be held responsible if it gets spoiled for you, so... read this section with risk, my friend.

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1. Mario  
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If you don't know this guy, I think you've been living under a rock for a very long time, and I'm serious. Mario is the main hero, the guy who's always got to save Peach, the damsel in distress, from the evil Bowser... well, I won't go further. ;) Anyway, Mario is the guy of damage. His hammer and jump attacks will hurt quite a bit, and the abilities he'll get with badges are really awesome. Overall, the real best character.

Attacks:

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Jump: Of course, Mario would have to come with the ability to jump, of course? You can jump twice by going over to the enemy and hitting A at the right time, and there are plenty of other jump attacks you can use with the proper badges equipped.

Hammer: Mario's Hammer attacks usually tend to be slightly more powerful than his jump attacks, although only very, very slightly. To use this, hold Left until a red star flashes up, and Mario will bring it down. You'll want to use badges to get more attacks, though.

Sweet Treat: Requires 1 SP. You can use this move to shoot hearts (1 HP for Mario and his partner), flowers (1 FP for Mario and his partner) and poison mushrooms (stuns Mario while he tries to shoot!) as soon as you see the Thousand-Year Door for the first time. You'll use this skill a lot!

Earth Tremor: Requires 2 SP. For 2 SP, this move is quite a steal! A bar will fill, with marks along the way that will light up when you need to hit them. The more you hit, the more damage it will do to all enemies. 5-6 damage is very easy, making this a great skill to the very end.

Clock Out: Requires 2 SP. Nah, it's really not all that Earth Tremor was. It will freeze enemies, allowing you to do all the pounding. You'll have to push the button over an enemy to use this skill, and NOT the ones over Mario and his partner. Still, I almost never used this skill, except for one boss fight.

Power Lift: Requires 3 SP. A similar skill to use to the previous one, this one increasing your attack and defense power. This skill is indeed useful, but the problem is that it costs 3 SP, whereas good old Earth Tremor, which is usually much better to use, is 2 SP.

Art Attack: Requires 4 SP. This is just a plain AWESOME move, even if it is a bit high on the SP price. You can circle around enemies, using the Ruby Crystal Star. The more you draw around the enemies, the more damage you'll do. Which means, doing 9-10 damage to all enemies is not hard.

Sweet Feast: Requires 5 SP. Nah... this move is sweeter (OMG I LIKE PUNS) than Sweet Treat in terms of healing, but it costs five times as much SP to use, and the healing (about 15 HP/FP back for everyone) compared to Sweet Treat's 7 HP/FP healing. Still, it's a bit faster and more fun to use...

Showstopper: Requires 2 SP. A real steal for 2 SP, but it's pretty hard to use. What it does is instantly kill the enemies, but for that kind of result, you have to do the timing just right. You'll have to press random buttons that appear on the screen REALLY fast to do this, so make sure you're ready.

Supernova: Requires 6 SP. Oh. My. God. This attack can do perhaps 15-20 damage to all enemies; it's that powerful! All you have to do is tap A... really, really fast. Still, it's by far the strongest attack in the game, even if it pushes 6 SP out of you.

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## 2. Peach

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As usual, Peach gets kidnapped a little bit into the game, and spends most of the game in a certain... somewhere, captured by X-Nauts. That makes her the center of a lot of attention, when everyone at her castle and Mario want to rescue her and the X-Nauts and Bowser's Koopa clan want to capture her. However, while she's captured, she makes friends with a traitorous (to the X-Nauts) computer named TEC, who wants to be taught the meaning of love.

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## 3. Bowser

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The very... SLOW leader of many Koopas, Bowser is another person who cannot stand the X-Nauts and wants to kidnap Peach and find the Crystal Stars. He has a bit of a sense of humor, although he has a badass attitude and is very obviously evil. Mario will encounter him a few times during the course of the game, each time needing to fight him. Trust me, his servants call him names such as "Your Grumpiness" for a reason.

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## 4. Goombella

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Mario beats Goombella in Rogueport, looking for the treasure there (and the Thousand Year Door). She's a cute little creature who is always able to tell you about anything that's going on, in and out of battle. She's not an excellent fighter, but Goombella is mostly good for her ability to scan enemies. Using that, you can see enemy HP and strategies for defeating them, as well as some Nintendo humor.

### Attacks:

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Headbonk: Just like good old Goombario from the original Paper Mario, eh? This is just like Mario's Jump attack, if only slightly weaker. You can do this twice by hitting A before stomping the enemy, but the attack gets much better once Merlon powers Goombella up.

Tattle: Now this is why you'd ever want to use Goombella in the early parts of the game, more so than any other character! You'll get enemy stats, such as HP, attack, and defense. And you'll get detailed information and some Nintendo humor, just like I mentioned earlier.

Multibonk: Requires 3 FP. Pretty much the same ability as Power Bounce, except maybe slightly, slightly easier to do. Do this over and over, and you'll do up to about 10 damage a hit, so long as you get the hard timing right. Probably her best ability, Tattle excluded.

Rally Wink: Requires 4 FP. Well... this move has its uses here and there. It's great if you're very low on HP and desperately need to heal, and the timing you need is a complete laugh, but you'll only get one extra turn, so it's kinda overpriced. Still, it's good in a few cases.

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## 5. Koops

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Koops joins the group at Petalburg, wanting to defeat Hooktail so that he can avenge his dad, although he actually joins you after that because he sort of wants to go with you, I suppose. Koops attacks from within his shell, and can give Mario a bit of defense. His attacks come from his shell most of the time, however. He's good for damaging all enemies and will be used in nearly every battle... until you get Yoshi.

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6. Flurrie  
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Flurrie is a spirit living within the Boggly Woods, and although she has next to no clothes on whatsoever, she won't even let herself be shown without a necklace on. She's probably my least-used character though, since her physical power simply cannot contend with Yoshi's, or even Koops's or Goombella's. She can, however, blow enemies away with her breath, but that's not easy to time and costs 4 FP, which isn't exactly a plus.

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7. Yoshi  
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Yoshi gets hatched from Glitzville while Mario is being dubbed "Gonzales", so he calls Mario that for the rest of the game. Except, he isn't the Yoshi we all know. Yoshi's a great character for hitting enemies multiple times, and his Ground Pound attack, while being an extremely easy attack to do with no FP, will do 5 damage to an enemy, that's really nice! And on the field, you can ride him around, making him very frequently in my party.

Ground Pound: An excellent first ability, being that Yoshi doesn't need any FP to use it. Although the damage is very weak, you can hit an enemy four to six times with this ability, depending on how much Merlon has powered Yoshi up. Overall, one of Yoshi's best abilities.

Gulp: Requires 4 FP. One more extremely good ability, this one allowing Yoshi to eat anything that isn't too big, and then spit it out at another enemy. This will usually do about 4-6 damage to the enemies it'll hit, making this a steal for 4 FP, if you're built up enough.

Mini-Egg: Requires 3 FP. Nah... really not the kind of attack I like to use. It'll deal out three eggs -- four once you get Stampede. Each one does 1 damage at the very most, and might shrink the enemies. Not really that great; I'd pass until Stampede.

Stampede: Requires 6 FP. Slightly overpriced, and really hard to time at first, but it can do about 6 damage to all enemies on the ground; you simply have immense difficulty beating such a thing. The timing is very hard to get used to, but it's possible. Definitely Yoshi's strongest ability.

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8. Vivian  
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Spoilers, spoilers, spoilers! Good. Vivian is a member of the Shadow Sirens who work under the X-Nauts, and the Shadow Sirens are sisters. She betrays her sisters Marilyn and Beldam about 4/10 into the game, because they both treat her like dirt and just push her around. She makes a great character, though. She can set fires on enemies, gradually damaging them. Her Fiery Jinx attack is really good, and she can avoid damage and fool people by hiding in the shadows.

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9. Ms. Mowz  
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Ms. Mowz is INDEED a rodent... but a rather cute one, at that. She's actually a mouse thief, traveling the world looking for badges. She has a crush on Mario, which is really why she can join in the first place. However, she isn't exactly an amazing character. She CAN steal from enemies and has a few good abilities, but she has naturally low HP, which can definitely turn you down. And you NEVER need to use her field ability, and that's final.

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10. Bobbery  
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Bobbery's the seventh and final party member to join Mario, and he's definitely the party member built for pure aggression. He's basically just a pirate who lives in Rogueport. However, he never wants to go out to sea because once when he did, his wife succumbed to an illness because of it, and he finds it his fault. So I suppose you could say that he joins your group to atone. And he seems to have a fondness for blowing bombs up from behind him.

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\\\ \\\ CHAPTER THREE: BASICS: READ BEFORE PLAYING /// ///

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Paper Mario 2 is a pretty simple game, but might want to learn a bit from the boss before you get started, right? ;)

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Field Controls:

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- Main Stick: Make Mario move
- Start/Pause: Go to menu
- Control Pad: Menu shortcut
- A: Make Mario jump/talk/examine
- B: Use Mario's hammer
- L: No use
- R: Use Mario's abilities
- X: Use partner's abilities
- Y: Use Mario's abilities
- Z: View Mario's stats

More coming next update...

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Battle Controls:

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- Main Stick: Move cursor
- Start/Pause: No use
- Control Pad: No use
- A: Take an action
- B: Previous/cancel
- L: No use
- R: No use
- X: Attack audience member

Y: Switch attack order

Z: No use

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\\ \\ CHAPTER FOUR: WALKTHROUGH /// ///

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\*\* NOTE: This walkthrough is VERY incomplete at the moment. Repeat: it's very, very incomplete. I'll be updating it almost every day, however. So, just be patient and I'll get to it.

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a. ~ PROLOGUE ~

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1. Prologue

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The game opens as Luigi exits the house, opens the mailbox, and finds a letter addressed to Mario. Going back into the house, he'll read it to him, finding it was written by Princess Peach. He'll read Peach's story, saying that she left to go to Rogueport. She'll ask that Mario go over to Rogueport, and Luigi will pick up a TREASURE MAP from the letter. Press A at the title screen, and the boat will sail over to Rogueport.

Once you arrive, the driver will allow you to stop. Head over to the left, and jump to the block marked "S" to save your game. I know we haven't done much, but it's annoying if someone knocks the power cord out of the wall, y'know? Head up the street, and you'll find some purple dude harrassing a little creature (or, shall we say, a Goomba) named Goombella. So... we might as well fight injustice when we find it, shouldn't we? Begin!

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\\ -- \\ BOSS: LORD CRUMP || HP: 5 || DIFFICULTY: \* /// -- ///

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This fight is so easy it really doesn't deserve to be called a boss fight, but anyway. All that Crump will do is jump to you and attack; that's certainly not something you should be worried about. Although Goombella is on screen, you can not control her, so stick with Mario. Use his Jump attack and RIGHT before he lands on Crump's head, press A. While it normally does 1 damage, it'll hit for 2 damage if you do it like this! Crump's attacks will do one point of damage per hit. Just continue jumping, and Crump will go down instantly.

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After that battle... Crump gets angry and calls a bunch of men just like the one behind him. After that... GEEZ! Mario and Goombella will escape the huge group of creatures that surround you, though. Head to the right, and go up the stairs and to the left. Laugh at those hundred of guys who missed you, and well, there you go. Once you've done that, watch a quick cutscene where Goombella gets all excited about Mario having the Treasure Map, and she'll join you. Now you can control her!

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2. Rogueport

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After the chit-chat, head to the upper-left side. Goombella was right. This place is indeed full of idiots. This rat here will get all angry and yell at you not to move, because he's looking for his contact lens. He'll never find it, so just move and Mario will automatically break it, no matter where you move. And he won't let you pass unless you buy a replacement. Man, what a stingy guy. Let's not bother with that, though.

Enter the store just to the right, and speak to the guy there. You can't buy a contact lens here, yet. Proceed to buy some Mushrooms, and you'll get a little explanation of how the shopping system works. Buy some mushrooms here, as well as a few other helpful things here and there. After that, leave the shop and head to the far right. Go through the gate on the right, and then suddenly... some creep just takes off with half of your coins! What nerve!

Well, let's get those back, shall we? Head between the shop and the bar, and enter the house on the left there. This utter idiot gets really scared and hands back your coins. Well, that's good. Now head back to the last area, and go to the far right. Speak to the guard there, who won't let you pass unless you pay. If you don't pay, you have to fight. Who wants to pay? Fight! It'll give you 22 star points if you win!

This is a more difficult fight than the last one, but still shouldn't be tough if you bought Mushrooms. Gus here has 20 HP, and you'll need to attack with Mario's Hammer skill. If you Jump, you'll fall on top of Gus's heavy spear. Goombella does not have any other skills except jumping, defending, and scanning Gus, so just have her defend and use a Mushroom on Mario now and then to replenish his health.

Make sure to hold the main stick to the left and let it go when the red mark comes on screen, so you'll do 2 damage instead of 1. Each of Gus's attacks will do 3 damage. Use a Mushroom every now and then, and you won't have a problem. Now enter the house on the upper-right, and talk to Professor Frankly inside. After another pretty silly scene, he'll go outside and invite you to jump inside a pipe leading to Rogueport Sewers, where the Thousand Year Door is. Just hop in...

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3. Rogueport Sewers  
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Alright, now we're in here... head over to the right, and you'll be attacked by a group of Goombas. There are three types of Goomba in this fight (and isn't it a pity we can't control Frankly for this battle, or at all through this place?), the Goomba, Paragoomba, and Spiked Goomba. Mario can jump, or he can hammer, and Goombella can only jump. Goombas, you can jump or hammer. Paragoombas fly, so you have to jump them. However, jump a Spiked Goomba and you get damaged yourself! So hammer those.

Follow the path once you beat those, defeating enemies along the way. Once you can, head up and to the left, upstairs. Jump to the platform when it moves toward you, and continue further to the left. Hop down the pipe there, like you usually would, and continue down the stairs. Go to the right and destroy the ? boxes to find a MUSHROOM and a FIRE FLOWER. Enter the next pipe at the far right, and marvel. I can understand Goombella, but HOW THE HELL CAN MARIO FIT THROUGH THOSE TINY THINGS?

Sorry, I rambled. Anyway, next screen. You'll see a little rat crawl through a hole, but bah, just leave it alone. Step on the blue switch, and what do you know? A wall becomes stairs! Go over to the right, and head upstairs. Speak to

the creature in the treasure chest, who will beg you to find a key and release it from the box. Right. Anyway, head down from there and head left beyond that staircase, and when you can, fall through the top end.

Collect the BLACK KEY here, and drop to the floor, returning to the creature in the box. When you open it... it inflicts a curse on Mario, being something evil? Actually, no. It'll actually give you a new ability, to turn into a paper airplane when you reach a platform, by pressing Y. Shall we try out this new ability, right here and now? Go down the large flight of stairs, and press Y. Hold down and right... and we're a sailin'.

Walk over to the large Thousand Year Door, and it'll explain where the first Crystal Star is, on the map. Also, light will engulf Mario and he'll learn the ability SWEET TREAT. Gather Star power, and you can use this to restore some health to Mario and his comrade. You will then automatically leave this place, and Professor Frankly will explain that the first Crystal Star is in Petal Meadows. My, that's a nice sounding place. However, Princess Peach might have already gone there... perhaps.

However, to get to Pearl Meadows, you'll have to find a pipe somewhere in this place. Leave the house, and Frankly will give you a POWER SMASH BADGE. This will allow Mario to use 2 FP for a stronger hammer smash attack. Anyway, to proceed. Go back to the Rogueport Sewers, but don't worry, we won't spend much time in here! Head to the far right side, and you'll find a plane icon. Use Y, and sail to the very far end, fighting the Goomba on the way. Once at the end, hammer the tentacle there. Really. It will get angry, and you'll have to fight it.

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  \\ -- \\ BOSS: BLOOPER || HP: 12 || DIFFICULTY: * /// -- ///
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Hah, it's really not all that. The Blooper is comprised of two tentacles, and one squishy enemy. The tentacles have 3 HP, but do yourself a favor and start by throwing a Fire Flower. This will kill the tentacles, AND will damage the Blooper. This makes it even easier. Just use Mario's Power Smash attack; the Blooper's attacks aren't very powerful. Continue attacking; you likely won't have to use a Mushroom to cure yourself.

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Once that battle's over (and you get Star Points, hehe), jump across the platforms along the way. Just hop into that pipe there, and we're on our way to Petal Meadows.

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4. Petal Meadows
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Oooh, nice looking place. And lots of stuff to get, for the time being. First of all, move up and smash the two trees to collect a MUSHROOM and a STAR PIECE. The more items the better! Move onward, and OMG WHAT IS THAT SCARY SHADOW?! Well, we don't know yet, but it's past. Continue and fight every battle on the way. I leveled up my FP first, and then my HP a little later, personally. There's a ? box just further; open it collect a MUSHROOM.

And continue fighting Goombas. Really; they're not hard at all. Go out through the path on the right, and beat the Goomba groups there. Look off the edge of the pier and you'll get a CLOSE CALL badge! Equip that on Mario right away! Now go over to the bushes right to the upper-left of this point, and hammer them out of the way to find a pipe. Don't bother with the pipe just back; it's useless. Continue along these bushes, until you reach a blue switch...

Have Mario stand on this, and a bridge will appear where we found the Close Call! But don't stop there; continue across the bushes. At the end of the path is a STAR PIECE. Alright, now it's a long way, but jump back into the pipe. Once back on normal ground, continue right and hit the ? box for a FIRE FLOWER and look through the bush on the far side. Collect the MYSTERY there, and exit through the right.

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5. Petalburg  
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A Koopa will stop and talk to you as you enter, speaking of Hooktail, a dragon that eats anything it finds, just about. Scary. Anyway, head to the right and enter the shop (with the yellow sign near it) as you pass, and buy some stuff from that shop. It sells stuff for slightly cheaper prices than the Rogueport shop, so that's an advantage. Stay at the inn and rest on the way, so that we are ready to go to the Shhwonk Fortress where necessary. ;)

Go over to the next screen, and enter the pink house there. The Koopa elder will think that you're a thief, but will quickly realize you aren't. Just answer to him what you personally think would be nicer. =) He'll tell you that Hooktail has the Crystal Star, and that you'll need to find Stone Keys inside Shhwonk Fortress. It's time to get there, ya? Go out through the eastern side of Petalburg, and enter Petal Meadows again. You'll be stopped by a Koopa who then runs away, but we'll get to that later.

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6. Petal Meadows  
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Let's immediately check the upper bush right at the entrance for a STAR PIECE. Now that was a good way to start the second part of Petal Meadows! Anyway, this place will introduce Koopa Troopas, which are altogether new enemies. They have a bit more HP on them than the non-boss enemies we have yet fought, but they have hard shells with lots of defense. To get them down so that they're ripe to attack, first have Goombella or Mario jump them, and then hit them with anything you wish.

Defeat all of the enemies along the way, and hit the ? box for a POW BLOCK. That is EXTREMELY important! After that, enter the building on the right, and examine the creatures on the pillar. OMG IT'S THE UBER ATTACK OF THE LARGE BALD CREATURES! You can't damage them with jumping, hammering, or flaming, so you have to use a POW Block. Just use the attack from below them, and they both go to the underworld.

The next part is pretty simple. Just walk forward, while beating the Koopas on the way. Once in the next building, examine the pillars again, and this time you'll be attacked by Bristles. Just as easy as the last creatures; just use a POW Block and they're gone. Go to the next screen, beating the Koopas, and stay on the southern part of the grass to find an INN COUPON there. This will give you one free rest at an inn!

Nice; now hit the ? box for a FIRE FLOWER. Also, there's an inn box here that

will replenish all of your HP and FP, but requires coins. In the next building, save your game just in case, and speak to the stone. It'll change you to some question answering, so I hope you're ready! You have to answer five times right before three times wrong, so here are five right answers.

1Q: What's hidden in this places?

1A: Stone Keys

2Q: What does one Mr. Softener and one Fire Flower cost at the store?

2A: 16 Coins

3Q: What is the name of the mayor of Petalburg?

3A: Kroop

4Q: Tell me, now! Where is the Crystal Star?

4A: Hooktail Castle

5Q: How can one get from Petal Meadows to Rogueport?

5A: Go Through a Pipe

Now, the stone will reveal a tube leading into Shhwonk Fortress. We can now enter!

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7. Shhwonk Fortress

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This is a short, simple place, for the most part. When we start, enter the room on the left, beating the Fuzzies along the way. They will suck your HP, 1 HP a turn. Try to stop them by hitting A just a second after they start trying to get off, and they won't drain but an HP. Beat them like normal, and enter the room on the far left to find a MOON STONE. A Fuzzy will drop on you after you take it, though. Just beat it using the combined power of Mario and Goombella, and there'll be no problem.

After you've gotten that, head right, all the way back to the main room. Now take the door to the right, beating off the Fuzzies on the way. Find the MULTIBOUNCE BADGE along the way, however. When you're in the room at the right, collect the SUN STONE there, and take a left all the way back to the first room once you've defeated the Fuzzy that drops on you. Annoying things, those creatures. I especially like Goombella's Tattling them. ;)

Back in the first room, a higher-place Fuzzy will see you, and get angry. And thus begins a fight, but I'm not going to call this one a boss fight. Pound on this Gold Fuzzy successively, and quickly. That's Mario's Power Smash, and a constant attack from Goombella once you Tattle it. After you deal some damage, a huge band of Fuzzies will appear and attack, doing about 4-5 HP of damage every turn! Go for those first, with everything you've got.

After the Fuzzies are gone, the Gold Fuzzy should be nothing to your attacks. Once you've done that battle, it's time to return to Petalburg. Leave from the door right behind where the Gold Fuzzy attacked, and go to the far left, past the Petal Meadows.

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8. Petalburg

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Once you're back here, enter the pink house at the side of this place, the house of the elder. Speak to him about owning the two Stone Keys, and now... we

need to find a way to Hooktail Castle. Easy. Head west to the first Petal Meadows area, and you'll be stopped by the Koopa who spoke to you before you left for Shhwonk Fortress. His name is Koops, and he wants his dad back and wants to defeat Hooktail. So let him come with you!

Koops is a great fighter for ground-based enemies. His skills will go for enemies on the ground, so when you're faced with more than one enemy, use the attack that requires FP. Otherwise, his normal move. The timing is all pretty easy, so no need to worry. Also, Koops can remain in one location, you can let go of X, and then he'll charge forward. I'd switch him out for Goombella, personally. After he joins, head west to the first screen of where you first entered this place.

There are two stones on the left and right, with holes to place something. Put the Moon Key in the left and the Sun Key in the right, and then they'll become switches. Hit them... but they don't do anything? Yep, you have to hit them both at the same time. Simple enough. Go over to the one on the left, leaning against it but FACING LEFT. That's important. Do that, and hold down X. Move over to the one on the right, and then let go of X and immediately hit the switch. And then the middle stone becomes a pipe... jump in, and head right to the scary...

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9. Hooktail Castle  
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Yep, Hooktail's castle. This is by far the longest dungeon so far, so I hope you are prepared. Once inside, jump on the bouncy spring to go to the path above. Pay 6 coins to heal your HP and FP completely at the box on the left, if you wish. Otherwise, just head right to see yourself above great heights. My my, you wouldn't want to fall off, would you? Press Y at this platform, and fly over to the ledge on the right, and there we are inside the actual castle.

Go over to the right, gawk at the skeletons, and ambush the Paratroopas along the way. They are just flying Koopas that become Koopa Troopas after you jump them, but then you have to jump them again! Argh. Anyway, after you beat them, collect the POWER BOUNCE BADGE from behind. Equip this on Mario right this second! This is a badge that allows an amazing new ability for Mario, which allows him to jump on an enemy over and over until you make a mistake hitting A. It gets really hard pretty early, though.

Anyway, enter the room on the right, and Koops will find whom he thinks to be his dead father. However, he reads a note and realizes that he isn't. However, there is an unusual skeleton to the right. Examine it, and it gets angry and sics... OH MY FREAKING GOD! Hundreds and hundreds of skeletons! Run? No, fight them off! Hammer, hammer, hammer your way to the red skeleton, and speak to him to start a boss fight.

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  \\ -- \\ BOSS: RED BONES || HP: 5 || DIFFICULTY: ** /// -- ///  
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The Red Bones and not one, not two, not three, but FOUR Dull Bones are a little stronger than the other two bosses we've fought yet, but it's still not really too bad. Beat up on the Dull Bones, FIRST. If you have a POW Block, Fire Flower, or any other item like such, you'll instantly eliminate all except Red Bones. Take the little guys out as quickly as possible, because their attacks will add up quickly, and they'll even rebuild their friends! If the Red Bones does this, immediately take it out. Once he's alone, defeat him very quickly or you'll regret it.

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Well, that wasn't too bad. Enter the next room, and you'll find it's full of skeletons as usual. The problem is, these ones move. Fight off the two moving skeletons in this room, which are really just normal Dull Bones. And very, very important... get. The. SHINE SPRITE. Along. The. Way. I cannot stress that enough for you. Anyway, since I've stressed it, head right to the end of this room.

Here we're faced with a bit of a puzzle. First of all, hit the purple box, and a purple platform will appear at the upper-right part of the room. Now go to the right side of the purple box, and face right while using Koops's Hold ability. Return to the purple box, stand on it, and let go of X to go to the top of this room. From here, just head onward to the balcony, and collect the STAR PIECE there. See, aren't you glad you listened to me?

Return to the bottom level, and make sure the purple box is there and at the bottom level. Hit the yellow box at the bottom, and then jump on top of the purple box, up to the block, to the left, and use Koops to hit the red switch and move the stairs over to the left. Drop back to the bottom level, and then hit the next switch to obtain a CASTLE KEY. Good, good. Hit that red switch again, and return to normal floor.

Go over to the right, head upstairs, and use the Castle Key at the door there. There's a save block over here, so you might as well use it! That's what I always say! Defeat all the Koopas in this room, and then go to the room on the right, after using Koops's ability to hit the red switch near the door. This is a rather large room, and rather quiet and suspicious... anyway, open the chest in the middle, to get the good BLACK KEY... but what's the catch?

Of course! Spikes rise all over the room and a spike trap is now falling down to the floor! You gotta run, but there's only one path out! Head over to the far right, and then up. Go left, and then head up, left, and then down to the bottom and to the left, to the door. Whoo! That was close. Anyway, head upstairs and enter the room there, and you'll find another treasure chest. Open it with the Black Key, and of course. It'll curse you with another ability, this one being the ability to become thin as paper with R.

Well, this helps you out. Go to the left, downstairs, and press R to go through the cell on the left. Pick up the ATTACK FX R BADGE over there, which is rather important for the battle against Hooktail. Now head out, another room back, and to where you fought that Red Bones. Look to the bars, until you find an object behind one of them. That's what we're looking for. Slide over there, and collect the CASTLE KEY there. Now return to the final room, with the green switch and platform.

Rise to the top, and then head upstairs and open the door there. You just GOT to love keys, man. Now, in this room... head over to the left, hitting the blue switches along the way to create paths forward. Repeat this once more, until you reach a gap without a switch. Hmmm... ah yes, very easy. Jump through the window, head right for a STAR PIECE, then go left, and then jump back out and continue over to the left. See, was that hard?

In the next room, beat the Dull Bones along the way. Not very varied, are the things? Now use Koops's Hold ability to get to the upper part, the same way you always do. And of course, typically, more Dull Bones. Drop off through the left, and use Mario's paper ability to go through the bars. Collect the LIFE SHROOM there, and... typically, we have to go all the way back up. Oh well, I guess that is no real big deal.

Anyway, once you're back up there, head over to the left, and talk to Ms. Mowz in here, some crackpot female mouse who seems to be hunting for badges. Take the three treasure chests that for some reason she did not open, those are a CASTLE KEY, a MUSHROOM, and a HONEY SYRUP. Not bad, any of the stuff. And also collect the SHINE SPRITE. Now we're cookin'. Just cross the path and unlock the door on the right with your Castle Key, and that's good. As usual, beat the Koopas and get to the top of the room.

Now this place is a bit... narrow. Just walk over to the left (man, I feel like Luke Skywalker) and go to the left side of the bars. Slide through them, and use the airplane panel to get to the door on the right. First of all, head down the stairs, give the yellow block a smack, and use Koops to grab the CASTLE KEY. Be careful doing this, however, or you could end up going all the way back up here. But anyway, once you've got it, ascend the stairs to the top of the room.

Unlock this door, and now you'll know that we're near Hooktail! Just go up the stairs, fighting off the enemies along the way. Continue to the upper-left once you're at the top of the stairs, and make sure to heal yourself and save, just in case you lose. Enter the room on the right and then... that's... one... big... dragon. And it acts just like you'd think it would. However, its name is Hooktail and it's the one who has the Crystal Star. Which means...

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  \\ -- \\ BOSS: HOOKTAIL || HP: 30 || DIFFICULTY: ** /// -- ///
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He's not really that hard, but his attacks can give you a run for your money. I really, really recommend the Power Bounce Badge (3 BP) and the Attack FX R Badge (0 BP) to be on Mario; that'll make this a cakewalk of a fight. Mario's Power Bounce attack will do about 6-7 damage, while the Attack FX R Badge will make Mario's hammer sound annoy Hooktail, and his attacks will grow much weaker. He can stomp (really powerful), he can chomp (really powerful), and he can breathe fire (4 damage to both Koops and Mario), so his attacks aren't exactly weak.

Keep at it, with Mario jumping on Hooktail's head as much as possible. If you end up low on HP, Sweet Treat is the best way to go. Koops should just stay back, heal when necessary, and occasionally use a normal roll attack. Once Hooktail has lost 20 HP, he'll start begging for mercy. Ignore all of his orders! Could you really spare a creature like this? Although, after you ignore his orders he'll eat the entire crowd. Grrr. Well, he's only got 10 HP left. Pound him like a nut, healing only when necessary, and he'll die no problem.

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After Hooktail passes away, Koops's father will jump out of his mouth, giving the party that Crystal Star that Hooktail had hidden away inside his belly (ewww!). Mario was also learn the Special ability Earth Tremor, which has the potential to be an EXTREMELY powerful attack with the right timing. And it'll hit everyone, although it requires 2 SP. That ends Chapter 1 for Mario, but for Peach...?

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10. Unknown Area
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Princess Peach has been kidnapped. AGAIN. Can you believe it? Well, at least it isn't Bowser that's kidnapped her. It's some freak of nature named Grodus, the

boss of Lord Crump, whom we fought in Rogueport. After a small talk and Grodus learning about the location of the map, which belongs in Mario's hands, Grodus makes three female goons called the Shadow Sirens, those are a thin purple girl named Vivian, one fat purple one named Marilyn, and one tiny little one named Beldam, go after Mario.

Anyway, as for Peach, who will be locked away. Enter the room on the left, and decide to take a shower there. SHOW SHOW SHOW. Nah, it won't. After Peach gets out "feeling like a new princess", enter the room to the right of the one you were thrown in, to speak to a "perfect computer". It spied on Peach in the shower, and when Peach gets angry and thinks the computer is in love with her, and then this computer wants Peach to teach it true love. And with that, she sends an e-mail to Peach.

Enter Bowser, now. He's grumpy and storming around being deemed the title of "Your Grumpiness", as usual. Walk over to the right, and speak to the old hag there. Thus ensues a very funny scene. She tells him while he's already angry that the X-Nauts have kidnapped Peach, and then Bowser gets angry because "NO ONE BUT ME SHALL KIDNAP THE PRINCESS!". And thus, he breaks a hole through the window and leaves. Gotta love.

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11. Rogueport Sewers  
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Here we go; back as Mario, in Petalburg! Anyways, go near Koops's house, except to the fence near it. Press R to become thin, and slide through it for a MEGA RUSH P BADGE. Now prepare to leave Petalburg and go back through Petal Meadows, when you're stopped by getting Peach's e-mail. Well, we know what that says, anyway. Go all the way back to the beginning of Petal Meadows, and from there, hop into Rogueport Sewers.

Now go back across the drifting platforms, and back to the main area. In this room, slide through the bars on the right, and from there, go over to the left, and into the room there. Merlee, Merlon's sister, is in here! Trust me, buy the Special. You surely have enough coins, and believe me it's worth it. After that, go back to the pipe, head left, and instead of the previous business of using the floating platform, head left and slide through the bars instead.

Once in here, slide the leftmost bars to immediately drop to the floor. Aren't we cheap? After that, jump into the pipe at the upper side, and once you're down there, continue to the right and then upstairs and to the left to find an airplane panel. Use this panel to reach the platform over at the left, where the Thousand-Year-Door is. However, there's stuff to get! Slide through the bars, hop up with the trampoline, and collect a SHINE SPRITE. And also, go under the stairs to find a STAR PIECE.

Now that that's done! Stand at the center and use the Crystal Star there, and you'll learn of the location of the second Crystal Star: Boggly Woods. Mario will decide there's nothing better to do than ask Professor Frankly, so that's where you're taken. He'll tell you that there's a secret pipe leading to the Boggly Woods, and once again, it's in the Rogueport Sewers. However, first of all, talk to Luigi. He'll give you a rather... lengthy version of your adventure, describing his own one.

Bah. Just go back into the sewers, through the bars again, and all the way back to the room with the giant staircase and yellow block to the left. You'll see that rat crawl through a hole again, but this time it's important. Slide through the bars to the right of the hole and go to the left, where you'll trap it. You would think you'd fight it, but it turns out to be a friendly creature.



Knowing you want to find the next Crystal Star, it'll show you a passage into the woods.

Just head right, and up the stairs once the creature (it's of the race of Puni, and it's name is, quite frankly, Punio) opens the secret passage. Head to the right, past the wall, and then just slide through the pipe that Punio will offer you. And this marks the end of Chapter 1 and the beginning of miniscule little Chapter 2.

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12. Boggly Woods  
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Picturing the area of the Boggly Tree, can you imagine any different look than this? I know I couldn't. But anyway, hear what Punio has to say, and then head east to the next screen. The Shadow Sirens! But hah, they lost the description of Mario, so they don't know who you are! Apparently, Vivian has found a necklace, and gave the description of Mario to Beldam, who's lost it. She'll get angry and take the necklace. And they just let you pass. ;)

Hit the tree right to the left of Vivian, Marilyn, and Beldam, and a SLEEPY SHEEP will fall. Now proceed over to the right, beating up enemies on the way and collecting a HONEY SYRUP in the flowers. And on the next screen, you can see the Great Tree. However, let's do some item collection before that, m'kay? First of all, go over to the right to collect an INN COUPON, hop in the pipe, and go behind the small waterfall to find an FP PLUS BADGE.

Now head east to the Great Tree! Inside, though, the door is locked. Climb up to the top of the tree, and Punio will tell you that there is a secret entrance somewhere, but it would take too long to find, so you should make Madame Flurrie, living deep inside the woods, do it instead. Fine; just leave the screen and then you'll see what she's up to. She's dressing herself up, that's cool, but when she realizes she's lost her necklace, she shrieks out loud and locks herself in the back door. Tough.

But anyway, now's the time to take care of that. Head over to the left and jump into the pipe on the left to return to main ground. Just head all the way over to the right, but look out for the Pale Pirahna enemies, they're extremely annoying. Once you're on the next screen, beat the Dark Puffs along the way, and head to the far right of the screen. See a small opening in that tree? Maybe not, BUT I SURE DO!

Press R to turn to paper thin mode, and squeeze through that opening. Head up, and to the path at the top, and go all the way over to the left. Hit the blue switch, and an airplane panel above will get much, much higher. However, it'll still be connected to the pipe, so it's all good! Collect the STAR PIECE behind the blue switch, and then return all the way back to ground. Head to the upper left, and through that pipe. Now switch to Koops if you don't have him here already, and aim him to the left for a SHINE SPRITE.

After that, use the airplane panel to get to the side on the right. It really isn't too hard; just use right and up, just not constantly. Once you're on the next side, fight even more Dark Puffs, and smash every tree you see; one will drop a STAR PIECE. Continue to the right, until you find several little trees. Squeeze between them as paper Mario, heading right but staying against them... to find a VOLT SHROOM. Very nice! And also, at the bottom-left side is a STAR

PIECE. :)

Now just enter the pipe that leads into her house, and enter it. Is she here? Yeah, but she locked herself in the bathroom. Talk to her, and she'll explain the problem with the necklace. Silly, but we have to fix it. Return all the way back to the entrance; remember that as the place where we found the Shadow Sirens, who had it? Also, at the time you're talking to Flurrie, they realize that Mario passed them. Just return all the way, and obviously, it begins the fight!

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  \\ -- \\ BOSS: VIVIAN || HP: 10 || DIFFICULTY: * /// -- ///
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  \\ -- \\ BOSS: MARILYN || HP: 12 || DIFFICULTY: *** /// -- ///
+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----
  \\ -- \\ BOSS: BELDAM || HP: 9 || DIFFICULTY: ** /// -- ///
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Hah, I began this fight nicely. Start by using Earth Tremor, and with a good enough timing, you'll do 5 damage to all of them. However, DO NOT do Earth Tremor perfectly. Otherwise, Vivian will do some attack, 1 damage to everyone. But that's not all, Marilyn will do an electric attack for 4 damage to everyone. And it doesn't end there. Beldam will blow a cold wind upon you, for 4 damage. That's correct: once they reach half their HP, they get really angry. So it's best not to do that.

Do 5 damage to all of them, and you'll be counterattacked with 5 damage to your two characters, of course. Now just heal your party up with Goombella/Koops, and wait for them to attack. You'll have to take Vivian out first, but after that, concentrate all power on Marilyn, and don't stop for anything. She can increase her fighting strength, and she WILL do so. She'll be doing lots of damage, so a Sleepy Sheep won't hurt. Continue ganging up on them, especially Marilyn. They will all go down eventually.

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After that, they'll all call a retreat and they drop Flurrie's necklace. Pick that up, and now return all the way back to Flurrie's house, and drop it by the bathroom door. She'll then come out, and... hah, she's completely naked anyway, even WITH those giant breasts. Alright, shut up now, Rich! She'll flatter Mario upon getting out of there, calling him the "cutest thing she's ever seen". And she'll even join your party.

Flurrie's a bit of a "different" character. She can do a body slam attack by linking up two cursors, much like Goombella's Tattle ability. She can also blow enemies away with a gust attack, but that costs 4 FP, and it's kind of hard to get right. But anyway, now that we have Flurrie, return all the way back to the Great Tree. Now climb up the top of the tree branch, and blow the... invisible something off the secret passage, and then Punio will jump into it and unlock it from the inside. Now you can get in!

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13. Great Tree
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Once inside, just move forward, and Punio will point you that everyone is gone. Just head a bit forward, and two X-Nauts will attack. Just hit them during the battle; they really couldn't be that much easier. Once they're gone, some Punis will come out from hiding, but only about a tenth of all the population; the others were captured by the X-Nauts. And obviously, the Punis don't trust Mario

because he's "mean looking" and "giant".

However, one will help if you can rescue the others. Anyway, heal yourself and save on the right if necessary, and then enter the green pipe nearby. On the next floor, ignore the machine there, even if it has a slot to insert something. There is no need to use that now. Enter the pipe on the right, and then examine the bush at the lower-right side of the area for a POWER PUNCH. Now just head onward, battling the X-Naut. Just continue forward from there; the path is very linear. Just stop when you see captured Punies.

There's the elder in one red cage, and 90 Punies, including Punio's sister, trapped inside a blue cage on the left. However, to open them, you need keys. Anyway, just head to the left, and you'll run into Ms. Mowz. Remember her from Hooktail Castle? She'll speak pretty much the same stuff she did then, and then just go out, leaving you to get the chests. Fight the guard in here to collect a RED KEY, and open the chest that Ms. Mowz left for an ULTRA SHROOM. Man, Ms. Mowz leaves stuff!

But now, just as long as we have the Red Key. Head all the way back to the room with the captured Punies, and use the Red Key to unlock the elder's cage. Hah! You thought she (yes, the elder is female) was a trap, right? No, she just speaks a plethora of nonsense. Ignore the senseless stuff she says, and return all the way back to the first screen, where the elder will stay and make all the other Punies go with you. You now have Mario, your partner, Punio, Puniper, and nine other Punies on screen. Talk about pressure.

The elder will give you a PUNI ORB, which can be used to power stuff up in this cave, but be warned: will also draw the Punies' attention, not allowing them to take eyes off of it. So, just keep an eye close to that. Anyway, just go back up that pipe, and into the room with the strange machine. Put the Puni Orb there, and what do you know, the Punies won't move! However, a pipe appears. Take the Puni Orb as you go, and hop into that pipe to go down.

You'll now be faced with a platform (the Punis cannot jump, period), and a cliff on each side. The one you're on has a switch you can pull. Just grab that, and you can take a shortcut between here and the entrance. And as we all know, shortcuts are always good. ;) Anyway, to get the Punis across. Put the Puni Orb on one side, and then use Flurrie to blow them off the edge. They will then be returned up as bubbles, only to fall again. But lo and behold, Flurrie can solve that problem.

Once all 11 Punies are on the other side, go down and examine the bush there for a THUNDER RAGE, and just head right to find a SHINE SPRITE. Now return using the pipe, jump across the platforms, and make sure you have your Puni Orb with you. Allow the Punies to enter the pipe, and let's go on. Head west, and a Pider will drop down on you. These spiders are ugly as my feet, so the Punies will not continue until they're gone. So do yourself a favor and rid the Great Tree of them.

After it's gone, head to the far left and jump in the pipe there. Once on the ground, just go over to the far right side. Hop in the pipe over there, and here we have yet another screen, with one path going left and one going right. Take the one on the right, and make sure Flurrie is in your party. Voila, a bunch of Jabbies attack from inside. Step in the middle of them and blow them around with Flurrie while the Punies attack, and that shouldn't be a problem.

Following that, the Punies will enter the Jabbies' nest and destroy it. M'kay, now we can get past that. Walk across the pillars, and then jump down to the floor to find a BLUE KEY. You know what that's for! Return all the way to the place where the elder is. Don't worry if you leave some Punies; the elder can

call them back. Now go over to the room where you freed the elder what seems like ages ago, and unlock that cage.

Now, believe it or not, you are carrying 101 Punies around on your shoulders. Use the elder to call them back if you wish, and then go all the way back to the room where we went into the Jabi nest, and then head west. Be careful to kill the Piders along the way, because otherwise the Punies will not pass! Period! Anyway. Making sure all 101 Punies are behind you, and you have the Puni Orb. Allow them to follow into the next room...

AND HOLY GEEZ, 101 JABBIES! Yes, you are in a room with 101 slug-like creatures, 101 insect-like creatures, a nest, yourself, a waterfall, and a nude ghost. Now that's just weird. But these are easy. Have Flurrie blow them over while the Punies walk all over them, and that's that. Punio will destroy the nest, just like before. So go on and enter, and then go into the next pipe. There's nothing to be gained by just standing near this machine.

There is with the next one, though. Slide down the pipe, and look behind it for a STAR PIECE. Put the Puni Orb into the machine, and then none other than Lord Crump appears! Remember him? Ah yes, and did I mention that when you put the Puni Orb in there, a pipe opens and a cage falls on top of you and all 101 Punies? Yep, sorry 'bout that. Lord Crump will now wander off, searching for the Crystal Star while "you're out of the way". Mario can get out of the cage by sliding through the bars, but the Punies can't.

So, we have to free them. Start by jumping into the pipe at the upper-right, and going down to the bottom floor. You'll find four strange pillars there, so what could those mean? :) Pretty simple. From here, return all the way back to the room where you got the Blue Key. There are four black switches in here which will change the figure on the pillars, but you want them in this order: Sun, Moon, Puni, Star.

The pillars will then disappear into the floor, revealing a hole behind them. Enter that from for the SUPER BOOTS. Congratulations! You can now stomp, which is a nice new technique to use for battle. Soon you'll get a new hammer, which is also devastating. The Super Boots will allow you to stomp down on the floor, AND they allow for much stronger jump attacks in battle! Alright, enough senseless praise. Head outside, and break the metal floor there to fall onto a pillar.

Hop one bit to the left, and use Koops to get a CHARGE BADGE. Also, you can jump across the pillars and get to the upper part of the screen for a SHINE SPRITE. We'll have to pay a visit to Merlon next time we get to Rogueport! Now just use the pipe to return up, and go over to the cage with the Punies. Break the hole in the floor, and then put the Puni Orb in the machine to make all of them gather near it. From there, just blow all 101 Punies into that hole. Yeah. Really.

Once that's done, regroup your party until it says 101/101 at the bottom-left of the screen, and take the Punies up through the pipe on the left, and gather them all at the machine there. Now it has a point! Break the hole in the floor with your stomp attack, and blow all the Punies into the hole like you pretty normally would, and then follow them into the next pipe. Just continue, killing some very easy enemies that you'll meet along this path. Proceed along this path until you reach a giant lake.

Argh. A puzzle. Anyway, use a pipe to go down to the bottom floor, where you'll find a room similar to the one through the locked door of the one with the Elder, with platforms to cross! Jump over to the one on the far right, and go up through the pipe. Now for the puzzle itself. Hop on the switch right ahead,

which lowers another switch in the middle of the water, which we need to hit. However, this switch is blocking the way, and to lower it you'll lower the other one! To make things worse, you can't jump to the other one normally. Guess.

If you said "Koops", you're right. Start by hugging the wall and standing on the switch, and then shooting Koops to the left and holding X. Now get off the switch and wait for the smaller one to appear in the water, and THEN guess what happens? The entire lake is drained right into the lower part with the platform, to create bubbles! Now go to where the lake was to collect a SHRINK STOMP BADGE. Nice ability. Now, collect all the Punies together and blow them across the platforms.

Now that you've done that, go to the next screen, making sure you get the handy SHINE SPRITE. ;) Now through the pipe, place the Puni Orb on the machine, and... boom! The floor collapses! Yep, it was a secret passage. Laugh at Lord Crump, and go to the bush on the left to collect a MUSHROOM, and make sure ya save. Now head over to the right and put the Puni Orb into the machine, and the Crystal Star drops. The only problem is, Crump immediately appears and steals it!

Following that, Crump sets a timer for five-minute detonation of the Great Tree. You've got to run! Head all the way back to the entrance, fighting the X-Nauts who get in the way. They're not really that bad, just hit 'em around a few turns and watch 'em fall. Getting back to the entrance shouldn't be hard. Once you're there, Crump has no choice but to stop the timer. Following that, Crump will run off and appear in a super robot, the Magnus. Which triggers a boss fight here, but too bad Lord Crump's too much of a wuss to fight himself.

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    \\ -- \\ BOSS: MAGNUS || HP: 30 || DIFFICULTY: ** /// -- ///  
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```

Lord Crump, as you might expect, is always more bark than bite. Magnus's stomp attacks aren't exactly that dangerous, and neither are the earthquake-like attacks, although they'll damage both of your characters. Just about the only thing to worry about is him punching his arms out, which may target you for quite a bit of damage. Take them out quick with a Multibounce, and then pulverize Magnus like he can't be pulverized; that's probably the best strategy. Koops and Mario is probably the best party here, although a Lv. 2 Goombella is even better, if you have her.

If you happen to get 2 SP, use Earth Tremor. Do this right, and you'll do about 5-6 damage to Magnus, which is 1/6 or 1/5 of his HP, depending on how you do it. ;) Otherwise, just have Koops use his attacks every turn while Mario invariably uses Power Bounce. This attack will do 7-infinite damage to Magnus, as long as you do it correctly (although the chances of you doing more than 12 damage with Power Bounce are very slim, let alone infinite). Keep at it a bit with pure, solid aggression, and this robot will fall.

```
+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----
```

Crump then gets scared and calls a retreat, and he also drops the Emerald Crystal Star along the way! Yay, just take it and Mario will receive the new ability "Clock Out". Now, besides Peach's and Bowser's parts, Chapter 2 is complete.

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*****  
14. Unknown Area  
*****
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Now what's Peach doing? Just take another shower on the left, and then the door to the right will open. That means TEC spied on her and wants to see her. >\_< Just enter his room like you did in Chapter 1, and what do you know! TEC is developing a crush for Peach! He even asks her to dance with him! He'll make a hologram of Peach for her to dance with. Just press all the buttons (based on A, B, X, and Y) that will appear above Peach's head, and that was a success.

Once you do that, you'll go over to Bowser, who has to get through Petal Meadows to try and find Peach and the Crystal Stars. By god, he's behind... we've already got the SECOND Crystal Star and he's searching for the FIRST? Anyway, you get to play a mini-game as Bowser in which you're playing the first level of Super Mario Bros. Just destroy all the blocks along the way and get the meat to grow bigger, just mushrooms would Mario in Super Mario Bros.

And when Bowser finally gets to Petalburg, naturally all the Koopas run. He then calls out to none another than a poster of Peach. Thinking that Peach is just playing the silent treatment on him, he watches as a Koopa takes the poster and runs. Haha, what a hilarious turnout for poor Bowser. After that laughable scene, we'll return to what Mario is doing, after we leave the Great Tree.

\*\*\*\*\*

15. Rogueport

\*\*\*\*\*

Exit from the Great Tree, and make your way all the way back to the Rogueport Sewers. From there, go to the Thousand-Year Door and put the Emerald Star there, and you'll find that the next Crystal Star is in a floating town in the sky. You'll automatically be taken back to Professor Frankly's house, where he'll tell you that there's a blimp in the west part of town that goes to Glitzville, but you need to speak to a stingy guy named Don Pianta to get there.

Remember that female toad that blocked our way earlier, and we need to get her a new contact lens? We need to get past her to go to the west side of town. Start by going to the shop, and buy the CONTACT LENS there for 10 coins. Good, now that we have that, give it back to her. This is Zess T., and she'll cook for you from now on. Not a side quest I really bothered with that much, but it's worth taking a look into a bit later.

As we come in here, hug the wall near where you enter, and you'll find a STAR PIECE there. Go near the pipe a little bit down, in the green garden with the blue flower. Check behind it for a STAR PIECE, and go over to the Pianta Parlor, but a little down. Start Spin Jumping, until a little piece of the ground starts coming out. Continue, continue... until it comes out, and a STAR PIECE falls. Now go behind the trash can on the left for another STAR PIECE.

Now go to the shop, and buy a DRIED SHROOM, and then a DIZZY DIAL. In that order. And buy those two items. Period. The shopkeeper there will then ask you what color your mustache is, so reply "black". She then realizes that's the wrong answer, and asks you your favorite color. Say "yellow" and she'll let you out through the back, which is a secret passage to Don Pianta! Go through there, and then up the stairs to find Don inside the house.

Obviously, he won't exactly hand you a blimp ticket and say "bon voyage". He'll give you one if you can find his daughter Francesca and her boyfriend Frankie, and bring them back to that place. Sounds simple enough. From here, go out to the central side of town, and then go south to the harbor. Go to the very bottom part to find the two there, but no matter what you say, they won't go back to Don Pianta. Now, go back to Don and tell him the situation, and then

Francesca will appear herself. After an emotional scene, you get a BLIMP TICKET.

Now just head to the northern part of the main western side of Rogueport, and talk to the person at the upper-right. Now we can go to Glitzville, the city in the sky.

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16. Glitzville

\*\*\*\*\*

Yay, now this chapter is fun, although it spans even less places than Chapter 2 did. Once you arrive in Glitzville, your first thought would be to enter that colossal building, no? Nah, let's do some item collection. There's a large star emblem in the middle. Spin Jump a little below it several times, until you get exactly the middle. That's a STAR PIECE. Now head left, behind the telephone booth there. There's a STAR PIECE behind it.

Head to the upper-right of this area, to find a STAR PIECE there, in the bushes. And it's doesn't end. See the shadow under the glowing box above? Hit it, and a block will appear. Jump on it and then jump to the glowing box for a SHINE SPRITE. Now head into the bar on the right, and search behind the counter. There's a STAR PIECE hidden there. Now leave the bar, head to the lower-right side of it, and hit the switch there. Climb the stairs that will then appear, to find yourself on top of the juice bar. Use Koops to grab the STAR PIECE underneath the picture.

Grab the POWER PLUS P BADGE, and then just get down from here; that airplane panel is useless for now. Now we can enter the main building, which is an area of battle. Find the picture of the bombs, and Spin Jump. You got a STAR PIECE! Now enter the door in the center, and you'll find two guys fighting; the yellow one, Rawk Hawk, who is supposedly the champion, will win. And on his champion belt is none other than the Crystal Star.

Alright, now Mario and Koops agree to force their way to top place. Talk to the guard to the door on the left, and he'll allow you to talk to the main boss, Grubba. He'll then show you all over the place, and ask you to sign a contract. He won't accept "Mario" as a name, and will make you go under the alias of "The Great Gonzales". Har, now I like that. He'll take you to a minor league locker room, and allow the manager, Jolene, to teach you the rules. You're at Rank #20, and have to make your way up to the champion to go to the final battle with Rawk Hawk.

This is where I'll guide you. Examine the Game Boy Advance on the left (looks very funny, doesn't it?) and Gonzales will give you a condition. You have to follow these if you want to proceed. Period. Hope it's something like "appeal once" as opposed to "don't use FP" or "don't attack, and just let your partner do it". Anyway, just reserve a match with the Game Boy Advance, and the first battle is against the Goomba Bros.

~ #19 ~

Enemy: Goomba Bros.

Reward: 3 coins

Difficulty: \*

This battle is so easy that I could puke. Just beat them around with a few attacks, and you'll win this one without a single problem.

- -

Grubba will give you a bit of an interview, and then you'll be taken back to the locker room. A guy there, King K. (stands for Koopa) will introduce you to a fairly rounded bunch. Himself, the brave, strong guy; one particularly adventurous and mischievous thief; one rude and plain mean guy; and a bomb with a very bad speech method, but who speaks wisdom. Anyway, just use the Game Boy Advance to play the next battle.

~ #18 ~

Enemy: KP Koopas

Reward: 4 coins

Difficulty: \*

Not really too bad. They're just a different version of regular Koopas, with different color. Beat 'em up by jumping them down to their shells, and then have Mario or Koops do the fighting.

- -

Just use the Game Boy Advance.

~ #17 ~

Enemy: Pokey Triplets

Reward: 4 coins

Difficulty: \*

These things can add up the damage if you allow them, but if you don't, they're all just minor pieces of cake. Hit 'em back and forth a bit with your hammer, for some fun.

- -

Nothing to do, so just examine the Game Boy Advance.

~ #16 ~

Enemy: Dead Bones

Reward: 5 coins

Difficulty: \*\*

Remember these from Hooktail Castle? They're nothing but easy, what with their pathetic 1 HP. Hit 'em around with your hammer a bit, and try and finish them off as quickly as possible.

- -

Next.

~ #15 ~

Enemy: Spike Storm

Reward: 5 coins

Difficulty: \*

Do I really need to give a strategy?

- -

Buy some hot dogs if you want, although they're 10 coins. They restore 5 HP and 5 FP, which is nice. Save just in case, since these next guys can steal your



stuff if you're caught off guard.

~ #14 ~

Enemy: Hand-it-Overs

Reward: 6 coins

Difficulty: \*\*

Try and finish them off IMMEDIATELY. If you weren't given some handicap, then use Mario's Earth Tremor and Koops's Power Shell as soon as you possibly can. That will finish them all off, unless you really screwed up on Earth Tremor, which is really not that hard. They can steal your items and coins, so if they do, kill them immediately.

- -

Nothing to do, it's up to you, I've got nothing to say but it's okay, good morning, good morning... next battle, and full credit to the Beatles for that line.

~ #13 ~

Enemy: Mind-Bogglers

Reward: 6 coins

Difficulty: \*

Not exactly difficult, although it would be best to eliminate them quickly. Beat 'em up and boggle their minds a little bit, and then just go on to the next fight.

- -

Read the above sentence.

~ #12 ~

Enemy: Punk Rocks

Reward: 7 coins

Difficulty: \*\*

They've got very high defense, even if they are small. Use Power Hammer right off the bat and Goombella's Tattle ability, if you wish. Just use Power Hammer twice, and you'll kill them.

- -

Alright, it starts getting a little more exciting and entertaining from here on. Just fight the next battle.

~ #11 ~

Enemy: Bob-Omb Squad

Reward: 7 coins

Difficulty: \*

These guys obviously aren't very smart, as two hits to any of them will detonate them. This can blow you up, but the strategy is simple, if it's allowed. Make Mario Multibounce them, and then have Koops use Power Shell. BOOM. All gone, and no damage taken.

- -

Alright, after that battle, don't immediately go to the next match. Instead, head outside to the hot dog stand. You'll see Jolene on the way, asking a guard

about what's with all the noises coming from the locked storage room. Anyway, just ignore that for now and head out, and go to the hot dog stand and buy some if you want, but the problem is that their rare imported egg just started jumping around by itself!

We can fix that. Just stand in one place, waiting for the egg to bounce into you. Then the egg will jump on top of the hot dog stand, where you can't reach it. To get it, head to the right and unlock the stairs if you haven't already. Then head up and use the trampoline to reach the airplane panel, and fly over to the stand. Capture the egg there, and it'll want to go with you. Fine by me. Just go to the Game Boy Advance and register for another match.

~ #10 ~

Enemy: Armored Harriers

Reward: 1 coin

Difficulty: \*\*\*\*\*

What's the problem with this match? YOU CANNOT DAMAGE THEM. I repeat: you can't hurt them in any way, but they can hurt you for 5 damage a hit. Just run away, because there's no use attempting to fight them.

- -

Well, the Armored Harriers won. But wait, what happened to your egg? It hatched into a Yoshi! This Yoshi knows what your problem is, and offers to help. Good, another party member! I'll call him "Yoshi" for the rest of the guide, since it's the easiest. Now, since you lost that fight, you went down a rank. Fight another battle, and then return to the Armored Harriers. Now this time, you can beat them. Just so long as you have Yoshi.

~ #10 ~

Enemy: Armored Harriers Rematch

Reward: 7 coins

Difficulty: \*

Yoshi can handle this without a problem. Just use Yoshi's Gulp ability twice, and you'll do 4 damage to both of them. They'll attack, but try to time their attacks so you can deflect them, and thus you'll hatch a win. Just make sure you have 8 FP handy. Mario can be a healer.

- -

Once you beat them, Jolene will talk you to Mr. Grubba's office, where you'll be taken to the Major League locker room and given 30 coins. However, the champion, Rawk Hawk, will barge in and insult you. He and Yoshi will have a cross-off with each other, and Mario will begin to think the Crystal Star on his belt is a fake. After that, you'll get an e-mail from a mysterious being known as "X" who orders you to follow his orders to find the Crystal Star. Well, that came out of nowhere. Just examine the Game Boy Advance.

~ #9 ~

Enemy: Tiny Spinies

Reward: 11 coins

Difficulty: \*\*

NOT VERY HARD. Just use Mario's strongest attacks, since they have a little bit of defense on them.

- -

Nothing will happen, so... just examine the Game Boy Advance to start the next battle.

~ #8 ~

Enemy: Shell Shockers

Reward: 12 coins

Difficulty: \*\*

...

- -

After that fight, you'll get another e-mail from "X". He'll order you to go to a "watering hole" outside the Glitz Pit. He means the juice bar. Just leave this coliseum and go the bar on the right, and talk to the bartender. X seems to have left, but he left something for Mario: the Super Hammer! Now he can smash large objects. After you get it, Mario gets another e-mail saying to smash the block in the minor league room. Well, seems like X is our friend.

Go back into the Glitz Pit, and head left and through the door. Head three doors to the left, including the door to the battle arena. Speak to the guard there to enter the minor league room, and then smash the yellow block to the left. Climb up the boxes to the right, and then use Yoshi to fly over to the left, and collect a paper on the Crystal Stars. Just leave this room, and Jolene will confiscate the paper and throw Mario out from the minor league room. Smells of suspicion, doesn't it... now go to the major league locker room and start the next fight.

~ #7 ~

Enemy: Poker Faces

Reward: 12 coins

Difficulty: \*\*

I recommend using Earth Tremor and/or Koops for this fight, since if you get close to these buggers, they'll hit you in the face with spikes. And you can't jump them, obviously. Try and block their attacks, while having Mario and your partner Appeal over and over, until you can use Earth Tremor.

- -

The Iron Clefs will come back for another fight! Well, that was rude, but you can beat 'em just like you did before. Use Gulp twice, and then watch as they spin their eyes back and forth. Once you return, you'll receive a hate e-mail, saying that if you continue bothering with the Crystal Stars, you're dead meat. Hmm... the plot thickens. Anyway, start the next battle.

~ #6 ~

Enemy: Magikoopa Masters

Reward: 13 coins

Difficulty: \*\*\*

This is probably the most difficult battle yet, because the enemy party is such a variety. The R. Magikoopa will cast attack and defense magic, the W. Magikoopa will attack and when the party gets critical, cast healing spells and support spells, and the G. Magikoopa will electrify the Koopas and make them invisible. AND when they get critical, they'll make clones of themselves. I'd start by using Power Bounce and Gulp on the R. Magikoopa and wiping it out, then trying to block the W. Magikoopa's attacks, and repeating. Keep an eye on your health.

- -  
After that battle, what do you know? Jolene sent you a piece of cake, apparently as a fan. Just eat it up, and all of your health will be replenished! Just use the Game Boy Advance again to start another battle.

~ #5 ~

Enemy: Fuzz  
Reward: 13 coins  
Difficulty: \*

Now this is a "cute", but easy battle. You've got a Fuzzy (little HP weakling creatures), a Green Fuzzy (high HP bloodsucking creature), and a Flower Fuzzy (high HP, FP sucking creature and one that casts magic). Concentrate on the Fuzzy first, since it has such tiny HP. Now use Earth Tremor, or ANYTHING that will take out the Green Fuzzy quickly, since it'll multiply. After that, hammer the Flower Fuzzy like crazy, since it'll cast strong magic. Not very hard.

- -  
What happens after that fight? Bowser suddenly storms on stage and demands to fight with Mario! Well, anything that allows us to get a battle in with Bowser. Begin!

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    \\ \\ -- \\ \\ BOSS: BOWSER || HP: 30 || DIFFICULTY: ** /// -- ///  
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He's really not all that tough, but his attacks are. He'll breath fire, he'll stomp on you to decrease your abilities, and he'll pack a bit of defense on himself. Koops or Yoshi are definitely recommended for this fight, and you should definitely have some Mushrooms or Hot Dogs handy. Beat up on him with all of your power, and use Mario's Shrink Stomp ability, since Bowser won't be nearly as tough once shrunk. With low defense like that, even Goombella can hold her own, although Yoshi will do better, gulping and spitting.

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Well, that was definitely out of nowhere. But anyway, that's all that is between the fifth and fourth ranked fights.

~ #4 ~

Enemy: Craw-Daddy  
Reward: 14 coins  
Difficulty: \*

He's basically just a slightly stronger version of Gus; that's surely not something I need to worry myself over. I'd use Mario and Yoshi for this fight, having Mario use his hammer (4 damage a hit) and Yoshi Gulp (4 damage a hit) several times, until the fight ends in your favor.

- -  
"X" will send another e-mail, asking you to meet him in front of the telephone booth outside the Glitz Pit. Remember the telephone booth with a Star Piece behind it, right when we entered this place? Go all the way back over there, although you'll be stopped by Rawk Hawk along the way; he'll give you a quick threat and then leave you be. Once at the booth, look behind it to find a STORAGE KEY. X will e-mail you again, telling you to unlock the storage room near Mr. Grubba's office. Just go left of his office, and unlock it.

When you're in here, you'll encounter none other than Ms. Mowz. She was the one causing noises, if you passed Jolene talking to the guard here, earlier. She'll then sneak away, allowing you to do whatever you want. Use Mario's hammer to destroy all the boxes in here, including the ones on the right so that you can collect a STAR PIECE. Now use Flurrie to blow the boxes on the left away, and hit the blue switch there to make a set of stairs appear.

Head upstairs, grab the SHINE SPRITE, and jump on the box and use Yoshi to fly over to the right. Smash the boxes! Really, do it! Use Yoshi to get the HP PLUS P BADGE there, and then enter the vent on the right. Once you're up here, go to the right and peek through the hole, to find Jolene and Grubba talking to each other. Surprise Grubba by making a "squeak" sound so he thinks you're a mouse; that's the funniest result. Now just use paper Mario to slide through the bars on the bottom-left, and return to your locker room and start the third battle.

~ #3 ~

Enemy: Hamma, Bamma, and Flare

Reward: 14 coins

Difficulty: \*\*\*

This is very likely the toughest battle in the Glitz Pit. Hamma is a plain strong fighter, and should definitely be taken out first. Bamma will use boomerangs, which will do 3 damage to everyone, but these attacks are not that hard to block. Flare will spit fire, which is a definite threat. They all have 7 HP, so they aren't particularly hard to beat. Use Earth Tremor if you have the SP, and then have Koops or Yoshi damage all of them.

- -

Remember that mysterious hate mail that you know believe Rawk Hawk sent? You'll get another piece of hate mail, warning Mario to stop looking for the Crystal Star, or end up like the other missing fighters. Use the Game Boy Advance again and Jolene will bring a cake in, but don't eat it yet. Just fight the next match, and...

~ #2 ~

Enemy: Chomp Country

Reward: 15 coins

Difficulty: \*\*

This is an annoying battle, but just use Earth Tremor, Koops, and Mario's Hammer to easily damage the bunch of 'em. They're not really that hard, they can just get annoying.

- -

When you return, you'll find a Koopa lying on his shell on the ground, injured. Well, not really, but he ate the cake; it was poison. So someone wanted you out, eh... but anyway, just so long as you can fight, might as well go to the top seed, aside from Rawk Hawk.

~ #1 ~

Enemy: Koopinotor

Reward: 15 coins

Difficulty: \*\*

He's tough, but not in terms of difficulty. While he does have a great attack power on him and 25 HP, there's just one of him. Use Mario's strongest attack, that's probably Power Smash. 6 damage; Yoshi's Gulp will do 4 damage. Heal up

if he gets you, since he can charge up his attacks and do a LOT of damage if you leave him be.

- -

After that battle, X will e-mail you again, telling you to peel the Great Gonzales posters off of the Glitz Pit walls. If you go back there, you'll find a hell of a lot of them. Anyway, use Flurrie to blow them off; start with the ones at the bottom, and scale the wall until they're gone. Then head upstairs and blow those two away, and the last one will drop a STORAGE KEY. Now take this down to the locked door we've already opened earlier, and take the staircase up.

Go through the door on the right, to the second floor. Jump to the boxes on the left once you reach the next room, and use Yoshi's Float ability to get across the boxes on the right. Now go over to the far right and use Mario's Power Smash... and what?! King K. and your thief friend from the Minor League, both squashed and near dead! How could this have happened? Anyway, there's nothing you can do with them. Just try to leave this room, and then you'll see Jolene watching. Plot thickening even more, eh...

Now go to the major league locker room, and reserve the match with Rawk Hawk. After that, the guard will come, but he won't lead you to the usual spot. You'll go in through a different entrance because this fight's special, supposedly. However, he'll take you to a minor league locker room. And meanwhile, Rawk Hawk steps into the arena and Grubba waits for Mario (or the Great Gonzales, if you wish to call him that).

But anyway, you have to find a way out of here. Go over to the bottom-right side of this room, and blow the poster there away to reveal a hidden path. Now, I like that! Head to the right, past the small room there, and into the other major league locker room. Once again, head through from the upper-right, and you'll arrive in a bathroom. Flush yourself down the toilet (EWWW) and the pipe will take you to the major league locker room we're used to! Yay! From here, just go to the arena, and the RAWK begins.

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  \\ \\ -- \\ \\ BOSS: RAWK HAWK || HP: 40 || DIFFICULTY: ** /// -- ///  
+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----
```

He's not really that difficult, but he's certainly much tougher than all of the other monsters we've fought during this tournament. I'd recommend Mario and Yoshi for the first part of this battle, and then Flurrie when Rawk Hawk jumps to the ceiling. He'll be adding a bit of damage up on you, but remember he'll only get one turn to one from Mario AND Yoshi. Combine with a Power Bounce and a Gulp, and you'll be beating him up really bad.

Use Sweet Treat to recover FP if necessary, and watch out when a thick fog appears, because Rawk Hawk will be quite a bit more accurate than you. Use mainly jump attacks, until Rawk Hawk jumps to the bars on the ceiling. He'll get quite a bit stronger here, dropping stuff on top of you. Now switch Yoshi out for Flurrie, and have her use Body Slam. Eventually, Rawk Hawk will fall off the bars and fall.

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+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----
```

Well, Rawk Hawk did lock you into that minor league locker room and he did send you the poison cake, but he did not send the hate e-mail. You'll be taken to what used to be Rawk Hawk's room, and given the champion belt, but it's a fake Crystal Star. X will then e-mail you, telling you to find the "ghost" in the

champ's room. First, rest in the bed, and then just jump on top of the boxes to the left, and switch to Yoshi to fly over to the vent on the right.

Use Mario's Super Smash hammer move to break down the vent, and then enter. You'll hear none other than Grubba plotting to do evil things! Yep, the manager was the bad guy all along, not Jolene or Rawk Hawk. He'll leave his room, so just break down the vent to arrive in his room. Open the bottom drawer to find a STAR PIECE, and then the upper one to read a top secret paper. Grubba will then run away immediately.

Head to the plant at the bottom-left side of the room to find a STAR PIECE, and then enter the arena, where Grubba awaits you. It turns out, he was using a machine powered by the Crystal Star to suck the energy out of fighters, so that's what's happened to the fighters, including the first champion of Prince Mush. Needing to keep his secrets, Grubba will then use the machine to become Macho Grubba.

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  \\ -- \\ BOSS: MACHO GRUBBA || HP: 60 || DIFFICULTY: *** /// -- ///
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There is one move that is an ABSOLUTE NECESSITY in this battle, and that is Mario's Special move Clock Out. Start the battle by using this spell, and make sure you press the button that appears near Grubba instead of the one near Mario and your partner! Seriously. Once Grubba is paralyzed, beat him like nuts with Power Bounce and Body Slam or Ground Pound, depending on whether you bring Flurrie or Yoshi, who are both good choices for this fight. Goombella's Multibonk is also nice.

Grubba has a whooping 60 HP, which is a real lot. When he does regain his movement, he'll be pretty tough, I can assure you. He's slow, but really strong. What he'll do is cast a spell to give him two turns every time you and Yoshi/Flurrie get finished, and then increase his attack power by 2, and then do lots of damage by flipflopping all over you. However, you got such a head start on him, that this won't be a problem. If necessary, just use Sweet Treat or even Earth Tremor.

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Grubba will then die here, allowing you to take the Gold Crystal Star. After that, Jolene will come in and tell you everything. She came from a poor family, and was the sister of Prince Mush. Hearing that Glitzville was opening a battle arena, Prince Mush became the champion of the Glitz Pit, only to have his fate with Grubba. Jolene knew this, and was secretly trying to help Mario defeat him. And she was actually "X", which would explain why a mysterious being like X gave you all this help and a new weapon.

Anyway, Prince Mush and the other missing fighters will be back, and Jolene will give you the Gold Crystal Star. That pretty much wraps up Chapter 3, once Mario gains the new skill "Power Lift".

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17. Unknown Area
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Anyway, Lord Grodus is once again taking out anger of Mario upon his servants, this time upon Beldam. Although, Vivian, Marilyn, and Beldam are planning some secret weapon to use again Mario. Now, for Peach. Enter the room, and TEC will want her to interrogate Grodus, about his plans. To do this, go to the previous room and enter the elevator, and then head right to the room with a green lamp

above it.

Once you're inside, open the lockers on the left to find a uniform, and then change in the stalls to the right side of the room, to be dressed like an X-Naut. Once you regain control, leave this room and enter the door at the far right side; this is Grodus's throne room. Talk to him; he'll tell you a little bit about the plan, but he will not tell you why he wants Peach. Return to the room where you changed, and then to TEC, and that concludes that.

Now for Bowser. He's inside the Great Tree, and once again we get a pretty amusing scene. He'll ask for the Crystal Star from the Puni elder, whose excuse is that she "gave it to some mustached fellow named Marty-o who wants to save someone named Princess Pinch". Believe it or not, Bowser actually knows whom she's talking about. After that, Kammy Koopa and the Puni Elder will have a fight with words, and that's that with that slow guy.

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18. Rogueport  
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We'll start off where we stopped, Glitzville. Head to the first screen of the town, and get back on the blimp to head for Rogueport. Once you get here, leave this screen and go all the way back to the entrance we first used to go into the Rogueport Sewers, and make your way over to the large yellow block, in front of the Thousand-Year Door room. Destroy it with Mario's hammer, and then use the trampoline it was on top of to get to that room.

Inside that room, you'll find that the fourth Crystal Star, the Ruby Crystal Star, is hidden in Twilight Town. Anyway, you'll automatically be taken to Professor Frankly's room. He'll tell you that there's a pipe somewhere in Rogueport leading into Twilight Town, so I guess you just have to look... oh wait, you have me, so that settles that problem. Go to the western side of Rogueport, and become paper Mario.

Slide through the sewer bars in the middle, and here'll you be inside the Rogueport Sewers (duh). Call Yoshi over, and ride him over to the platform on the left. Enter the room at the left, and enter the pipe... but what the hell? The pipe rejected you! Man, now that was cheesy. To get forward, though, you have to speak to Professor Frankly. Return to ground, and use the rightmost pipe to return to ground.

Go to Frankly's house, and tell him about the situation. He'll tell you that a citizen named Darkly, living inside Rogueport, knows the secret. Alright, he's easy enough to find. Head to mid Clock Town, between a screen and Merlon's house. Speaking of that, you may want to build Yoshi up there. That way, he can use Mini-Egg and Ground Pound five times instead of four. Oh, and his attacks and HP are better.

Enter the alley between the two by hugging against the wall, and then talking to the shady looking guy there. He'll tell you the secret: you have to have your name written down. So, he'll write "Mario" behind your back. Alright, now that was strange. Anyway, just return to the sewers through the holes in west Rogueport, and using Yoshi to get across the gap. Enter through the door, and go through the pipe to arrive in Twilight Town.

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## 19. Twilight Town

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The first thing you'll notice is that this is a sullen, gloomy town. And really dark and depressing. As soon as you arrive, a villager comes in and tells you to leave, but then a bell rings, and he turns into a pig! Scary. After that, the mayor Dour will arrive, and invite you into his house. First of all, look at the grass around the tree next to his house (at the north) for a STAR PIECE, and just a bit left of it is another STAR PIECE.

Now enter his house, and he'll explain that inside Creepy Steeple is a mysterious being who is ringing a bell to turn random villagers into pigs. Ouch, now that is just deadly. However, the Crystal Star is inside Creepy Steeple, giving you some incentive to go there. Anyway, head to the screen on the right, and lean against the fence to find a STAR PIECE. Talk to the guy guarding the path to Twilight Trail, and he'll tell you that you have to have the mayor's permission.

Fine. Go to the previous screen, but then the bell rings. Who this time? Enter the northern house to find no mayor... but a pig! Ugh, the mayor was the one transformed. As you leave the house, the bell rings again. Return to the gate keeper, to find out he was the new one transformed! Well, kind of convenient, but I assume you want to put a stop to such evil. Continue into the Twilight Trail.

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## 20. Twilight Trail

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When you start, enter the small beat down shack at the top to find a BLACK KEY inside. You know what that means... head over to the right, to find several new Goomba enemies. They're much, MUCH tougher than their predecessors from the Rogueport Sewers, since they'll raise their attack power a lot. Try to deflect their blows with B, that's really amusing. Anyway, hit all the brick boxes along the way, because one contains a SUPER SHROOM, and one does 10 coins.

Once you reach the next screen, have Koops get you the STORAGE KEY. Now return to Twilight Town, and enter their shop. Their back room is locked, but the shopkeeper will let you take anything there so you can help her husband. Once you arrive, open all four chests for a DEFEND PLUS BADGE, a JAMMIN' JELLY, a BOO SHEET, and a LIFE SHROOM. All very nice items! Anyway, open the treasure chest with the Black Key...

Come on, did you REALLLY think that this was a good chest? This one is the most evil of all of them, calling you an idiot the most times and speaking with as much cruelty as possible. Although as usual, you get a new helpful ability. Anyway, head all the way back to the final screen of Twilight Trail, where there is a log blocked the way. Press R and then rotate the left analog stick, and you'll become a small paper ball!

Yep, what a curse. Roll under the log, and switch to Flurrie. Blow this tree out of the way with her wind blowing, and then look behind the pipe that is then revealed to find a STAR PIECE. Now enter the pipe that was just opened, and just head to the left to enter the real woods. This place is pretty linear, though. Beat the flowers along the way, and break the box beyond it for a nice 10 coins.

Turn into paper Mario and squeeze through the grass, and then open the ? box for an EARTH QUAKE. Now just head left, and go to the next screen. Hit the ? box to find a HAMMER THROW BADGE (equip this right away!) and then continue

past the tree by using Flurrie's wind, to go to a part at the back. Just go to the right, and go to the next screen. Continue along the path from here, and then use the wind to reveal a delicate spot! Just Spin Jump on the good delicate spot to reveal a hole.

Enter, and you'll be at the far side. Head over to the right, and once a block BLOCKS the way, push it, effectively moving the other block at the other side away from a hole! Now jump back into the previous pipe to return to the real screen. Go into this next hole to jump out of another hole from the other side of the block, and... LOL. Now this is just hilarious, this. Good thing it's over, though. Keep jumping as you go right to find a SHINE SPRITE, and then you'll find Creepy Steeple.

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## 21. Creepy Steeple

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As soon as you enter, you'll walk around the road and find the gate closed. Now, this is getting pretty realistic, eh? Head over to the right, and ignore the well there for now. We'll have to go down that well pretty soon, anyway. Once on the right, use Mario's paper roll ability to get under the fence, and then head to the left side of the gate for a STAR PIECE. Then enter this large, castle-like building for good. It's pretty quiet and deserted for now, however.

Turn into a small piece of paper, and roll into the hole at the upper-left part of the room. Now, this room is addicting! Look behind the desk for a STAR PIECE, and collect a SHINE SPRITE, ICE SMASH BADGE, and COOK BOOK from the various chests in here. All nice gifts! Now return to the previous room, and push the star-shaped spangled banner... whoops, I mean... statue out of the way, and then jump into the hole that is revealed.

From here, enter the hole in the wall. I wonder who broke that? Just head to the right to find a secret room with a FLOWER SAVER BADGE. Hard on your BP, but can be worth it. Now return to the previous room, and go through the door on the left, and open the chest... HOLY CRAP! LOOK AT ALL THESE GHOSTS! Yep, the whole bunch of 'em will fly off, and then one particularly rude one will challenge you, asking how many came out. Answer 200, and let him fly away after he hands you an ULTRA SHROOM. Very good healing item!

Now return to the main room of the Creepy Steeple, and tell the Boos that you won't hurt 'em (although we will later). Now go through the door at the bottom, and head up the stairs fighting the enemies on your way. You'll see a red switch at the top of the stairs, and it's simplest to hit it twice, just in case. You'll hear big noises, that's for sure. In the room just ahead, it moves a staircase.

Thing is, in this room, there are three passages. The bottom one leads to a key to the boss's room, the top one is the boss's room itself, and the middle one is a stupid passage that cannot be retracted, leading back to the room with the 200 Boos. So try not to take that one. Once inside the room with a staircase, keep Spin Jumping the middle of the floor for a STAR PIECE. Now take the staircase up, while having Yoshi ready.

Board Yoshi and continue running until you face the gaps. Jump across them, and at the far side you'll find a STEEPLE KEY. Now we can go fight the boss soon! Return to the room with the staircase, and take the northern exit out. You'll find a red switch in this room; whack it twice so that the staircase will move to its proper position. Having done that, go back to the previous room and head upstairs.

Once again, use Yoshi to get to the far side, where you'll find a locked door, nice! Just go in there, and make sure you save along the way... head to the top and in to the door there, and heal with the block there if necessary. Once inside, you'll be greeted by the creature. It turned all the villagers into pigs for fun, saying "they roll in gloom, it's so sickening, why not make 'em roll in mud?". How evil. Time to fight this monstrosity!

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  \\ -- \\ BOSS: ???? || HP: 40 || DIFFICULTY: * /// -- ///
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Nope, it doesn't give a name for it, and you'll see why soon. Anyway, this fight is almost as easy as the one with Lord Crump at the beginning of the game, I'm serious. All he'll do is dive at you, doing a little damage every hit. Just beat him around with Mario's Power Bounce and Goombella's Multibonk, and then he'll get an opportunity to test out his copycatting ability! And thus, he turns into a dark version of Mario.

He'll be a little stronger now because he'll be jumping and hammering at you, which may do a bit of damage, but he's still effortless with a puny 20 HP left. Beat him a little more, and watch as he drops to the floor just like normal Mario would.

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Mario and Goombella (my partner at the time) will then leave, but...? What the hell? We're playing as Shadow Mario? Yes, the monster took your identity, and even though he turned into a clone of you, that's what he's made you, so now you're just a creature walking in darkness. Now that is truly something quite putrid, and what's worse is that when Mario got the Ruby Star, he became Shadow Mario and the dark one became Mario, so he still has the Crystal Star! And you're alone without any partners, since everyone believes the creature.

Well, this sucks. As you leave, you'll find the Shadow Sirens plotting an evil threat to kill Mario, using some mean old item called the Superbombomb. Too bad, Vivian lost it! So in general, Marilyn and Beldam treat her like dirt and leave her behind. Poor Vivian. Oh well, head back on the way to Twilight Town, avoiding enemies because you don't have any partners. Eventually, at the end of Twilight Trail, the monster that took your name and body appears.

He'll let you live if you guess his name, but note that the letter "P" is gone and talk to Vivian in southern Twilight Town normally. Not recognizing you, she won't do anything. Haha. But anyway, how's about we help her? Head over to the grass on the left, and shake it. A Superbombomb pops out; give it to Vivian, and she'll get all happy. She'll understand your problems, and then feel so sorry for you that she'll join you. But heh heh, she doesn't know that you're actually Mario, yet...

Anyway, head to the upper-right tree of the second screen of Twilight Town, and use Vivian's Veil ability with X. The crows on the tree will then speak of a being living within Creepy Steeple who knows this creature's name, so that's where you'll need to head. First of all, pass Twilight Town again and Mario will attack you again. You'll have to run, because he has some spell that's he using that prevents you from damaging him.

Continue beyond the creature, and head all the way back to Creepy Steeple like normal, except don't bother with the gate. Instead, enter the well at the right. You'll immediately see a SHINE SPRITE right near you. Just go right into the next room, and... HOLY CRAP! LOOK AT THESE THINGS! Too bad you have to beat them all, since they'll all charge at you quickly. Still, you'll get a nice

chance to try out Vivian, even if she is a bit short of her best ability, Fiery Jinx...

That will take awhile, but you'll finish it eventually. Collect the TORNADO JUMP BADGE from the red box, and then go over to the wall on the right. You can push it, even if it'll come down afterwards and you can't push it through the door. Can you guess what to do? Since your problem is being stuck on one side of the wall, push it as far as you can, and then use Vivian's Veil ability! It'll pass over you and you won't take one bit of hurt whatsoever!

Get the SHINE SPRITE as soon as you come in, and save if you wish. Then turn into paper rolling Mario (so purple) and roll under the hole, and then smash the delicate point in the floor to continue. Just head forward from there, hugging the wall for a STAR PIECE. Now head left, and roll through the hole to find yourself in a room with a parrot. It won't tell you hardly anything, however. First of all, there are some chests to get.

Grab the following items: a POWER PLUS BADGE, a MR. SOFTENER, a STEEPLE KEY, and THE LETTER P. What the BLAZING HECK?! THE LETTER "P"?! Yep, the parrot is stuck there guarding the letter "P" for Doopliss. Oh, speaking of Doopliss, hide in the shadows near the parrot, and he'll talk to himself about Doopliss; that's his boss, the imposter who took your name. Just use the Steeple Key here, and you can get out to the main path.

Continue back down, and return to the Twilight Woods where Mario attacks you, and tell him that his name is Doopliss. Now he goes crazy and spins around, dashing off in a wild fury towards the room you fought him first in Creepy Steeple. Alright, just go all the way back there, save and heal on the way, and then you'll find him with Goombella, Koops, Flurrie, and Yoshi, whom all believe Doopliss. They'll speak of the name "Mario", which perfectly infuriates Vivian. So you're stuck fighting with only Shadow Mario...

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  \\ -- \\ BOSS: DOOPLISS || HP: 40 || DIFFICULTY: ** /// -- ///
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  \\ -- \\ BOSS: GOOMBELLA || HP: 20 || DIFFICULTY: * /// -- ///
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Doopliss and Goombella! Yup, but don't bother fighting with Goombella, because Doopliss will just replace her for Koops, and then Flurrie, and then Yoshi... and Yoshi is a force you don't want to reckon. So focus all your strength upon just Doopliss. All he'll do is jump and hammer at you, which can be blocked with A or B. Goombella's a little more dangerous, but she still won't do anything that's too fatal. While Mario's Power Bounce is just that, fatal...

After two turns, Vivian will jump in and join Mario because, "he's the only one who's ever been nice to her". Which is quite correct, actually. Anyway, the fight just gets easier! Doopliss's Mario form is still a bit tougher than the original Doopliss one, but this still isn't anything too bad. Use Sweet Treat and Power Bounce invariably, while Vivian just uses her fire attacks. Just try not to run out of FP, and you'll be fine.

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Once the fake Mario disappears, his light passes on to the real Mario, shocking your companions. Doopliss will then become the shadow of Mario, but he can just as easily become his ghost form. And thus he gets away from Creepy Steeple, and joins those beeps, Marilyn and Beldam, who are looking for Vivian and discover that she joined Mario, will then see Doopliss running away and decide to help him. And by "beeps" I mean a word I shouldn't use here. ;)

Vivian will join Mario for real, and hand him the Ruby Crystal Star. Mario will gain a psycho amazing new ability, Art Attack. Doopliss is still alive, but we won't deal with him for quite a while. Now it's time to see what Peach and Bowser are up to.

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## 22. Unknown Area

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We start with Grodus and his X-Nauts; Lord Grodus hears from a minor X-Naut soldier that the Thousand-Year Door is weakening, in which Grodus finds quite favorable. That ends it for Grodus. And once again, Peach needs to go see TEC. Once she goes inside, TEC will again tell her stuff that she doesn't know. After a bit of a conversation, he'll change Peach to a quiz. Here are the answers to TEC's questions:

1Q: What will happen if you collect seven Crystal Stars?

1A: Thousand-Year Door opens.

2Q: What is the goal of Grodus, leader of the X-Nauts?

2A: To conquer the world.

3Q: What is the legendary treasure that waits behind the Thousand-Year Door?

3A: A 1000-year old demon's soul.

4Q: What does Sir Grodus wish to do with this ancient demon's soul?

4A: Bring the demon back to life.

5Q: What is required to seal up the demon again?

5A: Crystal Stars.

TEC will then let Peach go; even if you get one wrong, TEC will just start the quiz over from the beginning. Now just let Peach use the communicator to tell Mario about what's going on, and we get to see how Bowser's doing.

He and his old friend Kammy are in Rogueport, wanting to use the blimp to get to Glitzville (what? weren't they already there?). However, Bowser's rage destroys Kammy's broom, and then he gets in his ship and soars over to Glitzville, making Kammy do it the hard way. Of course, he neglects the low fuel in his ship, and then between Rogueport and Glitzville, his ship sinks right into the ocean. What a great fate.

Yay, another Super Mario Bros. level, this one underwater! Just continue moving along, flaming every box along the way and trying to collect meat to become huge, invincible Bowser. Once you reach the end, he'll get to the surface and you'll reach the flag; he's in Rogueport. Kammy will arrive and talk about how much fun she had, and then Bowser will flame her in absolute anger, and tell her to go out and find Mario. Nice job, Bowser.

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## 23. Rogueport

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And now we return to the Rogueport Sewers... anyway, once you arrive, head to the previous room, and ignore the enemies on the floor. Take the pipe up to the west Rogueport, and then head east, until you find the usual main pipe. Once inside, just head right, slide through the bars right off the bat, enter the pipe, slide down, enter the pipe, use the trampoline, head left, go to the Thousand-Year Door, and you'll find that the Sapphire Crystal Star is at an

island called Keelhaul Key.

Professor Frankly, quite frankly (I LOVE MY PUNS! :)) will freak out when he hears that behind the Thousand-Year Door is a demon. He'll tell you a little about Keelhaul Key, but you're stuck on your own trying to find a way over there. First of all, enter the bar and speak to the pirate in red over at the table to the right. He'll agree to go if you get the Crystal Star and he gets everything else, so follow him over to the harbor.

He'll explain that you don't have a navigator, though. So you're stuck trying to find one. Someone will explain that a grumpy man named Admiral Bobbery will help, but he hasn't been around much. First of all, head to Professor Frankly's house and ask for directions, and then head east to find the next door house, Bobbery's, is locked! Alright, there's a secret way in. Use Yoshi, and then go south of Bobbery's house.

Jump across the gap, and then get off of Yoshi, and walk up the crates to get on top of the roof. Spin Jump to collect a STAR PIECE, and then use Yoshi to fly to the next roof. Collect a SHINE SPRITE to the far right, and then head to the very top side of the roofs to find another SHINE SPRITE. Just head a bit right from there, and get between the roofs to find a STAR PIECE, and then go over to the house with the hole in the chimney, and roll inside.

Well, that was a bang, to say the least. Speak to Admiral Bobbery inside, who refuses to help you and makes you leave. However, enter the bar and speak to the bartender at the counter, and he'll explain Bobbery's story. It's not as sad as he goes on about, but it's still pretty sad. Bobbery used to be madly in love with a woman named Scarlett, but he also loved to go out to sea, and Scarlett approved to that. However, once when he was on a long sea trip, Scarlett suddenly got ill and died. And thus, Bobbery considers it his fault.

The bartender does, however, have a letter for Bobbery in which Scarlett had written before she died. Give it to Bobbery, and then his spirits will return to him! As an energetic old dog of the sea again, he'll go over to the harbor. Speak to Flavio on the boat, and then the group will sail away... as an X-Naut confirms that an agent named "X-Naut Black" has secretly boarded the vessel. C'mon, don't tell me you didn't know that fat guy with the glasses and dressed in blue wasn't an X-Naut...

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24. Keelhaul Key  
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Like a journalist, eh? Flavio will be writing in a journal, talking about how the voyage has been going. Eventually, on the third day, almost up to the point where they find Keelhaul Key, the ship stops. A Bob-omb goes up to check what's wrong, and ARGH IT'S A GHOST RAID! A thousand blue spirits will appear all over the boat, and the way Flavio is shaking in complete and utter fear... SHIVER ME TIMBERS! Haha! You know you have to laugh. YOU DO!

And anyway, the ship will sink to the bottom of the ocean. The secret X-Naut agent, some other guy, and Bobbery are missing. However, you landed on Keelhaul Key, so that's a bonus! Head east to find Flavio and a pirate fighting about absolute nonsense. Go figure. Following, a group of ghosts will immediately attack, so that's something you need to take care of. These Embers are easy, just don't hit them with Vivian's fire attacks, any of Mario's Jump attacks, or

Goombella's Headbonk ability.

Once they're gone, they'll leave you, Captain Mario, to do the investigation around here. First of all, head along the western path, and a mole will rise from the ground. C'mon, you know the famous act of whack-a-mole, right? Just smack it with your hammer, and it'll drop an awesome healing item called the WHACKA BUMP. This restores a whopping 25 HP AND 25 FP! Now you simply cannot beat that.

Now that you're done doing that, buy something from the toad shop a little bit above the beach and where the Embers attacked, and head east along the path. Be sure to Spin Jump near the rock for a STAR PIECE, though! Now head near the water, and look around to find another STAR PIECE there. After that, go to the screen on the right. Look around the path and hug down to find a STAR PIECE before going to the next screen, though!

Once here, search the first bush you see to find a STAR PIECE. Hit the red box along the way for a HEAD RATTLE BADGE, and then the one just near it for a COURAGE SHELL. Haha! The enemies here can be a bit of a nuisance, though. The Putrid Piranhas, for an example, are just plain, well... putrid. Eliminate them as fast as possible, preferably with an Ice Storm. Check the bushes right beyond to find a MINI MR. MINI.

More Putrid Piranhas! How completely infuriating! Beat them off, being careful not to fall into the water. And along the way, find a block and then jump into the air, which will reveal a block. We can't bother with that yet, though. Continue, hugging the vines to find a STAR PIECE along the path. Now continue to the very end, beating off the Fuzzies on the way. Enter the opening, and then head up the hill to the left.

Still going behind the wall, NORMALLY jump across the gaps, while keeping Yoshi ready. Once you find that block we revealed earlier, fly over there as Yoshi, and then fly over to the next platform and head up. Now use Yoshi to get over to the left, and carefully! You don't no wanna go all da way back up here, doncha a shootin'? Alright, I'll shut up. Fly over there, and jump the box there to find a SHINE SPRITE.

Continue across the path to the right, after having Yoshi fly you back, although you may miss. Collect the THUNDER RAGE along the way, and enter the next screen to find the crew being attacked by a group of Embers. And the X-Naut is there too! Bobbery will demand that he and the other crew member get you back while he fights off the Embers, though. And so that's what happens. The X-Naut carries you back, and then gives you a classic line. "You there, in front of the TV! Yeah, that means YOU! It's pretty obvious who I am, but no telling Mario!"

Honestly, how much of a joke does Nintendo wanna pull here? Yoshi's right in thinking he's lost his marbles. Anyway, follow Bobbery across the path, and jump down to the platform below to collect another SHINE SPRITE behind the vines. After that, head to the left side of the bridge, and walk down the little stairs near the entrance. You'll spot them, if you look closely enough. Walk down, and then jump into the pipe.

You'll now be on a small, classic, tropical little island esque. Head to the right, and whack the tree to get a COCONUT. Don't do anything with it yet, though. Now return to that bridge and let's see Bobbery out! He'll talk about "this being how an old man of the sea meets his end", but where the hell is he? Simple. Smack the tree, and then he comes down, followed by two Embers. Better beat 'em, eh?

Thus follows a pretty sad scene. He mourns about the bad times of his life, thinking he's about to die. However, his last wish is that you bring him a Chuckola Cola, the last drink he had with Scarlett. To get it, return all the way to shore, and speak to Flavio there. Hand him the Coconut you picked up from the tree, and you'll get the CHUCKOLA COLA in return. Now, return all the way back... I know, it's annoying, but that's life.

Hey, this isn't as bad as going to Creepy Steeple, fighting boss, going back, going to the steeple to find boss's name, going back to give the boss his name, and then going all the way back, making us go through the stupid long woods a grand total of five times. Anyway, when you find Bobbery, give him the Chuckola Cola and he dies near the tree... breathing and snoring, if you wanna call that dead. Hit him with your hammer real quick, and he'll wake up and join you, thinking he was gonna die.

Another new party member, eh? Bobbery is the "pretty slow, one big hunk o' guts" type of character. He can blow himself up (WHAT THE FRIGGIN' HELL?!) to destroy cracks in walls, and he's a pretty useful character in battle. Anyway, go to the camp where you crashed, and speak to Flavio there. Knowing that there's a secret beyond where you gave Bobbery a whack, he'll join you... but not in battle! No! Temporary, and you can't use him! That's final!

Make your party of Mario and Yoshi, and then go beyond where you gave Bobbery the Chuckola Cola, and then Flavio will wait as you try to figure out the puzzle. Listen to Flavio, and he'll sing out the answer in full-pitched melodies, however. =P First of all, examine the large gold skull, which has a place to put the Skull Gem, in which Flavio has. Ask him for it, and he'll give it you temporarily. Put it inside the eye of the gold skull.

Ay?! The red and blue skulls come to a bit more life. To finish the rest of the puzzle, jump on the red mustached skull three times, and hammer the blue mustached skull four times, and you'll find a barred door on top of a platform, following that. Throw Bobbery up there, and he explodes himself along with the door! How Bobbery can live through this, I have no idea, but he can. Anyway, the gold skull is gone. Just enter, to find a pirate cave...

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25. Pirate's Grotto  
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Ugh. I absolutely loathe this place with a passion, but I suppose that's just me. After a bit of talk with Flavio, look behind the barrels right near the entrance to find a RUIN POWDER. Then save, and go to the next screen. Once here, jump to the ship in the water just ahead, and make your way to the top, where you'll find a SHINE SPRITE. Nice, nice! Now head down the ship, and jump over to the left and beat off a simple Ember.

After it's gone, jump to the platform on the lower-right to find a STAR PIECE. They grow on trees, you hear me? Now continue up, to find a spike trap in front of you! There's one short, easy way (riding Yoshi) and one long, hard way (using Vivian's Veil ability) to get past them. Use whichever one you want; doesn't matter to me! On the other side, enter the door and across the long path, you'll find several Bullet Bills coming out.

These are the easiest enemies in the game besides Goombas, just try to hit them first, since they blow themselves up to do 4 damage to you. One attack will finish them, though. Make sure you jump and get a head start on all of them you don't get a first strike upon you, though. When you finally reach the end of the path, fight the Bill Blasters there, trying to finish them off with a couple of strong attacks.



Go beyond the cannons, and some stupid ghost will moan out to you, trying to scare you to leave. Totally ignore that, and jump down the ledges to the bottom of the room, and cross the path to the right. Use Yoshi to jump across the gap, fighting off that big Kirby in here. Wait, that's not Jigglypuff either, that's an easy Bulky Bob-omb, close enough. Beat it, and head right to yet another screen on the right, making sure that you collect the SHINE SPRITE along the way by jumping to it to form a block.

Head up the long path, and head to the top. Jump over to the ledge on the left, and throw Bobbery to the ledge there, so that he'll bomb the switch there, opening a door at the bottom. Man, he should be named Bombery, that's close enough! Once again, the stupid ghost warns you. Nothing but annoying, just plain ignore it. When you enter, Spin Jump right near the entrance to find a STAR PIECE. Told you they're everywhere.

Now continue along the left, where you'll find a room with a load of machinery. There's a machine here which will raise you up, but you have to hit the switch at the same time you're on it. First of all, hit the red switch at the bottom until the elevator to the right is down (the one at the right, that's important, not the one on the left!), and then lean against the switch, facing Koops in the opposite direction.

Jump over to that elevator, and make Koops finish it off by raising you up. Once you rise to the top, hop over to the ledge on the right to find a GROTTO KEY there. Now we can unlock another door; too bad it doesn't lead to the boss. After you do that, switch to Koops and hit the switch a few times back and forth, and then jump on the platform when it goes down. It'll go up again, which is when you strike. Make Koops hit the switch, and then have Yoshi fly over to the crate which will rise to the left, so that you can collect a SHINE SPRITE.

That was annoying enough. Now head back to the previous room, and all the way down the long hill that we used to reach the room where you hit the blue switch, and open the door there with the Grotto Key. Once you're inside, Spin Jump the middle of the room for yet ANOTHER STAR PIECE. Nice. Now, follow the path to the next room, simple as that. Once in the next screen, head right, and have Koops get ya the SHINE SPRITE.

Now return, and take the path on the left. There's a long line of spikes here, but you need to use Vivian's Veil ability to get past it; Yoshi's running skill doesn't work, sorry. :( Once you complete that long task, you'll find a Shine Sprite a bit in the air. Just hammer the shadow of it, and then a block will form. Jump on top of it and then jump to the air to collect the SHINE SPRITE there, and head across the bridge, fighting the Ember along the way. And once again, continue left, until you enter a small ship there...

Talk to the black chest there, but of course, Mario's not gonna fall for that trick again. The monster in the chest just wants to get out; even if he's disappointed that you won't fall for his trap. However, a ghost in this room has the key; it'll appear right off the bat. Beat it normally, and then you'll get the key to the chest. Well, this one is a lot nicer than the others, even if it does curse you to be able to turn into a paper boat!

Time for some returning, now. Go to the room right before the one where you got a Grotto Key, but don't sail down the waterfall yet. Sail to the right, and then go through the waterfall there to find a DEFEND PLUS P BADGE. Nice; now return to the previous and sail down the waterfall. Head left, left, left... until you reach a place to dock the boat. Now get off of it, and jump to the boat on the left! You'll find a GATE HANDLE there; that's what we need.

Jump off of the boat, and hop to the ledge where you got a Star Piece quite a while ago. Now jump over to the left, using Yoshi to cross the spikes. Once you reach the room across them, to the right, use the Gate Handle on the right, and you'll open a door leading into the very depths of the Pirate's Grotto... now, just hop over to the right, continue... until you reach the room where you first used the paper boat. You know, the room right before you got the Grotto Key. That one.

Now just go down the waterfall, continuing right, until you see yourself in the water of the screen where you opened that gate. Yeah, that. Sail down the waterfall on the left, and then just sail over to the right once you reach the next screen, but be very careful to avoid the waves here, trust me. Keep sailing up and down, trying to avoid the waves, until eventually you reach a larger mass of water. Good. Keep going right; the waves just got even easier to dodge.

When you reach the next screen, you'll find Francesca, Frankie, and about a hundred toads deserted on a large ship. God almighty, how can all those people stay on that one tiny ship, and NOT sink it? Alright, enough ranting. Just head all the way over to the right until you find a wooden panel for a boat. Heh, just hop into the pipe near it. You'll appear... somewhere else, I'll say that much. Keep heading left, until you climb up and enter yet another pipe.

After you do that... OMG YOU CAN TURN INTO A PAPER AIRPLANE! Oh wait, we could do that in Petal Meadows. Turn yourself into an airplane, landing on the islands along the way, with pipes. Using this to land on the both of them and hitting the blue switches on the way, platforms will appear in which lead this huge plethora of toads and the young, eloped, married couple of Francesca and Frankie to their freedom.

Head all the way back to the boat, using the boat panel to get to the island on the right. After some gushy thanks, head to the next screen, and then "X-Naut Black" appears, even if Mario STILL can't figure him out. Hop to the boat in front of you, and heal and save with the blocks. Now enter through the door on the right, and that ghost will mourn AGAIN. Ugh. Well, it ends in the next room. Time to face a battle with this very... Spanish... and dead... pirate guy.

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  \\ -- \\ BOSS: CORTEZ || HP: 60 || DIFFICULTY: **** /// -- ///
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Another complete joke of a boss (like Doopliss, for example?). Not on your life. Cortez is by far the hardest boss we have yet to face, with the highest HP and swords that can slice you in half. Anyway, I'd recommend Mario and Vivian for the majority of the battle, and a good 5 SP is very helpful. Anyway, Cortez has three forms, the first two having two targets: a head and section of bones. Every 20 damage you give to Cortez, he will change forms.

The first form is really easy, though. Use some minor items like Mushrooms when Cortez deals lots of damage out, not major items such as Whacka Bumps or Ultra Shrooms. Try not to use too much FP, just 5-10 or so. Eventually, the bones around Cortez's body will weaken, and that's his next form. Sounds like he'd get weaker, but he didn't. In fact, he'll spend a majority of the fight prepared for a bone attack in which will do 7 damage or so to both of your characters. Not a thing I like.

Do not use Sweet Treat, no matter what. Beat up on Cortez with power, but try not to waste Power Bounce, and instead use Fiery Jinx and Power Smash to hurt the bone pile, until Cortez's body falls to pieces, and he's left with only a

skull and four weapons: swords, rapiers, hooks, you name it. Believe it or not, this is BY FAR his toughest form. The swords all have 4 HP, but you cannot jump them. And you cannot hammer them either. And they defend Cortez.

Combining, the Cortez party will all do about 10-12 damage to both Mario and his partner here, which is not something you want to face. Start by launching your all-out offensive! Use Art Attack, and make sure you circle around EVERYTHING. Cortez will suffer quite a bit through that, although he'll eat the souls of the crowd afterwards. Remember Hooktail doing that? And the swords will quickly get up. But we don't have time to bother with those now, do we?

While you're still alive, switch Vivian out for Goombella, and Power Bounce and Multibonk Cortez to the very last of his days! It matters! Don't bother with defense, except maybe to cast Sweet Treat so that you can restore your HP and FP. Trust me on this; this battle is really tough, so it's quite easy to understand if you lose.

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Cortez will fall... only to come back to life! He won't let you take the treasure under any circumstances; he cannot die, and he'll spend the rest of his days guarding the treasure, even if he believes that it's nearly as boring as death. However, Mario will tell Cortez he doesn't want the treasure, just the Sapphire Crystal Star. Cortez just hands it over, because he didn't like that treasure much anyway. And thus the chapter ends, after you learn Sweet Feast! ...Except, how do you plan on getting out of Keelhaul Key?

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26. Keelhaul Key  
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Now leave this boat on Pirate's Grotto, and you'll be returned to shore, to find Flavio there, of course. Obviously, he's a bit angry that you can't get the treasure, but ah well. Now you have to free the survivors inside the cave; just go over to the cracked wall, if you have a Whacka Bump. If you DO have a Whacka Bump, then head to the left of the cracked wall and hit the mole over the head again; he'll drop the usual Whacka Bump.

After that, use Bobbery to bomb the wall, and the toads and two lovers will exit, and then everyone reunites at the beach, only to hear cannons firing. Yep, ol' Four Eyes is on a vessel of his own, shooting off cannons at you. He was an X-Naut all along, you betcha. He'll then take off the pirate clothing, revealing himself to be none other than Lord Crump. Man, won't this guy ever give up? Not really, but you've got to do something about him.

Head west, into the wall you just opened. Go to the dark pirate ship, healing and saving as you go, and Flavio will speak to Cortez inside. And as you might expect, Flavio is shiverin' me timbers again, shaking like a wet dog. Eventually, Cortez and Flavio make a deal that the skeletal pirate lends them the ship in return for the joyous pirate giving him the Skull Gem. So it's a deal. The dark ship sets out, with the Embers (yup, they're your friends now) attacking the X-Nauts, as Mario and his partner go for Lord Crump.

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\\ \ -- \\ \ BOSS: LORD CRUMP || HP: 50 || DIFFICULTY: \*\* /// -- ///  
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Oh my god, not Lord Crump AGAIN. He obviously offers a stupid line upon the beginning: "Time to turn you into wee seeds! Uh, seaweed! Buh huh huh huh!" Typical of the idiot. Anyway, time to beat his ass all over the ship. Start by

having Mario and Goombella in the party, but ignoring the X-Nauts. Lord Crump will just send in more of them, so there's no use. He has two forms, similar to Cortez, with the first one having 30 HP and the second one having 20 HP.

Anyway, just use Power Bounce, Multibonk, and Power Smash away at Lord Crump until eventually, he grabs the bars on the top. This COULD have the potential to damage you, as he drops a bunch of X-Nauts down to do about 5-6 damage to one character. Still, if you beat Cortez, it's no problem. Use Jump attacks all the way, until he runs away... and comes back, "down but not out". With, of course, a million X-Nauts and after healing himself a bunch of times. Still, only 20 HP left. Not hard.

To finish the battle, just jump on Crump several times, not paying one bit of attention to the X-Nauts; even though they're strong, they won't come back. Continuing with attacks such as Art Attack, Power Bounce, Multibonk, and Earth Tremor, you'll win without a question. I'm serious here; the day I'm afraid of Lord Crump is the day chickens give milk.

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Crump will call out a retreat, letting you keep that Sapphire Crystal Star. Yay! Now Cortez can take you and your group back to Rogueport, but what's going on with Peach, TEC, Bowser, and Grodus?

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27. Unknown Area  
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Grodus, obviously, is yelled at Lord Crump because of how much he failed during that battle. Anyway, he'll also order Marilyn, Beldam, and Doopliss to attack Mario, which really wasn't that eventful... anyway, over to Peach, who was called by TEC. Once she's inside, TEC will beg her to collect a data disc for her in Grodus's room, by concocting a potion and turning invisible. Anyway, TEC will take you to the main hall.

Head over to the elevator, and TEC takes you to the floor you need. Head over to the far left, until you find a door with a green lamp above it. That's the place. Once in here, you'll have to brew the potion itself! However, you have to put four beakers in the right places, so that you can get the right mix. You can find it out on your own... but then again, I can tell you the answer to it.  
;)

Start by grabbing all four potions on the table, until you have a Red Potion, a Blue Potion, an Orange Potion, and a Green Potion. Put that green beaker on the far right, and put the orange one next to it. Near the orange beaker can be put the blue beaker, and at the far left is the red potion. Good, that's what we want. Red, Blue, Orange, Green, from left to right. Now head over to the left, and let's prepare the mixture!

An empty cup will then be dragged over by conveyor belt so that you can pour the potion into it with the buttons. Whenever the beaker stops, PRESS THE BUTTON AND POUR OUT THE POTION. Very important! Once it's done with all the stops (it ends with the Green Potion), it'll move over to the right, where TEC will stop it, and then heat it for 30 seconds. And YOU have to stop it after thirty seconds, without a timer.

This sucks if you don't have a timer/clock in your room; it's easy if you do. What I did was finish TEC's dialogue when the clock in my room hit 10:54:30 PM (the time it was currently when I was doing it, with 30 obviously being the seconds), and then wait until it got to 10:55:00, while my Peach was hugging

the wall and the A button was ready. Once it reaches 30 seconds, stop it, and if it was done right, the potion will be a bright green.

Heh heh... the funny. Once Peach drinks this right potion, her face and body will disappear, but her crown and dress won't. So she has to go around with an invisible naked body; but we do not get to see her, so don't worry about THAT. ;) Anyway, now that's we invisible. Leave the room and head to the far right; you'll recognize this room, but Grodus isn't here. Head to the room behind him, and check the counter at the upper-right.

On that counter is the data disc. Upload it to Grodus's computer, which is in turn uploaded to TEC. Now Peach will put the data disc back, to make it look as if it never happened. Go back to the room with the green lamp, where you brewed the potion. Like usual, an X-Naut guard is stupid. Once Peach puts some clothes on, she'll drink the potion and turn back to normal, where you can go back to TEC's room and talk to TEC, who allows you to send an e-mail over to Mario. And thus, Peach is dismissed.

Now for Bowser! He's in Twilight Town: the usual, he's moaning about not having any Crystal Star, with Kammy Koopa calling him things like "Your Putridness". Eventually, he finds Lord Crump there, and they begin calling each other names, questioning each other about what they know about the Crystal Stars. And it ends pretty funny. Crump calls a hundred X-Nauts, Bowser calls a hundred Koopas. And then Crump will throw the Superbombomb at Bowser. Hah, it hits his nose without going off. Bowser flames it, and... BOOM. Not too bright.

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28. Rogueport  
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Cortez's ship, the Black Skull, will send all the toads, Mario, and his buddies back to Rogueport, but Frankie and Francesca will remain on Keelhaul Key, since they like it and are used to it, although the reason is probably because they want to get away from Don Pianta. You can draw your own conclusions. Anyway, head up, speak to Luigi on the way if you want, and go over to the right to find a dock where you can use your Paper Boat mode.

Turn into one, and then sail over to the left. Continue forward until you reach a platform with an HP DRAIN BADGE and a STAR PIECE lying around. Good secrets, eh? Now return there, and press Y again to turn back into normal Mario. Head up the stairs, and let's go to the Thousand-Year Door while we're at it. Enter the sewer like normal and head to the Thousand-Year Door, where you'll learn that the next Crystal Star is in a place called Poshley Heights.

Professor Frankly will explain that Poshley Heights is a place where a bunch of rich people live, and thus, this Crystal Star will just be a piece of cake! However, to get there, you have to take a three day trip by a train called the Excess Express, and only Don Pianta can get you a ticket. Ha ha ha. Anyway, before seeing Don Pianta out, head over to the right, to find Merlon outside. He'll tell you of a secret in Hooktail Castle, near where the chest curses you.

Alright, let's deal with that soon! However, first enter Merlon's shop and use your Shine Sprites to transform Bobbery, giving his even more HP and a new ability, how nice. Leave Merlon's shop, and use paper thin Mario to squeeze between the two buildings on the right. Now head downstairs, and go over to the boat panel. SURELY you can guess what we're gonna do now, right, my darling reader? =)

Start by using the boat panel to reach the ledge on the left, where you'll find a DOUBLE DIP BADGE. Now just use Yoshi to cross the gap, and find a SHINE

SPRITE there. After we've done that, go all the way back using the boat panel, and head east, back between the building, and into the nearby trouble center. Look at the list there, and take some of the troubles if you wish, but the main ones we need to take are the ones of ???? and Zess T.

Take on the one of ???? first, and go to the central area of Rogueport. Enter the bar, then go upstairs to the inn. Exit through the left, and continue going west to find Ms. Mowz there. Well, you had to wonder why you hadn't found her for a while. She wants you to find an elusive badge for her, inside Hooktail Castle. That's our next destination, you bet it is! Now return to the Trouble Center to take on Zess T.'s problem, and then head to her usual house.

Hand her the Cook Book you got from Creepy Steeple, and she can now use two items to cook a recipe! Good, that's a thing I like. Take the HONEY SHROOM she gives you, and then head to west Rogueport. Might as well finish Rogueport while we're here, eh? Head to the very west side of the area, until you can't go west anymore. Use Bobbery to blow open the cracked wall there, and then enter to find a SHINE SPRITE. That, I simply like!

Return to the main part of west Rogueport, and enter the shop right near the wall you just blew up. You don't have to give the shopkeeper the "yellow" password again; just enter the door on the left. Once inside, head upstairs to find da boss sick in da bed because his daughter's gone and da boss is sad. Alright, I'll stop talking in this mock-Italian way! Agree with the servants to find Francesca, and that wraps that up. You know they're on Keelhaul Key, but let's do a side quest first.

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29. Hooktail Castle  
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Yawn, I do grow weary of this dungeon. But anyway, first go to the room where you fought the Red Bones, and enter the cell with the bars you can enter. Once inside, Spin Jump the floor there for a STAR PIECE. Now slide out through the bars, and head east, all the way over to the room where you got paper Mario mode from the cursing chest, and head east. Make sure Bobbery is in your party, and make him slick blow 'dat wall in da room where you's a gotta dat Black Key. Okay, I'll really stop!

After you blow the wall up, enter to find an UP ARROW. Your partner doesn't know what this is, and decides to ask Merlon when they get back. Anyway, as for the next step! Return all the way over to the room where you fought Hooktail, and use Flurrie to blow the barrier in the middle away, that prevents further access. Once there, you'll find an ATTACK FX B BADGE inside, another badge which changes the sound of your attack. In other words, pretty useless. ;)

Despite Ms. Mowz wanting it. Return to Rogueport and give it to her, but it turns out it was all a test. She hid it in Hooktail Castle, wondering if you could find it. She decides that she'll join you, so she can do some more hunting and flirting. =P Also, go to Merlon's house, and he can now build up your characters twice! If you can, do this, especially with Vivian, Bobbery, or Yoshi. After doing that, head out to Keelhaul Key using Cortez's ship.

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30. Keelhaul Key  
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Head over to the first screen on the right, to find both Francesca and Frankie looking upset, because they lost their wedding ring. So thus, they're not really married because they don't have it. =P Their wedding ring is very simple

to find. Just go over to the tree you whacked Bobbery out of quite a while ago, and you'll find the WEDDING RING there. Now take it back to them, for an EXTREMELY funny scene. Frankie has to say he looks Francesca 100 times, and you have to listen to it the whole time, with a count to the lower-right. ;)

And thus these two lovebirds forgive each other, and run back to Rogueport. Use Cortez's Black Skull to return to Rogueport, and from there, take the usual path back to Don Pianta's house. Once inside his house, speak to them, and then Don Pianta will retire. Har! Frankie, as usual, has to call Francesca things like "sugar baby" and the such, and calling Don Pianta things such as "Sir Boss". Reminds you of Bowser and Kammy Koopa, eh?

Don Pianta will leave, and thus Frankie is da boss. Alright, THAT WAS THE LAST TIME I'LL SPEAK LIKE THAT! You'll get the TRAIN TICKET on the way, so just go over to the place where you boarded a blimp for Glitzville; in other words, north of western Rogueport. Except, your partner will mention that it's in Poshley Heights, and then Beldam will appear, threatening you. Uh huh. Really. Just go over there, speak to the second person on the left, and now we're riding the City of New Orleans... or rather, the Excess Express.

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31. Excess Express - Day 1  
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It starts off as a peaceful ride, although you'll quickly notice on the floor, a note saying that if you continue on this trip, you'll end up in a sticky, dark fate. Heh heh! Now I'm starting to like this. We're going to have to do a fair bit of detective work on this train, so put your thinking cap on here, Sherlock. Before leaving this room, get the SHINE SPRITE near the lamp, though. ;) Now leave the room, and head on over to the kitchen on the left.

Talk to all the characters on the left, who are engaged in an argument. There's some penguin guy named Pennington, who just so happens to be a detective. However, he needs your help for that, because he thinks you're guilty of the case. Well, that is, taking a simple bowl of stew. So now we have to find it. Head east, until you reach the corridor past your own room. The whole floor is littered with pieces of spilled stew.

Ha ha! Now go into Room 003, where you'll find a fat, female toad with a fork in her hand, claiming that the empty bowl of stew is not in her drawer. Baha. Look in her drawer to find a bunch of magazines about gourmets, on top of an empty food bowl. So she was the culprit. Take the GALLEY POT there, and then you'll have a talk with Pennington. Now meet him in Room 006, east of the kitchen. He'll elect you as an assistant, although he thinks your name is Luigi, not Mario. Funny.

Now go over to Room 008, and speak to the little Bob-omb boy there, who puts you on a puzzle. Speak to him twice to get hints of what he really wants, and then speak to the conductor on the left, who will tell you that the boy wants to be a train engineer when he grows up. Which means he wants this conductor's autograph. What is with people and their autographs, anyway? Bah, just head over to the very far eastern side of the train.

Speak to the train conductor there to get an AUTOGRAPH, and then return to Room 008, where the boy will give you a SHINE SPRITE. Now speak to Pennington again in Room 006, who is growing confident of you. Afterwards, talk to the

conductor, who says that he has a missing blanket and therefore cannot sleep. Alright, Detective Mar... I mean, Luigi, is on the case, in that case. However, along the way, head east and speak to the woman with a dress in the kitchen, who is missing a pair of earrings.

Go to Room 002 after that, and speak with the woman there to find she is missing a ring. Seems that quite a bit of stuff is lost, eh? We'll handle that soon. Now go in Room 003, talking to the fat toad who took the bowl of stew. She'll tell you that she's hearing strange noises from Room 004, yet no one is there. Ha, it's a ghost! Just enter Room 004, and use Vivian's ability, so the ghost thinks you're not there. Before the ghost fades, immediately speak to him.

His problem is that he's stuck inside this train without going off to his afterlife, in fear that someone will read his diary. Bottom line: if a person reads his diary, even if it is pretty generic, he'll kill them in seconds. So... you can't read it. However, we still need to find it. Go past Room 008, and speak to the conductor, who will let you in the storage room. Once inside, just get between the two crates at the far side, and you'll get the RAGGED DIARY there.

I was right in saving before I took my chances reading it, because then the ghost will immediately murder you. =P Return to the ghost's room of 004, and hand it back to him. He'll be pleased, and will not leave the world yet, because he's so used to the Excess Express. He's give you the blanket; hand it over to the conductor, and you'll get a MUSHROOM. Now it's time to call it a day. Go to Room 005, which is your room. Happy dreams!

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32. Excess Express - Day 2  
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Just like any other detective, we wake up on the case. A pretty short case, and then an adventure. First of all, head to Pennington's room (Room 006, duh). Ignore that e-mail along the way; it's just the boring news. There's a mouse guy inside his room who's lost his briefcase, which has a Nitro Honey Syrup in it (WHAT THE WORLDLY HELL?!). If it's mixed with a gold ring and earrings, the effects are destructive.

Remember a gold ring and earrings? This means that there's someone suspicious on board, and that person is a ghost. Ah yes, and enjoy the classic line that Pennington delivers along the way, believe me! After that, go to Room 001, that of a famous actor named Zip Toad who just so happens to be on board. That's the VITAL PAPER. Weird. Hand it over to Pennington in Room 006, and that's quite suspicious indeed.

Well, it's clear that something is weird with Zip Toad. Go to Room 005, and use Vivian's Veil ability, and thus Zip Toad will appear! Wait until he goes over to the right, and then get out of the shadows and chase him! He's really angry, but someone is indeed impersonating him. Catch him, and thus he has no chance but to report to Pennington, as well as hand over a BRIEFCASE, SHELL EARRINGS, and GOLD RING. Give the businessmouse (who ever heard of that before?!) the briefcase, and the train will stop at Riverside Station to refuel.

As you stop, a bunch of people will greet the fake Zip Toad, who was actually Doopliss that entire time! Wouldn't it have been nice if we had finished that bastard off, right off the bat, from inside that train? Too bad we didn't know... but anyway, he'll speak about working with Beldam, and then leave. Anyway, we'll now have to get off. However, give the Shell Earrings and Gold Ring back to their respective owners, who will give you a STAR PIECE and 30 coins. Not bad.



Now take the door between the train driver's room and Room 001, and there we are at Riverside Station. However, Doopliss, the usual guy to pull a prank, has raised the drawbridge so that trains can't pass. What a complete bastard. However, some guys will tell you that you can get inside the building here and raise it. Talk to the person near the drawbridge to collect a STATION KEY, and then use it at the northern door, to enter.

I don't like this place at all, but I suppose it has to be covered. Once you enter, head east, ignoring the chest at the top. Trust me, we can get that later! Head over to the right, and once you reach the next room, roll under the bars to find a switch. Hit it there, and then whoop-de-do, a golden staircase appears! Well, not gold, but it's a staircase all the same. Take it up, and two Ruff Puffs will appear. You know how Puff enemies work.

They're not that hard, so beat 'em for some fun, and then head up the staircase on the left. Heavy machinery lies here, eh? Use the rotors at the top as well as you can, so that you can get to the side on the right. Better have Yoshi ready now. You'll have some machines with platforms going up to down, up to down... make sure you time it right, so that you jump when it's absolutely necessary. Continue doing it quickly, until you reach the upper-right side.

Now go over to the right, and jump down. When it is possible, use Yoshi to get to the opening wheel on the right, and from there, use Yoshi yet again to fly over to the collection of a STATION KEY. And right behind that platform, you'll find a STAR PIECE. Just jump all the way down, returning to the first room of the station, and using the key. Once you unlock that door, you'll be outside the Riverside Station, but still inside... literally.

Head right, beating the Poison Pokey enemies along the way. They are very, very annoying, but I suppose they're tolerable, when you look at them from a certain point of view. Head down the stairs from there, until you reach the bottom of the upper side. You'll find a gap under one of the stairs; turn into the rolling, paper Mario, and go into that gap and roll onward. At the end, you'll find an HP DRAIN. Not bad.

From there, jump down to the bottom of the city, beating the Ruff Puffs along the way if you wish. Blow over the posters on the left, and then enter the door there, beating off the Spiky Parabuzzy that you immediately meet in the next room. Roll through the opening right behind it, and then we have to find our way around a little maze. I'll leave it to you, but remember that you need to jump and turn right almost all the time, so follow the path down to the bottom of the maze.

Once you reach the bottom, head to the left, beating the damn Goombas you meet along the way. You'll find three switches, one you need to hit one time, one three times, and one ten times. Hit 'em all, and after fourteen whacks, a long staircase will appear. =) Head upstairs, and use Koops to grab the SHINE SPRITE along the way. Head further up, and then eventually you'll find the ULTRA BOOTS. Hip-hip hooray! I've been wanting those for a long time!

Now you can knock treasure chests off of "airborne" platforms, and grab a hold of pipes near the ceiling. Try it out in this room, getting to the pipe at the top (being at the right side, though!) and then heading over to the right, sliding through the vent as paper Mario at the end, though. Once down here, use your Spring Jump to get to the pipe and over the fence, and then repeat this yet again... but we find an ELEVATOR KEY right after that. Nice! Now just return all the way to the first room, it's not that hard...

Trust me, it's painful as paper rolling Mario, jumping up those gaps of that

maze, though... but you'll live, and so shall I. Back in the first room, use a Spring Jump below the shelf at the upper-left side, collecting a CLOSE CALL P BADGE as it falls to the floor. Yay! Now take the elevator down, to find a small room with a bunch of small, furry, black enemies. Start by breaking through and hammering the center of 'em like mad, they'll eventually run away.

Interesting and suspicious enemies all the same, even if you get them away by hammering. Press the switch that the enemies were originally on top of... and the raindrops... sorry, I mean the drawbridge... will go DOWN! That's exactly what we want. Now just head all the way back to the train, picking up King K's e-mail on the way. And thus the train proceeds. Once inside the train, rest up in Room 005; that was a day.

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33. Excess Express - Day 3  
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You'll wake up... but where on earth is everyone? They're all gone! Get out of Room 004 and head east to the conductor's room, and speak to him about it, and suddenly... a bunch of black critters attack not only the windshield, but the entire train! First of all, we've got to find a few of them in the baggage room. Head west to the far side over there, and whack 'em like a madman, until you find a conductor, and another passenger. Now use your Spring Jump to get to the pipe at the top!

Head to the left, going out through the left. And make sure you hammer all of these creatures along the way. And what the hell is Smorg, I'd like to know? Their favorite word? Nope. Just head up the train, going constantly over to the right, until you find a bunch of these things forming a creature that holds up a bunch of passengers. So thus, you'll have to fight "Smorg" and his companions, the "Smorg Miasmas".

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\\ \ -- \\ BOSS: SMORG || HP: 50 || DIFFICULTY: \* /// -- ///  
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This is a really, really easy boss, especially compared to old pirate Cortez. This is like those Yux enemies back in the Great Tree; the tentacles will attempt to defend Smorg. Start with Vivian's Fiery Jinx ability, burning those Smorg Miasmas away to their death. Smorg will try out a few fancy attacks on you, but nothing too bad. Once the tentacles are gone, use Power Smash and Art Attack like a madman. If Smorg gets on your wrong side, simply use Sweet Treat. When he changes form, get even more aggressive, with Mario's Power Bounce and Goombella/Bobbery using their best skills. Not tough.

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The Smorgs (apparently servants of Beldam) will now flee from this train, releasing all of the passengers. Mario will receive a bit of needless flattery, about how he did nothing all these days but save everyone. And thus, the train will dock at Poshley Heights, city of the rich. Shouldn't be a tough Crystal Star, eh?

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34. Poshley Heights  
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It's a very beautiful place, that's for sure! Enjoy this nice place for a moment and head to the bottom-left, speaking to the Bob-omb family on the way. Then head to the chair on the left, and look behind it for a STAR PIECE. Maybe

they did drop from the trees, who knows? Head over to the Save Block at the bottom of this area, and Spin Jump around it for another STAR PIECE, you'll find it. After you've gotten those, head to the third screen of Poshley Heights, heading east all the way.

Here, this is the Poshley Sanctum, where the Crystal Star is being held! First of all, look to the right of it, and use the Spring Jump to collect a STAR PIECE to the right of it. After that, go to the sanctum, noticing it's locked. Examine it, to find the manager is out for a walk. Baha, what a joke... except he then walks up to the door and lets you in. How marvelous, the manager was actually Pennington, and his hobby is being a detective. Nice!

Once inside, there's the Crystal Star, a valuable treasure which has immense power, with no guards at all, and just ready to be taken! And yes, Marilyn, Beldam, and Doopliss are right inside. They take it, laugh at you, disappear, and that concludes that. Except... Pennington explains that's a red herring, and he's hidden the Crystal Star somewhere else within the sanctum. Which leaves us busted to find it.

Extremely easy, though. Start by standing on a star-shaped tile of the floor on the left, and use your Spring Jump to reach the bar on the ceiling. Once up here, move over to the right, continuing over to star tiles, making your way up to an airplane panel. Fly this over to the far left side, and from here, stand on the next star tile, Spring Jump to the bar at the top, make your way to the left, and drop over to the ledge with the blue switch. Hit it here, and then a pipe appears.

Wow, I did almost the whole thing in one paragraph. Enter the pipe to find yourself... inside the painting. Wow. Once inside, just head over to the building on the right, where you'll find seven new enemies call Dark Boos, a large room, and the Crystal Star across the room. Hooray! Fight off all the Dark Boos in this room, since they give a huge load worth of star points, despite being pushovers. And there, just pick up the Crystal Star!

You'll get the typical epilogue, even though it doesn't end until you leave the sanctum. Enjoy the new ability, Showstopper, and head back to the entrance. And of course, Pennington forgot where he hid the Crystal Star. Eh well, say your congrats for "Luigi", and we'll see how his girlfriend Princess Elcair, or rather, Princess Peach, is doing...

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### 35. Unknown Area

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We'll start in Grodus's room, as an X-Naut whispers to him what seems to be some form of a secret. Grodus becomes perfectly angry at these words, supposedly about a traitor. I bet you can guess who that is... TEC, of course. Speaking of that wacky computer, Peach and TEC will meet in his room, after TEC has analyzed the data from Grodus's disc. Of course, Nintendo intentionally cut out the good part, of why Peach is needed.

Peach is then allowed to send an e-mail to Mario about what's going on, when it's interrupted by Grodus storming in, angrily. He'll make his X-Nauts stand on either side of TEC, about to press the buttons simultaneously, and shutting him down for being a traitor. Of course, Peach is obviously furious, but there's nothing she can do... TEC is shut down, with his last words before his death being "I... l... o... v... e...". Heh heh heh. Human and machine relationships, gotta love 'em. And thus Peach is taken away...

Enter Bowser now. He's in Rogueport, about to find a secret underground passage

leading to a Crystal Star. As he leaves, Luigi will think him a bit suspicious, but won't do anything. Now we get a castle equivalent level from Super Mario Bros.! Fun, but I'll leave the nostalgia to you. Get bigger as you go along, until you can rise to the ground and find your way out. Once you're there, Bowser will find none other than Rawk Hawk and the Garnet Crystal Star... but after Bowser smashes Rawk Hawk down, they break the glass Crystal Star. LOL.

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36. Rogueport  
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Alright, there's something we should get immediately once we arrive. Go over to the center of Rogueport, north of the harbor, you know. Head to the upper-right side, under the large golden treasure chest. Use your Spring Jump, and it will fall to the ground, where you can collect it for an ULTRA HAMMER. Yay! Now you have an awesome new technique, and a much stronger weapon which can destroy even gray blocks. However, let's go to Rogueport Sewers.

Go to the Thousand-Year Door like we have seven times already, and put the Garnet Crystal Star there, and then it'll show you where the Crystal Crystal Star is, on the moon. =P Remember Grodus always talking about how he had it? Well, he does. Anyway, return to Professor Frankly's house, and he'll do a little bit of extra research, as he knows there is SOME way to get to the moon. However, you'll have to fool around a few minutes.

First of all, head to Merlon's house next door and power up one of your characters, that's quite a start. Once you become TEH ALMIGHTY POWERHOUSE LOL, check the e-mail that the real Zip Toad will send you, and then maybe speak with Luigi or buy his books on his journey from the shop. Ms. Mowz's badge shop might also be a good place to check so you can pass time. When it's finally done, return to the professor's house and he will tell you that you can use a cannon to shoot yourself to the moon.

Haha, now that's a great way to do it! This cannon is in Fahr Outpost; you can get there if you have the Ultra Hammer. And we do, so we're set to go. Start with Mario and Yoshi, and going over to the west part of Rogueport. Using paper thin Mario, fall through the bars and board Yoshi, jumping over to the platform on the left. From there, pound the gray block there like you're never beaten anything before, and there ya have it! A blue pipe going into Fahr Outpost!

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37. Fahr Outpost  
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What's with the extra "h" instead of making it "Far" Outpost? Because this is teh rahk awesome! YOU DON'T UNDERSTAND?! Er... right. Putting aside my jokes, this town will start off with a small place to cross so that we can reach Fahr Outpost itself, but it's not too bad. As soon as you arrive, Spin Jump behind the pipe to find a STAR PIECE right there. And at the tree at the easternmost part of this screen, you can find a hidden item box containing a DOUBLE DIP P BADGE.

Alright, go over to the right. You'll find two new enemies: Ice Puffs and Frost Piranha. Both of them are pretty easy, and you're used to Puff and Piranha enemies by now, surely. Once you force your way through, go behind the second tree here to find a SHINE SPRITE, hidden under the leaves. And look for a

nearby STAR PIECE lying around in a shrub as well, that's a worthy collection. Now, the third screen.

Collect the HP PLUS P BADGE, and hug the wall, walking across it for a STAR PIECE. Just go a little bit to the right from there, and you'll reach the not so lovely town of Fahr Outpost, at last. Walk across the nearby wall to find a STAR PIECE there, and then head right to the next screen, making sure that your party is of Mario and Bobbery. Look around for an item shop, and inside the house right next to it, you'll find a STAR PIECE.

Right near this house, you'll find a SHINE SPRITE in plain view. Now look near the stairs to the inn, and find an INN COUPON there. What an amazing place to put one! Now find the cannon in the center of the area (cough) and Spin Jump to the left of it to find yet another STAR PIECE. Now, with Bobbery as your partner, speak to the elder. Bobbery's the only one who will notice that he's lying, for some reason. He has to lie, because you need two people's permissions to use the cannon: General White and Goldbob. So... we have to find them.

Alright, now this is really lengthy and annoying. Return to Rogueport Sewers, taking the way you first came in with. Head a little to the right, and go through the bars there, and hop through the pipe. Now on the next screen, slide through the bars and head to the left, destroying the block there. Now, you can use the nearby elevator to jump to the ledges on the left and right, and then landing and Spin Jumping the blue blocks.

Right over here, you can Spin Jump the blue blocks here to open pipes leading to Petalburg and the Great Tree. Useful, but we don't need those now. Head to the left, and smash the white block there, and then repeat the process we took earlier to open up passages to Poshley Heights and Keelhaul Key. Man, why couldn't we get a Glitzville pipe instead of a Keelhaul Key one? Meh... enter the pipe on the left to go to Poshley Heights.

Do you remember the Bob-omb family, whose father is a gold Bob-omb and whose son wanted a train conductor's autograph? His father is Goldbob. Find them at the lower-left corner of the first screen that we went to in Poshley Heights, and then play a little game with him. He'll ask how much you're willing to give him to activate this cannon. Say all your coins... he'll ask you if you're sure about five or six times. Every single time, say yes. Really.

When you do that, you'll lose all your coins... but heh! Goldbob is a nice guy and was testing you all that time. He'll give all your money back and give you permission, but he'll tell you that you still need General White's permission, and you can find him in Petalburg. Alright, head back to the third screen and to Rogueport Sewers, and then go to Petalburg through one of the pipes, and there you are in Petalburg.

Speak to the elder in the pink house, and he'll tell you he went to "Creeky Key". HAHAHA! Keelhaul Key, actually. Now return to Rogueport Sewers and head to the left, entering the pipe on the right. Once you arrive in Keelhaul Key, go to the camp on the left, and speak with the Bob-omb Pa-Patch there, who will tell you he went to 'some arena'. Cue Glitzville! Bah, you have to return all the way back to Rogueport. Oh well.

Once there, return to Glitzville, and go to the juice bar. Remember the bartender there who was ordered by Jolene to give you the awesome Super Hammer? Talk to him, and he'll tell you that General White went to "the tree of the little ones". Har, that's the Great Tree of Punis! Go over there, from the Rogueport Sewer passage we opened not long ago, and enter the pipe I mentioned earlier to enter the Great Tree, and go into the tree.

Talk to the Puni Elder, who will tell you that he went to a really dark town... that's a cue for Twilight Town. Return there (west sewer passage of Rogueport) and use Yoshi to reach Twilight Town. On the second screen, speak to the guy on the upper-right, in front of the inn. He'll tell you that he's really tired. Maybe you don't agree, but that means he's going back home in my book. So now, just leave Twilight Town and enter the room on the left, and there you are on the path to Fahr Outpost!

When you get back to Fahr Outpost, speak to the Bob-omb elder there, and then a white Bob-omb will suddenly enter the house on the upper-right. Follow him! Go into the house there, to find him very sound asleep. Now you have to jump him about ten times, and he'll FINALLY wake up, snoring like mad while you attack him. Really stupid, don't you say? =P Anyway, he'll tell you that the reason he was traveling was because he was looking for YOU, so he could shoot you to the moon! That means you wasted all your time, but then again, you have to. =P

General White will then get up and go over to the cannon, and then after a long cutscene, you and your partner will finally be shot to the moon, although I would absolutely HATE to be blocked and locked up in that cannon like that. And then, people's last hope will be on you, as usual...

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38. The Moon  
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This is a very short place, and not the true one we're about to enter yet. For starters, once we get here, if you're a science nut, you'll guess quickly that you can jump higher but you can't move as fast. Bummer, that's annoying. Still, we won't be here too long. This place will loop around, going from right to the far side of the left. Just simply go right, fighting off the easy enemies as you go.

You'll find Moon Clefts here, and Z-Yuxs. The Moon Clefts can be taken out with a good Power Smash, so that's nice. However, Mario's Multibounce ability is VERY highly recommended for the super annoying Z-Yuxs, since they'll just create their Mini Z-Yuxs, naturally. However, their HP doesn't allow them to live too long, so just make Mario Power Bounce them as quickly as possible, and then stop when you reach the third screen to the right.

Beat off the enemies here for good star points, making sure that you look behind EVERY rock here. Every single one. Since one has a STAR PIECE, and Bobbery can blow one of them up to reveal a pipe. When you find that pipe there, just hop into it and head over to the right, where we'll find the place where Peach was originally held captive: the X-Naut Fortress.

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39. X-Naut Fortress  
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Heh, we start with a nice conveyor belt, going all the way up... take the left part of it up, and then continue over to the right to be attacked by two Elite X-Nauts. These guys are really just pieces of cake in darker, more intimidating form. Spank 'em around with your hammer a little, with a strong character like Yoshi or Bobbery. Once you do that, enter the next door, enjoying the good music that'll play here.

After you've gone through that door, head to the far right and enter the door there, and you'll find a yellow pattern going across the floor, heading to the far side of the room. This will disappear quickly, but it's the path that you

have to take. Look around this path, watching as it disappears. For those of you with bad eyesight, go right ahead, into the corner. Now head four squares to the right, and then three squares toward the wall at the other side.

From here, simply make your way over to the opposite side of the room, and collect the ELEVATOR KEY there, and now the electric field, whatever it is, will disappear from this room, allowing you to go over to the back side of the room and collect a SUPER SHROOM there. Now head to the previous room, and find the elevator. From there, take it down to Sublevel 2. Sublevel 1 is a bit useless for the time being.

Do you recognize this part of the fortress? I sure do. =) To the right, if you wish, you can enter a door which will lead back to Rogueport Sewers as a shortcut, but that's not something we need to bother with now. By the way, might wanna walk around and fight the X-Naut PhDs here; they're by far the strongest and most annoying types of X-Nauts, and it's best to eliminate them quickly. Anyway, enter the third door to the right of the elevator, to find a familiar locker room...

Examine the notes on the table at the left to find that the code is 014029, and the switch order is left, right, middle, both seeming important... after you read that and remember the code, enter the door on the far right, or in other words, Grodus's chamber. Avoid the laser that the X-Yux in here will fire at you, and then get over there and whip it good. It's harder than the Z-Yux, but not by too much. Try and beat it before it sends miniatures after you.

Once you've done that, enter Grodus's true room, behind it. Looks like Grodus is a bit too occupied with his schemes to look through this room, so might as well take the CARD KEY on the way. ;) We can't use it quite yet, but just hold on for that. Now leave Grodus's chamber, and head to the left, beyond the elevator. The room to the direct left of it is the room where Peach made a potion, but let's not bother with the X-Naut PhD inside.

Head to the door two rooms to the left of the elevator, to find... yet another annoying tile walking business! Anyway, just head down two tiles, past another three, then up, left, far up, left, down, left, down, left, and then up... hop off to find a CARD KEY there, and then we're good to go. Now, that's nice. After that, head to the right and reach the nearby elevator, and then go down to Sublevel 1. Yeah, that easy.

Go two rooms over to the right, until you reach a computer asking you for the access code. My game says it's 014029, so if it isn't try, the one you got in the locker room Peach visited a while ago. Once you've got that code, and then you'll find a stone that wants to play a quiz with you. Bah, remember this from Shhwonk Fortress at the beginning of the game? Probably not, but we have to do this... and this time, I'll list all seven questions, because I got two wrong (the third one and the sixth one intentionally) and saw all of them.

1Q: What is hidden in this room?

1A: An Elevator Key.

2Q: What is the name of Koops's girlfriend?

2A: Koopie Koo.

3Q: How many legs do these and those enemies have combined?

3A: 6 legs.

4Q: Where can you find the one and only Diamond Star?

4A: Inside Hooktail's belly

5Q: Who was the first champion of Glitzville?

5A: Prince Mush

6Q: What did Frankie and Francesca lose at Keelhaul Key?

6A: A wedding ring.

7Q: What number question is this?

7A: Question number 7.

Alright, now the seventh question is a complete joke; Nintendo must have been drunk when they thought that up. Anyway, you'll fight two X-Yux if you lose that fight. Now that's just plain annoying; use Earth Tremor or Art Attack IMMEDIATELY and take of the foul bastards when you fight them, and you'll get the ELEVATOR KEY either way. Hooray, a winnar is me, yet again. Now that we have this, we can go deeper into where Peach always sees TEC.

Head from Sublevel 1 to Sublevel 2, and go to the right and enter the other elevator there, opening it with your Elevator Key. You can now go to either Sublevel 3 or Sublevel 4, so as the player, which do you want? HmMMMM? Well, just head to Sublevel #3, or #4 if you want to be nostalgic, but #3 is the next destination. From here, just head to the far left and open the door there, to find... another electric puzzle.

Don't worry; while this one is the longest, it's by far the easiest. Tiles will be colored blue as you follow the path from left to right; stay in the middle, so you don't go too far back or too far forward. Continue going, but eventually you'll go to the very top of the room, then down, left, down, left, and back to the right. Yeah, that's part of the trail. Finish it anyway, and then get to the back side of the room and collect a CARD KEY there.

We're almost done with this place, if you're as tired with it as I am. =P From the main Sublevel 3, just head to the far right side of the room and open the door there, and then put the respective Card Keys in the machine. There are three machines, but you have three Card Keys; good. Once the door opens, head inside and go to the far right. Where to go? Easy, just throw Bobbery over the bars to blow that switch over.

Now a conveyor belt will start moving across the nearby bars, not bad! Use paper thin mode to get through the bars, and then switch Bobbery out for Vivian, and use her Veil ability to get your shadow dragged along the floor. Yeah, sounds like something from one of those scary movies. From here, might wanna fight the enemy just swarming around here. Now take the elevator up near you, and hop across the platforms on the left to find a pipe there. You know pipes. They're good.

Whence you arrive at the back side of the fortress, head to the left and use the platform when it arrives to find an ULTRA SHROOM on the upper-left. After you do that, just all the way down, using that platform again. Now go back to the wheel on the right, and use the platforms to head further down, to where you'll find a pipe leading back to the main area. Except, on a ledge in the air in which you cannot reach normally. =P

Hit the blue switch here, and a staircase will form on the floor, leading to a door that requires a Card Key. Sorry, but YOU GOT REJECTED. Nah, not really. Use the pipe we saw earlier, and continue following the platforms to the far right side of the background, entering the pipe there. From there, you'll find a good old airplane panel. Use it to turn into a paper airplane and reach the ledge on the left, to where you'll find...

A CARD KEY! Hooray, now we can go through that door! Jump back to the beginning



of the floor, and head up the stairs at the right side of the room, using the Card Key in the machine and opening the door, to where you'll find... Lord Crump. Not him AGAIN. Does he EVER give up? Still, he wanted you to come here so that he could use his new Magnus von Grapple 2.0 to take the Crystal Star! So... looks like we have to get past Crump.

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  \\ -- \\ BOSS: MAGNUS 2.0 || HP: 70 || DIFFICULTY: *** /// -- ///
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Don't worry, this is the LAST TIME we have to fight Lord Crump, in a robot or not! Really. =) Anyway, he's still a really annoying customer, and he's all the stronger in Magnus 2.0. And yes, if you have Goombella handy, you can see he has 70 HP, 7 attack, and 2 defense. That's pretty strong, AND he'll use his damned rocket fists as separate enemies as well, that's not exactly a picnic. So that makes you faced with three enemies a majority of the time. I used Mario and Vivian for a majority of this battle, anyway.

Okay, so Crump will use those X-Punches. Use Fiery Jinx immediately to wipe those out, and then have Mario do Multibounce if you failed that. Shouldn't be too hard. If you get an opportunity and have lots to spare, Art Attack would be a great ability to use, although it'll do far more damage against only Crump. He'll also use Magnus to stomp you, but that will only do 6-7 damage, not exactly that much anymore.

Alright now, be VERY careful when Magnus reaches 30 HP. Make sure Mario has at least 25 HP remaining when Magnus goes to 30 HP, because then he'll get all of the audience out, put them inside his system, and through the entire lot of them at you! Yeah, that's a VERY deadly attacks, hitting many times for 3 damage apiece. Try and block the attacks as best as possible, because that's really nasty. If you do survive, use an Ultra Shroom, and then use Power Bounce, and a strong partner like Vivian, Yoshi, or Bobbery for the rest of the fight. Once you get past that mark, it's an easy battle.

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After that, Lord Crump is thrown out of the moon, back in space, and never to be seen again. Well, you do see him once again, in the ending, but he won't ever meet Mario again. And that, I am delighted. You'll get two amazing rewards for your efforts: the Crystal Crystal Star, and a new, super awesome ability called Supernova. That will just do so much damage, like you can't imagine... problem is, how do we get off the moon?

Once you do that, you won't get to see what Peach is doing... only Bowser. I won't bother writing a separate section for Bowser, although they end up getting tricked again. Just head to the sanctum, and boom! Bowser breaks the lock himself, and falls for another trick. Because LUIGI beat him! And now, Bowser learns that Mario has all seven, and is actually glad to hear this, so now he can use him.

Now, I return to my original question: how do we get out? There is only one way to get out: talking to TEC. Just get out of here, and use the elevator to go to Sublevel 4, entering the room on the far right, which is open. How TEC lived through what he had to, I don't know, but he's failing. What he has to do now is to stop himself altogether, so that he can release a teleport leading back to Rogueport Sewers. And thus, the computer dies for the love of a human... sad, really. :(

\*\*\*\*\*

Anyway, from the X-Naut Fortress, go back to Sublevel 2 and leave from there, hearing TEC's last words, as he deletes his AI. Sucks, I know, but he did it for Peach. As for Peach... you'll arrive in Rogueport Sewers, where Frankly will immediately greet you and tell you to come, to the Thousand-Year Door. From here, just make your way over to the usual Thousand-Year Door, I believe you know the way there by `_now_`.

Once you arrive, Frankly will let you in, as he stays and "guards the door". Watch an impressive sequence as it opens, and then you can finally enter into the Palace of Shadow, so you can stop Grodus and the demon... anyway, when you enter this is certainly a... giant room. Well, just head to the right, going through the door and then fighting the enemies there. You'll find a Swoopula and Dry Bones, basically just rehashes of what we've already fought, just slightly tougher.

Go over to the next room, and you'll find even more of what we've already seen. Argh, they fire on us again! Bah, just cannons firing stronger ones. Bombshell Bills can be taken out with jumps, and once you finally get past all of them in here, whoop the B. Bill Blasters there with a bit of Hammer attacks and possibly a Special move or two, and they'll be gone in no time. Once they're gone, enter the next room.

Collect the ALL OR NOTHING BADGE in here, which is a pretty good equip. This room is very annoying, and I plan to make a map for this room very shortly, since you have to make your way across several spikes. Walk forward, and slash! Up they go, damn it. Walk slowly, and when you reach the end of the room, head up, to the right, and around the spike traps. Good, that can be a bit of a mind boggler.

This new room is a little annoying, although I wonder why you'd want to set all this fire off... Vivian works well here, so that you can go through the fire and have it pass over you. :) Just get past these easy little traps, and you'll find a Phantom Ember on the opposite side. Not exactly too hard, just remember to use Mario and Yoshi, and use Hammer and Gulp attacks. When you reach the next room, you'll find it big... and empty.

Go to the far side to find a blue skeleton lying there... wake it, and it'll say something like "death to all who oppose her awakening". That's the demon, that's what he means. Anyway, remember the Red Bones from Hooktail Castle? Another episode like this. Hammer through all of the skeletons, chasing the blue one from the top to left to bottom. You'll get it very quickly though, let me assure you.

Although I considered the Red Bones a boss, I won't consider this one a boss, since it's not too hard. Try and block the attacks with B; that'll really help. If you can't use Supernova or Art Attack, make ABSOLUTELY SURE you wipe out the vermin around it, and then go for the main guy. With Supernova or Art Attack, use them. Believe me. Once you take them out, you'll get a PALACE KEY, which you can use on the door right behind it.

In the next room, grab the ULTRA SHROOM right at the bottom, and then head over to the right. You'll find a bunch of Bombshell Bills, B Bill Blasters, and Phantom Embers in here, but I'm not gonna get in detail; this is so old. Jump over the cannon fodder, destroy the cannons on the other side, and then work your way down and defeat those at the bottom, and enter the room on the right. Here's a large room with several enemies... but bah, I wanna get to the boss! Ignore 'em, I did.

When you get to the next room (lots of rooms, eh?) you'll find a great, looping staircase. Just what we need. Still, ignore it at first, since this place is kind of "cursed", leading you back to the previous room unless you go to the room with a burning torch near it. The rooms with the burning torch in front of them go in this order: lower-right, lower-right, upper-right, upper-right, lower-right, upper-right, lower-right. And now you'll arrive in a great city of a room...

Ain't much for us here... yet. Head to the room on the far right, and you'll meet a REALLY big black dragon. Everything in here is just like Hooktail Castle, eh? Well, this dragon is Hooktail's (who was female!) brother, and he wants to avenge his sister's death. He's mad, he's bad, he's not gonna get glad, he's GLOOMTAIL!

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  \\ -- \\ BOSS: GLOOMTAIL || HP: 80 || DIFFICULTY: ** /// -- ///
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```

Maybe it was just me, but I didn't find this fight nearly as hard as many claim it to be. Meh, I don't know why. Anyway, Gloomtail is much like Hooktail, just a far stronger version. Anyway, the usual attacks such as Power Bounce, Power Smash, and Ultra Smash will work very well in this fight, while Vivian or Bobbery are very much recommended, since they'll rake up the damage quickly. His attacks are easy to block, aside from the poison breath one. If he throws that at you, you may want to heal it with a Tasty Tonic.

Eventually, though, Gloomtail will start charging an ultimate yellow breath. Well, yellow was the wrong color! Still, it's a nasty attack. It's very, very much recommended that you have Vivian use Veil, or be prepared to face 15-16 damage to both of your characters. That's the strongest attack yet, that's for sure. Anyway, watch out for this fatal moment, and this fight will work out just fine.

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```

Instead of spitting out Koops's father like his sister did, Gloomtail will spit out a treasure chest containing a STAR KEY. How can you eat that? -- Anyway, it's all good. Make your party consist of Mario and Bobbery, as we're going to use them now. Head to the previous room, you know, the big room with all the water. Find the nearby statue, and use Bobbery to blow it up to reveal a pipe. Jump in there, head forward, and hit the blue switch there.

Good, good. Now go to the left of the bridge, saving and healing if you will. Now blow up that statue there, enter it, and go forward, smashing the blue block, and hitting another blue switch. From those two switches, you'll get two panels for becoming a paper boat. Not exciting like Six Flags, but it has to be done. Head to the bottom of the room, sail upward, and enter the main palace itself. Whoo! That was too hard.

This palace consists of eight small puzzles which we need to solve for eight keys, to reveal the next passage. Anyway, enter the room on the right to be blocked as you go... well, simple, use Flurrie to blow the wall away to collect a PALACE KEY. Afterwards, enter the upper-right room and go through the northeast wall. Trust me, you can do it. Inside, hit the blue block to grab a PALACE KEY.

Now leave this room, head to the door just to the left of it, and smash the white block there. We're not done with this yet, even if we are for this room. And no, the Ultra Hammer is your final weapon! Go to the previous room, upstairs, and into the room there which is in the same position as the previous

one is downstairs. Inside that room, smash the two blocks in here, and then return to the room at the bottom. Hit the blue switch that you can now access, after destroying yet another nice gray block.

After that, hit the blue switch to form a treasure chest, in which you can open for a PALACE KEY. Now leave this room, head to the other room, and hit the blue switch there for another PALACE KEY. How these rooms are connected, we may never know. Now, head down to the first floor, and enter the lower-left room, moving to the block on the right and jumping it twice; then going over to the one on the left and jumping it thrice. See, listening to me gives you a PALACE KEY!

Having done that, head upstairs and enter the bottom-left room, to find four Bones enemies. Bah. To get a key here, you have to beat them in a certain order: Dull, Red, Dry, Dark. In other words, gray, red, white, blue. Once they're gone, collect the PALACE KEY there, and leave to enter the upper-right room. Throw Bobbery at the wall on the right to collect a PALACE KEY. And from there, enter the lower-right room and use Vivian's Veil ability. By doing that, a block appears so you can grab a PALACE KEY.

That makes one Star Key we got from Gloomtail, and eight Palace Keys we got in some other area. Good. Head all the way up to the third floor, put the Star Key in the large pedestral, seven of the Palace Keys in all the pedestrals around it, and then one last one in the final pedestral... and then a staircase will form somewhere... way back. Geez. Alright, just leave this room altogether and use the boat panel to sail back.

Go over to the right, and make sure your party is Mario and Vivian for a bit of poetic action. => Marilyn, Beldam, and Professor Frankly come out. Wait, what's Frankly doing? Doopliss shut him up in his office and appeared to you in his form once inside the Thousand-Year Door! So... it's really Doopliss, the new member of the Shadow Sirens, whom Beldam is also treating like dirt. So... time to beat 'em.

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  \\ -- \\ BOSS: DOOPLISS || HP: 40 || DIFFICULTY: *** /// -- ///
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  \\ -- \\ BOSS: MARILYN || HP: 40 || DIFFICULTY: *** /// -- ///
+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----
  \\ -- \\ BOSS: BELDAM || HP: 30 || DIFFICULTY: ** /// -- ///
+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----
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Now THIS is an anticipated battle! The poltergeist who likes to transform into other creatures, the bullying witch of evil, and the fat chick who likes to hurt things and go "buhhhhh". Anyway, they all act as they have in your previous fights with them. Doopliss will take on the form of your partners (I've seen him as Mario, Goombella, and Vivian) and use their attacks, especially when low on HP. Marilyn is really strong, and Beldam casts a load of magic.

Anyway, I used Vivian (DUH) and Mario (DUH) for almost this entire fight. I'd go for Marilyn first, then Doopliss, then Beldam. Marilyn may do 7-8 damage to your whole party per turn, while if you have Goombella or Vivian in your party, Doopliss will use abilities like Multibonk or Fiery Jinx, which will 10+ damage to one character or 6 to both, that's not friendly. Anyway, use Power Bounce and everything you have to eliminate Marilyn as quickly as possible.

Beldam is very likely the least threat of the three, so it's safe to leave her alone, somewhat. Doopliss and Marilyn are the real threats; and it's good to make absolutely sure you don't use Goombella; fighting against her is not good.

Try to block all of Doopliss's attacks, while attacking wisely while using an Ultra Shroom or Sweet Treat/Feast if necessary, and you're good to go.

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Doopliss, Marilyn, and Beldam don't die, but you have to admit they got knocked out pretty bad. =P Alright now, go beyond them and climb down that set of stairs, and now we are going towards the last half of this palace, thank god. Climb down the set of stairs, and once you reach the end of the path, switch to Flurrie and have her blow the loose wallpaper off thee, and then enter it. Make sure Yoshi's ready to go!

Use Yoshi to reach the ledge on the left, and then use Koops's Hold ability to hit the nearby switch, but make sure you hold it. Now ascend the stairs, let go of Koops, and then jump on the platform. After that, descend another set of the stairs and hit the block for a REPEL CAPE. Once you do that, go through the door, and then just head to the left, the right is a bit... well, blocked off for now. But hit the green block in the room on the left.

After doing that, go over to the right, and use Yoshi to get from the yellow block to the side on the right. Now, head up the stairs, and boom! Enter the pit, you can't cross that large of a gap. From here, use Mario's Hammer on the purple switch, and then QUICKLY make your way over to the purple block, it can rise pretty quickly. However, do not ride it all the way up to the top. Use Yoshi to ride into the gap halfway through the wall.

Now, here it looks like you have to turn into a paper rolling Mario form, but you don't. You can use Yoshi to cross the next gap. When you reach the next room, use Mario's Spring Jump and head right across the pipe, until it ends and you can jump off. From there, enter the nearby room, heading up the stairs and ignoring the annoying Chain-Chomp foes. At the top of the stairs, throw out Bobbery, and have him hit the switch down there with his explosion. Weird way, but one that works.

Jump on the platform that will form, and then make your way up to the top, ignoring the star marks on the way for now. When you're at the top of the stairs, use Yoshi to glide over to the first platform on the left of the stationary wheel on the right, and then down to the one on the bottom, although that one is kind of hard to see. When you land there, use Yoshi to reach the platform on the right, where you can find a PALACE KEY.

Return to the bottom, then make your way up to the top of the stairs, saving at the top if you will. Use the Palace Key on the door at the left, where you are soon to find seven red blocks which will turn star-shaped lights on at the top. You know what that means. =P First of all, use Mario's Spring Jump to reach a LIFE SHROOM, and then slide through the bars at the top of the stairs to hit this room. Now, turn the following switches on like so:

Westernmost: On  
Second To Most Left: Off  
Third To Most Left: On  
Middle: On  
Third To Most Right: Off  
Second To Most Right: On  
Easternmost: Off

There! Now the wheel in the room a little bit back will start turning! Return there, and use it to reach the side on the right, collecting a LIFE SHROOM along the way. Now, head through the next door and continue onward to find a part with... well, loose wallpaper. Use Flurrie to blow it away and reveal a

metal block. Smash it to pieces with your Ultra Hammer to reveal a breakable floor. How amusing. Just use the Spin Jump to break through.

When you arrive down here, open the nearby item block to find... a single coin. Meh forever. Head through the next door, heading right. Man, this path is more narrow than... I won't give you details, just use paper thin Mario to cross this path. When you're at the other side, enter and you'll find an airplane panel; use that to reach a door across the gap. Go through there, heading downstairs and whooping a Chain-Chomp on the way. I'm tired of this.

Don't worry; we're almost done! Really! After the Chain-Chomp is gone, hit the nearby red block, and then head all the way up a draining set of stairs... geez. Use Yoshi for speed, though. Once at the top, get on the nearby red block, crossing the gap and collecting a PALACE KEY on the other side. Bah, that sucked. Return to the previous room with the airplane panel, and use Yoshi to glide to the platforms on the right for a LIFE SHROOM and a SHOOTING STAR.

Once you have those, make your way up to the top again, and use the airplane panel without stopping to reach the room on the far right. Unlock it with the Palace Key, and walk through this... mysteriously silent room, healing and saving on the way. You know what those two mean. ;) Grodus is in the next room, acting silly as usual. Turns out, he used Lord Crump from the very beginning, relaxing and enjoying himself all the time, and also using you to get him the Crystal Stars. 'Bet you're mad with this MADman?

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      \\ -- \\ BOSS: GRODUS || HP: 50 || DIFFICULTY: ** /// -- ///
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```

For a ruler bent on complete world domination, Grodus is a huge piece of cake. He's much like the Yux we're (probably) used to fight now, except just a bit stronger. He'll summon two things called "Grodus X" which will protect him from damage, by increasing his normally low defense by 1. If he gets four of them in there, you can't damage him, sorry. Anyway, the recommended party for this fight is Mario and Vivian/Yoshi, but Vivian's attack is easier to use, so she's a better choice.

Grodus has a few other attacks, including freezing fire, electricity, and even one that stops time. Immediately treat to being frozen if that happens, and launch an offensive if one of your characters get stopped. Anyway, have Vivian cast Fiery Jinx immediately; that'll take care of the puny Grodus X enemies. After that, have Mario use Power Bounce on Grodus; 50 HP is absolutely nothing. Repeat this simple process over and over, possibly stopping to use Sweet Treat in between.

If Vivian gets stopped or frozen, have Mario switch her out for Yoshi, and then use Yoshi for Stampede. And if Mario gets frozen, then Vivian should use Fiery Jinx. Every turn. Although those Grodus X enemies only do 4 damage an attack, that damage can add up. However, you still shouldn't have any problems with Grodus here.

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After that battle, Grodus is still ready to go, and will create an orb showing Peach trapped, and helpless. Ouch. Anyway, no matter what Princess Peach says, Grodus will continue to cast electric magic at Mario, knocking him and his partner out. Except, whether you attack or not, the ceiling falls down and crashes on top of Grodus! Har, Bowser appears. And he's angry, wanting to claim the treasure. So now, you finally get to fight him.

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  \\ -- \\ BOSS: BOWSER || HP: 70 || DIFFICULTY: *** /// -- ///
+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----
  \\ -- \\ BOSS: KAMMY KOOPA || HP: 50 || DIFFICULTY: ** /// -- ///
+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----
```

Now this fight, I have been awaiting. However, it's not exactly easy! Bowser is much tougher than Grodus, and what's worse, he has a partner, Kammy. The first part of the fight is obviously the hardest, as Kammy is a pain in the neck. She'll be casting magic, healing 8 HP of herself or Bowser, and doing other naturally annoying things. Go for her first; Art Attack is a splendid first move for you to use when you begin.

Start with a full-out offensive, preferably with a strong character like Vivian or Bobbery. Yoshi is also nice for a Ground Pound on top of Kammy. However, Art Attack will do about 15 damage, enough damage to set Kammy up well. Her attacks are pretty annoying, but Bowser's are the worst. Try and deflect his attacks, because if you don't, you may end up losing the ability to jump or hammer. However, Bowser will go down really fast if Kammy is gone. Once you have Kammy gone, just use Mario and Bobbery for the whole fight, using all your best attacks. You'll win pretty easily, but still try to deflect him!

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```

Once Bowser's down for the count... huh? Where's Grodus? How he managed to escape from the wrath of Bowser's tremendous body, I may never know, but he did somehow. He'll then escape, with Peach. Follow him! Continue to the next door, going down the stairs and collecting an ULTRA SHROOM and a JAMMIN' JELLY along the way. Now enter the next door, after HEALING and SAVING. 8 SP at this point will be very, very welcome, since I leveled up after Bowser, personally.

In the next room, you're too late. Grodus is already awakening the Shadow Queen, using Peach's body. After young Princess Toadstool is used, one hell of an UGLY creature appears, obviously being the Shadow Queen. Now, darkness will fall around the areas of the world... sad, huh. After giving Peach a whole new wardrobe and taking her body, Grodus orders her around, only... the Shadow Queen destroys his whole body! Except his head, that is. =D And now, the Shadow Sirens will come in and watch. Time to fight the new version of Peach, after obviously refusing her offer.

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  \\ -- \\ BOSS: SHADOW QUEEN I || HP: 70 || DIFFICULTY: ** /// -- ///
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```

This dark version of Peach isn't too bad... yet. She'll get much stronger in a different form; this will just be a warm-up. Although she has 150 HP, give her about 70 damage and this part of the battle will end. So... my recommended party is Mario and Yoshi. She'll be doing some pretty strong attacks (about 8 damage or so) but still not that much of a concern. My first attack during this fight was Supernova, which did 15-16 damage. What I did after that was use Power Bounce and Stampede, until I got 4 SP.

Art Attack works REALLY well here, believe me. Since Peach's body isn't really that big (taller than Mario, though =P) you can circle around her several times, and do 15-18 damage, even more than Supernova. Eventually, she'll switch to her true form. UGLY, but that's not the problem. You can't harm her now; focus on trying to defend yourself, although don't waste your Ultra Shrooms, trust me. Just continue as you are, and keep yourself alive. She'll drain your HP and the audience while you can't hit her, that's not nice.

+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----  
How can we contend with this evil, cruel demon? Well, it just so happens that Mario's Crystal Stars go out, and then everyone knows he's fighting the demon, and then everyone cheers him on. A thousand people cheering, the force of light breaking the grip slightly... Peach manages to cure Mario to full HP, FP, and SP, but remember that the Shadow Queen has been restored too! So... time to finish this.

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\\\ -- \\\ BOSS: SHADOW QUEEN II || HP: 150 || DIFFICULTY: \*\*\* /// -- ///  
+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----

Art Attack doesn't work as well as it did the previous time, because there are three enemies and she's MUCH bigger this time. So start off by using Supernova, with 16 damage to her and her stupid hands. Yeah, they'll try and suck you and your partner's HP, while she restores it and uses even stronger attacks. The hands shouldn't be that much of a priority, though. Anyway, once you have the hands out of the way, attack the Shadow Queen with every inch of power, since she has the second most HP of any enemy in the game.

She WILL bring those damn hands back, but they're not really too annoying. For the partner for this battle, anyway, my recommendation is Koops for the first half, Vivian for the second half. Koops's fourth skill is just plain invaluable, while Vivian's Fiery Jinx and Veil abilities will help in the second half of the fight. While you mow through the hands, try and protect yourself, while putting on Power Bounce almost every turn.

Eventually, the Shadow Queen will replace the normal Hands with Dead Hands. Don't even look at these, although it's good if you use Koops/Vivian and use your strongest attacks to take them out with the Shadow Queen. By now, she'll be weakening anyway. At that point, use every single thing you have left, all your Ultra Shrooms and everything (my Mario had 55 HP at this fight, by the way). Use Veil when the Shadow Queen charges herself up, and you shouldn't have many troubles.

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Once the Shadow Queen disappears, the world then returns to what it originally was, and Peach is saved! Mario will then sail back to the Mushroom Kingdom with Toadsworth and Peach. And everyone gets a happy ending... DON'T READ ON IF YOU DON'T WANNA KNOW EVERYTHING!

-- Goombella becomes Professor Frankly's new lab assistant, traveling around the world and seeing everyone.

-- Koops becomes mayor of Petalburg, getting closer to his dad and to Koopie Koo, and also being a strong and brave Koopa.

-- Flurrie becomes a top-class actor, with Doopliss on stage. Although he's still a bit creepy, he's no longer evil.

-- Yoshi becomes the champion of the Glitz Pit, having fun and getting stronger and stronger, even more so than Mario.

-- Vivian goes out and has a good time with Marilyn and Beldam, who are done with evil and promise never to mistreat her again.

-- Ms. Mowz continues as a flirting female mouse, running the badge shop in Rogueport and pretty much being the same as always.



-- Bobbery begins to witness a love of the sea anew, sailing with Cortez around the waters, and not being so subdued as he used to be.

-- TEC, somehow, lived. So he's back on the moon, working and wanting to see Mario and Peach, as he still seems to love the latter.

-- Grodus and \*cough\* Lord Crump are still alive, but they can't do evil anymore, what with Grodus being only a head anymore. XD

After that... you'll sail back to Rogueport to see your group again, and now you can do anything you wish. There is one particular side quest we need to tackle, and that one is known as the Pit of 100 Trials, underneath the Rogueport Sewers, and near the Thousand-Year Door.

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\\\ \\\ CHAPTER SIX: LISTS /// ///

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Any RPG writer's dreaded part of the guide. Well, it isn't quite so bad in Paper Mario, but still.

\*\*\*\*\*  
1. Stars  
\*\*\*\*\*

This list is VERY incomplete. It only lists the first few star pieces, but I will get to them.

~~~~~  
Rogueport  
~~~~~

1. In the second screen of Rogueport, the main square, head to the fence on the right, but walk along the lower side of it. You'll find this piece there.
2. Go into the house of the burglar who robs half your coins, and go to the upper-left side. Collect this Star Piece here.
3. On the screen where the burglar takes your coins, head up, through what appears to be a cracked wall. It's actually a back alley. Head to the upper left side and jump to the boxes on the right, and you'll find it.
4. Starting from the bar, head upstairs to the inn. Take the exit out through the left, and walk across the roof, past the badge shop. Continue until you see one step down to fall on, and a slightly less visible one at the top. Jump to the one at the top to find a Star Piece.

~~~~~  
Rogueport Sewers  
~~~~~

5. From the first screen, go to the left, to the room with the creature that will trade star pieces for badges. Look behind the pillar, and collect your 'piece there.
6. Starting from the first screen, head right past the three Goombas, and go upstairs and to the left, jumping across the platform. Hop into the pipe, and

go to the right and downstairs. Head to the left, past the boxes, and check behind the large yellow box for this piece.

~~~~~  
Petal Meadows  
~~~~~

7. At the very beginning, smash the trees just a little bit back. The one on the right will drop a Mushroom, the one on the left drops a Star Piece.

8. Once you get to the dead end at the far right side of Petal Meadows, look through the grass and hop into the pipe. This pipe will take you to the bushes at the back. Walk right, past the blue switch, to find a Star Piece.

9. In the second part of Petal Meadows, examine the first upper bush. Just do that, and you'll find a Star Piece THAT easily. Really, how easy can you really get?

~~~~~  
10. Hooktail Castle  
~~~~~

10. In the room after fighting Red Bones, stand across from the purple switch and use Koops's Hold ability, and use the purple block to go up to a balcony. Enter the room on the right for a Star Piece.

11. When you get to the room with the blue switches, go through the window and instead of taking a left, take a right and you'll find a Star Piece there. You really have to expect stuff like that, eh...

12. Fall through the gap to the left of the window in that same room, and you'll fall onto a platform. Just head right from there, and there you'll find a Star Piece.

\*\*\*\*\*  
2. Badges  
\*\*\*\*\*

This is incomplete as hell, I'm afraid. However, I'll try to finish this junker as soon as possible.

```
-----  
|      Name      | FP | BP |      Description/Comments      |  
|-----|-----|-----|  
|  Attack FX R  | -- | 00 | Changes the sound effect of Mario's attacks |  
|  Chill Out    | -- | 01 | Never get first struck; useful at some times |  
|-----|-----|-----|
```

\*\*\*\*\*  
4. Recipes  
\*\*\*\*\*

At the end of Chapter 2, when you need to get to Glitzville, you'll have to get past an old female toad named Zess T. You'll end up breaking her contact lens, which she needs for cooking, so you're stuck buying a replacement at the item shop. Don't worry though, it's only 10 coins. Once you buy the new one, give it to Zess, and she'll let you past and be a minor cook, but she can get some improvement.

Once you do that, go over to Creepy Steeple, and use tube mode to roll under

the hole just inside, and inside you will find a Cook Book. Now take on Zess T.'s trouble from the trouble center, and go to her house and give her the 'book. After that, she can cook with two items instead of one, thereby creating FAR more recipes. Here are all of the recipes that Zess T. can make, that I know of.

Name: Choco Cake

Recipe #1: Cake Mix + Inky Sauce

Recipe #2: Mousse + Inky Sauce

Name: Coco Candy

Recipe: Cake Mix + Coconut

Name: Coconut

Recipe: Dried Flowers + Coconut Bomb

Name: Coconut Bomb

Recipe: Coconut + Fire Flower

Name: Couple's Cake

Recipe: Snow Bunny + Spicy Soup

Name: Courage Meal

Recipe #1: Courage Shell + Zess Deluxe

Recipe #2: Courage Shell + Zess Dinner

Recipe #3: Courage Shell + Zess Special

Name: Dried Shroom

Recipe #1: Life Shroom + Mr. Softener

Recipe #2: Mushroom + Mr. Softener

Recipe #3: Super Shroom + Mr. Softener

Recipe #4: Ultra Shroom + Mr. Softener

Name: Earth Quake

Recipe: Point Swap + Thunder Bolt

Name: Egg Bomb

Recipe: Dried Flowers + Zess Dynamite

Name: Electro Pop

Recipe: Cake Mix + Volt Shroom

Name: Fire Flower

Recipe: Point Swap + Ice Storm

Name: Fire Pop

Recipe #1: Cake Mix + Fire Flower

Recipe #2: Cake Mix + Hot Sauce

Name: Fresh Juice

Recipe #1: Gradual Syrup

Recipe #2: Honey Syrup

Recipe #3: Jammin' Jelly

Recipe #4: Keel Mango

Recipe #5: Maple Syrup

Recipe #6: Peachy Peach

Recipe #7: Gradual Syrup + Turtley Leaf

Recipe #8: Honey Syrup + Gradual Syrup

Recipe #9: Honey Syrup + Jammin' Jelly

Recipe #10: Honey Syrup + Maple Syrup

Recipe #11: Honey Syrup + Turtley Leaf  
Recipe #12: Jammin' Jelly + Gradual Syrup  
Recipe #13: Jammin' Jelly + Turtley Leaf  
Recipe #14: Keel Mango + Coconut  
Recipe #15: Maple Syrup + Gradual Syrup  
Recipe #16: Maple Syrup + Turtley Leaf  
Recipe #17: Peachy Peach + Coconut  
Recipe #18: Turtley Leaf + Coconut

Name: Fried Egg  
Recipe: Mystic Egg

Name: Fried Shroom  
Recipe #1: Dried Shroom  
Recipe #2: Mushroom  
Recipe #3: Poison Shroom  
Recipe #4: Super Shroom  
Recipe #5: Volt Shroom  
Recipe #6: Dried Shroom + Fire Flower  
Recipe #7: Dried Shroom + Volt Shroom  
Recipe #8: Mushroom + Dried Shroom

Name: Fruit Parafat  
Recipe #1: Gradual Syrup + Keel Mango  
Recipe #2: Honey Syrup + Keel Mango  
Recipe #3: Honey Syrup + Peachy Peach  
Recipe #4: Jammin' Jelly + Keel Mango  
Recipe #5: Jammin' Jelly + Peachy Peach  
Recipe #6: Keel Mango + Peachy Peach  
Recipe #7: Maple Syrup + Keel Mango  
Recipe #8: Maple Syrup + Peachy Peach

Name: Gold Bar  
Recipe: Point Swap + Gold Bar x3

Name: Healthy Salad  
Recipe #1: Golden Leaf + Turtley Leaf  
Recipe #2: Horsetail + Turtley Leaf

Name: Heartful Cake  
Recipe #1: Cake Mix + Ruin Powder  
Recipe #2: Peachy Peach + Ruin Powder

Name: Honey Candy  
Recipe: Honey Syrup + Cake Mix

Name: Honey Shroom  
Recipe #1: Honey Syrup + Volt Shroom  
Recipe #2: Mushroom + Honey Syrup

Name: Honey Super  
Recipe #1: Honey Syrup + Life Shroom  
Recipe #2: Honey Syrup + Super Shroom

Name: Honey Syrup  
Recipe #1: Point Swap + Gradual Syrup  
Recipe #2: Point Swap + Mushroom

Name: Honey Ultra  
Recipe: Ultra Shroom + Honey Syrup

Name: Ice Storm

Recipe: Point Swap + Fire Flower

Name: Icicle Pop

Recipe: Honey Syrup + Ice Storm

Name: Space Food

Recipe #1: Dried Bouquet + Cake Mix

Recipe #2: Dried Bouquet + Choco Cake

Recipe #3: Dried Bouquet + Coco Candy

Recipe #4: Dried Bouquet + Coconut

Recipe #5: Dried Bouquet + Couple's Cake

Recipe #6: Dried Bouquet + Dried Shroom

Recipe #7: Dried Bouquet + Egg Bomb

Recipe #8: Dried Bouquet + Electro Pop

Recipe #9: Dried Bouquet + Fire Pop

Recipe #10: Dried Bouquet + Fresh Pasta

Recipe #11: Dried Bouquet + Fruit Parafat

Recipe #12: Dried Bouquet + Golden Leaf

Recipe #13: Dried Bouquet + Healthy Salad

Recipe #14: Dried Bouquet + Heartful Cake

Recipe #15: Dried Bouquet + Honey Candy

Recipe #16: Dried Bouquet + Honey Shroom

Recipe #17: Dried Bouquet + Honey Super

Recipe #18: Dried Bouquet + Honey Ultra

Recipe #19: Dried Bouquet + Horsetail

Recipe #20: Dried Bouquet + Hot Dog

Recipe #21: Dried Bouquet + Ink Pasta

Recipe #22: Dried Bouquet + Jelly Candy

Recipe #23: Dried Bouquet + Jelly Shroom

Recipe #24: Dried Bouquet + Jelly Super

Recipe #25: Dried Bouquet + Jelly Ultra

Recipe #26: Dried Bouquet + Keel Mango

Recipe #27: Dried Bouquet + Koopa Bun

Recipe #28: Dried Bouquet + Koopasta

Recipe #29: Dried Bouquet + Life Shroom

Recipe #30: Dried Bouquet + Love Pudding

Recipe #31: Dried Bouquet + Mango Delight

Recipe #32: Dried Bouquet + Maple Shroom

Recipe #33: Dried Bouquet + Maple Super

Recipe #34: Dried Bouquet + Maple Ultra

Recipe #35: Dried Bouquet + Meteor Meal

Recipe #36: Dried Bouquet + Mistake

Recipe #37: Dried Bouquet + Mousse Cake

Recipe #38: Dried Bouquet + Mushroom

Recipe #39: Dried Bouquet + Mystic Egg

Recipe #40: Dried Bouquet + Omelette Meal

Recipe #41: Dried Bouquet + Peach Tart

Recipe #42: Dried Bouquet + Peachy Peach

Recipe #43: Dried Bouquet + Poison Shroom

Recipe #44: Dried Bouquet + Shroom Cake

Recipe #45: Dried Bouquet + Shroom Crepe

Recipe #46: Dried Bouquet + Shroom Fry

Recipe #47: Dried Bouquet + Shroom Roast

Recipe #48: Dried Bouquet + Shroom Steak

Recipe #49: Dried Bouquet + Spaghetti

Recipe #50: Dried Bouquet + Spicy Pasta

Recipe #51: Dried Bouquet + Super Shroom

Recipe #52: Dried Bouquet + Turtley Leaf

Recipe #53: Dried Bouquet + Ultra Shroom  
Recipe #54: Dried Bouquet + Zess Cookie  
Recipe #55: Dried Bouquet + Zess Deluxe  
Recipe #56: Dried Bouquet + Zess Dinner  
Recipe #57: Dried Bouquet + Zess Special

Name: Zess Cookie

Recipe #1: Gradual Syrup + Cake Mix  
Recipe #2: Maple Syrup + Cake Mix  
Recipe #3: Mystic Egg + Cake Mix

Name: Zess Deluxe

Recipe #1: Healthy Salad + Shroom Steak  
Recipe #2: Ultra Shroom + Fresh Pasta

Name: Zess Dynamite

Recipe: Egg Bomb + Coconut Bomb

Name: Zess Dinner

Recipe #1: Coconut + Spicy Pasta  
Recipe #2: Fresh Pasta + Coconut  
Recipe #3: Fresh Pasta + Helathy Salad  
Recipe #4: Healthy Salad + Fried Shroom  
Recipe #5: Healthy Salad + Koopasta  
Recipe #6: Healthy Salad + Spaghetti  
Recipe #7: Life Shroom + Fire Flower  
Recipe #8: Life Shroom + Gradual Syrup  
Recipe #9: Life Shroom + Horsetail  
Recipe #10: Meteor Meal + Fruit Parafat  
Recipe #11: Mystic Egg + Fresh Pasta  
Recipe #12: Super Shroom + Fire Flower  
Recipe #13: Super Shroom + Gradual Syrup  
Recipe #14: Super Shroom + Horsetail  
Recipe #15: Super Shroom + Kell Mango  
Recipe #16: Super Shroom + Peachy Peach  
Recipe #17: Ultra Shroom + Keel Mango

Name: Zess Frappe

Recipe #1: Jammin' Jelly + Ice Storm  
Recipe #2: Maple Syrup + Ice Storm

Name: Zess Special

Recipe #1: Dried Shroom + Fresh Pasta  
Recipe #2: Healthy Salad + Ink Pasta  
Recipe #3: Health Salad + Shroom Roast  
Recipe #4: Health Salad + Spicy Pasta  
Recipe #5: Life Shroom + Fresh Pasta  
Recipe #6: Mushroom + Fresh Pasta  
Recipe #7: Super Shroom + Fresh Pasta  
Recipe #8: Ultra Shroom + Fire Flower  
Recipe #9: Ultra Shroom + Gradual Syrup  
Recipe #10: Ultra Shroom + Horsetail  
Recipe #11: Ultra Shroom + Peachy Peach

Name: Zess Tea

Recipe #1: Golden Leaf  
Recipe #2: Maple Syrup + Jammin' Jelly

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Lots of enemies here to cover, but you have to do it.

\*\*\*\*\*

1. Enemies

\*\*\*\*\*

~ #1 ~

Name: Goomba

HP: 2

Comments: Easy. Just hit it with a good, accurate 2-damage attack from Mario's hammer or jump it, and it's a dead dealer.

~ #2 ~

Name: Paragoomba

HP: 2

Comments: Not exactly hard, but you'll have to jump attack it, as your hammer can't reach it. Press A as you land, and it's gone.

~ #3 ~

Name: Spiked Goomba

HP: 2

Comments: Yet another very easy enemy to dispatch. Just use Mario's hammer attack, and let go of Left to destroy it.

~ #4 ~

Name: Hyper Goomba

HP: 8

Comments: Have one of them, they're easy. Have more than one, they're very deadly. Take them out as quickly as possible, before they charge their attacks.

~ #5 ~

Name: H. Paragoomba

HP: 8

Comments: Not really much harder. Jump on it, and make sure that it doesn't charge its attacks. If it does, deflect the attack by all means.

~ #6 ~

Name: H. S. Goomba

HP: 8

Comments: Bah, this one's even worse! It'll charge its attack power to 9, so Power Smash it as quickly as you can. If you can't do that, deflect the blow.

~ #7 ~

Name: Gloomba

HP: 7

Comments: By the time you reach the Pit of 100 Trails, 7 HP will be nothing. Plus, it's not nearly as strong as Hyper Goombas.

~ #8 ~

Name: Paragloomba

HP: 7

Comments: Ugh. I grow weary of these. Since by the time you get to the Pit of 100 Trails, 7 HP is so little, you can beat them back and forth without effort.

~ #9 ~

Name: Spikey Gloomba

HP: 7

Comments: While it IS still best that you eliminate it quickly because of its 4 attack power, it's really a worthless enemy.

~ #10 ~

Name: Koopa Troopa

HP: 4

Comments: They're not really hard, just annoying. Use Goombella to jump on their backs, then have Mario hammer them when they're down.

~ #11 ~

Name: Paratroopa

HP: 4

Comments: Now these are really annoying. Their attacks are the same as a regular Koopa's, however. Jump it twice to turn it into a Koopa Troopa on its back. ;)

~ #12 ~

Name: KP Koopa

HP: 4

Comments: Meh. It's really just a different colored Koopa which is just as easy to beat. Not a priority.

~ #13 ~

Name: KP Paratroopa

HP: 4

Comments: Just as annoying as a Paratroopa, but all it is is as a Koopa with different colors.

~ #14 ~

Name: Shady Koopa

HP: 8

Comments: Unlike the previous Koopas, this one is an actual threat. Try and beat it very quickly with jump attacks, although it can raise its power from there.

~ #15 ~

Name: S Paratroopa

HP: 8

Comments: Nothing more than a Shady Koopa with wings. Try and bounce it to the floor quickly, and pound it as fast as you can.

~ #20 ~

Name: Dull Bones

HP: 1

Comments: A bit of defense on them; you'll have to do a perfect Action command to destroy it. Destroy these quickly before they increase their numbers...

~ #21 ~

Name: Red Bones

HP: 5

Comments: This guy is a bit tougher than those, but still nothing. Beat his allies FIRST, and then beat up on him.

~ #24 ~

Name: Hammer Bro

HP: 7

Comments: Bah, these things can be a tad bit aggressive. Try and jump 'em a bit, though, and they won't be that bad.



~ #25 ~

Name: Boomerang Bro

HP: 7

Comments: Try and deflect their boomerangs before they hit Mario, because that can be a bit annoying. Not too bad, though.

~ #26 ~

Name: Fire Bro

HP: 7

Comments: These guys are even more annoying than Hammer Bro, geez... try your best to deflect the fire attacks, by all means.

~ #27 ~

Name: Lakitu

HP: 5

Comments: Try and beat them before they hold up spiky balls, which will turn into Spinies. Jump attacks and Hammer Throw work the best.

~ #28 ~

Name: Dark Lakitu

HP: 13

Comments: Ugh. I freaking hate these things; try and Power Bounce them right off the bat, and try to do 13 damage, although that's not an easy task.

~ #36 ~

Name: Magikoopa

HP: 7

Comments: You actually find this guy later than the "elemental" ones, making him cake when you fight him. Beat him quickly.

~ #37 ~

Name: R. Magikoopa

HP: 7

Comments: Only one instance, which is fortunate. Beat him before his brothers, and try not to let his magic beat you up too bad.

~ #38 ~

Name: W. Magikoopa

HP: 7

Comments: It's basically the same enemy, except using a bit of curative magic. Beat him quickly once good old "R" is gone.

~ #39 ~

Name: G. Magikoopa

HP: 7

Comments: He'll try to make himself invisible, so try and heal when that's done. And don't use FP to attack his clones.

~ #40 ~

Name: Kammy Koopa

HP: 50

Comments: Before going for Bowser, go for Kammy, as she'll be casting electric magic and being more of a threat than Bowser.

~ #41 ~

Name: Bowser

HP: 30

Comments: Not exactly someone I would call "hard". Watch out for his attacks and use Sweet Treat if necessary, and beat the hell out of him.

~ #42 ~

Name: Gus

HP: 20

Comments: Do NOT jump him. Use Mario's Hammer ability, and try to block his attacks. He'll take a while to attack, but make sure you don't jump him.

~ #46 ~

Name: Badge Bandit

HP: 12

Comments: Ranks right up there with one of the most annoying enemies of Paper Mario 2. Put all your power into him, and beat them in two turns.

~ #47 ~

Name: Spinia

HP: 3

Comments: Not a worry in the slightest. Hammer them and Headbonk them with Mario and Goombella respectively, and watch 'em go.

~ #50 ~

Name: Fuzzy

HP: 3

Comments: Really, really annoying. It'll drain your HP, and timing is very hard. Concentrate on them one at a time, using Mario's Jump and Goombella's Headbonk. And do try the timing, even if it's hard.

~ #51 ~

Name: Gold Fuzzy

HP: 10

Comments: You'll only fight one of these, thank god. And that's good, it can sic a huge army of Fuzzies after you. Eliminate it as quickly as possible.

~ #52 ~

Name: Green Fuzzy

HP: 5

Comments: Still really annoying, but his HP is really, really low. Use a few Power Smashes to beat it to death.

~ #53 ~

Name: Flower Fuzzy

HP: 6

Comments: By far the strongest Fuzzy, and one that will cast magic once it sucks your FP enough. Beat it quickly, before it uses magic.

~ #54 ~

Name: Pokey

HP: 4

Comments: No threat whatsoever. Spank it around with your hammer a bit, and watch it fall to pieces.

~ #55 ~

Name: Poison Pokey

HP: 8

Comments: Not really that bad, although it's really humorous to deflect their attacks. Use Power Smashes to beat them quick.

~ #56 ~

Name: Pale Piranha

HP: 4

Comments: Pretty easy, so long as you use your hammer. It's easy to deflect them, so try doing that.

~ #57 ~

Name: Putrid Piranha

HP: 8

Comments: Ugh, I can't stand these things. Try and eliminate them with a Power Smash; or as quickly as possible.

~ #58 ~

Name: Frost Piranha

HP: 10

Comments: Not really as annoying as the previous enemies. Try and use Mario's Power Smash and Vivian's Shade Fist.

~ #62 ~

Name: Pider

HP: 5

Comments: It's not too hard to block its attacks. When it's not attacking, jump it down to the ground, and deflect the rocks it throws at you.

~ #86 ~

Name: Bob-omb

HP: 4

Comments: Use a couple of Multibounces or multi-hit attacks to eliminate these; they aren't bad, but try and beat them before they blow up.

~ #87 ~

Name: Bulky Bob-omb

HP: 6

Comments: Well... they're ugly as hell, I'll give them that. But besides that, they're nothing but easy. Still, again, beat them fast.

~ #98 ~

Name: Blooper

HP: 12

Comments: The best strategy for this is to use a Fire Flower to take out the tentacles, and then have Mario and Goombella pound the creature to death. Not tough.

~ #99 ~

Name: Hooktail

HP: 20

Comments: A big dragon who will beg for mercy... but ignore her pleas for mercy and continue givin' her a whooping. Give her Power Smash, and all you have.

~ #102 ~

Name: Rawk Hawk

HP: 40

Comments: He's not as bad as he claims to be, but he's one hunk of guts. Use your strongest attacks, and use Flurrie when he jumps on the bars on the ceiling.

~ #103 ~

Name: Macho Grubba

HP: 60

Comments: Use Clock Out, and then use Power Bounce and Multibonk several times, and try to block the really strong attacks he'll throw out.

~ #104 ~

Name: Doopliss

HP: 40

Comments: Not too tough; have Vivian keep up on him with fire attacks, while Mario uses nothing but Power Bounce and Sweet Treat.

~ #105 ~

Name: Cortez

HP: 20

Comments: A really hard pirate boss; one that I recommend just using my boss strategy to fight. That'll give you a detailed explanation.

~ #107 ~

Name: X-Naut

HP: 4

Comments: Hardly anything called a "threat". Just use your jump attacks to knock them out quickly.

~ #108 ~

Name: X-Naut PhD

HP: 9

Comments: By far the strongest type of X-Naut. Eliminate it before it powers itself or its comrades up. Power Bounce is a necessity.

~ #109 ~

Name: Elite X-Naut

HP: 10

Comments: More HP and more hyped up than the X-Naut PhD, but not as hard. Try and beat it quickly with Power Bounce, though.

~ #116 ~

Name: Grodus X

HP: 3

Comments: Pitiful, only problem is hitting all four of them at once. Mario's Multibounce attack is your best bet. Then go for Grodus.

~ #119 ~

Name: Lord Crump

HP: 30

Comments: Bah, nothing but annoying. Thromp him with multi-hit attacks, and then when he calls the large X-Naut gang, concentrate on only him.

~ #120 ~

Name: Grodus

HP: 50

Comments: Really strong, but not too much realistic defense. Best bet is to have Vivian use Fiery Jinx, and then have Mario use Power Bounce.

~ #124 ~

Name: Shadow Queen

HP: 150

Comments: Hmmm... might wanna see the final boss strategy for her two forms in the boss section. ;)

\*\*\*\*\*

2. Bosses

\*\*\*\*\*

Stats, strategies, and all for those yet covered in the walkthrough. Yeah.

```
+++---===---+++---===---+++---===---+++---===---+++---===---+++---
  \\ \\ -- \\ \\ BOSS: LORD CRUMP || HP: 5 || DIFFICULTY: * /// -- ///
+++---===---+++---===---+++---===---+++---===---+++---===---+++---
```



+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----  
Hah, I began this fight nicely. Start by using Earth Tremor, and with a good enough timing, you'll do 5 damage to all of them. However, DO NOT do Earth Tremor perfectly. Otherwise, Vivian will do some attack, 1 damage to everyone. But that's not all, Marilyn will do an electric attack for 4 damage to everyone. And it doesn't end there. Beldam will blow a cold wind upon you, for 4 damage. That's correct: once they reach half their HP, they get really angry. So it's best not to do that.

Do 5 damage to all of them, and you'll be counterattacked with 5 damage to your two characters, of course. Now just heal your party up with Goombella/Koops, and wait for them to attack. You'll have to take Vivian out first, but after that, concentrate all power on Marilyn, and don't stop for anything. She can increase her fighting strength, and she WILL do so. She'll be doing lots of damage, so a Sleepy Sheep won't hurt. Continue ganging up on them, especially Marilyn. They will all go down eventually.

+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----  
\\\ -- \\\ BOSS: MAGNUS || HP: 30 || DIFFICULTY: \*\* /// -- ///  
+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----

Lord Crump, as you might expect, is always more bark than bite. Magnus's stomp attacks aren't exactly that dangerous, and neither are the earthquake-like attacks, although they'll damage both of your characters. Just about the only thing to worry about is him punching his arms out, which may target you for quite a bit of damage. Take them out quick with a Multibounce, and then pulverize Magnus like he can't be pulverized; that's probably the best strategy. Koops and Mario is probably the best party here, although a Lv. 2 Goombella is even better, if you have her.

If you happen to get 2 SP, use Earth Tremor. Do this right, and you'll do about 5-6 damage to Magnus, which is 1/6 or 1/5 of his HP, depending on how you do it. ;) Otherwise, just have Koops use his attacks every turn while Mario invariably uses Power Bounce. This attack will do 7-infinite damage to Magnus, as long as you do it correctly (although the chances of you doing more than 12 damage with Power Bounce are very slim, let alone infinite). Keep at it a bit with pure, solid aggression, and this robot will fall.

+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----  
\\\ -- \\\ BOSS: BOWSER || HP: 30 || DIFFICULTY: \*\* /// -- ///  
+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----

He's really not all that tough, but his attacks are. He'll breath fire, he'll stomp on you to decrease your abilities, and he'll pack a bit of defense on himself. Koops or Yoshi are definitely recommended for this fight, and you should definitely have some Mushrooms or Hot Dogs handy. Beat up on him with all of your power, and use Mario's Shrink Stomp ability, since Bowser won't be nearly as tough once shrunk. With low defense like that, even Goombella can hold her own, although Yoshi will do better, gulping and spitting.

+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----  
\\\ -- \\\ BOSS: RAWK HAWK || HP: 40 || DIFFICULTY: \*\* /// -- ///  
+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----

He's not really that difficult, but he's certainly much tougher than all of the other monsters we've fought during this tournament. I'd recommend Mario and Yoshi for the first part of this battle, and then Flurrie when Rawk Hawk jumps to the ceiling. He'll be adding a bit of damage up on you, but remember he'll only get one turn to one from Mario AND Yoshi. Combine with a Power Bounce and

a Gulp, and you'll be beating him up really bad.

Use Sweet Treat to recover FP if necessary, and watch out when a thick fog appears, because Rawk Hawk will be quite a bit more accurate than you. Use mainly jump attacks, until Rawk Hawk jumps to the bars on the ceiling. He'll get quite a bit stronger here, dropping stuff on top of you. Now switch Yoshi out for Flurrie, and have her use Body Slam. Eventually, Rawk Hawk will fall off the bars and fall.

```
+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----
  \\ -- \\ BOSS: MACHO GRUBBA || HP: 60 || DIFFICULTY: *** /// -- ///
+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----
```

There is one move that is an ABSOLUTE NECESSITY in this battle, and that is Mario's Special move Clock Out. Start the battle by using this spell, and make sure you press the button that appears near Grubba instead of the one near Mario and your partner! Seriously. Once Grubba is paralyzed, beat him like nuts with Power Bounce and Body Slam or Ground Pound, depending on whether you bring Flurrie or Yoshi, who are both good choices for this fight. Goombella's Multibonk is also nice.

Grubba has a whooping 60 HP, which is a real lot. When he does regain his movement, he'll be pretty tough, I can assure you. He's slow, but really strong. What he'll do is cast a spell to give him two turns every time you and Yoshi/Flurrie get finished, and then increase his attack power by 2, and then do lots of damage by flipflopping all over you. However, you got such a head start on him, that this won't be a problem. If necessary, just use Sweet Treat or even Earth Tremor.

```
+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----
  \\ -- \\ BOSS: ???? || HP: 40 || DIFFICULTY: * /// -- ///
+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----
```

Nope, it doesn't give a name for it, and you'll see why soon. Anyway, this fight is almost as easy as the one with Lord Crump at the beginning of the game, I'm serious. All he'll do is dive at you, doing a little damage every hit. Just beat him around with Mario's Power Bounce and Goombella's Multibonk, and then he'll get an opportunity to test out his copycatting ability! And thus, he turns into a dark version of Mario.

He'll be a little stronger now because he'll be jumping and hammering at you, which may do a bit of damage, but he's still effortless with a puny 20 HP left. Beat him a little more, and watch as he drops to the floor just like normal Mario would.

```
+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----
  \\ -- \\ BOSS: DOOPLISS || HP: 40 || DIFFICULTY: ** /// -- ///
+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----
  \\ -- \\ BOSS: GOOMBELLA || HP: 20 || DIFFICULTY: * /// -- ///
+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----
```

Doopliss and Goombella! Yup, but don't bother fighting with Goombella, because Doopliss will just replace her for Koops, and then Flurrie, and then Yoshi... and Yoshi is a force you don't want to reckon. So focus all your strength upon just Doopliss. All he'll do is jump and hammer at you, which can be blocked with A or B. Goombella's a little more dangerous, but she still won't do anything that's too fatal. While Mario's Power Bounce is just that, fatal...

After two turns, Vivian will jump in and join Mario because, "he's the only one who's ever been nice to her". Which is quite correct, actually. Anyway, the

fight just gets easier! Doopliss's Mario form is still a bit tougher than the original Doopliss one, but this still isn't anything too bad. Use Sweet Treat and Power Bounce invariably, while Vivian just uses her fire attacks. Just try not to run out of FP, and you'll be fine.

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  \\ -- \\ BOSS: CORTEZ || HP: 60 || DIFFICULTY: **** /// -- ///
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Another complete joke of a boss (like Doopliss, for example?). Not on your life. Cortez is by far the hardest boss we have yet to face, with the highest HP and swords that can slice you in half. Anyway, I'd recommend Mario and Vivian for the majority of the battle, and a good 5 SP is very helpful. Anyway, Cortez has three forms, the first two having two targets: a head and section of bones. Every 20 damage you give to Cortez, he will change forms.

The first form is really easy, though. Use some minor items like Mushrooms when Cortez deals lots of damage out, not major items such as Whacka Bumps or Ultra Shrooms. Try not to use too much FP, just 5-10 or so. Eventually, the bones around Cortez's body will weaken, and that's his next form. Sounds like he'd get weaker, but he didn't. In fact, he'll spend a majority of the fight prepared for a bone attack in which will do 7 damage or so to both of your characters. Not a thing I like.

Do not use Sweet Treat, no matter what. Beat up on Cortez with power, but try not to waste Power Bounce, and instead use Fiery Jinx and Power Smash to hurt the bone pile, until Cortez's body falls to pieces, and he's left with only a skull and four weapons: swords, rapiers, hooks, you name it. Believe it or not, this is BY FAR his toughest form. The swords all have 4 HP, but you cannot jump them. And you cannot hammer them either. And they defend Cortez.

Combining, the Cortez party will all do about 10-12 damage to both Mario and his partner here, which is not something you want to face. Start by launching your all-out offensive! Use Art Attack, and make sure you circle around EVERYTHING. Cortez will suffer quite a bit through that, although he'll eat the souls of the crowd afterwards. Remember Hooktail doing that? And the swords will quickly get up. But we don't have time to bother with those now, do we?

While you're still alive, switch Vivian out for Goombella, and Power Bounce and Multibonk Cortez to the very last of his days! It matters! Don't bother with defense, except maybe to cast Sweet Treat so that you can restore your HP and FP. Trust me on this; this battle is really tough, so it's quite easy to understand if you lose.

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  \\ -- \\ BOSS: LORD CRUMP || HP: 50 || DIFFICULTY: ** /// -- ///
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Oh my god, not Lord Crump AGAIN. He obviously offers a stupid line upon the beginning: "Time to turn you into wee seeds! Uh, seaweed! Buh huh huh huh!" Typical of the idiot. Anyway, time to beat his ass all over the ship. Start by having Mario and Goombella in the party, but ignoring the X-Nauts. Lord Crump will just send in more of them, so there's no use. He has two forms, similar to Cortez, with the first one having 30 HP and the second one having 20 HP.

Anyway, just use Power Bounce, Multibonk, and Power Smash away at Lord Crump until eventually, he grabs the bars on the top. This COULD have the potential to damage you, as he drops a bunch of X-Nauts down to do about 5-6 damage to one character. Still, if you beat Cortez, it's no problem. Use Jump attacks all the way, until he runs away... and comes back, "down but not out". With, of



course, a million X-Nauts and after healing himself a bunch of times. Still, only 20 HP left. Not hard.

To finish the battle, just jump on Crump several times, not paying one bit of attention to the X-Nauts; even though they're strong, they won't come back. Continuing with attacks such as Art Attack, Power Bounce, Multibonk, and Earth Tremor, you'll win without a question. I'm serious here; the day I'm afraid of Lord Crump is the day chickens give milk.

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  \\ -- \\ BOSS: SMORG || HP: 50 || DIFFICULTY: * /// -- ///
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This is a really, really easy boss, especially compared to old pirate Cortez. This is like those Yux enemies back in the Great Tree; the tentacles will attempt to defend Smorg. Start with Vivian's Fiery Jinx ability, burning those Smorg Miasmas away to their death. Smorg will try out a few fancy attacks on you, but nothing too bad. Once the tentacles are gone, use Power Smash and Art Attack like a madman. If Smorg gets on your wrong side, simply use Sweet Treat. When he changes form, get even more aggressive, with Mario's Power Bounce and Goombella/Bobbery using their best skills. Not tough.

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  \\ -- \\ BOSS: MAGNUS 2.0 || HP: 70 || DIFFICULTY: *** /// -- ///
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Don't worry, this is the LAST TIME we have to fight Lord Crump, in a robot or not! Really. =) Anyway, he's still a really annoying customer, and he's all the stronger in Magnus 2.0. And yes, if you have Goombella handy, you can see he has 70 HP, 7 attack, and 2 defense. That's pretty strong, AND he'll use his damned rocket fists as separate enemies as well, that's not exactly a picnic. So that makes you faced with three enemies a majority of the time. I used Mario and Vivian for a majority of this battle, anyway.

Okay, so Crump will use those X-Punches. Use Fiery Jinx immediately to wipe those out, and then have Mario do Multibounce if you failed that. Shouldn't be too hard. If you get an opportunity and have lots to spare, Art Attack would be a great ability to use, although it'll do far more damage against only Crump. He'll also use Magnus to stomp you, but that will only do 6-7 damage, not exactly that much anymore.

Alright now, be VERY careful when Magnus reaches 30 HP. Make sure Mario has at least 25 HP remaining when Magnus goes to 30 HP, because then he'll get all of the audience out, put them inside his system, and through the entire lot of them at you! Yeah, that's a VERY deadly attacks, hitting many times for 3 damage apiece. Try and block the attacks as best as possible, because that's really nasty. If you do survive, use an Ultra Shroom, and then use Power Bounce, and a strong partner like Vivian, Yoshi, or Bobbery for the rest of the fight. Once you get past that mark, it's an easy battle.

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  \\ -- \\ BOSS: GLOOMTAIL || HP: 80 || DIFFICULTY: ** /// -- ///
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Maybe it was just me, but I didn't find this fight nearly as hard as many claim it to be. Meh, I don't know why. Anyway, Gloomtail is much like Hooktail, just a far stronger version. Anyway, the usual attacks such as Power Bounce, Power Smash, and Ultra Smash will work very well in this fight, while Vivian or Bobbery are very much recommended, since they'll rake up the damage quickly. His attacks are easy to block, aside from the poison breath one. If he throws

that at you, you may want to heal it with a Tasty Tonic.

Eventually, though, Gloomtail will start charging an ultimate yellow breath. Well, yellow was the wrong color! Still, it's a nasty attack. It's very, very much recommended that you have Vivian use Veil, or be prepared to face 15-16 damage to both of your characters. That's the strongest attack yet, that's for sure. Anyway, watch out for this fatal moment, and this fight will work out just fine.

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  \\ -- \\ BOSS: DOOPLISS || HP: 40 || DIFFICULTY: *** /// -- ///
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  \\ -- \\ BOSS: MARILYN || HP: 40 || DIFFICULTY: *** /// -- ///
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  \\ -- \\ BOSS: BELDAM || HP: 30 || DIFFICULTY: ** /// -- ///
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Now THIS is an anticipated battle! The poltergeist who likes to transform into other creatures, the bullying witch of evil, and the fat chick who likes to hurt things and go "buhhhhh". Anyway, they all act as they have in your previous fights with them. Doopliss will take on the form of your partners (I've seen him as Mario, Goombella, and Vivian) and use their attacks, especially when low on HP. Marilyn is really strong, and Beldam casts a load of magic.

Anyway, I used Vivian (DUH) and Mario (DUH) for almost this entire fight. I'd go for Marilyn first, then Doopliss, then Beldam. Marilyn may do 7-8 damage to your whole party per turn, while if you have Goombella or Vivian in your party, Doopliss will use abilities like Multibonk or Fiery Jinx, which will 10+ damage to one character or 6 to both, that's not friendly. Anyway, use Power Bounce and everything you have to eliminate Marilyn as quickly as possible.

Beldam is very likely the least threat of the three, so it's safe to leave her alone, somewhat. Doopliss and Marilyn are the real threats; and it's good to make absolutely sure you don't use Goombella; fighting against her is not good. Try to block all of Doopliss's attacks, while attacking wisely while using an Ultra Shroom or Sweet Treat/Feast if necessary, and you're good to go.

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  \\ -- \\ BOSS: GRODUS || HP: 50 || DIFFICULTY: ** /// -- ///
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For a ruler bent on complete world domination, Grodus is a huge piece of cake. He's much like the Yux we're (probably) used to fight now, except just a bit stronger. He'll summon two things called "Grodus X" which will protect him from damage, by increasing his normally low defense by 1. If he gets four of them in there, you can't damage him, sorry. Anyway, the recommended party for this fight is Mario and Vivian/Yoshi, but Vivian's attack is easier to use, so she's a better choice.

Grodus has a few other attacks, including freezing fire, electricity, and even one that stops time. Immediately treat to being frozen if that happens, and launch an offensive if one of your characters get stopped. Anyway, have Vivian cast Fiery Jinx immediately; that'll take care of the puny Grodus X enemies. After that, have Mario use Power Bounce on Grodus; 50 HP is absolutely nothing. Repeat this simple process over and over, possibly stopping to use Sweet Treat in between.

If Vivian gets stopped or frozen, have Mario switch her out for Yoshi, and then use Yoshi for Stampede. And if Mario gets frozen, then Vivian should use Fiery

Jinx. Every turn. Although those Grodus X enemies only do 4 damage an attack, that damage can add up. However, you still shouldn't have any problems with Grodus here.

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  \\ -- \\ BOSS: BOWSER || HP: 70 || DIFFICULTY: *** /// -- ///
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  \\ -- \\ BOSS: KAMMY KOOPA || HP: 50 || DIFFICULTY: ** /// -- ///
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Now this fight, I have been awaiting. However, it's not exactly easy! Bowser is much tougher than Grodus, and what's worse, he has a partner, Kammy. The first part of the fight is obviously the hardest, as Kammy is a pain in the neck. She'll be casting magic, healing 8 HP of herself or Bowser, and doing other naturally annoying things. Go for her first; Art Attack is a splendid first move for you to use when you begin.

Start with a full-out offensive, preferably with a strong character like Vivian or Bobbery. Yoshi is also nice for a Ground Pound on top of Kammy. However, Art Attack will do about 15 damage, enough damage to set Kammy up well. Her attacks are pretty annoying, but Bowser's are the worst. Try and deflect his attacks, because if you don't, you may end up losing the ability to jump or hammer. However, Bowser will go down really fast if Kammy is gone. Once you have Kammy gone, just use Mario and Bobbery for the whole fight, using all your best attacks. You'll win pretty easily, but still try to deflect him!

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  \\ -- \\ BOSS: SHADOW QUEEN I || HP: 70 || DIFFICULTY: ** /// -- ///
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This dark version of Peach isn't too bad... yet. She'll get much stronger in a different form; this will just be a warm-up. Although she has 150 HP, give her about 70 damage and this part of the battle will end. So... my recommended party is Mario and Yoshi. She'll be doing some pretty strong attacks (about 8 damage or so) but still not that much of a concern. My first attack during this fight was Supernova, which did 15-16 damage. What I did after that was use Power Bounce and Stampede, until I got 4 SP.

Art Attack works REALLY well here, believe me. Since Peach's body isn't really that big (taller than Mario, though =P) you can circle around her several times, and do 15-18 damage, even more than Supernova. Eventually, she'll switch to her true form. UGLY, but that's not the problem. You can't harm her now; focus on trying to defend yourself, although don't waste your Ultra Shrooms, trust me. Just continue as you are, and keep yourself alive. She'll drain your HP and the audience while you can't hit her, that's not nice.

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  \\ -- \\ BOSS: SHADOW QUEEN II || HP: 150 || DIFFICULTY: *** /// -- ///
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Art Attack doesn't work as well as it did the previous time, because there are three enemies and she's MUCH bigger this time. So start off by using Supernova, with 16 damage to her and her stupid hands. Yeah, they'll try and suck you and your partner's HP, while she restores it and uses even stronger attacks. The hands shouldn't be that much of a priority, though. Anyway, once you have the hands out of the way, attack the Shadow Queen with every inch of power, since she has the second most HP of any enemy in the game.

She WILL bring those damn hands back, but they're not really too annoying. For the partner for this battle, anyway, my recommendation is Koops for the first

half, Vivian for the second half. Koops's fourth skill is just plain invaluable, while Vivian's Fiery Jinx and Veil abilities will help in the second half of the fight. While you mow through the hands, try and protect yourself, while putting on Power Bounce almost every turn.

Eventually, the Shadow Queen will replace the normal Hands with Dead Hands. Don't even look at these, although it's good if you use Koops/Vivian and use your strongest attacks to take them out with the Shadow Queen. By now, she'll be weakening anyway. At that point, use every single thing you have left, all your Ultra Shrooms and everything (my Mario had 55 HP at this fight, by the way). Use Veil when the Shadow Queen charges herself up, and you shouldn't have many troubles.

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\\ \\ \\ CHAPTER TEN: OUTRO/CREDITS /// ///

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Next time this guide is updated, it'll have a few more enemies and things like that, and the walkthrough will finish the game, the Pit of 100 Trials, and several lists. I promise.

Thanks go out to:

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- me frog: I guess he inspired me to do this guide, what with those dozens of FAQs he's written for Nintendo games. =P Sorry to pick on that sometimes, though. I look forward to seeing a guide you write for the 2005 GameCube Zelda title.

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