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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM me on the GameFAQs message boards.

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Allowed sites for my FAQs	Forever-Banned Sites
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GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
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Section Four: Walkthrough  
\*\*PM4\*\*

Welcome to the bulk of this FAQ/Walkthrough. Within this section, you'll find a wealth of information, guiding you from start to finish for this game. All of the info is arranged in a semi-chronological order. This section has been arranged into some smaller sub-sections so you can find what you want a bit more easily. What the sub-sections are can be found by looking in the Table of Contents section near the top of the document.

=====O	O=====
**PM41**	Prologue: A Rogue's Welcome
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Mario & Luigi's House - Pre-Prologue
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Just a storyline scene. Parakarry arrives with a letter from Peach. Luigi reads the letter aloud to Mario:

"Hello there, Mario!

I am now on holiday, traveling in the Mushroom Kingdom. In my travels, I came into possession of a mystical map... a treasure map, actually. I thought you could help me hunt for it! You will, of course, won't you? I'll meet you at Rogueport. (That means you MUST come!)

- Peach"

Leaving Luigi, Mario leaves to get on a boat.

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Rogueport  
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The weirdest boat ever will come by. A shipmate will wake up Mario, and make sure he knows about all of the tales and such. Mario exits the boat, and the boat (oddly, I might add) turns around. Head left towards the save block and hit it. Save the game.

Head upwards. After a bit, you'll notice a girl Goomba being harrassed by a bunch of... oddly-dressed thugs, to say the least. She'll bring you into it by hiding behind you. The purple guy will then attack you. Commence battle!

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MINIBOSS: Lord Crump

Max HP : 6  
Attack : 1  
Defense: 0  
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Easier than your average Goomba, I suppose. Two attacks minimum (if know about Superguards) will KO him. You'll get nine Star Points afterwards.

Lord Crump will then command his hundreds of minions to attack you. However, just after the command is given and the cloud of minions appear, you and the Goomba will appear beyond the crowd, unharmed. Head up the stairs to the right to exit the area. The next scene will show Lord Crump being the one that is being battered by his minions. They (eventually) realize you left.

The view will switch to the Rogueport Square. The Goomba girl will give Mario a kiss and introduce herself as Goombella. Apparently, she has come to find the same treasure as you. Then a "GREAT HOOGLY-BOOGLY!" appears on-screen. Crap, Toadsworth. He, too, hasn't a clue where Peach is (we need a tracking chip for her!). He then talks about the inn - the building with the bed on the sign beside it.

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GOOMBELLA'S ABILITIES: A PRIMER

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

Field Abilities:

X: Talks about the current area/Talks about the nearby person or object.

Battle Abilities:

Headbonk: Press A before hitting a enemy. Base damage: 1 or 2.

Tattle: Press A while the + is in the circle. Reveals enemy stats and any weaknesses or immunities.  
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After the primer, Goombella mentions that she's looking for Professor Frankly. At this point, you get roam almost freely. However, there is one thing you need

to do to avoid problems later: Head to the west side of the square, where the Toad is. She'll warn you that a contact lens is nearby, so don't move. She'll find it in about 20 years so just wait until then or move. It'll magically appear under Mario's foot/hammer and you'll break it. She'll therefore block access to the west side until you get her a new one. Go to the building with the Fire Flower sign beside it. Talk to the Toad closest to the door to order a contact lens, which will be here by Chapter 1. Buy some stuff, but leave around 50 or more coins of your 100.

Head into the east side. See the house beside the one with the Shine Sprite above it? Head into that house... in a second. See the guy with the spear? Talk to him and select the option that is similar to "I can take you!" This results in a very hard battle (similar to Diablo of FF8, if I remember right).

-----  
MINIBOSS: Gus

Max HP : 20  
Attack : 2  
Defense: 0  
-----

If you decided to do it now, hope you have some gaming skills and Mushrooms. As you obviously see, there is a big pointy spear. DO NOT JUMP!!! As you will learn soon, this causes 1 HP damage to the jumper, even Goombella. For this, use your hammer constantly and use Goombella to heal. You will need Mushrooms, as it'll ten turns, minimum at this point, to KO him. That means you'll take 20 HP worth of damage if you can't Guard every turn. If you find trouble, run. If you win, you get a BUNCH of Star Points.

Either way, you must've noticed the Bandit who robbed you. Go back to the town square and head into the alley and head left. In that house is the bandit who robbed you. He'll give you your coins back. Also check around there for a Star Piece.

Head back to the east side of Rogueport and enter Frankly's house. Goombella and Frankly greet each other and he (finally) notices you. He asks why you are here and Goombella tells him about the map you have. After "hummina"-ing a bit he finally asks to see it. You hand it over. He tells you about its purpose and of the Crystal Stars. He decides to direct you there.

Outside, he kicks down the fence (why couldn't I do that!?) and heads over to the pipe. Before entering, he decides to teach you about Action Commands. Listen to him if you've never played this. Once you're done, you should first do some Star Piece hunting. The locations:

- The Square: Head to the Inn and go upstairs. Head out through that door and to the left. The building you see is a badge shop (I'll tell you to go there later). Head onto the roof to the left and walk around the area you can't see.
- The Square: Behind the Inn, in the area back in the alley where the Bandit is. Behind the mattress is the Star Piece.
- The Square: Near the east exit, behind some boxes.
- East Side: See the brick wall near the west exit? Head to the approximate center of it then go back through the alley. In the alley, it turns to the right to reveal another Star Piece atop some boxes you must jump on first.

Whether you decided to find the four Star Pieces or not, enter the pipe.

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Rogueport Sewers  
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Head to left and save. Continue left and look behind the pillar. Grab the Star Piece. By now, you must be wondering why I keep saying to grab Star Pieces. They can be used to get badges from Dazzle. He will probably appear later on in the game here, but not now. Obviously.

Continue heading right. Eventually, after going down some stairs, a Goomba, a Paragoomba, and a Spiky Goomba all suddenly find Goombella... interesting. Time to fight!

-----  
MINIBOSS:

Goomba:	Paragoomba:	Spiky Goomba:
Max HP : 2	Max HP : 2	Max HP : 2
Attack : 1	Attack : 1	Attack : 2
Defense: 0	Defense: 0	Defense: 0

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The Goombas are simple enemies. One attack, one from Mario or one from Goombella, should kill it, as well as the Paragoomba. However, Mario cannot use his hammer against any flying enemy (unless you have a certain badge), so to make the enemy able to be hammered, you must first jump on it, or otherwise hit it. This technique only works against enemies with the prefix "Para-" in their names. The Spiky Goomba should NEVER be jumped on, even with Goombella. This rule will go for any enemy that has a spike (unless you have a certain badge). Each enemy will die with one successful action command.

After the battle, Frankly will explain about First Strikes. Listen to him and then head to the right and up the stairs. Head back behind the nearby wall and wait for the platform to come your way. Jump on it and use the pipe on the other side.

In the next room, you'll find a couple more battles and a few item blocks, containing a Fire Flower and a Mushroom. Continue on until you reach the odd yellow blocks. Hammer them and go down the pipe.

In the next room, you'll see an odd creature retreat into a hole a few steps in, as well as a few papery enemies called Spinias. Defeat them. Now, observe where the hole is. Go STRAIGHT DOWN from it and jump against the wall. A badge will pop out of an invisible block: grab it. Continue to the right and up the stairs. Enter the room to the right.

In it is just a black chest. Examine it and it will talk to you a bit. The gist of this conversation is that you need to get a black key. Head outside.

In this room, go to the left until you see a grayish floor tile. Jump off of it, going towards the northern wall. On this ledge is a black key. Hold on, don't go just yet: See that huge yellow block? Go behind it for a Star Piece, THEN go back into that room.

Examine the chest and select the key. The chest will open and a piece of paper will fly out. It will curse you and ... explain it to you?

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About Plane Mode:

Press Y on airplane panels (like that grayish one) and you'll turn into a paper airplane. Press left and right to balance yourself as you fall to attempt to fly as far as possible. At any point, press B to become normal, or hit a wall to have the same happen.

After telling the demon (the piece of paper from the chest) that you understand the "consequences" of what you've done, it'll leave. Head out of the room.

Remember that grayish floor panel? Head there now and press Y. Using left and right, balance yourself to get to the other side. Exit to the left after you've landed.

In this room, you'll see a HUGE door. Professor Frankly will comment on how excited he is to see the door, but Goombella will be confused about the pedestal near the door. Go ahead and step on it. The map will appear as two circles of light surround Mario, Goombella, and Professor Frankly. After some shininess and odd noises, the map will appear in better detail and some action will pop up in the northeastern corner. A star will also appear. The trio will then decide to go back to Professor Frankly's house.

### Rogueport

Back at Frankly's, the three will talk for a bit. Once you leave the house, Frankly will explain about Star Power, Special Attacks, and appealing. After the tutorial, Frankly will explain some more. Mario and Goombella will then decide to go to Petal Meadows because they believe Peach may be there, as well as the Crystal Star. As you leave the house one more time, Frankly will explain about badges and give you a Power Smash. Equip it and head into the Town Square. Time for some shopping!

#### Toad Bros. Bazaar \

Item:	Cost:	Effect:
Fire Flower	10 Coins	Deals three HP (Fire) damage to all enemies.
Fright Mask	5 Coins	May scare enemies out of battle.
Honey Syrup	5 Coins	Heals 5 FP.
Mushroom	5 Coins	Heals 5 HP.
Sleepy Sheep	8 Coins	May make enemies go to sleep.
Tasty Tonic	3 Coins	Heals any negative status effect.

#### Lovely Howz of Badges \

Badge Name:	Cost (no discount/discounted):	Effect:
FP Drain	100 Coins / 70 Coins	-1 Attack, gain FP per hit
Happy Flower	150 Coins / 105 Coins	Slowly regain FP in battle
Last Stand	50 Coins / 35 Coins	Take 1/2 dmg. in Danger.
Last Stand P	50 Coins / 35 Coins	Take 1/2 dmg. in Danger.
Piercing Blow	75 Coins / 52 Coins	Pierce defense and do dmg.
Power Jump	50 Coins / 35 Coins	Deal extra jump damage.
Simplifier	50 Coins / 35 Coins	Easy A. Commands, less SP.
Super Appeal	50 Coins / 35 Coins	Extra SP when appealing.
Unsimplicifier	50 Coins / 35 Coins	Hard A. Commands, more SP.



At the badge shop, I highly recommend getting the Power Jump (and Super Appeal if possible). At the item shop, get a Fire Flower, if you don't have one, and spend the rest on Mushrooms and Honey Syrups. Buy a balanced amount of those.

After you're done shopping, head into the sewers.

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Rogueport Sewers  
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At this point, head left. Dazzle will be there for sure this time. I guess it's time for some more badges... not! Frankly, the best badges that she has (Power Plus, Power Plus P, and Quick Change) cost at least 8 Star Pieces. And not to mention the fact that you can't afford those yet! However, here is his shop.

Dazzle's Star Piece Exchange \		
Badge Name:	Cost:	Effect:
Attack FX Y	1 Star Piece	Changes the sound of Mario's attacks.
Chill Out	2 Star Pieces	Never succumb to First Strikes.
Flower Finder	6 Star Pieces	Find more flowers after a battle.
Flower Saver	10 Star Pieces	Spend one less FP for attacks. (Mario)
Flower Saver P	10 Star Pieces	Spend one less FP for attacks. (Partner)
Happy Flower	4 Star Pieces	Slowly recover FP in battles.
Happy Heart	4 Star Pieces	Slowly recover HP in battles. (Mario)
Happy Heart P	4 Star Pieces	Slowly recover HP in battles. (Partner)
Heart Finder	6 Star Pieces	Find more hearts after a battle.
Item Hog	5 Star Pieces	Find more items after a battle.
Peekaboo	7 Star Pieces	Always see enemy HP.
Power Plus	15 Star Pieces	Increases Mario jump/hammer power by one.
Power Plus P	15 Star Pieces	Increases the partner's power by one.
Pretty Lucky	3 Star Pieces	May make enemy attacks miss. (Mario)
Quick Change	8 Star Pieces	Change partners without wasting a turn.

Whether you shopped or not, leave to the right. In that room, continue going right until you reach an airplane panel. Use it to fly to the other side. Exit on that side.

In this room, you see an odd tentacle sticking out the water. Jump on it or hammer it to see what happens - a battle!

-----  
BOSS: Blooper

Max HP : 12 (Blooper), 3 (tentacles)  
Attack : 1  
Defense: 0  
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A simple battle. In this, the Blooper appears with two tentacles that have 3 HP each. Use the Fire Flower you should've gotten to eliminate the tentacles and reduce the Blooper's HP by 25%. After this, use either Power Smash/Jump until dead.

After the battle, some platforms will rise out of the water and begin moving. Jump on the first one and wait until it is close to the second one and jump on it. Then wait for the second one to get close to the pipe and jump onto the

platform and enter the pipe.

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| **PM42**           Chapter 1: Castle and Dragon           |
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                          Petal Meadows
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Upon exiting the pipe, immediately hit the two trees behind you to get a Star Piece and Mushroom. Afterwards, use the Save Block and continue eastward. You won't get far before a massive shadow covers the area. The shadow is caused by a dragon. Continue on eastward past the odd rock formation. Hit the block for a Mushroom.

Okay, now I should mention why you had hit the trees. Through this area are trees. Some of these may hold items. Hit them just once to reveal the item. Okay... Head on eastward, grabbing the badge and battling the Goomba, Spiky Goomba, and Paragoomba. The badge in the red block you hit is rather useless later on, but may help first-timers. Later in this area is a pipe. Until later, using it is useless. Also, there is a weird blue pole/hill/thing near the east exit (remind you of SMB1?). Whack it 3-6 times to get a Horsetail, a restorative with quite a few other useful functions... Exit whenever you're done.

Now, in this area, you'll see some tufts of grass. Examining these may reveal items or coins. However, unlike trees, these are almost everywhere throughout the game. Okay.... Head on eastward, examining grass as you go. Examine the big dark-green tufts to reveal a pipe. Use it and head east. Hit the switch and a bridge will be "built." Continue east to find a Star Piece and then go back to the pipe and use it. Continue east across the bridge and hit the item box for a Fire Flower.

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                          Petalburg
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| Niff T.'s Shop \
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| Item:           | Cost:   | Effect:
| Courage Shell  | 5 Coins | Increases Defense.
| Fire Flower    | 8 Coins | Deals three HP (Fire) damage to all enemies.
| Honey Syrup    | 5 Coins | Heals 5 FP.
| Mr. Softener  | 8 Coins | Reduces the defense of an enemy.
| Mushroom       | 4 Coins | Heals 5 HP.
| POW Block      | 5 Coins | Deals damage to all enemies on the ground.
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You may want to buy one POW Block if you want a chance to possibly get extra Star Points. Otherwise, get healing items if needed, or ignore the shop.

After the initial cutscene, head to the east side to the pink house. Once there, examine the trees/bushes/things in front of the house. One of these will hold a Turtley Leaf, which heals 3 FP, or more later on when you can cook. Go into the house. The mayor, the bushy-browed, hard-of-hearing Koopa, will first assume you're robbers, but will eventually tell of you of Hooktail and the Crystal Star he may have - obviously! However, you need the Sun & Moon Stones

to access Hooktail's Castle. The stones are east of the town, in Shhwonk Fortress. He gives you permission to go there. Exit the house and head to the east exit.

At this point, the gate will open and a Koopa with a sweater on will come over. He'll introduce himself as Koops and after an odd "conversation," he'll run off. Afterwards, head through the east exit.

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Shhwonk Fortress (Path)  
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Other than your usual Goombas, you'll also encounter some Koopa Troopas. They have one Defense and are flipped over when jumped on, which reduces their Defense to zero. They also come in a Parakoopa variety. Like Paragoombas, jump on them to make them hit the ground. Hit them a second time to flip them over.

Obviously, search around through the bushes. There is a Star Piece in a bush, and a POW Block in that block. No matter what, MAKE SURE YOU GET THAT POW BLOCK!

After exiting from the east, in the building are two pedestals. Examine one of them to make the things, enemies called Bald Clefts, fall down and battle you.

-----  
MINIBOSS: 2x Bald Clefts  
  
Max HP : 2 (each)  
Attack : 1 (each)  
Defense: 2 (each)  
-----

These Bald Clefts are simply stronger Goombas. To win, either use Power Smashes, use Superguards, or use a POW Block (preferably the latter).

The gate will open after the battle. Go through it. The next area is VERY similar to the other outdoor area. Search the bushes near the east exit for another POW Block.

This next room is very much like the other indoor area. Examine the pedestals to start another battle.

-----  
MINIBOSS: 2x Bristles  
  
Max HP : 2 (each)  
Attack : 1 (each)  
Defense: 4 (each)  
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These enemies are spiked and immune to fire. Even worse, they counterattack if you get close, if you hammer, for example. The absolute only way to win is to use a POW Block.

After this battle, the gate opens. Exit and go through the next area, which has an Inn Coupon and a Fire Flower (grab the latter for sure!). Exit on the east side.

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Shhwonk Fortress  
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Inside the next area, hit the Save Block and examine the Thwomp. This guy apparently guards the Sun & Moon Stones. To get them, you must complete... a game show?

The Thwomp will ask you several questions. Answer five correctly to get past him. Answer three incorrectly to have to battle some Clefts. (If you have a POW Block left, answer three incorrectly. You'll be somewhat pleased.)

ANSWERS:

- Question #1: Stone Keys.
- Question #2: Varies. Check the shop part of this guide.
- Question #3: Kroop.
- Question #4: Hooktail Castle.
- Question #5: Go through a pipe.
- Question #6: Koopa Troopas.
- Question #7: Question 7.

If you answered three questions incorrectly, you'll have to battle some Clefts.

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MINIBOSS: 2x Clefts

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

To win, simply use the spare POW Block you should have.

Regardless of whether you had to battle or not, the Thwomp will reluctantly move aside. Head down into the pipe.

In this room, find the red block and hit for a very useful Multibounce Badge. In this room, there are two tunnels, each leading to a Stone Key. Regardless of which you head down, there will two Fuzzy battles in the tunnel. After grabbing either Stone Key, you will be forced into battle with four Fuzzies. In these, a simple way to win is to use a POW Block or a Fire Flower.

After grabbing both the Sun Stone and the Moon Stone, head back into the room with the pipe. In it is a golden Fuzzy, which will attack you.

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MINIBOSS:

Gold Fuzzy	Fuzzy Hoard (when Gold Fuzzy had less than 5 HP)
Max HP : 10	Max HP : 20
Attack : 1	Attack : 1 (multiple hits)
Defense: 0	Defense: 0

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There is a VERY simple strategy to this. First, do one successful Power Smash or Power Jump, without letting Goombella actually attack (rather, you should Tattle). On the enemy's turn, DON'T Superguard. Do a regular Guard if you must, but don't Superguard. On Mario's next turn, do a Power Smash or a Power Jump, which reduces the Gold Fuzzies HP to 2. It'll summon the Fuzzy Hoard.. Now, let Goombella do a successful Headbonk to the Gold Fuzzy to end the battle.

After the battle, the Gold Fuzzy, as well as the other Fuzzies, will leave. Go up the pipe. Exit the building and continue heading west all of the way until Petalburg.

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Petalburg  
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| Niff T.'s Shop \  
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Item:	Cost:	Effect:
Courage Shell	5 Coins	Increases Defense.
Fire Flower	8 Coins	Deals three HP (Fire) damage to all enemies.
Honey Syrup	5 Coins	Heals 5 FP.
Mr. Softener	8 Coins	Reduces the defense of an enemy.
Mushroom	4 Coins	Heals 5 HP.
POW Block	5 Coins	Deals damage to all enemies on the ground.

Heal up here and stock up on items.

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Petal Meadows  
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As soon as you leave Petalburg, Koops comes to say what he tried to say before: his father was killed by Hooktail and he wants revenge and to become a courageous Koopa in the eyes of the town residents. You'll need him, so let him join up.

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KOOPS'S ABILITIES: A PRIMER

Stats: Max HP : 10  
Attack : 1  
Defense: 1

Field Abilities:

X: Press X to shoot Koops's shell. This can be used to hit switches, grab far away items, or induce First Strikes. Hold X to hold the shell in place.

Battle Abilities:

Shell Toss: Hold the Control Stick left until the star blinks. Deals 2 damage to front ground-based enemy.

Power Shell (3 FP): Hold the Control Stick left until the star blinks. Deal 2 damage to all ground-based enemies.

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After joining, Koops's girlfriend, Koopie Koo, will come and try to convince Koops that what he's doing is stupid. (Well, Koopa VS. Hooktail. Who's going to win?) After he remains stubborn on this decision, she'll beat the crap out of Koops and Mario.

Continue heading west, fighting enemies and so on. In the next area, use the pipe. On top of the pipe, use Koops shell and shoot it to the left to grab the Happy Heart badge.

In the area with the odd set of rocks, insert the Sun & Moon Stones into their appropriate slots by examining the holes. The rocks will move and writing will appear on the middle rock. Using Koops's hold-shell ability, hold him in place away from the switch on the right and head to the left switch. Left go of X and press B. Hopefully, the switches will be hit at almost the same time. The middle rock will then be removed to reveal a pipe. Use it. Head eastward and enter Hooktail's Castle.

~~~~~  
Hooktail's Castle  
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(Throughout most of this section of the guide, I will assume your current partner is Koops)

Your first real dungeon. As you will soon see, Nintendo made the dungeon seem hard with ... well, you'll see!

Before using the springboard, head out of the lower east exit. Go east until you get to the bridge and continue straight on forward. You should fall on or close to a small rock. Cross over until the gap is too big, and then use Koops to grab the HP Plus badge. Rather useless, but it gives good cash!

Re-enter the area with the springboard. Heal with the Heart Block (beware, it costs coins) and save if you want. Exit to the east and use the plane panel. Once you get to the other side (it doesn't have to be the other plane panel, just the door) and enter the castle through the door.

In this first room, you'll see the remains of the Koopas unlucky enough to have been killed by Hooktail, as well as some Dull Bones (heh heh...). There are also some Koopa Troopas and Paratroopas here. It is best to use Goombella for these battles. Be sure to hit the red box for the badge that can easily turn the tables in any battle: Power Bounce. Without it, you will have a LOT of trouble winning the game.

In the next room is simply a bunch of Koopa skeletons. About halfway through this room, Koops will notice a particularly out-of-place skeleton (notice the blue "clothing"?). It's his father!!! In its hands is a letter to Koops. It mentions Hooktail's weakness: something beginning with "cr-" and ending with "-icket". It tells you something related to this item is in the castle. The letter will mention to not fall for any of Hooktail's tricks. The letter will eventually end with a final good-bye to... Kolorado? Oops!

In this room still, head to the right side and examine the red skeleton (was it just killed?). It comes alive and attacks by summoning an immense swarm of Dull Bones. The Dull Bones will push you back constantly, so hammer and hammer hard! Examine the red skeleton once more to battle it.

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MINIBOSS:

Red Bones:	Dull Bones (x4 (or more if delayed win)):
Max HP : 5	Max HP : 1
Attack : 3	Attack : 2
Defense: 1	Defense: 1

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This fight isn't too hard. Use Koops's Power Shell to quickly finish off the Dull Bones in one hit. After that, focus on using Power Jumps/Smashes to

finish off the Red Bones. (Using Power Bounce is useless.)

After defeating the Red Bones, go through the door.

In this next room are more Dull Bones. Battle them and head to the right, hitting the translucent yellow block along the way. This is a Shine Sprite, originally from Super Mario Sunshine, and is used to level up your partners, if you get three. However, you don't.

On the right side of this room, you'll notice that the door is locked. You should also notice the blocks near the bottom of the screen. Hit the purple one first. A purple block should come down. Climb up the stairs again, go onto the purple block and jump over the yellow block. Break it and head back to the purple switch. Face away from it, HOLD X, and head back up the stairs onto the purple block and release X. The block will go up; enter the room. There is only a Star Piece on the ledge.

Go back into the block-switch room. Next, make the purple block go down by hitting the purple switch. Now, face away from the yellow switch and hold X. Go back up the stairs, onto the purple block, jump across the gray blocks, and land on the yellow block. Release X. You should go up and be able to see a ledge. Jump across to get a Star Piece. Now, leave the block. Go to where it was before it rose. Face left and press X to hit ! block. The staircase will flip around. Go up the steps onto the ledge and get a Castle Key. Hit the ! block again to flip the staircase. Go back up the steps, examine the locked door, and use the Castle Key. Go through to the next room.

In this room, use the Save Block and exit to the right.

In this room is a Paragoomba and Dull Bones. At the right side of this room is another ! block. It rise one of the grates in the back of the room. However, the grate won't remain up long enough to get over there. Therefore, get next to the ! block, face left, hold X, walk over the far right grate, release X, and go through the grate and through the hole.

In this room is a black chest. Obviously, it's going to give you the speech the last one gave you. You'll open it, and it'll curse you. Is it that big a surprise? Anyway, the last one was more of an ability, so you should open it (you're stuck anyways!). Enter the door on the right side of the room.

In this room, this is a maze. You'll likely notice the holes in the ground. Although it isn't necessary, it is a VERY good idea to try to navigate to the chest without crossing over the holes. Regardless, open the chest in the center of the room to get a Black Key. Also, spikes will rise from the holes and from the roof!!! You have about 90 seconds to get back to the door or you'll have more holes than Swiss cheese. For those lazy ones, the path will be revealed if you stick to the far end of the room (the farthest from the camera) for a bit.

If you made it, open the black chest with the key. It'll open and a piece of paper will fly out. It's another demon who's here to curse you!

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About Paper Mode:

At anytime, hold down R to become as thin as paper. This will allow to slide through grates. However, you still can be engaged into battle by touching an enemy.  
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After the pathetic speech, go back to the room with the grates.

In this room, enter Paper mode and slide through the grate. Now, do you see the red music note? Slide through that grate to get the Attack FX R badge. This is the item that is Hooktail's weakness, and, even better, it costs no BP to use. Exit to the left.

In this room, hit the Save Block again, and continue heading left until you reach the room where you fought the Red Bones. Look for a grate with only vertical bars and slide between them. Head left from there for a Star Piece, and to the right for the Castle Key you need. Now get back to the room with the green block.

In that room, head up the stairs and face left when next to the green switch. Hold X and get onto the green block. Release X and you'll be lifted. Next is a set of stairs. Climb them to the locked door and use the Castle Key. Enter the next room.

Heal at the Heal Block and head left. Hit the first switch and cross the gap. Hit the second block with Koops and head left. At the third gap, there is no switch. Jump through the window and head right for a Star Piece, then left and through a different window. Now go through the door.

In this room, there are a few battles with Dull Bones. Fight/ignore them, and head up the steps. Facing left/right when next to the green switch, hold X, get onto the green block, and release X. The platform will rise. Up here is a battle with a Dull Bones and a Paragoomba. Fight/ignore them, and get next to the left door, but don't open it yet! Jump away from the camera when next to the door to drop down and be able to get a Life Shroom. Repeat the above process and enter the door to the left.

This is apparently the storage room. You'll see some chests and a mouse. The mouse will introduce herself as Ms. Mowz, a world-famous treasure hunter. She'll seem to not care too much about the Crystal Star, kiss Mario, and leave. Open the chests (Mushroom, Honey Syrup, and Castle Key) and hit the Shine Sprite's box. Leave the room.

Head to the right side and use the Castle Key. Enter the room.

In here are (guess what!) more battles. Defeat the enemies, and head to the right side of the room. The door seems to be on an unreachable ledge. Hit the yellow switch to bring down a yellow block. While next to the switch, face left, hold X, get on the block, and release X. Up there, head left and through the grate to reach a plane panel. However, before using it, get onto the other rafter and head to the far right side of the room for a Star Piece. Now, use the plane panel and fly to the right side of the room. Enter the door.

In this area, you may want a badge. If you do, you'll have to take a detour. Head down the stairs and hit the yellow switch and go down with the block. Down there is a badge: Last Stand P. If you do get it, you'll have to go all the way back up to the previous area. Either way, head upstairs and hit the block with the Shine Sprite (that makes three!) and unlock and exit through the door.

In this area, you can barely see yourself. There are some Paratroopas and one Spiky Goomba here, but you can beat those. After going up the spiral staircase, heal and Save. Make sure you have the Attack FX R equipped, as well as Power Jump and/or Power Smash. If possible, have Power Bounce equipped. Enter the door after preparing.

In this room, the view will rotate to show a huge dragon. After deciding



whether to eat you, your first real boss begins!

-----  
BOSS: Hooktail

Max HP : 20

Attack : 5 (becomes 3 with successful hit with Attack FX R equipped)

Defense: 1 (becomes 0 with successful hit with Attack FX R equipped)  
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Early on, you will be fine if Attack FX R is equipped, as you can see from the above stats. As you can also see, jumps will be ineffective without it, so you would have to play TWENTY full turns, rather than around five with it equipped. Why? Your partners' (both of them) Attack is 1, unless you went to Rogueport, upgraded, and came back, which I highly doubt.

In the first turn, you should Power Jump/Smash Hooktail. If you have Attack FX R equipped, now the dragon's stats have been reduced. At this very point, use Power Bounce repeatedly. Eventually, Hooktail's HP will empty.

At this point, Hooktail will offer stuff. NO MATTER WHAT IT SAYS, DO NOT TAKE THEM. I don't care if it 1,000 coins, the dragon will smash you. Regardless, Hooktail will then eat some of your audience, healing 10 HP. This next turn may be your last, if Power Bounce is equipped.

After the battle, Mario will start looking around for the Crystal Star, but cannot seem to find it. Eventually, Hooktail will puke up a blue Koopa shell and a star-shaped crystal. A Koopa will pop out of the shell and Koops will recognize him as his father. Koops's dad will mention the fact he found the star-shaped crystal (the Crystal Star) in Hooktail's stomach and he gladly gives it to you.

YOU LEARNED A NEW SPECIAL MOVE: Earth Tremor. Also, you can have a max of 2 SP.

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End of Chapter 1

This is what you should get used to: at the end of every chapter, you'll be asked to save.

=====  
| \*\*PM43\*\* Chapter 1 Interlude |  
=====

~~~~~  
Unknown Location  
~~~~~

The first few minutes are just scenes. Eventually, you'll see Peach in a room with several of the weirdos from the start of the game: obviously, they've kidnapped her! The weirdos will confirm this to the computer-head guy, Grodus, their leader. He'll demand the location of the map, but Peach will refuse to answer. At that moment, a minion will pop up on some kind of projector and relay the news of Mario's getting the Crystal Star from Hooktail's Castle. Peach will, unfortunately, let his name slip, letting them know who to go after. Peach will then be sent to her room. Grodus will then tell Lord Crump to get the Crystal Star of Boggly Woods, and summons the Shadow Sirens to take the map from you.

Back in Peach's room, you'll control Peach, as you could in the original Paper Mario. The door to the right is locked, so you should go through the door to the left. In here is a super-size bathroom. Take a super-quick shower in the bathtub, and exit the room. The far door will automatically open. Exit through it.

In the hallway, you should only head to the right. Nothing else is openable. The door at the other end of the hall will automatically open, so go through it.

In this room, you see a large, very-first-computer-ever-made computer that is completely dominating the room. A voice will speak to Peach, and it is revealed that it is the computer itself. It is called TEC-XX, but it lets Peach call it TEC. It was apparently created by Grodus. It claims to be the perfect computer. When asked why Peach was brought into this room, TEC responds with the fact that he got a strange feeling when watching Peach, and cannot explain it. (Not so perfect now, huh!) Peach, very reluctantly, says that TEC must be in love with her. O\_o It promises to grant Peach a wish if she teaches him more about love. She requests to send a message. After it's sent, TEC sends Peach to her room, and this scene ends.

~~~~~  
Bowser's Castle  
~~~~~

The scene will then switch out to Bowser. He bursts into the hall, demanding to know why Kammy has requested he come. She isn't here, so head to the back of the hall. Along the way, it may interest you to talk to the various flunkies and examine the statues.

At the back of the hall, Kammy finally comes in. She'll report that Mario is in Rogueport, looking for a supposedly valuable treasure: The Crystal Stars. Then, out of the blue, she'll ask if he likes fried eggs (huh?). Regardless of your response, Kammy will mention that she was planning a picnic, and Bowser will obviously get mad. A Magikoopa will come up to Kammy in Bowser's tantrum and report some news which Kammy relays to Bowser: he's out of a job! Peach has been kidnapped, but not by him. Bowser will get into his odd helicopter-thing and blast through the wall (hope he has insurance!) with Kammy slowly following him.

As before, you're asked to save.

~~~~~  
Petalburg  
~~~~~

Niff T.'s Shop		
Item:	Cost:	Effect:
Courage Shell	5 Coins	Increases Defense.
Fire Flower	8 Coins	Deals three HP (Fire) damage to all enemies.
Honey Syrup	5 Coins	Heals 5 FP.
Mr. Softener	8 Coins	Reduces the defense of an enemy.
Mushroom	4 Coins	Heals 5 HP.
POW Block	5 Coins	Deals damage to all enemies on the ground.

After the set of Bowser heads disappears, the scene switches to Petalburg, where Koops is saying his good-byes to his father and girlfriends, as he has decided to stick with you. Before leaving, go beside Mayor Kroops house, and slip through the brick fence to get the Mega Rush P badge. Stock up on items if needed, and leave.

~~~~~  
Petal Meadows  
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Just a bit east of the bridge, Mario will get an e-mail on his GBA--I mean Mailbox SP. (Why can't real ones do that?) He opens it up, and reads the letter that Peach had sent him. Apparently, those minions are coming for the map, so he should get all of the Crystal Stars as soon as possible. Simply continue on westward until you reach the pipe, at which point you should enter it.

~~~~~  
Rogueport Sewers  
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Dazzle's Star Piece Exchange \

Badge Name:	Cost:	Effect:
Attack FX Y	1 Star Piece	Changes the sound of Mario's attacks.
Chill Out	2 Star Pieces	Never succumb to First Strikes.
Flower Finder	6 Star Pieces	Find more flowers after a battle.
Flower Saver	10 Star Pieces	Spend one less FP for attacks. (Mario)
Flower Saver P	10 Star Pieces	Spend one less FP for attacks. (Partner)
Happy Flower	4 Star Pieces	Slowly recover FP in battles.
Happy Heart	4 Star Pieces	Slowly recover HP in battles. (Mario)
Happy Heart P	4 Star Pieces	Slowly recover HP in battles. (Partner)
Heart Finder	6 Star Pieces	Find more hearts after a battle.
Item Hog	5 Star Pieces	Find more items after a battle.
Peekaboo	7 Star Pieces	Always see enemy HP.
Power Plus	15 Star Pieces	Increases Mario jump/hammer power by one.
Power Plus P	15 Star Pieces	Increases the partner's power by one.
Pretty Lucky	3 Star Pieces	May make enemy attacks miss. (Mario)
Quick Change	8 Star Pieces	Change partners without wasting a turn.

Simply use the platforms as you did before, exiting to the west side. In this area, you'll probably notice the grate with a pipe behind it. If you have 50 Coins to spare, go through that pipe and get "cursed." This can have EXCELLENT bonuses in battle, though not constantly. For example, Attack/Defense may be upped by three, or you may get double Star Points. The more you spend, the longer the curse lasts. Head into the other pipe, using to go down even more.

Here, slip through the grate and use the pipe below.

Here, head up the steps and use the plane panel to get to the other side.

In this next area, simply slip through the grate with Paper Mode and get a Shine Sprite. Then get on the pedestal. The Crystal Star will rise out of Mario's overalls and flash. A new Crystal Star will be recorded on the Mystical Map. You'll be taken to Frankly's to figure out what to do.

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## Rogueport

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### Toad Bros. Bazaar \

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| Item:        | Cost:    | Effect:                                      |
|--------------|----------|----------------------------------------------|
| Fire Flower  | 10 Coins | Deals three HP (Fire) damage to all enemies. |
| Fright Mask  | 5 Coins  | May scare enemies out of battle.             |
| Honey Syrup  | 5 Coins  | Heals 5 FP.                                  |
| Mushroom     | 5 Coins  | Heals 5 HP.                                  |
| Sleepy Sheep | 8 Coins  | May make enemies go to sleep.                |
| Tasty Tonic  | 3 Coins  | Heals any negative status effect.            |

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### Lovely Howz of Badges \

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| Badge Name:    | Cost (no discount/discounted): | Effect:                    |
|----------------|--------------------------------|----------------------------|
| Close Call     | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Close Call P   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| FP Drain       | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower   | 150 Coins / 105 Coins          | Slowly regain FP in battle |
| Last Stand     | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump     | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Simplifier     | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Sleepy Stomp   | 75 Coins / 52 Coins            | May make an enemy sleepy.  |
| Super Appeal   | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Unsimplicifier | 50 Coins / 35 Coins            | Hard A. Commands, more SP. |

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Frankly will tell you that the next Crystal Star is in Boggly Woods, a forest north of Rogueport. He'll mention that creatures called Punies live there, and he'll show you a picture of one. Remind you of anything? He finally mentions that a pipe underneath Rogueport should lead there. However, there is some stuff we should do first...

Firstly, we need to restock our supplies and badges. The Howz of Badges will have a few new badges; sell the HP Plus badge that you should have there. Next, go to the Item Shop and buy what you need. Also be sure to pick up the contact lens. Also, in the square, a new shop opened up: Charlieton's.

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### Charlieton \

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| Item:         | Cost:     | Effect:                                        |
|---------------|-----------|------------------------------------------------|
| Attack FX P   | 120 Coins | Changes the sound of attacks.                  |
| Boo's Sheet   | 24 Coins  | Temporal invincibility.                        |
| Double Pain   | 36 Coins  | Makes Mario take double damage.                |
| Dried Shroom  | 2 Coins   | Heals 1 HP.                                    |
| Earth Quake   | 18 Coins  | Damages all ground-based enemies.              |
| Hammerman     | 180 Coins | Hammer power +1, Jumping ability lost.         |
| Jammin' Jelly | 120 Coins | Heals 50 FP.                                   |
| Jumpman       | 180 Coins | Jumping power +1, Hammer ability lost.         |
| Mega Rush     | 60 Coins  | Ups Mario's attack by 5 when in Peril.         |
| Repel Cape    | 18 Coins  | Temporarily increases evasion.                 |
| Shooting Star | 36 Coins  | Damages all enemies.                           |
| Slow Go       | 12 Coins  | Slows Mario down in the field.                 |
| Stop Watch    | 24 Coins  | May stop enemies from having turns.            |
| Timing Tutor  | 120 Coins | Shows the timing for Stylish moves with a "!". |
| Ultra Shroom  | 120 Coins | Heals 50 FP.                                   |

|                                                                        |           |                                             |  |
|------------------------------------------------------------------------|-----------|---------------------------------------------|--|
| W Emblem                                                               | 360 Coins | Makes Mario's clothes yellow, like Wario's. |  |
| _____                                                                  | _____     | _____                                       |  |
| NOTE: There will only be four of the sixteen items shown here on sale. |           |                                             |  |
| _____                                                                  |           |                                             |  |

At this shop, I recommend buying the Timing Tutor. Just that.

Now, if you have the contact lens, go to the Toad at the west end of the square and give it to her. She'll unblock the way and go into a building. At this point, you could go that way, or go into her house.

In her house, talk to her. She'll eventually offer to cook stuff for you. By giving her one item, you can get a super-awesome item, or a Mistake (not a typo - it's an actual item). Any regular Mushrooms you have/get should be cooked, as they make Shroom Frys (HP +6, FP +4). Cook any Honey Syrups to make Fresh Juices (FP +5, cure Posion). Seriously, you'll use this a lot!

Go to the east side. Over here is a Star Piece behind the brick wall, a lottery corner (only costs 10 coins!) and a new shop.

|                  |          |                                                   |
|------------------|----------|---------------------------------------------------|
| Westside Goods \ | _____ \  |                                                   |
| Item:            | Cost:    | Effect:                                           |
| Dizzy Dial       | 12 Coins | May make enemies dizzy.                           |
| Dried Shroom     | 2 Coins  | Heals 1 HP.                                       |
| Life Shroom      | 50 Coins | Heals 10 HP upon KO or upon immediate usage.      |
| Super Shroom     | 20 Coins | Heals 10 HP.                                      |
| Thunder Bolt     | 10 Coins | Zaps a single enemy.                              |
| Volt Shroom      | 10 Coins | Electrics you (direct-attackers will take damage) |
| _____            | _____    | _____                                             |

Another thing of interest in this area is the Pianta Parlor, where you can play games to get Piantas (not the actual thing!!!) and trade them for VERY good stuff. However, this is entirely useless until you start some Troubles, which I'll explain later in this section.

The final thing of interest is the grate is the center of the area. Use Paper Mode to slip through it to go to another area of the Rogueport Sewers. I'll go ahead and do a mini-walkthrough on it; skip it if don't plan going there until needed (Chapter 4).

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

In this first area, drop down. There are some Spinias/Spanias here, nothing too hard. Check behind the thing you dropped off of for a Star Piece. Enter the pipe going down.

Here is a mirror of the one on the east side of Rogueport. Only things of interest here are the Slow Shroom and Gradual Syrup. Be sure to cook them, as they are useless in their current form. Head back up, use the pipe going up, and re-enter the sewers through the grate.

This time, jump on the platforms (similar to those of SMB1) and jump across and exit to the east.

In this area is a Star Piece. Go to the right, in front of Merlurvee's/Dazzle's and look behind a broken pillar. Head to the left and you'll find a chest with

a badge in it. There is also a place that gives advice here, and the blue Bandit will give a tip on Stylish moves. In the shop...

| Item:         | Cost:     | Effect:            |
|---------------|-----------|--------------------|
| Gold Bar      | 110 Coins | ?????              |
| Gold Bar x3   | 350 Coins | ?????              |
| Gradual Syrup | 15 Coins  | Slowly recover FP. |
| Jammin' Jelly | 200 Coins | Heals 50 FP.       |
| Slow Shroom   | 15 Coins  | Slowly recover HP. |
| Ultra Shroom  | 200 Coins | Heals 50 HP.       |

As you may have noticed, buying Ultra Shrooms/Jammin' Jellies from Charlieton is 25% cheaper. With any spare cash you currently have, fill up any empty slots will Slow Shrooms and cook them later (will heal 15 HP, 5 FP). At this point, go to the previous area and through the upward-pipe.

~~~~~  
Rogueport  
~~~~~

Right here, take any Slow Shrooms, Mushrooms, and Honey Syrups you have and make sure you cook them. Experiment with other stuff if you want, then simply read the next part, as you may/may not want to do this.

A building on the east side of Rogueport east of where Gus is/was contains a Trouble Center. Basically, this allows you to solve people's problems. You do get a reward of some sort (typically 20 or so coins) for completing said trouble. However, if you decide to do it, and later decide not to, you must pay a 30-coin fee, and lose any items you got as a part of doing it. There are some there right now. Three more pop up and the end of every chapter. Regardless, do them if you wish, or don't if you don't want to. At the end of all of your preparations, go to the inn, and head down the pipe on the east side of Rogueport.

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

In this area, slide through the grate to go down the pipe, then again to the next pipe.

In this area, you'll see a Puni go through a tiny hole. Slide through the grate next to it.

In this room, you'll see the Puni again. Head to the left and confront it. The Puni will immediately ask if you're going to eat it. Your partner will ask why it's here rather than Boggly Woods. The Puni will then mistake you for an X-Naut since you know where it came from. Wait! Grodus mentioned the X-Nauts during Peach's scene, which means ... that Grodus, Crump, and the X-Nauts are hunting through the tree for the Crystal Star! Relieved, the Puni will introduce himself as Punio (yay for Nintendo's creatativity) and will procede to flip a switch. A few panels will flip in this room. Head up the steps and to the LEFT for a Damage Dodge badge, then to the right. Punio will tell you that the pipe leads to his home, which means go through it!

~~~~~  
Boggly Woods  
~~~~~

Boggly Woods, indeed. Black trees, white leaves, rainbow-ish/snow-covered ground, and black-and-white enemies! Punio is now a temporary partner, but, like Frankly did in the Prologue, will not be in battles. Take his advice and head to the next area, saving as you go.

In the next area, you run into the Shadow Sirens, the minions from Peach's scene. The eldest, Beldam, addresses the youngest, Vivian, about their task: to find you and steal your map. Vivian pulls out a necklace and Beldam asks where she got it. Vivian gets scolded for wasting time, and is told to get out the picture of Mario. However, she doesn't have it; Beldam supposedly has it! The fat one, Marilyn, takes notice of you, but they don't know that you're Mario, so they ignore you. They get back to the issue of the picture; for losing what she never had, Beldam takes Vivian's necklace. You have to feel sorry for her... You can talk to the sisters, but they say nothing of any remote importance - especially Marilyn (Guhhh...).

Anyways, continue to the east. Here, you'll start encountering the special enemies of Boggly Woods. The Dark Puff is easy enough. When it is charged with electricity, jumping hurts the jumper. Therefore, keep SP saved, as a floating, charged Dark Puff can only be hit with Earth Tremor or a Fire Flower. The Pale Piranhas are technically spiked, so don't jump on them. Clefts may be the hardest to beat, having two points of Defense. You will have to use Power Jump or Power Smash on them, Earth Tremor, or an Earth Quake/POW Block. Koops works too, IF you upgraded him. Also note that a Sleepy Sheep is in the leftmost tree, and a Honey Syrup is sticking out of the snow.

In the next area, Punio points out the great tree, so head down the pipe and cross through the background to the tree.

~~~~~  
The Great Tree  
~~~~~

Here, head to the far east side and check the waterfall for a FP Plus badge, then head to Punio and talk to him. Obviously, the Punies couldn't have made such a technologically-advanced door in the short time he was gone. He suddenly remembers something and climbs up a root of the tree. Follow him up there and talk to him again. He'll mention that the Puni Elder once told him of a secret passage. Obviously, it won't be labeled "Secret Passage," and it takes the wind power of a wind spirit living in these woods called Flurrie to remove the invisible... thingy over the secret passage. Head out of the area.

~~~~~  
Flurrie's House  
~~~~~

This is a scene showing some of what may be Flurrie. As she goes on about her living in the woods, it quickly becomes obvious that she's the aristocratic type. She was apparently an actress at one, but has retired, and is now

planning a comeback. She now realizes she's missing something...

Also, note: look around the room during the scene. See anything familiar?

~~~~~  
Boggly Woods  
~~~~~

After this, the game switches to Mario. Head back down the pipe and head east, hopefully ignoring the useless Inn Coupon. Exit to the east.

In this area, continue heading east, fighting the Cleft and Dark Puff as you go. Look around at the cliff, head to the camera, to the right, up the stairs, and to the left. While near the ! switch (to its right about 2 ~ 4 stumps), jump up for a P-Down, D-Up badge. It ups Defense while decreasing Attack, each change by one point. If you find it useless, you can sell it at the badge shop. Go to the left and hit the ! switch. The pipe will rise up more; use it. On the Plane Panel, look to the left and use Koops's shell to hit a Shine Sprite. Use the Plane Panel to fly to the ledge. Hit the red block for a Quake Hammer (very useful) and continue east.

In this area, you can see Flurrie's house in the background, which means you're getting close. Hit the first tree to get a Star Piece, and battle the Dark Puff. Continue eastward, and slip through the bushes using Paper Mode. At that point, head to the right for a Volt Shroom. Continue to the left, going past the pipe for a Star Piece, then down the pipe and into Flurrie's house.

~~~~~  
Flurrie's House  
~~~~~

In here, save. Puni calls out for Flurrie, but no response. Head to the right side of the room and check the door. Flurrie will suddenly tell you to not come in. Puni tells Flurrie of his problem, and Flurrie says she would help if she could. Her necklace is missing, and she just CAN'T be seen in public (if you can call being in the middle of a forest public) without it. Wait, didn't Vivian have a necklace? Exit the house.

~~~~~  
Boggly Woods  
~~~~~

Conveniently enough, after exiting the house, the game switches to the Shadow Sirens. Apparently, they DID have the picture. After a bit of scolding, the trio look at the sketch and realize that their chance probably passed them by, as they have realized the sketch of Mario matches the "Mr. Mustache" from earlier.

Then the game switches to you. Exit Flurrie's house and head back to the pipe. Use it and head to the right. Slip through the bushes and continue heading all of the way west until you reach the area where the Shadow Sirens were.

Make sure you have full HP/FP before this, as it is a little tough here. When you reach the spot where the Shadow Sirens are, they seem to know what you came for. Your partner then demands who the sisters are, and they give an intro. (Notably, this is the O-N-L-Y time Marilyn says something other than "Guh" or "Uh." Savor the moment.)



-----  
MINIBOSS:

|            |             |             |
|------------|-------------|-------------|
| Vivian:    | Marilyn:    | Beldam:     |
| Max HP : 9 | Max HP : 12 | Max HP : 10 |
| Attack : 1 | Attack : 2  | Attack : 1  |
| Defense: 0 | Defense: 0  | Defense: 0  |

-----

Start off Mario with an Earth Tremor, quickly reducing their HP to equal to or less than half if you aced it. Your partner's turn can vary. If you have a Fire Flower, POW Block, or similar item, use it. If you got the Earth Tremor, Vivian should be KO'd. The enemies won't kill you in this turn. Use a Power Smash/Jump against Marilyn FIRST, then use your partner to finish Beldam.

After defeating the Shadow Sirens, Beldam blames the others and runs off, conveniently dropping the necklace, too. Pick it up, then head all of the way back to Flurrie's.

~~~~~  
Flurrie's House  
~~~~~

In here, head back to the door and give Flurrie the necklace. She puts it on, out of view, and comes into the room, making a... flashy entrance to say the least. O\_o (Was she THAT massive during her career?) After entering, she gives Mario a kiss (that's three in two chapters) and compliments him on his mustache (that must be it!). She decides to join Mario's party for the remainder of his adventure.

-----  
FLURRIE'S ABILITIES: A PRIMER

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

Field Abilities:

X: Press X to blow wind for as long as the button is held down. Can make enemies dizzy. Can blow away various other things.

Battle Abilities:

Body Slam: Move the + mark into the circle. Deals 2 HP damage to enemies without spikes or flames.  
Gale Force (4 FP): Press A with rhythm. May remove some or all enemies.

-----

After the primer, Punio asks Flurrie to help him find the secret entrance. She, obviously, agrees to help. Return to the great tree (exit the house and head west for two areas).

~~~~~  
The Great Tree  
~~~~~

Head up the root of the tree that you climbed before, with Flurrie as your partner. Get as far up as you can, then use Flurrie's field ability to blow

away some paper and reveal a secret entrance (guess Punio was wrong: it IS labeled "SECRET ENTRANCE"). Punio will head through the hole and unlock the door. Go through it.

The first area is unusually empty. Head into the center of the room and two X-Nauts will enter the room, deciding to "get you." Hah! Too easy to require a strategy; a decent Earth Tremor should finish them. After the "battle," they run off, deciding to tell Lord Crump what happened. Punio thanks you, then a Puni emerges from the statues in the background. Its first thoughts are like Punio's: are you going to eat it? After convincing it that Mario isn't going to do that, more Punies emerge and the fat one, Puniper (again, yay Nintendo's creativity) still doesn't believe you. He tells you that the elder, Punio's sister, and the rest of the Punies were captured. He isn't going to help you until the others are rescued. Heal at the block, save, and ignore the door: it's locked. Use the pipe instead.

In this room is a weird mechanism that seems to weigh Punies. You cannot do anything with it yet, so take the pipe.

Directly south of the pipe you just exited, check the bush for a Power Punch, an item which boosts your Attack by 3 for three turns in battle. Head to the left and use the pipe to go to the upper level. In this dungeon, you won't fight any Dark Puffs or Clefts, but rather, Pidfers (no typo here, there just isn't an "S" at the start of their name). They are simple enemies, with 5 HP and 1 Attack, although they hit multiple times each. The regular guard will be fine on defense. Note that they can change altitude any time, and, in the field, will scare off your Punies. Make sure to recollect them! Anyways, the path is rather straightforward on the upper level, just use the pipe.

Before entering the room, a short cutscene plays. It starts out with a bored X-Naut. What is supposedly a mouse (Ms. Mowz!) comes and knocks him out... and that's it.

The game switches back to you as you enter a room with red and blue jail cells, a slight (possibly unintended) reference to Nintendo's Pokemon Red/Blue games. In the red one, the closer one, there is just one Puni, supposedly the Puni Elder. In the other one, the blue one, is ninety or so other Punies, one being Punio's sister. You can enter the cells; however, you cannot unlock them yet. Continue and exit through the left side of the room.

You find yourself in the room where that X-Naut was knocked out. Mario and Ms. Mowz see each other, and after the usual flirting (try having Flurrie), Ms. Mowz jumps into and out of a window (in a TREE?!?). The X-Naut soon awakes, and then mistakes you as those who attacked him. He battles you, but you already fought two, so one is a breeze. Take his key and open the chest, as it contains \*gasp\* an Ultra Shroom! You really need to save it - it heals a full 50 HP! Go back to the cell room.

In this room, head over the red cell (the one with the Puni Elder) and unlock it. Instead of meeting you with gratefulness, she greets you with a lecture lasting several hours! Luckily, Mario soon falls asleep (so much for sticking up for poor Punio), so you don't have to sit through all of it. At the end of the lecture, she FINALLY realizes you've come to let her out. Head back to the first room where you fought the two X-Nauts and met Puniper.

Talk to Puniper, and he is surprised you managed to rescue the elder, but STILL refuses to help. Luckily, the elder is on your side and reprimands him, which leads to Puniper and nine other Punies joining the party. The elder still remains in the entrance area. Your partner then asks about the Crystal Star. The elder mentions that it's been passed down throughout the generations in the

depths of the tree. She also saus that you need to unite the Punies to get to it. She hands you the Puni Orb, which attracts Punies, if it's placed on a certain pedestal. However, they'll just continue to stare at it if you don't remove it (they have almost no movement, aside from Flurrie's ability). As you leave, the elder says one last thing: if you have lost some Punies, and have no clue where they are, just speak with the elder to bring them back. Heal, save, and use the pipe.

In this room, place the Puni Orb on the pedestal. The Punies will immediately go to it and activate the mechanism. The mechanism flips some switch somewhere and erects a pipe. Use it. (Be sure to remove the Orb!)

Here, your on the other side of the door from the entrance room. Use the control panel to unlock the door, the use the pipe on the door's side. Down here are some useful items, such as a Thunder Rage. I think a Star Piece is also down here. Now, activate the pedestal on the right side of the room, then go back to the Punies, which should be lined up on the edge. Use Flurrie's field ability to blow them in the direction of the active pedestal, and keep blowing the whole time to get them to the other side. Once they're all over to that side, cross over, deactivate the pedestal, and use the pipe.

In this two-floor room, the enemies are as normal at the moment. Use Koops's field skill on the Pider if you wish to avoid picking up the Punies after the battle. Continue until your next to the pipe, then blow away the thing on the grayish piece of floor by using Flurrie's ability. Fly over to the other side and use THAT plane panel, then hit the Shine Sprite box for a Shine Sprite. Go back up the pipe, collect the Punies, then go back down, and use the pipe.

This room is also two-floor. The top level winds around, with PLENTY of Piders. If the Punies get scared, you may as well wait. The only other thing to note is the seemingly unreachable red ? block. Line up with it, then use Koops's field ability to reveal an invisible yellow coin box. Jump on it and hit the red box for a Damage Dodge P badge. Drop down to the lower floor, grab your Punies, and check the leftmost bush for a Star Piece. There is another (locked) door on the right side of the room. Instead, use Flurrie's ability on the left wall to find a hidden shop!

| Pungent's Shop |          |                                            |
|----------------|----------|--------------------------------------------|
| Item:          | Cost:    | Effect:                                    |
| Honey Syrup    | 5 Coins  | Heals 5 FP.                                |
| HP Drain       | 10 Coins | Drains HP from an enemy.                   |
| Ice Storm      | 15 Coins | Damages and may freeze all enemies.        |
| Mini Mr. Mini  | 8 Coins  | Reduces an enemy's Attack for three turns. |
| Mushroom       | 5 Coins  | Heals 5 HP.                                |
| Mystery        | 3 Coins  | (random item's effect)                     |

Buy whatever, store the Ultra Shroom (unless you think you may need it), leave the shop, save, and return to the upper level. Up here, go through the hole to the right.

This leads to where the Punies enemies, the Jabbies, live. This is one of two Jabbie bases in the tree. As you advance to the right, ten Jabbies appear out of a hive. Your Punies take them on, without Mario or his partners able to help out. You'll win the battle, then the Punies will blow up the hive. Enter through the hole.

This room has an unusual formation of pillars in it; however, you cannot do anything except opening the chest. After a scene with the remaining Punies,

backtrack to the cell room, as the chest contained the required Blue Key.

Back in there, unlock the door to get 90 Punies to join you, making your total 101 Dalm- I mean 101 Punies completed. Go back to the room before the 10-Jabbie fight (the room with the store and Damage Dodge P badge on two separate levels) and use the LEFT exit.

This leads to a room remarkably similar to the first Jabbie battle. However, as you advance left, a whopping 100 Jabbies pop out of the hive. The battle begins again, with you winning. Again, the Punies will blow up the hive; go through the newly made hole.

In this room is a pedestal similar to the others you've used. Like before, use it by placing the Puni Orb on it. This will make a pipe come up from the ground: use it.

Upon emerging, check behind the pipe for a Star Piece and go around the tree stump (trees in a tree?). Exit to the right side.

In here is another pedestal. Place the Puni Orb on it and two things happen: a pipe emerges and Mario gets trapped in a cage! Lord Crump comes up and goes on about his easy victory, but leaves dumber than he thinks you are. Use Paper Mode to escape the cage and use the pipe.

Check behind the pipe for a Star Piece, then observe and memorize the pattern of the pedestals. Hit the black ! block, then return to the room that you found the Blue Key in (the room after the ten-Jabbie battle).

Lo and behold, you find four white ! blocks in this room. Hit them until they match the pattern seen in the black ! block room. The pillars will recede, revealing a hole behind them. Go through it.

There is a large chest, larger than others that you've opened, in this room. Open it to receive the Super Boots. Similarly to obtaining a new partner, a Toad girl, Toadette, will give you a tutorial on the Super Boots.

---

About the Super Boots:

The Super Boots allow you to do a ground-pound in the field by pressing A in mid-air, as well as in battle. This may break panels, or reveal panels containing Star Pieces. Mario's Jump Attack power is also raised by one.

New Field Ability: Spin Jump (Press A in mid-air).

New Battle Ability: Spin Jump (2 FP). Base damage: 2, 5 (with successful Action Command).

Change in Stats: +1 Jump Attack power.

---

Wait... the pillars, the bridge to the stairs, have been lowered. You're not trapped, however. Return to the previous room and Spin Jump on the X-marked panel. You will then go through it.

In this room, CAREFULLY jump across the pillars to reach a Shine Sprite and a Charge badge (need Koops for it, though). After that, go back up the pipe and return to the cage where the Punies are trapped.

In this room, smash the panel in the cage, but don't go through it just yet. Put the Puni Orb on the pedestal and then use Flurrie to blow the Punies into the hole. Afterwards, go through the hole.

Before going further, you may want to go ahead and grab some more Star Pieces. Use the Spin Jump in the following areas, using it to flip the panels:

- Around the right side of the room above the entrance room
- In the blue jail cell

Go back to the room above where the tree stump was located, put the Puni Orb on the pedestal, break the panel, use Flurrie to blow the Punies into the hole, and finally go down the hole and through the pipe.

There isn't much of interest here, just keep on advancing.

In the room with the pool of water, use the pipe.

In this room, leave the Punies and jump across the pillars to the other side, then enter the vertical pipe. Go to the far side of the room and stand on the blue switch. Bring out Koops and hold his shell past where the ! block was, then get Mario off of the switch and let go of X. Koops should hit the switch, draining the water. Go into the area where the water used to be and open the chest for a Shrink Stomp badge, and check behind the stairs for a Dizzy Dial. Go back to where the Punies are.

In this room, go across the lily pads, being careful of falling off and being sure to get the Shine Sprite. Use the pipe you haven't used yet.

In this room is another pedestal \*sarcastic gasp\*. Make sure all 101 Dalm- I mean Punies are with you, then place the Puni Orb on the pedestal, which will lower. Heal, check the bush for a Mushroom, and save. Exit to the left side.

This room is octagonal, huge, and has a pedestal in the center. Place the Puni Orb on it, and watch Lord Crump steal your Crystal Star. After his typical gloating, he activates a bomb to destroy the Great Tree in 300 seconds (five minutes)! He runs off; follow him -- fast! Remember to remove the Puni Orb!!

In the next room, two X-Nauts attack you. Sadly, the counter still keeps time during all dialogue and battles, so defeat them with a quick Earth Tremor. Check the bottom-right bush for a Star Piece, then unlock the door and leave.

You end up back in the room with the shop. Return to the upper level, then use the vertical pipe.

You're back in the bubble room. Jump to the other side, place the Puni Orb, jump back to the other side, blow the Punies across with Flurrie, then jump back over. Remove the Puni Orb and check your Puni total before going through the door.

Back in the entrance hall, the Puni Elder is blocking Lord Crump's escape. Unfortunately, her back starts acting up, but Mario comes just in time. Lord Crump then realizes that he's been trapped, so he cancels the timer and summons a robot to help him - your next boss!

-----  
BOSS:

|                    |            |
|--------------------|------------|
| Magnus Von Grapple | Rocket Arm |
| Max HP : 30        | Max HP : 2 |
| Attack : 2         | Attack : 2 |
| Defense: 1         | Defense: 0 |

-----

The main problem with this guy is his defense. Only your upgrade partner(s) can deal damage to the main body. Therefore, keep the upgraded partner out at all times. The main strategy is to use either Power Jump or Spin Jump throughout the battle. Power Bounce should only be used if you have good skills, upwards of six jumps, while using it.

Throughout the battle, Magnus may send out its rocket arms to battle as separate enemies, described above. If you have Thunder Rage, use it the first time the arms are used, as it will put away 1/6 of Magnus's HP and get rid of the arms. After that, though, you'll have to stick to Earth Tremor, Multibounce, or Goombella/Flurrie to take them out. Also note that the Rocket Arms are vulnerable to Flurrie's Gale Force.

Simply put, after winning the battle, Lord Crump and the remaining X-Nauts flee, leaving behind the Crystal Star, the Emerald Star. The Puni Elder decides that you should have it, so you get it, a new Special (Clock Out), and one more point added to your max SP (making it three).

```
O-----O
|                                     |
|                               End of Chapter 2                               |
|                                     |
O-----O
```

The usual part: save.

```
O=====O
| **PM45**                               Chapter 2 Interlude                               |
O=====O
```

```
~~~~~
|                                     |
|                               Unknown Location                               |
|                                     |
~~~~~
```

This starts with Grodus, receiving a report of what you did in the Great Tree. He comments that there are still four unconfirmed, and reveals the fact that he has the one from Rogueport! After this, you gain control of Peach.

After commenting on her situation, Peach notices the door open. Go out to the hall; TEC seems to want to talk.

When Peach visits TEC, it comments on Peach missing the dancing at the Mushroom and says that it wants to dance with her. Before you have time to laugh, he projects a holographic Peach to dance with. Press the buttons above the "couple" as they appear. If you did well, TEC will let Peach send another e-mail to Mario. Afterwards, you get to save again.

```
~~~~~
|                                     |
|                               Petal Meadows                               |
|                                     |
~~~~~
```

Time to take over Bowser, who is one step behind you, for once. He believes that Peach is currently in Petalburg, so he heads there. And then begins the best part: Super Koopa Bros. This is basically a remake of the original Mario, with better graphics, different stuff, and control of Bowser. It is very simple compared to the original, so you'll have no problem.

At the end of the level, Bowser walks into Petalburg, scaring off the locals. He sees Peach standing in a nearby window and approaches her. As he talks,

Peach doesn't say a word, and then a Koopa comes out to protect his poster of Peach. (Time for a lame Pokemon reference:)

BOWSER has leveled up to the King of Guys Who Talk to Posters!

Aside from my own lame reference, the scene is okay. Bowser is obvious disappointed, and then the save message appears.

~~~~~  
Boggly Woods  
~~~~~

As the game switches over to Mario, he is saying his goodbyes to the Punies at the Great Tree. Leave the tree and go back into Boggly Woods.

Outside, Mario gets his e-mail from Peach. However, instead of returning right to Rogueport (and some color), head over to Flurrie's House. Enter her house and go into her room. Open the chest for a Super Appeal P and then Spin Jump to find a Star Piece at the foot of Flurrie's bed. THEN return to Rogueport.

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

Immediately after exiting the pipe, Spin Jump around that small room to find another Star Piece, then leave.

In this room, you have the chance to use your new Special move on the Spinias around here. Next to the stairs, you'll see the peeling wallpaper. Use Flurrie to blow it away, revealing a chest with a Happy Heart P badge. Go up the stairs and fly over to the other side of the room.

In this room, stand on the pedestal, as you did before. More flashes and seizures will lead to see that the next Crystal Star is in the sky. Huh? You be taken back to Frankly's to figure out just what to do...

~~~~~  
Rogueport  
~~~~~

| Toad Bros. Bazaar \ |          |                                              |
|---------------------|----------|----------------------------------------------|
| Item:               | Cost:    | Effect:                                      |
| Fire Flower         | 10 Coins | Deals three HP (Fire) damage to all enemies. |
| Fright Mask         | 5 Coins  | May scare enemies out of battle.             |
| Honey Syrup         | 5 Coins  | Heals 5 FP.                                  |
| Mushroom            | 5 Coins  | Heals 5 HP.                                  |
| Sleepy Sheep        | 8 Coins  | May make enemies go to sleep.                |
| Tasty Tonic         | 3 Coins  | Heals any negative status effect.            |

| Westside Goods \ |          |                                              |
|------------------|----------|----------------------------------------------|
| Item:            | Cost:    | Effect:                                      |
| Dizzy Dial       | 12 Coins | May make enemies dizzy.                      |
| Dried Shroom     | 2 Coins  | Heals 1 HP.                                  |
| Life Shroom      | 50 Coins | Heals 10 HP upon KO or upon immediate usage. |

|              |          |                                                   |
|--------------|----------|---------------------------------------------------|
| Super Shroom | 20 Coins | Heals 10 HP.                                      |
| Thunder Bolt | 10 Coins | Zaps a single enemy.                              |
| Volt Shroom  | 10 Coins | Electrics you (direct-attackers will take damage) |

### Lovely Howz of Badges \

| Badge Name:    | Cost (no discount/discounted): | Effect:                    |
|----------------|--------------------------------|----------------------------|
| Close Call     | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Close Call P   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| First Attack   | 100 Coins / 70 Coins           | KO's weak enemies in field |
| FP Drain       | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower   | 150 Coins /105 Coins           | Slowly regain FP in battle |
| Last Stand     | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump     | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Power Rush     | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Pretty Lucky P | 150 Coins /105 Coins           | Raises evasion for partner |
| Simplifier     | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Sleepy Stomp   | 75 Coins / 52 Coins            | May make an enemy sleepy.  |
| Super Appeal   | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Unsimplifier   | 50 Coins / 35 Coins            | Hard A. Commands, more SP. |

### Charlieton \

| Item:         | Cost:     | Effect:                                        |
|---------------|-----------|------------------------------------------------|
| Attack FX P   | 120 Coins | Changes the sound of attacks.                  |
| Boo's Sheet   | 24 Coins  | Temporal invincibility.                        |
| Double Pain   | 36 Coins  | Makes Mario take double damage.                |
| Dried Shroom  | 2 Coins   | Heals 1 HP.                                    |
| Earth Quake   | 18 Coins  | Damages all ground-based enemies.              |
| Hammerman     | 180 Coins | Hammer power +1, Jumping ability lost.         |
| Jammin' Jelly | 120 Coins | Heals 50 FP.                                   |
| Jumpman       | 180 Coins | Jumping power +1, Hammer ability lost.         |
| Mega Rush     | 60 Coins  | Ups Mario's attack by 5 when in Peril.         |
| Repel Cape    | 18 Coins  | Temporarily increases evasion.                 |
| Shooting Star | 36 Coins  | Damages all enemies.                           |
| Slow Go       | 12 Coins  | Slows Mario down in the field.                 |
| Stop Watch    | 24 Coins  | May stop enemies from having turns.            |
| Timing Tutor  | 120 Coins | Shows the timing for Stylish moves with a "!". |
| Ultra Shroom  | 120 Coins | Heals 50 FP.                                   |
| W Emblem      | 360 Coins | Makes Mario's clothes yellow, like Wario's.    |

NOTE: There will only be four of the sixteen items shown here on sale.

Back at Frankly's, the professor says that you'll need all seven Crystal Stars to break the seal on the Thousand-Year Door (obviously, why else get them?). However, he doesn't know what the treasure is, or why it had to be sealed (and he's a professor? It was sealed off for a reason!!). He does mention that the next Crystal Star is in a floating city called Glitzville. The only way to get there is by getting a Blimp Ticket, which can only be gotten from Don Pianta. Leave Frankly's for some sidequesting...

First, now is truly the prime time to beat Gus. (I don't blame you if you haven't yet.) At this point, the battle is very simple. My strategy was in the Chapter 1 section of this FAQ; modify it to your current situation.



Second, if you wish to do three new Troubles, beat Gus, then get to the Trouble Center. (Easter egg: use Paper Mode to go around back, and use Flurrie to blow left.)

Third, if you haven't ordered the contact lens for Zess T., do so. If you did order it, get it from the Toad Bazaar, then give it to Zess T. You can talk to her in her "house" for some better items.

Fourth, go to the following areas and Spin Jump for some Star Pieces:

- Rogueport Square: In front of the hanging-thingy (a gallows).
- Rogueport Square: Behind Zess T.'s.
- East Rogueport: In front of Frankly's.
- West Rogueport: In front of the Pianta Parlor.
- Rogueport Harbor: Left of the bottom of the stairs.
- North Rougeport: At the left end of the train platform.
- Rogueport Sewers: In front of Wonky in the tipster place.
- Petalburg: Near Bub-Ulber on the island in the left side of the village.
- Petalburg: On the patch of flowers next to the gate to Shhwonk Fortress.
- Hooktail Castle: On the left end of the long jail cell where you get the Castle Key, reachable with Paper Mode.

After getting all ten Star Pieces, it's a good idea to pay Dazzle a visit and get either a Power Plus or a Flower Saver (preferably the former).

Fifth (tired yet?), upgrade a partner, preferably Flurrie or Koops.

Sixth, refill your supplies. The Howz of Badges has some new badges. Also, cook any regular Mushrooms, Honey Syrups, and Slow Shrooms you've come across or bought at Zess T.'s.

Finally, we can go find Don Pianta. This part is somewhat tough: finding him. Head to the east side of Rogueport, and slip in the crack beside the Trouble Center. Down here, I believe you can collect a Star Piece behind a barrel or something. Enter the door.

Talk to Ishnail, the snail-looking guy (I, snail; get it?). He's suprised that you want to know where his enemy is. He'll tell for the price of 64 Coins. (DO NOT pay him; reading this and following the proper steps will still result in the same thing!!) Ishnail's instructions are as follows:

- Go to the Westside Goods store.
- Buy a Dried Shroom.
- Buy a Dizzy Dial.
- The clerk will ask you your favorite color. Answer yellow.

Okay, head to the west side of Rogueport and into Westside Goods. Buy the Dried Shroom and Dizzy Dial in that order (total cost of 14 Coins) and let the clerk ask you your... mustache color? This can be answered in any way, but she'll realize her mistake and then ask the correct question. Answer yellow. She'll unlock the back door, so go through it. Go up the stairs into Don Pianta's office.

Talk to Don Pianta. He'll first refuse your request, but will then agree to help after hearing about Peach. He'll mention that one of his workers and his daughter, Frankie and Francesca, have eloped. You have to either bring them back or tell Don Pianta where they are. They are at Rogueport's Harbor, so head there.

At the end of pier, talk to them. You can respond however you want, it'll all

end in the same way. Head back to Don Piantato to tell him where they are.

Talk to Don Pianta. He'll respond depending on your response, but then, regardless of any responses, Frankie and Francesca will barge in, asking the Don to blame one of them, as their way if apology. He'll tell them to leave and do whatever they want. After they leave, Don Pianta will hand you a Blimp Ticket! Exit the building and Westside Goods, heading to Northern Rogueport.

Up here, turn east and talk to the Cheep-Cheep. He'll let you through. Check behind the pipe for a Star Piece, then enter it. Head left until a ! appears above Mario's head, then press A to enter the blimp and "enjoy" another cutscene.

O=====O  
| \*\*PM46\*\* Chapter 3: Of Glitz and Glory |  
O=====O

~~~~~  
Glitzville  
~~~~~

| Souvenir Shop \ |          |                                                  |
|-----------------|----------|--------------------------------------------------|
| Item:           | Cost:    | Effect:                                          |
| Earth Quake     | 15 Coins | Damages all ground-based enemies.                |
| Point Swap      | 5 Coins  | Swaps FP with HP. May not exceed either maximum. |
| Power Punch     | 15 Coins | Boosts Power by 3 for three turns.               |
| Repel Cape      | 15 Coins | Increases the ability to evade attacks.          |
| Super Shroom    | 15 Coins | Heals 10 HP.                                     |
| Thunder Bolt    | 12 Coins | Damages one enemy.                               |

| Hot Dog Stand \ |          |                      |
|-----------------|----------|----------------------|
| Item:           | Cost:    | Effect:              |
| Hot Dog         | 10 Coins | Heals 5 HP and 5 FP. |

After checking out the shops, check around for some Star Pieces:

- Spin Jump below the blimp toward the camera.
- Behind the phone booth.
- Behind Souvenir Shop.
- Behind counter in the juice bar.
- Behind plant on the right side of the entrance to the Glitz Pit.
- Southeast side, hit the ! block. Go up the steps and get beside the billboard of the bird and use Koops. (Also open up the chest for a Power Plus P.)

Finally, you likely noticed the Shine Sprite. Hammer underneath it, jump up on the revealed coin block, and hit the Shine Sprite box. Now, finally enter the Glitz Pit.

More posters of that same yellow bird. (I'm now craving KFC.) Jump in front of the Bom-omb poster for yet another Star Piece. Enter the big double door across from the main entrance.

Walk in and you'll see a fight happening between the champion/yellow-bird-guy, Rawk Hawk, and another contender in the ring... who just got beaten. A Tubba comes over to interview him, and, after some trash-talking, he holds up the

championship belt. Is that a Crystal Star on it?!? You are now presented with a choice: steal it, or earn it. Regardless, you're going to fight for it and earn it. Go to the right side of the room and past the security guard.

Walking along the hall, jump into one the boxes for a Last Stand badge. Continue down the hall. When one of the security guards will let you enter the door (he'll move out of the way), enter the door.

Immediately, Grubba gets on my (and your) nerves. Once he realizes you want to fight in the Glitz Pit, he goes into some childhood story. After this, he'll show the luxurious champion's room, which you sleep in for only -- I mean, once you beat the champion (hope the feathers get cleaned up!). Grubba then shows you the decent major-leaguers' room (how do they manage with one bed? \*shudders\*). After that, you're back in Grubba's office. He then says that you have to sign a contract. After you do, Grubba decides to give you a new name ("Mario" makes you think "pizza," doesn't it?), the Great Gonzales (great, now I'm thinking of burritos!). He calls in Jolene to show you to the minor-league room.

You arrive in the... less-than-remotely-good minor-league room. Jolene will explain the rules to you. Grubba will set rules for your match, such as:

- Appealing 1 or 3 times.
- No using Jump/Hammer/items/Special moves/FP/any attack at all.
- Having to use at least one Special move.
- Getting hit so-and-so times.
- Waiting so-and-so turns until attacking.
- No using your partner.
- No switching your partners out.

After the intro of her explanation, she'll tell you to use the GBA-device to reserve a match (I don't know about that, but I have Super Mario World right here...). Press A in front of it, and Grubba will schedule a match for you against the Rank 19 Goomba Bros. He'll then give you the match conditions. (Remember, a victory is null and void if the conditions aren't completed!) After that, Jolene will explain further. Essentially, winning AND following the conditions ups your rank; losing lowers it. After that, she'll leave and a security guard will enter and take you to your next match.

Sure enough, you end up on-stage with Grubba and the five Goombas. Grubba introduces you and your opponents. As Grubba is about to further explain the rules, the lead Goomba ambushes you!

-----  
Match VS: Rank 19, Goomba Bros.

Enemies: Goomba (x5)  
Max HP : 2 (each)  
Attack : 1 (each)  
Defense: 0 (each)  
-----

So many strategies: Earth Quake, POW Block, Fire Flower, Ice Storm, Multibounce, Quake Hammer, Power Shell, Gale Force, or Earth Tremor will all work. Need I say any more?

After the fight, Grubba will interview you and make the crowd go wild.

Back in the locker room, Jolene will hand you your prize money (3 Coins) and Grubba will congratulate you. You're now free to do whatever you want until

your next match, so heal (if needed) and save (it's in the hallway).

After Grubba and Jolene leave, an yellow Koopa, King K. (who is a K.P. Koopa), walks up and befriends you. He introduces you to some of his buddies: Master Crash (a Bom-omb), Bandy Andy (a Bandit), and Cleftor (a Cleft). Bandy Andy will say that he won't be in the room much, but will explain about the bed in the room.

This chapter's challenge is very straightforward: simply rise through the ranks and beat Rawk Hawk, so you can get the championship belt with the Crystal Star on it. To start, schedule and win the following matches:

-----  
Match VS: Rank 18, Pokey Triplets

Enemies: Pokey (x3)  
Max HP : 4 (each)  
Attack : 3 (each)  
Defense: 0 (each)  
-----

Simple, as usual. Quake Hammer and a Power Shell combination, Earth Tremor, or Gale Force can finish these in one turn. Beware, they can multiply and they are spiked.

-----  
Match VS: Rank 17, The K.P. Koopas

|                          |                      |
|--------------------------|----------------------|
| Enemies: K.P. Koopa (x2) | K.P. Paratroopa (x1) |
| Max HP : 4 (each)        | Max HP : 4           |
| Attack : 2 (each)        | Attack : 2           |
| Defense: 1 (each)        | Defense: 1           |

-----

Unusually, these are like regular Koopas/Paratroopas. Take care of them as if they were such enemies.

After claiming 17th for yourself, Jolene will lead Bandy Andy into the room, scolding him for "sneaking around." After she leaves, he leaves, too. After this little scene, schedule and win the following match:

-----  
Match VS: Rank 16, Spike Storm

Enemies: Red Spiked Buzzy (x2)  
Max HP : 5 (each)  
Attack : 3 (each)  
Defense: 5 (each)  
-----

Unfortunately for you, the enemies' defense is only penetrable by using Earth Quake, Earth Tremor or Piercing Blow. I am sure you can use Quake Hammer to flip them, as well. Flurrie's Gale Force may work. And, as always, never jump on spiked enemies!

After claiming Rank 16, you'll hear a little scene about some fighter getting badly injured. He is being rushed to the hospital (what hospital?). According to King K., this thing happens quite often. Anyway, after this scene, schedule and win the following match:

-----  
Match VS: Rank 15, The Dead Bones

Enemies: Dull Bones (x3)  
Max HP : 1 (each)  
Attack : 2 (each)  
Defense: 1 (each)  
-----

You're kidding, right? Earth Quake, POW Block, Fire Flower, Ice Storm, Multibounce, Quake Hammer, Power Shell, Gale Force, or Earth Tremor will all work.

After this "tough" battle, King K. approaches you and mentions that Hoogle (the Hot Dog vendor outside) is selling some sort of new Hot Dog, made using an egg from some island south of Rogueport (SPOILER: You'll go there at one point in the game!). Anyways, I'll advise to go on and go outside. You did know you can leave the building, right?

Outside, on the left side of Glitzville's town square (more appropriately, an octagon) is Hoggle Hot Dog Stand. Hoggle is chasing some runaway egg outside his stand. Help him out until it jumps on top of the Hot Dog Stand. Head to the right of the square/octagon and up the set of stairs from earlier. Use the springboard and use the Plane Mode panel to fly over to the Hot Dog Stand and retrieve the egg. After that, you are given a choice of what to do with it and, despite your choice, will follow around as a second partner until it hatches or it gets too close to a frying pan. After this ordeal, return to the Glitz Pit so you can schedule and win the following two matches:

-----  
Match VS: Rank 14, The Mind Bogglers

|                    |                       |              |
|--------------------|-----------------------|--------------|
| Enemies: Dark Puff | Pider                 | Pale Piranha |
| Max HP : 3         | Max HP : 5            | Max HP : 4   |
| Attack : 2         | Attack : 1 (multiple) | Attack : 2   |
| Defense: 0         | Defense: 0            | Defense: 0   |

-----

All from Chapter 2, huh? For a one-hit win, you'll have to use Earth Tremor. Otherwise, two Fire Flowers or Ice Storms will get rid of them. And, as usual, remember to not touch a electrified Dark Puff and to not jump on a Piranha.

-----  
Match VS: Rank 13, The Bom-omb Squad

Enemies: Bom-omb (x4)  
Max HP : 4 (each)  
Attack : 2 (each)  
Defense: 1 (each)  
-----

Look, their stats WILL NOT matter if you have a Fire Flower. If you don't have that, two POW Blocks, Earth Quakes, or Ice Storms will finish them. You can also use an Earth Tremor, unsurprisingly. Beware, once their fuses are lit, any touch will blow them up, regardless of your attack or their attack. At that point, use a Hammer attack, preferably Quake Hammer if it will kill them all.

After thoroughly obtaining 13th place, King K. will approach you and say to you that he thinks he will be retiring sometime soon. It's gonna be lonely





twice, which will win the match.

After winning and grasping Rank 10 and the major-leagues, Jolene will visit you in the minor-league room to take you to Grubba and talk about it. After being given 30 Coins, Jolene will take you to the major-league room. As you'll quickly notice, no one here is as friendly as King K. and his buddies. Suddenly, Rawk Hawk bursts into the room, ready to "congratulate" you on your quick rise through the ranks. Then Yoshi will come over to Rawk Hawk and examine the Crystal Star on the belt, quickly declaring it a fake! Rawk Hawk will then leave, offended.

After Rawk Hawk leaves, your partner wonders where the real Crystal Star could be, seeing as it isn't on the championship belt. Suddenly, you get an e-mail from a mysterious person called X, saying you should follow his instructions to find the Crystal Star. After this scene, check the left corner, behind the lockers, for an Ice Storm.

Okay, you have a new partner and abilities as a result. I think you may want to go back to Rogueport for some optional, but well-worth-it, stuff...

~~~~~  
Rogueport  
~~~~~

| Toad Bros. Bazaar \ |          |                                              |
|---------------------|----------|----------------------------------------------|
| Item:               | Cost:    | Effect:                                      |
| Fire Flower         | 10 Coins | Deals three HP (Fire) damage to all enemies. |
| Fright Mask         | 5 Coins  | May scare enemies out of battle.             |
| Honey Syrup         | 5 Coins  | Heals 5 FP.                                  |
| Mushroom            | 5 Coins  | Heals 5 HP.                                  |
| Sleepy Sheep        | 8 Coins  | May make enemies go to sleep.                |
| Tasty Tonic         | 3 Coins  | Heals any negative status effect.            |

| Westside Goods \ |          |                                                   |
|------------------|----------|---------------------------------------------------|
| Item:            | Cost:    | Effect:                                           |
| Dizzy Dial       | 12 Coins | May make enemies dizzy.                           |
| Dried Shroom     | 2 Coins  | Heals 1 HP.                                       |
| Life Shroom      | 50 Coins | Heals 10 HP upon KO or upon immediate usage.      |
| Super Shroom     | 20 Coins | Heals 10 HP.                                      |
| Thunder Bolt     | 10 Coins | Zaps a single enemy.                              |
| Volt Shroom      | 10 Coins | Electrics you (direct-attackers will take damage) |

| Lovely Howz of Badges \ |                                |                            |
|-------------------------|--------------------------------|----------------------------|
| Badge Name:             | Cost (no discount/discounted): | Effect:                    |
| FP Drain                | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower            | 150 Coins / 105 Coins          | Slowly regain FP in battle |
| Last Stand              | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P            | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow           | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump              | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Simplifier              | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Super Appeal            | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Unsimpifier             | 50 Coins / 35 Coins            | Hard A. Commands, more SP. |



| Charlieton \  |           |                                                |
|---------------|-----------|------------------------------------------------|
| Item:         | Cost:     | Effect:                                        |
| Attack FX P   | 120 Coins | Changes the sound of attacks.                  |
| Boo's Sheet   | 24 Coins  | Temporal invincibility.                        |
| Double Pain   | 36 Coins  | Makes Mario take double damage.                |
| Dried Shroom  | 2 Coins   | Heals 1 HP.                                    |
| Earth Quake   | 18 Coins  | Damages all ground-based enemies.              |
| Hammerman     | 180 Coins | Hammer power +1, Jumping ability lost.         |
| Jammin' Jelly | 120 Coins | Heals 50 FP.                                   |
| Jumpman       | 180 Coins | Jumping power +1, Hammer ability lost.         |
| Mega Rush     | 60 Coins  | Ups Mario's attack by 5 when in Peril.         |
| Repel Cape    | 18 Coins  | Temporarily increases evasion.                 |
| Shooting Star | 36 Coins  | Damages all enemies.                           |
| Slow Go       | 12 Coins  | Slows Mario down in the field.                 |
| Stop Watch    | 24 Coins  | May stop enemies from having turns.            |
| Timing Tutor  | 120 Coins | Shows the timing for Stylish moves with a "!". |
| Ultra Shroom  | 120 Coins | Heals 50 FP.                                   |
| W Emblem      | 360 Coins | Makes Mario's clothes yellow, like Wario's.    |

NOTE: There will only be four of the sixteen items shown here on sale.

Well, to start, restock your supplies, as Glitzville has nowhere near the item quality these shops have. Okay, down to business...

Start by heading to the east side of Rogueport with Yoshi. Get to the waterway and use a Flutter Jump to cross it. Once there, climb up the crates up to the roof. Up here, Spin Jump for a Star Piece. After that, Flutter Jump across to the other roof. On this side is a storyteller who will tell about the original 1000-Year Door quest (portions of it; 5 Coins each and then free afterwards). On the far roof to the north should be a Shine Sprite: you know what to do. After that, get back to the first roof you were on (the one with the hidden Star Piece) then drop on its backside. Grab the Shine Sprite here. Before leaving this area, upgrade a partner (preferably Yoshi).

Then head to Rogueport's west side and slip through the grate using Paper Mode.

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

| Dazzle's Star Piece Exchange \ |                |                                           |
|--------------------------------|----------------|-------------------------------------------|
| Badge Name:                    | Cost:          | Effect:                                   |
| Attack FX Y                    | 1 Star Piece   | Changes the sound of Mario's attacks.     |
| Chill Out                      | 2 Star Pieces  | Never succumb to First Strikes.           |
| Flower Finder                  | 6 Star Pieces  | Find more flowers after a battle.         |
| Flower Saver                   | 10 Star Pieces | Spend one less FP for attacks. (Mario)    |
| Flower Saver P                 | 10 Star Pieces | Spend one less FP for attacks. (Partner)  |
| Happy Flower                   | 4 Star Pieces  | Slowly recover FP in battles.             |
| Happy Heart                    | 4 Star Pieces  | Slowly recover HP in battles. (Mario)     |
| Happy Heart P                  | 4 Star Pieces  | Slowly recover HP in battles. (Partner)   |
| Heart Finder                   | 6 Star Pieces  | Find more hearts after a battle.          |
| Item Hog                       | 5 Star Pieces  | Find more items after a battle.           |
| Peekaboo                       | 7 Star Pieces  | Always see enemy HP.                      |
| Power Plus                     | 15 Star Pieces | Increases Mario jump/hammer power by one. |

|              |                |                                         |
|--------------|----------------|-----------------------------------------|
| Power Plus P | 15 Star Pieces | Increases the partner's power by one.   |
| Pretty Lucky | 3 Star Pieces  | May make enemy attacks miss. (Mario)    |
| Quick Change | 8 Star Pieces  | Change partners without wasting a turn. |

| Underground Shop \

| Item:         | Cost:     | Effect:            |
|---------------|-----------|--------------------|
| Gold Bar      | 110 Coins | ??????             |
| Gold Bar x3   | 350 Coins | ??????             |
| Gradual Syrup | 15 Coins  | Slowly recover FP. |
| Jammin' Jelly | 200 Coins | Heals 50 FP.       |
| Slow Shroom   | 15 Coins  | Slowly recover HP. |
| Ultra Shroom  | 200 Coins | Heals 50 HP.       |

Using Yoshi's field skill, cross over to the left and grab the Shine Sprite. After that, use the pipe to go to the background and go across the moving platforms for a Star Piece. Exit to the foreground and exit the sewers.

~~~~~  
Rogueport  
~~~~~

Now, go back to Glitzville.

~~~~~  
Glitzville  
~~~~~

| Souvenir Shop \

| Item:        | Cost:    | Effect:                                          |
|--------------|----------|--------------------------------------------------|
| Earth Quake  | 15 Coins | Damages all ground-based enemies.                |
| Point Swap   | 5 Coins  | Swaps FP with HP. May not exceed either maximum. |
| Power Punch  | 15 Coins | Boosts Power by 3 for three turns.               |
| Repel Cape   | 15 Coins | Increases the ability to evade attacks.          |
| Super Shroom | 15 Coins | Heals 10 HP.                                     |
| Thunder Bolt | 12 Coins | Damages one enemy.                               |

| Hot Dog Stand \

| Item:   | Cost:    | Effect:              |
|---------|----------|----------------------|
| Hot Dog | 10 Coins | Heals 5 HP and 5 FP. |

Okay, it's time to get back to business! Head back to the major-league room to schedule and win the following two matches:

-----  
Match VS: Rank 9, The Tiny Spinies

Enemies: Lakitu (x2)  
Max HP : 5 (each)  
Attack : 1 (each), can make Spinies  
Defense: 0 (each)  
-----

Beware: the Lakitus can throw down Spiny eggs, which will become Spinies (much like the original Mario Bros. games). Spinies are very tough to beat. My two suggestions are as follows: either do an Earth Tremor (as a very good one will hit even flying enemies), or use two Fire Flowers/Ice Storms. If such an incident occurs that makes the Spinies appear, either use Yoshi's Gulp or Earth Tremor.

---

Match VS: Rank 8, The Poker Faces

Enemies: Bristle (x2)  
Max HP : 2 (each)  
Attack : 1 (each)  
Defense: 4 (each)

---

You can use Earth Tremor, a POW Block, or an Earth Quake. I think you can also use Yoshi's Gulp. Remember: you cannot hammer or jump on these, as they will retaliate against hammers, and they are spiked.

After obtaining 8th place, X will e-mail you again and tell you to go to the watering hole (the juice bar). Obviously, leave the Glitz Pit.

After exiting the Glitz Pit, head to the right side of the square/octagon and enter the building (the watering hole/juice bar). Talk to the manager to get a mysterious package - a package containing a Super Hammer! As before, the Toad girl, Toadette, will give a tutorial about the Super Hammer.

---

About the Super Hammer:

The Super Hammer allows Mario to twist around and quickly untwist, creating a lethal attack. This attack can be used to break big yellow blocks in the field and to attack multiple enemies in battle. Mario's Hammer Power is also raised by one.

New Field Ability: Super Hammer (Press B and hold it, twist the control stick, and release B).

New Battle Ability: Super Hammer (2 FP). Base damage: 3 (original target); 1 (all ground-based/floating low enemies behind target).

Change in Stats: +1 Hammer Attack power.

---

After the manager compliments the hammer, X sends another e-mail telling you to break the big yellow block in the minor-league room. Head back into the Glitz Pit and into your old minor-league room.

Head to the far left side of the room and use a Super Hammer to break the block. Go through the newly-made hole. Climb up on the desk. Once you reach the top, bring out Yoshi and Flutter Jump across to the other side and grab the Dubious Paper. You and your partner will examine it, coming to the conclusion that it may be about the Crystal Stars! Exit the hole in the wall. Jolene will enter the room and confiscate the paper. Re-enter the major-league room and heal (you'll need it) and schedule your next match.

---

Match VS: Rank 7, The Shellshockers

Enemies: Shady Koopa (x2)                      Shady Paratroopa (x2)

Max HP : 8 (each)  
Attack : 3 (each)  
Defense: 1 (each)

Max HP : 8 (each)  
Attack : 3 (each)  
Defense: 1 (each)

-----  
These guys, as you noticed, are plenty superior to normal Koopas. However, there is one easy way to win: Earth Tremor and Fire Flower/Ice Storm combo. Beware, when on their backs, these Koopas can still attack you!

If you end up using FP, keep 8 FP for the next battle.

After beating some Koopas, the Armored Harriers barge into the ring and decide to have another rematch. Luckily, there are no rules. Anyways, this match has no need of a strategy, as two Gulps should finish this off.

After returning to major-league room, Jolene will give you the money and leave. And, again, Mario will receive an e-mail. Guess who sent it? Not X, but some unknown sender who is threatening you and telling you to stop snooping around. Okay, back to business: schedule and win the next match.

-----  
Match VS: Rank 6, The Fuzz

|                       |                          |                       |
|-----------------------|--------------------------|-----------------------|
| Enemies: Fuzzy        | Green Fuzzy              | Flower Fuzzy          |
| Max HP : 3            | Max HP : 5               | Max HP : 6            |
| Attack : 2 (absorbed) | Attack : 3 (or multiply) | Attack : 3 (drain FP) |
| Defense: 0            | Defense: 0               | Defense: 0            |

-----  
As you can tell, these guys are annoying. The black Fuzzy will (weakly) drain your HP. The Green Fuzzy can multiply (which can lead to easy Star Points). The Flower Fuzzy, rather directly damaging HP, will drain your FP. A simple Earth Tremor will get rid of them all. Also using Mario to kill hit the Flower Fuzzy in the first turn, then using Yoshi's Gulp, then finishing next turn will win it.

Back in the major-league locker room, the Koopinotor (the armored Koopa) points out that Jolene brought in a piece of cake a while ago, seemingly from a fan. Go ahead and eat it if your SP's low, or just for the heck of it. Schedule and win the next match.

-----  
Match VS: Rank 5, The Magikoopa Masters

|                        |                 |                 |
|------------------------|-----------------|-----------------|
| Enemies: Red Magikoopa | Green Magikoopa | White Magikoopa |
| Max HP : 7             | Max HP : 7      | Max HP : 7      |
| Attack : 4             | Attack : 4      | Attack : 4      |
| Defense: 0             | Defense: 0      | Defense: 0      |

-----  
This is one of the few battles you cannot win in one turn. Earth Tremor works well for the first turn, then an Ice Storm or Fire Flower will finish them. If you cannot do that, focus on the green Magikoopa, then the white one, and finally the red one. Beware, they can cast supportive spells on each other.

After claiming 5th, a familiar face emerges from the crowd: the King of Guys Who Talk to Posters! It's Bowser and he thinks it's time for payback! The catch is that he doesn't know you're reading my FAQ! \*long, evil laugh\*

-----

MINIBOSS: Bowser

Max HP : 30

Attack : 3

Defense: 1

---

Besides his usual claw attack, he has a poison bite, fire breath, and a command-disabling stomp. The effect of the bite and stomp can be avoided with a guard. For victory, bring out your Yoshi for Gulping (I think it's possible) or for Mini-Eggs (if he is upgraded). Mario should focus on Power Bouncing or Power Jumps/Smashes.

After thoroughly beating Bowser, he'll walk off disappointed. How entirely pathetic, as if he'll get any sympathy. \*sighs\* Okay, back in the locker room, schedule and win the next match.

---

Match VS: Rank 4, Craw Daddy

Enemies: Dark Craw

Max HP : 20

Attack : 6

Defense: 0

---

Geez... This guy is simply a stronger version of Gus. Don't do any jumping. Instead, rely heavily on Power Smash and Gulp. It may be best to start out with Mini-Egg to reduce his Attack.

After winning another match, X will e-mail you and tell you to go to the phone booth outside the Pit. I believe you know what to do...

In the hallway, Rawk Hawk will flat-out tell you that you give up on even thinking of going against him. Maybe he wrote that threatening e-mail (which brings up a question: how does everyone seem to know Mario's e-mail?). Ignore him and continue to the phone booth (and grab the Star Piece you should have gotten at the beginning of the chapter if you didn't). In it, you'll find a Storage Key. X will e-mail you and tell you to go to the storage room, obviously. Go back to the Glitz Pit and enter the hallway. Continue until you see a door with what looks like a padlock on it; use the key to unlock it.

When you enter the room, Ms. Mowz is, unsurprisingly, in the room. Your partner will ask if she's the one making the noises, but she denies it. She'll leave, not forgetting to kiss Mario, as usual. X will e-mail you to find a switch to trigger the stairs. Pull out Flurrie and blow at the things that only LOOK like metal boxes (both of them). Break the blocks to get a Charge P badge and to reveal a switch; use it. The stairs will reveal themselves. However, before climbing them, Spin Jump in the approximate middle of the room for a Star Piece. THEN climb the stairs.

The door to the right is locked, so try to head left. Climb up the crates, and, before jumping off, use Koops or Yoshi to get a HP Plus P badge. Jump into the hole. Go over to the right to a tiny hole. Examine it to eavesdrop on a conversation between Grubba and Jolene. They start talking about the apparent trespassers in the storage room, then about the disappearance of King K. After a bit, you learn that he isn't even the first to disappear! Grubba then asks Jolene a few more questions and she leaves. Your partner comments on the disappearances when Grubba hears you. You have to then make some sort of an animal sound (the third one "Burp" (or is it "Belch") is somewhat funny; there

must be Burping Beetles where he's from). Regardless of the sound, you get off scot-free and ready to continue your trespassing ways. Slip through the grate with Paper Mode, then leave the room.

Go back to the major-league room to schedule and win your next match.

-----  
Match VS: Rank 3, Chomp Country

Enemies: Red Chomp (x3)  
Max HP : 6 (each)  
Attack : 5 (each)  
Defense: 3 (each)  
-----

I believe it is best to use Gulp or Earth Tremor several times. Beware, their defense is set at 3, meaning only Peircing Blow/Power Smash attacks do damage other than the above.

Back in the locker room, another threatening e-mail is sent to Mario. Ignore it and schedule the next match. As you wait, Jolene sends in a piece of cake. Don't eat it: it is tainted with poison and will stop you from having ANY partners in the next match. Now, win the next match.

-----  
Match VS: Rank 2, Hamma, Bamma, and Flare

|                      |                |            |
|----------------------|----------------|------------|
| Enemies: Hammer Bro. | Boomerang Bro. | Fire Bro.  |
| Max HP : 7           | Max HP : 7     | Max HP : 7 |
| Attack : 4           | Attack : 2     | Attack : 3 |
| Defense: 0           | Defense: 0     | Defense: 0 |

-----

Each of these guys can attack multiple times. The Hammer Bro. will usually throw just one hammer until it is low in HP. The Boomerang Bro.'s boomerang usually hits twice on both Mario and his partner. The Fire Bro. and hit many times and burn you, too. Earth Tremor and any offensive item will do the job.

When you get back to the locker room, you'll notice that the Shady Koopa has fallen victim to the cake's poison (if you didn't eat it). Heal up and get ready for the next match. Schedule it and win it.

-----  
Match VS: Rank 1, The Koopinator

Enemies: Dark Koopatrol  
Max HP : 25  
Attack : 5  
Defense: 2  
-----

Remember the first battle you saw? This was the loser (Rawk Hawk's opponent). Depsite not being champion, he still has some skills. He has a spiked helmet, preventing him from being flipped. You should start by using Mini-Egg (and a Power Punch if you have one). Start by just Gulping and Power Smashing, using Earth Tremor when you can (but not when boosted with power!).

After winning, X will e-mail you and make you blow away the lobby posters. You can just blow away those on the second floor. One of them will have a Storage Key under it. X will e-mail you and state the obvious: go back to the storage

room and unlock the locked door. Do so.

In this new room, use Yoshi to reach a yellow block. Use the Super Hammer to break it. Underneath is... the near-lifeless bodies of King K. and Bandy Andy! Bandy Andy has enough energy to tell you that it happened while approaching the ring. Grab the Star Piece and leave.

Back in the locker room, schedule the championship fight. The security guard will take you down a different path, straight into the other minor-league locker room! This has to be Rawk Hawk's doing. We all knew he was a chicken, inside and out.

Back in the arena, Grubba is working up the crowd with no idea what is happening. He also lets everyone know that you advanced through the ranks faster than Rawk Hawk did!

In the locker room, your partner finds that the door is locked! You're trapped in here!

Back in the arena, people are beginning to have two thoughts: you're very late or you quit the match.

Time to bust out of here! Go to the back-right corner to see some peeling poster of Peach. Use Flurrie to blow it away. Go through this poker/TV room, with a door on the other side. Go through it to get a major-league room. Unfortunately, this one's door is also locked. Go to the right side of the room and enter the bathroom. Seems Mario learned something in Brooklyn, as, when you press down on the toilet, Mario... NO! That won't happen!... anyways, Mario will use the toilet as pipe, getting back to your major-league locker room. Heal, save, etc., and then exit the room. Head to the arena!

The crowd goes wild as you enter, someone even calling you "Jumpman." (It is a reference to a badge in this game and Mario's original arcade name.)

Time to battle!

-----  
Match VS: Champion, Rawk Hawk

Enemies: Rawk Hawk

Max HP : 40

Attack : 4

Defense: 0  
-----

His main attack is a sliding attack (if you've played Kingdom Hearts games, you'll know it when you see it). It is easily blocked. He also can use a Superman-like attack that will damage for four, rather than three. His final attack is making a girder lower, and shaking it. This makes debris fall, hitting quite a few times. Use Quake Hammer, Mini-Egg, or Flurrie to get him off of there. Your main strategy should be to first use Mini-Egg, and then use Power Smash/Bounce/Jump repeatedly. Yoshi should be your partner, who should use Gulp or Ground Pound repeatedly.

You are now finally the champion of the Glitz Pit!

Back in the locker room, Grubba will hand you the championship belt and leave. Jolene will take you to the champion's room. Something's missing, isn't it? Your Crystal Star, of course! Suddenly, your partner will hear a strange voice. Heal up, then jump on the presents. Take Yoshi to go over to the ledge over the

door, then to the ledge beside the vent. Use the Super Hammer to smash it in, revealing a ventilation duct.

In this area, you're in the storage room's ventilation duct (you saw when you first when in there). Head over to the right side of the duct and, as you reach it, you'll hear Grubba talking to himself. (You DID know that the storage room is between Grubba's and the champion's rooms, right?) You'll quickly find out that Grubba knew why the fighters have disappeared... and you're next!

"Persuade" the vent to open with another Super Hammer.

If you had listened to Grubba's speech, you'd know that the papers he was speaking of are in his desk. First, though, check behind the plant and in the right drawer of the desk (right as if you are behind the desk) for two Star Pieces. Open the other drawer to get the papers. Apparently, the disappearances were caused by a machine under the ring that is powered by the real Crystal Star! Suddenly, Grubba bursts in on you. Your partner accuses Grubba of the fighters' disappearances. After that bit, Grubba runs to the ring. Be sure to heal, save, and switch stuff around if needed. Head to the ring.

The arena is empty this time, seeing as no match is "planned." As you get to the ring, Grubba reveals his secret of staying young and buff. Now that you know this, TAKE... HIM... DOWN! He stands inside a big machine with the Crystal Star on top and becomes super-buff.

-----  
BOSS: Macho Grubba

Max HP : 60

Attack : 4

Defense: 0  
-----

No matter what, Grubba will start this battle by doubling his chances for attacking. This effect will last for three turns. Later, he'll boost his Attack/Defense/Evasion and immediately attack (he has two turns). Try to center your strategy around this. While his Attack is boosted, pound him repeatedly using Power Smash/Jump/Bounce. It may help to have Yoshi use Mini-Egg, too. With his Defense boosted, don't bother. He is too large for Yoshi. The only way to inflict damage is via Earth Tremor or item. It is best to heal/appeal at this point. While his Evasion is boosted, ignore any attacks that could potentially miss. Earth Tremor seems to be the only way to guarantee a hit. Try to stall by defending.

Throughout the battle, constantly use Yoshi's Mini-Egg or Ground Pound, unless his Defense/Evasion is boosted. Mario should save his Earth Tremors for when Evasion is boosted. Use items while Defense is boosted. If you have Soft Stomp equipped, it may reduce Defense of the target, so think about that. Whenever Grubba decides to boost the number of attacks or his Attack, use only Power Smash/Jump/Bounce while your partner uses their strongest attack. Soon, you'll win.

After defeating Grubba, he collapses and reverts to his normal form. Jolene comes in and explains the recent events, including how the first champion, her brother, Prince Mush, disappeared. Next, she reveals that she is X! Suddenly, the Crystal Star starts to emit power, and Prince Mush is returned. Jolene decides to let you keep the Crystal Star, as it fell out with Prince Mush.

Congratulations! You learned a new Special Move, Power Lift (quite possibly one you'll use and like most)! Also, your max SP has been raised to four!



-----O  
| End of Chapter 3 |  
-----O

And so ends my favorite chapter...

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| \*\*PM47\*\* Chapter 3 Interlude |  
=====O

~~~~~  
Unknown Location  
~~~~~

Peach's scene starts with Grodus talking to the Shadow Sirens. They haven't succeeded yet, but they seem to have a secret weapon...

Back in Peach's room, the door opens, as usual. Go through the door and see what's bugging TEC this time.

This time, the insane computer wants you to ask Grodus about some data not uploaded into his system... Wait, ASK GRODUS? TEC isn't so perfect after all; in fact, it is (as I previously said) insane. It's planning to have Peach go and dress up as a X-Naut and then...

So then, head to the elevator and use it. TEC will direct you to a locker room. In it, open the lockers to find a X-Naut suit and then open and close the stall to dress up in it. Leave the room and head to the throne room (to the far right side of the hallway).

Once you enter, Peach (in disguise) will ask Grodus about herself. Grodus dismisses the question, mentioning you should focus on world domination, etc.

Return to the changing room. Go back into the stall you used to change back into Peach's dress. Time to return to TEC.

Peach asks TEC if it was built to help the X-Nauts take over the world, as well as what the Crystal Stars and the treasure of the Thousand-Year Door have to do with it. TEC refuses to answer, but allows Peach to e-mail Mario again.

~~~~~  
The Great Boggly Tree  
~~~~~

Bowser arrives at the Great Tree, hot -- no, warm -- no, cool -- no, cold -- no, not even close on Mario's tail. Kammy suggests to question some Punies about Mario and the Crystal Star. He quickly figures out the Puni Elder is just as large as he is. She and Kammy get into a bit of an argument, until the Puni Elder reveals that Mario already has the Crystal Star. Bowser resolves to find Mario, get the Crystal Stars, and kidnap Peach.

~~~~~  
Glitzville  
~~~~~

You regain control of Mario as he says his good-byes to his friends/enemies.

Rawk Hawk decides to fight fair, King K. decides to un-retire, and Jolene says that you will still have your spot on the roster should you ever come back. Get on the blimp and leave.

~~~~~  
 Rogueport  
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 | Toad Bros. Bazaar \  
 |-----

| Item:        | Cost:    | Effect:                                      |
|--------------|----------|----------------------------------------------|
| Fire Flower  | 10 Coins | Deals three HP (Fire) damage to all enemies. |
| Fright Mask  | 5 Coins  | May scare enemies out of battle.             |
| Honey Syrup  | 5 Coins  | Heals 5 FP.                                  |
| Mushroom     | 5 Coins  | Heals 5 HP.                                  |
| Sleepy Sheep | 8 Coins  | May make enemies go to sleep.                |
| Tasty Tonic  | 3 Coins  | Heals any negative status effect.            |

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 | Westside Goods \  
 |-----

| Item:        | Cost:    | Effect:                                           |
|--------------|----------|---------------------------------------------------|
| Dizzy Dial   | 12 Coins | May make enemies dizzy.                           |
| Dried Shroom | 2 Coins  | Heals 1 HP.                                       |
| Life Shroom  | 50 Coins | Heals 10 HP upon KO or upon immediate usage.      |
| Super Shroom | 20 Coins | Heals 10 HP.                                      |
| Thunder Bolt | 10 Coins | Zaps a single enemy.                              |
| Volt Shroom  | 10 Coins | Electrics you (direct-attackers will take damage) |

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 | Lovely Howz of Badges \  
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| Badge Name:    | Cost (no discount/discounted): | Effect:                    |
|----------------|--------------------------------|----------------------------|
| Close Call     | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Close Call P   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| First Attack   | 100 Coins / 70 Coins           | KO's weak enemies in field |
| FP Drain       | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower   | 150 Coins /105 Coins           | Slowly regain FP in battle |
| Ice Smash      | 75 Coins / 52 Coins            | May freeze target.         |
| Last Stand     | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump     | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Power Rush     | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Power Rush P   | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Pretty Lucky P | 150 Coins /105 Coins           | Raises evasion for partner |
| Simplifier     | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Shrink Stomp   | 75 Coins / 52 Coins            | May reduce tatget's Attack |
| Sleepy Stomp   | 75 Coins / 52 Coins            | May make an enemy sleepy.  |
| Super Appeal   | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Unsimplicifier | 50 Coins / 35 Coins            | Hard A. Commands, more SP. |

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 | Charlieton \  
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| Item:       | Cost:     | Effect:                         |
|-------------|-----------|---------------------------------|
| Attack FX P | 120 Coins | Changes the sound of attacks.   |
| Boo's Sheet | 24 Coins  | Temporal invincibility.         |
| Double Pain | 36 Coins  | Makes Mario take double damage. |

|               |           |                                                |  |
|---------------|-----------|------------------------------------------------|--|
| Dried Shroom  | 2 Coins   | Heals 1 HP.                                    |  |
| Earth Quake   | 18 Coins  | Damages all ground-based enemies.              |  |
| Hammerman     | 180 Coins | Hammer power +1, Jumping ability lost.         |  |
| Jammin' Jelly | 120 Coins | Heals 50 FP.                                   |  |
| Jumpman       | 180 Coins | Jumping power +1, Hammer ability lost.         |  |
| Mega Rush     | 60 Coins  | Ups Mario's attack by 5 when in Peril.         |  |
| Repel Cape    | 18 Coins  | Temporarily increases evasion.                 |  |
| Shooting Star | 36 Coins  | Damages all enemies.                           |  |
| Slow Go       | 12 Coins  | Slows Mario down in the field.                 |  |
| Stop Watch    | 24 Coins  | May stop enemies from having turns.            |  |
| Timing Tutor  | 120 Coins | Shows the timing for Stylish moves with a "!". |  |
| Ultra Shroom  | 120 Coins | Heals 50 FP.                                   |  |
| W Emblem      | 360 Coins | Makes Mario's clothes yellow, like Wario's.    |  |

| NOTE: There will only be four of the sixteen items shown here on sale.

As usual, I'll have you do some random stuff before heading to the fourth chapter. The first is to answer Peach's e-mail. After that, go shopping. The third one is somewhat more lengthy. Head to the sewers from the east side of Rogueport.

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

|                                |                |                                           |  |
|--------------------------------|----------------|-------------------------------------------|--|
| Dazzle's Star Piece Exchange \ |                |                                           |  |
| _____ \                        |                |                                           |  |
| Badge Name:                    | Cost:          | Effect:                                   |  |
| Attack FX Y                    | 1 Star Piece   | Changes the sound of Mario's attacks.     |  |
| Chill Out                      | 2 Star Pieces  | Never succumb to First Strikes.           |  |
| Flower Finder                  | 6 Star Pieces  | Find more flowers after a battle.         |  |
| Flower Saver                   | 10 Star Pieces | Spend one less FP for attacks. (Mario)    |  |
| Flower Saver P                 | 10 Star Pieces | Spend one less FP for attacks. (Partner)  |  |
| Happy Flower                   | 4 Star Pieces  | Slowly recover FP in battles.             |  |
| Happy Heart                    | 4 Star Pieces  | Slowly recover HP in battles. (Mario)     |  |
| Happy Heart P                  | 4 Star Pieces  | Slowly recover HP in battles. (Partner)   |  |
| Heart Finder                   | 6 Star Pieces  | Find more hearts after a battle.          |  |
| Item Hog                       | 5 Star Pieces  | Find more items after a battle.           |  |
| Peekaboo                       | 7 Star Pieces  | Always see enemy HP.                      |  |
| Power Plus                     | 15 Star Pieces | Increases Mario jump/hammer power by one. |  |
| Power Plus P                   | 15 Star Pieces | Increases the partner's power by one.     |  |
| Pretty Lucky                   | 3 Star Pieces  | May make enemy attacks miss. (Mario)      |  |
| Quick Change                   | 8 Star Pieces  | Change partners without wasting a turn.   |  |

|                    |           |                    |  |
|--------------------|-----------|--------------------|--|
| Underground Shop \ |           |                    |  |
| _____ \            |           |                    |  |
| Item:              | Cost:     | Effect:            |  |
| Gold Bar           | 110 Coins | ??????             |  |
| Gold Bar x3        | 350 Coins | ??????             |  |
| Gradual Syrup      | 15 Coins  | Slowly recover FP. |  |
| Jammin' Jelly      | 200 Coins | Heals 50 FP.       |  |
| Slow Shroom        | 15 Coins  | Slowly recover HP. |  |
| Ultra Shroom       | 200 Coins | Heals 50 HP.       |  |

Use Paper Mode and go use the pipe you usually use. After exiting it, use Paper Mode to slide through the grate and exit left.

In this room is a big yellow block. Use the Super Hammer on it. Climb up to the ledge using the lift and grab the Shine Sprite. Jump on each big ! block and use a Spin Jump. These are shortcuts to Petalburg (right) and the Great Tree (left). Exit to the right.

Go back down the pipe you usually use. In this room, smash this yellow block using the Super Hammer as well. Use the springboard to jump to the ledge and exit to the left.

In this room... well, you get the deal. Step on the pedestal to reveal the location of the next Crystal Star: in some woods west of Rogueport. Time to consult the professor.

~~~~~  
 Rogueport  
 ~~~~~

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 | Toad Bros. Bazaar \  
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| Item:        | Cost:    | Effect:                                      |
|--------------|----------|----------------------------------------------|
| Fire Flower  | 10 Coins | Deals three HP (Fire) damage to all enemies. |
| Fright Mask  | 5 Coins  | May scare enemies out of battle.             |
| Honey Syrup  | 5 Coins  | Heals 5 FP.                                  |
| Mushroom     | 5 Coins  | Heals 5 HP.                                  |
| Sleepy Sheep | 8 Coins  | May make enemies go to sleep.                |
| Tasty Tonic  | 3 Coins  | Heals any negative status effect.            |

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 | Westside Goods \  
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| Item:        | Cost:    | Effect:                                           |
|--------------|----------|---------------------------------------------------|
| Dizzy Dial   | 12 Coins | May make enemies dizzy.                           |
| Dried Shroom | 2 Coins  | Heals 1 HP.                                       |
| Life Shroom  | 50 Coins | Heals 10 HP upon KO or upon immediate usage.      |
| Super Shroom | 20 Coins | Heals 10 HP.                                      |
| Thunder Bolt | 10 Coins | Zaps a single enemy.                              |
| Volt Shroom  | 10 Coins | Electrics you (direct-attackers will take damage) |

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 | Lovely Howz of Badges \  
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| Badge Name:    | Cost (no discount/discounted): | Effect:                    |
|----------------|--------------------------------|----------------------------|
| Close Call     | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Close Call P   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| First Attack   | 100 Coins / 70 Coins           | KO's weak enemies in field |
| FP Drain       | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower   | 150 Coins /105 Coins           | Slowly regain FP in battle |
| Ice Smash      | 75 Coins / 52 Coins            | May freeze target.         |
| Last Stand     | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump     | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Power Rush     | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Power Rush P   | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Pretty Lucky P | 150 Coins /105 Coins           | Raises evasion for partner |
| Simplifier     | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Shrink Stomp   | 75 Coins / 52 Coins            | May reduce tatget's Attack |
| Sleepy Stomp   | 75 Coins / 52 Coins            | May make an enemy sleepy.  |

|              |                     |                            |
|--------------|---------------------|----------------------------|
| Super Appeal | 50 Coins / 35 Coins | Extra SP when appealing.   |
| Unsimplifier | 50 Coins / 35 Coins | Hard A. Commands, more SP. |
| _____        | _____               | _____                      |

| Charlieton \  
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| Item:         | Cost:     | Effect:                                        |
|---------------|-----------|------------------------------------------------|
| Attack FX P   | 120 Coins | Changes the sound of attacks.                  |
| Boo's Sheet   | 24 Coins  | Temporal invincibility.                        |
| Double Pain   | 36 Coins  | Makes Mario take double damage.                |
| Dried Shroom  | 2 Coins   | Heals 1 HP.                                    |
| Earth Quake   | 18 Coins  | Damages all ground-based enemies.              |
| Hammerman     | 180 Coins | Hammer power +1, Jumping ability lost.         |
| Jammin' Jelly | 120 Coins | Heals 50 FP.                                   |
| Jumpman       | 180 Coins | Jumping power +1, Hammer ability lost.         |
| Mega Rush     | 60 Coins  | Ups Mario's attack by 5 when in Peril.         |
| Repel Cape    | 18 Coins  | Temporarily increases evasion.                 |
| Shooting Star | 36 Coins  | Damages all enemies.                           |
| Slow Go       | 12 Coins  | Slows Mario down in the field.                 |
| Stop Watch    | 24 Coins  | May stop enemies from having turns.            |
| Timing Tutor  | 120 Coins | Shows the timing for Stylish moves with a "!". |
| Ultra Shroom  | 120 Coins | Heals 50 FP.                                   |
| W Emblem      | 360 Coins | Makes Mario's clothes yellow, like Wario's.    |
| _____         | _____     | _____                                          |

| NOTE: There will only be four of the sixteen items shown here on sale.  
| \_\_\_\_\_

Back at Frankly's, he is shocked to figure out that the X-Nauts want control over the world. However, that pales in comparison to another fact he found: the "treasure" behind the Thousand-Year Door is a 1,000-year-old evil spirit, the same spirit that destroyed the original town! It seems the X-Nauts wish to use it to control the world. Finally, Frankly explains that the next Crystal Star is in Twilight Town.

(Ignore the following if you've done already at some point) Head to west Rogueport and slip through the grate. Use a Flutter Jump to get to the other side. Enter the door and use the pipe. It spits you out for some reason. Time to consult Frankly once more!

He is actually confused on the matter. He says you should visit Darkly. You remember the alleyway beside Merlon's? The one where you walk into the center of the wall to get through? Go there now. In the alleyway, talk to the person who isn't the Bandit. Darkly will say that you need something with you that has your name written on it. He will write Mario's name on his overalls, and your partner's somewhere else. Now, go back and use the pipe to begin the fourth chapter!

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| \*\*PM48\*\* Chapter 4: For Pigs the Bell Tolls |  
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Twilight Town  
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As we begin the fourth chapter of Mario's adventure, we begin to understand why this place is called "Twilight Town." And, if you've not reached this but have played Kingdom Hearts, this is not that Twilight Town. As you exit the rusty (or it is brown?) pipe, a local approaches you. He mentions that you

look like adventures and says the need one right now. Before he gets the chance to explain why, a bell tolls in the distance and the local turns into a pig (a 3D one at that). Well, I bet that answers your question. A hairier local then approaches you and talks about the transformation, proving this isn't a first here. He introduces himself as the mayor of this place on the brink of darkness, Dour. He takes you to his house to explain things to you.

Apparently, Twilight Town has been cursed by some monster in Creepy Steeple, a steeple (duh!) deep in Twilight Woods. The curse becomes active when the bell at the steeple tolls, transforming a resident into a pig. He advises you and your partner to leave before you, too, become pigs. Your partner, however, tells him that they can't leave until you get the Crystal Star. The mayor mentions a red rock in Creepy Steeple, so you and your partner decide to investigate the steeple.

After exiting the mayor's house, check on the left side of the house for a Star Piece. Check the bushes for another. Check out the inn if you want (you also can get a free Peachy Peach). After whatever business you have is done, exit to the east side.

In this area, check behind the barrels on the east side for the last Star Piece in the town. Check out the shop... Uh-oh. The shopkeeper's husband seems to have become a pig and lost the storage key. Awww... Well, try to leave by using the east gate. The gatekeeper will stop you, however, stating that you need the mayor's permission first. Head back to the west side of town.

As you approach the house, the bell tolls again. Luckily, it wasn't you. Enter the house and talk to the mayor... Oh. HE was the victim. Now how are going to leave? Maybe you can work out something with the gatekeeper. As you approach the gate, the bell tolls once more. Again, not you. Approach the gate to figure out that the gatekeeper was a victim. Luck seems to be in our favor. Exit through the gate.

~~~~~  
Twilight Trail  
~~~~~

As you start to cross the trail, check out the shed for a Black Key. I bet you know what this means... Exit to the east side.

In this area, you'll encounter Hyper forms of the normal Goomba family. Each has slightly higher HP, but the same Attack... unless they charge up, boosting it to 7! There are several coin blocks in this area. Stand on top the yellow ? block for a well-hidden Super Shroom. Again, exit to the east.

Obviously, Twilight Town is still prone to a thunderstorm or two, seeing a tree now blocks your path. You can see the storage key to the shop, but cannot reach it yourself. "Yourself" being the key word there. Use Koops to grab it, then go back to Twilight Town.

~~~~~  
Twilight Town  
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Back in Twilight Town, return to the shop. Return the key to the shopkeeper. She'll unlock the storage room door, permitting you to take whatever you want from there. Among the contents are a Jammin' Jelly, a Life Shroom, a Boo's Sheet, a Defend Plus badge (equip when possible!), and a black chest. Seeing

as you already have the required key, open the chest, and get ready to be "cursed" so horribly, you cannot walk or even stand - literally!

-----  
About Tube Mode:

At anytime, hold down R and rotate the control stick rapidly to become a paper tube (hence the name of Tube mode). This mode increases your speed, as well as letting Mario slip under small gaps that you normally cannot walk under.

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Heal as needed, then get back onto the Twilight Trail.

~~~~~  
Twilight Trail  
~~~~~

Continue on east, until you reach where the fallen tree is. Switch to Tube mode and roll under it. Press B to get out of it, then look behind the tree roots for a Star Piece. Continue east until you reach a massive haystack. Use Flurrie to blow it away (odd, it is NOT hay...) and then use the pipe. Once you're in the background, continue left until the area changes.

~~~~~  
Twilight Woods  
~~~~~

Like with all areas, you'll encounter some new enemies, some being in here. Hyper Clefts are similar to those Hyper Bald Clefts you fought in the Glitz Pit in the previous chapter, just spiked. Seeing their defense, it may be a good idea to save your Earth Tremors for them. You can also see Crayzee Dayzees, the flower-like enemies from Yoshi's Island. Their main attack is to put you to sleep and damage you, or put the audience to sleep. They also run away often when their HP is low. You may also encounter Amazy Dayzees, the rarest in-game enemy. Their attack deals 20 HP worth of damage and still may put you to sleep, rendering this attack as having a high chance of KO'ing you. The best bet is to either run away or somehow stop them. Remember, this can be made easier with multiple Power Jumps/Smashes equipped.

Okay, enough of Animal Planet. On the trail, hit the coin block and use Paper Mode to slip between a thin gap in the grasses. Look behind the trees for an item block containing an Earth Quake, then proceed to the next area.

In this area, hit the red block, which gives the very useful Hammer Throw badge. Get it and proceed to the massive tree. Blow on it with Flurrie to reveal a hole. It will take you to the background. Head to the right to an even deeper area of the woods.

In this area, proceed to dark looking spot (guess someone you-know-what here) and use Flurrie to blow it away. It reveals some boards; use a Spin Jump to break them. It reveals a hole, taking you to the background. Continue to the right and push the rock in the background, which triggers the one in the foreground, until the rock in the foreground is out of the way of a hole. Go back to hole you came through. Continue east until you reach the hole. Jump into it: it takes you to the other side. Defeat or ignore the Hyper Cleft and continue east to Creepy Steeple.

~~~~~  
Creepy Steeple  
~~~~~

The haunted tower, Creepy Steeple, truly lives up to its name. Heal and save. Approach the gate and see if it's unlocked. \*shakes gate\* Nope, guess not. Find the hole to the right of the gate, then use Tube Mode to get underneath it. From this side, approach the gate again to unlock it, then enter Creepy Steeple.

You can go several directions here, but I suggest doing them as I put them in this FAQ. Start by putting Mario into Tube Mode, then rolling into a hole upwards of the entrance. In this room, there is an Ice Smash badge, a Cookbook, a Shine Sprite, and a Star Piece (behind the couch). There's nothing else left, so leave this room.

Now, head to the right side of the room and push the statue, which reveals a hole.

After falling, take notice of the back of the room. Use Flurrie to blow at it and reveal a hole. Go into the hole, then to the right to get a Flower Saver badge. Return to where the springboard is, then use the door.

In this room is a weird cube and a locked door. Examine the cube to make a lot of Boos (200 to be exact) fly out of it. One will ask you how Boos flew out of the cube. Answer 200 to obtain an Ultra Shroom. Return to the main hall by using the springboard.

In here, talk to the lone Boo, say that you wont be mean to him and his friends. After hearing your response, the Boo will summon the rest of the 200 Boos to come mess with you. Staying in one place will make them throw you out of the steeple. If you wish to, save outside (if you plan to fight the miniboss in here). If you do want to fight the miniboss (and get a good badge), do the following. If not, skip the next few paragraphs.

To be able to fight the miniboss, allow some Boos to accumulate near you, then use Super Hammer. A few times should make the Boos mad. They will then merge together to create an Atomic Boo!

-----  
MINIBOSS: Atomic Boo

Max HP : 40  
Attack : 4  
Defense: 0  
-----

Now is a VERY good time to test out Power Lift. Use it. For three turns, you will have you Attack and/or Defense boosted depending on your performance. If you managed to get a lot of Attack boost, focus on Power Bouncing (unless you have multiple Power Jump/Smash badges equipped) with Mario. Yoshi should focus on Ground Pounding, except his first turn, which is when he should use Mini Egg to reduce the Boo's Attack to one. If you got more Defense boost... just use the above strategy. After winning, the Atomic Boo will drop the Lucky Start badge. Pick it up, then go through the door at the back of the room (the side of the room with the hole).

Exiting the door, you'll find a few Swoopers in this area. They are easy to defeat; you just have to get them off of the girder (use Quake Hammer!). In this area, continue right until you see a gap in the fence. Slip through it



with Paper Mode and continue right to reach a tree. Hit it to receive a Golden Leaf. Go back through the gap, and enter the door (ignoring the ! block).

In this room, Spin Jump in the center for a Star Piece. Afterwards, exit the room, using the other door.

In this area, hit the ! block once. You'll hear some rumbling. Go back to the previous room.

In this room, climb up the stairs at the south end (that IS where they are, right?). In the main hall (which is where it leads) go over to the left side and grab the Steeple Key by using Koops's shell. Then return to the previous room. In here, go through to door at the back.

Out here, hit the ! block twice, then return to the room.

Climb the stairs again, and use the door. Again, you're back in the main hall. Go over to the left, carefully crossing the gap. Use the Save Block and then unlock the door using the Steeple Key.

Start by using the healing block, if needed, then start climbing the spiral staircase. Once you reach the springboard, use it.

You emerge in the house of some weird ghost. Sure, the center of Twilight Town's curse, and it has a TV, shower, fridge, and a chair. Not as you had thought, eh? The ghost-like monster soon notices his "visitors." He tries to get you out of there, but, seeing as he admitted to turning the villagers into pigs for entertainment (isn't TV enough?), we won't let him get away!

-----  
BOSS: ?????

Max HP : 40  
Attack : 4  
Defense: 0  
-----

This opponent is fairly straightforward, and even copied Atomic Boo's stats! However, this is MUCH easier. Power Jumps/Smashes/Bounces will be the best way to operate with Mario, while Yoshi starts with Mini-Egg then goes with Ground Pound or Gulp. You should win in two to four turns using this method. Beware, this opponent will turn into a "shadow" Mario when he loses a bit of HP, so I hope you know how guard against yourself.

Ahhh... yes. It was time for an easy victory to come around. After winning, Shadow Mario will collapse onto the ground and Mario will grab the Crystal Star of this chapter, the Ruby Star. Unfortunately, your SP doesn't go up one point, and you don't get a new Special (must be the Twilight Town curse).

0-----0  
| End of Chapter 4 |  
0-----0

Save, and let's get ready for Peach's scene...

...or not. What the...? We've skipped over Peach's AND Bowser's scenes and arrived back at the Creepy Steeple, where Shadow Mario is still out cold. After a bit, you'll gain control of him. Your game isn't glitched, as you'll soon see. Somehow, in some creepy, sick way, the ghost switched bodies with you, and even took your partners! Press A to get up and go back down the steps

of Creepy Steeple.

Down at the bottom of the steps, heal if you need to be, then exit the door.

In the main hall, drop down from the ledge and then exit Creepy Steeple. Then scene then switches to the Shadow Sirens.

~~~~~  
Twilight Town  
~~~~~

Back in Twilight Town, Beldam is ranting about her assured victory with her new weapon, the Superbombomb. She requests Vivian to give it to her, but, as usual, she doesn't have it. Beldam threatens Vivian and makes her look for it by herself while Beldam and Marilyn take a break.

~~~~~  
Creepy Steeple  
~~~~~

Back at Creepy Steeple, save and head into the woods.

~~~~~  
Twilight Woods  
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In the woods, try to avoid battles as much as possible. You have no partners at all, not to mention the fact you might fight an Amazy Dayzee, sure death if you mess up the run away. So, unless you desperately need Star Points, avoid every battle possible.

~~~~~  
Twilight Trail  
~~~~~

After leaving the woods, use the pipe again and head west, avoiding enemies, again. Once you reach the old shed where you found the black key, Mario jumps out of nowhere (okay, out of paper). Strangely enough, he talks to you (isn't that a tip-off to your partners?) and states the obvious: he has control of your body and name, and wants to destroy it. To make things interesting, he offers you a chance to get it all back: just say his name. A name box appears on-screen. As you may have noticed, the lowercase "p" is missing, a tip-off saying that his name contains a "p". So, no matter what you input, he will attack you. What's worse is that you cannot damage him. You have no choice but to run away and get to Twilight Town.

~~~~~  
Twilight Town  
~~~~~

The shop is finally open, so use it.

|                 |       |         |
|-----------------|-------|---------|
| Twilight Shop \ |       |         |
| _____ \         |       |         |
| Item:           | Cost: | Effect: |

|              |          |                                                   |  |
|--------------|----------|---------------------------------------------------|--|
| Life Shroom  | 40 Coins | Heals 10 HP upon KO or upon immediate usage.      |  |
| Maple Syrup  | 20 Coins | Heals 10 FP.                                      |  |
| Spite Pouch  | 10 Coins | Deals half-dmg. to all direct-attackers for a bit |  |
| Stop Watch   | 30 Coins | May stop all enemies.                             |  |
| Super Shroom | 15 Coins | Heals 10 HP.                                      |  |
| Thunder Rage | 20 Coins | Deals 5 damage to all enemies.                    |  |
| _____        | _____    | _____                                             |  |

Stock up on items, save, and heal at the inn. Then go to the west side of town.

There, you'll find Vivian searching for the Superbombomb. When you approach her, she won't recognize you (you're SHADOW Mario, remember?) and will explain about what she's doing. Search the bushes and find the Superbombomb and give it to her. She thanks you, but notices that the bomb is broken. She asks you your name, and you end up explaining about what's happened to you. She repays your kindness by escaping her sisters and joining you. (Unfortunately, you cannot go to Rogueport, seeing as you have nothing with your names on them.) Even so, Mario gets another kiss (that's the fourth thus far) and you get another partner.

-----  
VIVIAN'S ABILITIES: A PRIMER

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

Field Abilities:

X: Press X to sink into the ground, allowing "invisibility," but simply put, it puts you underground.

Battle Abilities:

Shade Fist: Press the button that appears on-screen. Will do three points of damage, and may burn. Can hit any enemy (I think).  
Veil (1 FP): Press the buttons in the order that they appear on the screen in. This will make Vivian and Mario hide underground, preventing any damage to them this turn. However, they BOTH lose their next turn, so this only has use in avoiding charged attack.

-----  
Vivian says that, by using her ability, they can listen to birds talking to each other. There are some interesting conversations (the nerdy birds, for example), but those near the east exit of the east side of town will tell you what you need to know - who knows the ghost's name and where he is! Get back on the Twilight Trail.

~~~~~  
Twilight Trail  
~~~~~

As before, the fake Mario will drop out of paper and do the same routine from before: a bit of crazy rant, then the challenge, and a battle. Again, you have to leave the battle by running away.

As before (but in reverse order), head back to the Creepy Steeple. Remember, a fairly decent way to avoid trouble is by using the Veil attack of Vivian's.

~~~~~

## Creepy Steeple

~~~~~  
Seeing as you searched almost every room, except the locked one, during your last visit, you probably have no idea where to go... except down the well.

In both rooms in this area are an insane amount of Buzzy Beetles. Remember to have Quake Hammer equipped to make the battles MUCH easier. Also, get the Shine Sprite in the first room and the Tornado Jump in the second.

Speaking of the second room, there is a door-shaped object on the right side of the room that you can push around, but cannot destroy. Push it up the slope a bit, then use Vivian's ability to let it slide right over you. Once it has passed over you, press X to get out of the ground and continue up the slope.

Up here, there is a Save Block and a Shine Sprite. Use/get them, then use Tube Mode to slip through a hole in the floor. Spin Jumps the boards at the end. This take you to the higher ledge of the area where you released to 200 Boos. Go into Tube Mode and continue left, through the hole.

In this room, you'll see a few chests and a parrot. Hmm... crows talked (and they shouldn't be able to), so why not the never-shut-up parrot? Get close enough to the parrot that you see the ! about Mario, then use Vivian's ability. The parrot complains about his life and not having crackers, and revealing the ghost's name by accident. The name: Doopliss. After getting this life-saving information, press X and open the chests (Power Plus P, Mr. Softener, and the letter "p") and Spin Jump near the door for another Star Piece. Exit the door, and I am very sure you can navigate your way to the shed on the Twilight Trail.

## ~~~~~ Twilight Trail ~~~~~

As before, head to the shed. The fake Mario will do the usual bit. When he asks his name, type in the following letters:

- Letter #1: D (uppercase)
- Letter #2: o (lowercase)
- Letter #3: o (lowercase)
- Letter #4: p (lowercase)
- Letter #5: l (lowercase)
- Letter #6: i (lowercase)
- Letter #7: s (lowercase)
- Letter #8: s (lowercase)

That spells out Doopliss, the ghost's name. After hearing his name, the ghost completely freaks out and flees to Creepy Steeple, supposedly. Worth it to check it out, at least.

## ~~~~~ Creepy Steeple ~~~~~

I believe you are able to navigate your way back to the spiral staircase. Up here, heal and save, then head up the stairs. Use the springboard at the top.

Once you arrive in the living room/penthouse, you find Doopliss with all of your partners. What's worse is that they believe you're league with the

Shadow Sirens (you have Vivian with you; your partners didn't get the memo). Again, your partners fall the disguise (he's talking, guys!) and attack you. Even worse (is it possible?), they mention your name, causing Vivian to get upset and leave you...

-----  
BOSS:

|             |                                              |
|-------------|----------------------------------------------|
| Dopliss:    | Partners                                     |
| Max HP : 40 | Max HP : (depends on partner and promotions) |
| Attack : 4  | Attack : (depends on partner and promotions) |
| Defense: 0  | Defense: 0 (except Koops, who has 1)         |

-----

Let's get it out here: ignore your partner (unless you have something against them \*cough\* Flurrie \*cough\*). Dopliss has decided to remain in your form, with hard-to-guard attacks. Luckily, he doesn't have your badges. It isn't as hard as you think, because Vivian soon comes back in.

Until Vivian returns, focus on using Power Jumps/Smashes/Bounces against Dopliss. Once she does, use Power Lift. That will make easy work of this battle. Remember, do not waste attacks on your partners, as Dopliss's defeat will end the match. You also will not gain any extra Star Points. >\_<

After defeating Dopliss, he runs off, transforming into his ghost as well. You transform back to your normal form. Your partners realize how stupid they were and apologize. Vivian decides to permanently join. You also get the Ruby Star, for real this time. You also get another point to your maximum SP, raising it to five points, as well as the damage-inducing Art Attack.

-----O  
| The ACTUAL End of Chapter 4 |  
-----O

And so ends a long chapter. Save and get ready for Peach's scene.

O=====O  
| \*\*PM49\*\* Chapter 4 Interlude |  
O=====O

~~~~~  
Twilight Town  
~~~~~

Well, not yet Peach's scene. You see a quick cutscene of Dopliss running past the remaining two Shadow Sirens, THEN it is time for Peach's scene.

~~~~~  
Unknown Location  
~~~~~

In Grodus's throne room, a X-Naut appears on a holographic screen and reports to Grodus that the seal on the Thousand-Year Door is weakening. As Grodus rants on and on about his evil plans, we switch to Peach.

For once, we don't have to wait for the door to open; Peach is already in TEC's room. It's torn (emotionally, obviously) between Peach and its purpose. Instead of talking some more about it, TEC decides to give Peach a quiz - without her

having a chance to study! Pay attention: the quiz will reveal some key story elements (although all of it is new to Peach). The answers...

Question #1: The Thousand-Year Door opens.

Question #2: To conquer the world.

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

Question #4: Bring the demon back to life.

Question #5: Crystal Stars.

Okay, so let me get this straight: If the X-Nauts open the door, they will use the "treasure," a 1000-year-old demon's soul, to help them conquer the world. Grodus first has to revive it, though... Depsite that delay, this doesn't look good at all. As usual, Peach e-mails Mario about the X-Naut's plans.

~~~~~  
Rogueport  
~~~~~

As we switch to Bowser, we realize he is VERY far behind, like Earth-to-Moon far behind. In fact, he is attempting to get on the blimp to Glitzville. Bowser decides to take his Clown Copter instead. Unfortunately, it must've ran out of gas or Bowser is too heavy, because he falls into the ocean!

Time to show what an amphibian you are! Complete this underwater stage, which is, again, reminiscent of the first Super Mario Bros. game's aquatic levels. Don't worry, Bowser has infinite lives (try dying and see what happens!).

Bowser appears back at Rogueport's harbor, soaked. Everyone runs away (due to his fish breath this time) and Kammy appears, balloons tied to her broom and wearing a Rawk Hawk hat. As she talks about her time in Glitzville, Bowser blasts her with fire (I guess fish gives him heartburn). And that is the end of Bowser's rather funny scene.

~~~~~  
Twilight Town  
~~~~~

As usual, everyone in Twilight Town is thanking Mario and saying their good-byes. Return to Rogueport via the rusty pipe.

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

| Dazzle's Star Piece Exchange |                |                                          |
|------------------------------|----------------|------------------------------------------|
| Badge Name:                  | Cost:          | Effect:                                  |
| Attack FX Y                  | 1 Star Piece   | Changes the sound of Mario's attacks.    |
| Chill Out                    | 2 Star Pieces  | Never succumb to First Strikes.          |
| Flower Finder                | 6 Star Pieces  | Find more flowers after a battle.        |
| Flower Saver                 | 10 Star Pieces | Spend one less FP for attacks. (Mario)   |
| Flower Saver P               | 10 Star Pieces | Spend one less FP for attacks. (Partner) |
| Happy Flower                 | 4 Star Pieces  | Slowly recover FP in battles.            |
| Happy Heart                  | 4 Star Pieces  | Slowly recover HP in battles. (Mario)    |
| Happy Heart P                | 4 Star Pieces  | Slowly recover HP in battles. (Partner)  |
| Heart Finder                 | 6 Star Pieces  | Find more hearts after a battle.         |
| Item Hog                     | 5 Star Pieces  | Find more items after a battle.          |

|              |                |                                           |
|--------------|----------------|-------------------------------------------|
| Peekaboo     | 7 Star Pieces  | Always see enemy HP.                      |
| Power Plus   | 15 Star Pieces | Increases Mario jump/hammer power by one. |
| Power Plus P | 15 Star Pieces | Increases the partner's power by one.     |
| Pretty Lucky | 3 Star Pieces  | May make enemy attacks miss. (Mario)      |
| Quick Change | 8 Star Pieces  | Change partners without wasting a turn.   |

Underground Shop \

| Item:         | Cost:     | Effect:            |
|---------------|-----------|--------------------|
| Gold Bar      | 110 Coins | ?????              |
| Gold Bar x3   | 350 Coins | ?????              |
| Gradual Syrup | 15 Coins  | Slowly recover FP. |
| Jammin' Jelly | 200 Coins | Heals 50 FP.       |
| Slow Shroom   | 15 Coins  | Slowly recover HP. |
| Ultra Shroom  | 200 Coins | Heals 50 HP.       |

After returning to Rogueport, you get Peach's e-mail, as usual. Okay, a point to note: remember the fallen pillar beside Dazzle's? Using Tube Mode, you can always roll under it. Do this, trade some Star Pieces, then return to the first area. Use the pipe there.

In here, head downstairs. Don't use the doorway or the pipe, but go past the grate into another room.

I bet you entered this room at least once before. Because of the rhythm of the spikes, you couldn't get past it. Well, now that you have Vivian, you can! With good timing, press X every two to four seconds or so to hide underground and avoid the spikes. Press it again to get back up and continue forward. Once you reach the chest, open it to receive a Spike Shield badge!!! If you were paying attention early on in the FAQ, you would know that a certain badge allows you to jump on spiked enemies. THIS IS THAT BADGE! Equip it now! After that, return to the previous room and head into the pipe.

In here, use the springboard to reach the Thousand-Year Door. As usual, step onto the pedestal to make it start glowing and reveal the location of the next Crystal Star: on a tropical island to the south!

~~~~~  
Rogueport  
~~~~~

Toad Bros. Bazaar \

| Item:        | Cost:    | Effect:                                      |
|--------------|----------|----------------------------------------------|
| Fire Flower  | 10 Coins | Deals three HP (Fire) damage to all enemies. |
| Fright Mask  | 5 Coins  | May scare enemies out of battle.             |
| Honey Syrup  | 5 Coins  | Heals 5 FP.                                  |
| Mushroom     | 5 Coins  | Heals 5 HP.                                  |
| Sleepy Sheep | 8 Coins  | May make enemies go to sleep.                |
| Tasty Tonic  | 3 Coins  | Heals any negative status effect.            |

Westside Goods \

| Item:        | Cost:    | Effect:                 |
|--------------|----------|-------------------------|
| Dizzy Dial   | 12 Coins | May make enemies dizzy. |
| Dried Shroom | 2 Coins  | Heals 1 HP.             |

|              |          |                                                   |
|--------------|----------|---------------------------------------------------|
| Life Shroom  | 50 Coins | Heals 10 HP upon KO or upon immediate usage.      |
| Super Shroom | 20 Coins | Heals 10 HP.                                      |
| Thunder Bolt | 10 Coins | Zaps a single enemy.                              |
| Volt Shroom  | 10 Coins | Electrifies you (direct-attackers will take dmg.) |

| Lovely Howz of Badges \

| Badge Name:    | Cost (no discount/discounted): | Effect:                    |
|----------------|--------------------------------|----------------------------|
| Close Call     | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Close Call P   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Damage Dodge   | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| First Attack   | 100 Coins / 70 Coins           | KO's weak enemies in field |
| FP Drain       | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower   | 150 Coins /105 Coins           | Slowly regain FP in battle |
| Head Rattle    | 100 Coins / 70 Coins           | May confuse target.        |
| Ice Smash      | 75 Coins / 52 Coins            | May freeze target.         |
| Last Stand     | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump     | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Power Rush     | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Power Rush P   | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Pretty Lucky P | 150 Coins /105 Coins           | Raises evasion for partner |
| Simplifier     | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Shrink Stomp   | 75 Coins / 52 Coins            | May reduce tatget's Attack |
| Sleepy Stomp   | 75 Coins / 52 Coins            | May make an enemy sleepy.  |
| Soft Stomp     | 75 Coins / 52 Coins            | May lower target's defense |
| Super Appeal   | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Unsimplifier   | 50 Coins / 35 Coins            | Hard A. Commands, more SP. |

| Charlieton \

| Item:         | Cost:     | Effect:                                        |
|---------------|-----------|------------------------------------------------|
| Attack FX P   | 120 Coins | Changes the sound of attacks.                  |
| Boo's Sheet   | 24 Coins  | Temporal invincibility.                        |
| Double Pain   | 36 Coins  | Makes Mario take double damage.                |
| Dried Shroom  | 2 Coins   | Heals 1 HP.                                    |
| Earth Quake   | 18 Coins  | Damages all ground-based enemies.              |
| Hammerman     | 180 Coins | Hammer power +1, Jumping ability lost.         |
| Jammin' Jelly | 120 Coins | Heals 50 FP.                                   |
| Jumpman       | 180 Coins | Jumping power +1, Hammer ability lost.         |
| Mega Rush     | 60 Coins  | Ups Mario's attack by 5 when in Peril.         |
| Repel Cape    | 18 Coins  | Temporarily increases evasion.                 |
| Shooting Star | 36 Coins  | Damages all enemies.                           |
| Slow Go       | 12 Coins  | Slows Mario down in the field.                 |
| Stop Watch    | 24 Coins  | May stop enemies from having turns.            |
| Timing Tutor  | 120 Coins | Shows the timing for Stylish moves with a "!". |
| Ultra Shroom  | 120 Coins | Heals 50 FP.                                   |
| W Emblem      | 360 Coins | Makes Mario's clothes yellow, like Wario's.    |

| NOTE: There will only be four of the sixteen items shown here on sale.

As usual, you end up in Frankly's house, explaining about the letter. He is surprised that it's a demon, but it fits with his findings. He then tells you (the guy in front of the TV, not Mario O\_o) to listen. Before your partner can understand him, he starts his story...



(I'm taking in/putting out extra stuff as I see fit from Frankly's story.)  
Before Rogueport was built, a great city stood. The demon that is behind the Thousand-Year Door destroyed this city and created the Crystal Stars to help it rule. Four brave warriors took these Stars and defeated the demon, but its soul remained intact. The four warriors then used the Stars to seal away the demon behind the Door....

Your partner asks why you are collecting the Stars if all it will do is revive the demon. Frankly explains: The Thousand-Year will remain true to its name, and will only remain sealed for a millennia (a thousand years). After that, the seal will weaken and un-seal the door, letting the X-Nauts in, despite not having the Crystal Stars. Like 1,000 years ago, you'll need to use the Stars to seal the door and demon back up.

Finally, Frankly gets to the point: the next Crystal Star is on Keelhaul Key. However, it is supposedly cursed. Okay, time for the usual sidequests: doing Troubles, shopping, and partner upgrades. Head to western Rogueport for a sec.

In here, enter the rightmost house and climb the stairs. Enter Tube Mode and enter a hole to emerge in a tiny backyard. Hit the Shine Sprite's box and roll back through the hole. Exit this house. That's actually pretty much it.

Finish any business you have, then head to the lower level of the inn. Talk to the singing guy at one of the tables. He introduces himself as Flavio and asks a rather odd question (respond however you wish). He mentions the treasure of Cortez hidden on Keelhaul Key, which is where he decides to go next. It is said those who go for it are attacked by Cortez's spirit, but he decides to go nonetheless. When you ask about the legendary treasure, Flavio says it doesn't exist; in fact, he thinks you want to steal it from him! When you mention that you only want the Crystal Star, Flavio says that he thinks there is such a star-shaped stone in the treasure hoard. He decides to let you go with him.

Go to the port next. A large ship has come to port; jump onto it and talk to Flavio. He mentions that they lack something: a navigator (helmsman). Pa-patch, a Bom-omb, mentions a legendary sailor called Bobbery. Flavio orders you, as captain of the ship, to find him. Start by going to eastern Rogueport.

Head east past Frankly's and south of bridge, beside the bridge. Flutter Jump across to the other side, then up the crates. On the roof, Flutter Jump to the next roof. Enter Tube Mode and enter the chimney with a hole in it.

In the house is an old Bom-omb with quite a 'stache. Judging by his looks, I'd guess that is probably Bobbery. The Bom-omb denies this, though. He unlocks the front door and requests that you leave. Before you do so, look in the room in the back and grab the Shine Sprite.

You should go back to Flavio. When you talk to him, he says to ask the locals about Bobbery. How helpful... Head over to the inn, and talk to the bartender, Podley. He confirms that the Bom-omb you met is indeed Bobbery. Return to Bobbery's and confront him once more. He finally admits to being Bobbery. However, for no apparent reason, Bobbery refuses to go with you. Odd... Return to Podley's and see what you can dig up.

Podley explains that the reason lies in Bobbery's past. Bobbery was once married to another Bom-omb named Scarlett. However, during one of his lengthy voyages, Scarlett got ill and died before he even returned. Bobbery gave up sailing from then on. Podley explains that he has a letter from Scarlett, written on her deathbed. He was to give it to Bobbery, but Podley feared it would sadden Bobbery even more. Still, he thinks it may be just what he needs. Head over to Bobbery's to give the letter to him.

Once you give Bobbery the letter, he starts to read it, quickly realizing that it was written by Scarlette. He requests some privacy and moves into the back room, where you found the Shine Sprite. After reading it, it seems that Bobbery has regained his confidence and will sail once more! He goes ahead to the pier.

NOTE: This is the point of no return. After this, there is ABSOLUTELY NO returning to Rogueport until the end of Chapter 5. If anything, at least put some backup supplies in storage (you'll see why later), and try to leave yourself some Coins or Inn Coupons. Once you're ready, head to the S.S Flavio.

Talk to Flavio. It seems that everything is ready. Let him know you're ready to set sail. As the S.S. Flavio leaves, you see an X-Naut. It seems a traitor is on board... (You should've known who by now!)

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O=====O
| **PM410**           Chapter 5: The Key to Pirates           |
O=====O
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```
~~~~~
                          Somewhere in the middle of the ocean
~~~~~
```

This chapter starts with Flavio's log of the ship's journey. Luckily, it isn't like some logs; it somewhat keeps a record of events rather than coordinates. After the log entries...

The scene switches to nighttime, with Flavio singing that annoying boom-bassa-boom song. After finishing, he launches himself into a looping account of his "achievements" - obviously, not his Xbox 360 Achievements. Is it just me, or does everyone hate this guy (hey, lemme grab that skull for a sec). When the boat suddenly stops (even the wind hates this guy!), a sailor goes up to check it out. As he checks out everything, a fiery-blue ghost appears behind the sailor. When the sailor FINALLY spots it, he freaks and tells Flavio about it. Bad move... After Flavio learns of the ghost, hundreds surround the ship, causing everyone to freak out and the ship to sink. GAME OVER...?

We see some more diary entries, confirming the crew did manage to get to Keelhaul Key. They have started a primitive civilization, but Bobbery and two other crew members are missing.

```
~~~~~
                          Keelhaul Key
~~~~~
```

You begin by watching Mario, looking at the west horizon. A sailor calls him, asking him to look at the huts they've made. Spin Jump near the east part of the map for a Star Piece. Keep heading northward and you'll see a blue hump jump out of the ground. It's a Whacka! Players of the original Paper Mario may remember this guy - and not to whack him! You DO get a great (and gross) item if you whack him (heals 25 HP and FP), but he will not give anymore if you hit him too much. (How many times CAN he be hit?) If you do decide to go for the item, do not cook it, as the item becomes much inferior. Exit to the east.

The sailors have made a small village out of the wreckage of the S.S. Flavio. Even better, they've set up a shop and an inn. See why I told you to store some items?

| Keelhaul Galleria \ |          |                                                |
|---------------------|----------|------------------------------------------------|
| Item:               | Cost:    | Effect:                                        |
| Fire Flower         | 5 Coins  | Deals 3 Fire damage to all enemies.            |
| Fright Mask         | 2 Coins  | May scare some or all enemies out of battle.   |
| Honey Syrup         | 3 Coins  | Heals 5 FP.                                    |
| Ice Storm           | 15 Coins | Deal 3 damage to all enemies. May freeze them. |
| Sleepy Sheep        | 10 Coins | May make all enemies go to sleep.              |
| Super Shroom        | 12 Coins | Heals 10 HP.                                   |
|                     |          |                                                |

As you enter the area, you find Flavio and Pa-Patch arguing. Soon, some more enemies appear. Battle time!

-----  
 MINIBOSS: Ember (x3)

Max HP : 8 (each)  
 Attack : 3 (may burn)  
 Defense: 0 (each)  
 -----

You have to admit, these guys are "tough." But, seriously, they are tough when compared to the other enemies in this area. The eight HP is kinda tough to deal with, meaning that an Art Attack will virtually guarantee a win. Remember, they are fire-elemental, meaning they absorb fire attacks (and multiply, I think). Simple battle.

After winning, Flavio votes that you scout out the island (why us? Doesn't everyone hate Flavio?). Save, heal, etc. and then look on the beach for a Star Piece, as well as behind the east rocks. Then enter the jungle.

Immediately search the first bush for a Star Piece. Also, note that the left palm tree can be hit for Keel Mangos, somewhat useful items in general. There are some Fuzzies as you continue to the right. You faced these back in the third chapter; now you should have no problem. A way to take advantage of them temporarily is to let them multiply and kill them, leaving one Green Fuzzy to continue the multiplication. Note that 100 Star Points is the max. The red box has a Head Rattle, and the yellow box has a Courage Shell. Exit to the right.

In here, you find Putrid Piranhas. These are similar to the Pale Piranhas of Chapter 2, but these are stronger and can poison you. Anyways... Search the second bush for a Mini Mr. Mini. The yellow block has a Jammin' Jelly, I think. While on that block, jump. It creates a necessary platform. Continue to the large plant root and check behind it for a Star Piece. Continue up the stairs and jump the gaps. Switch to Yoshi and Flutter Jump across to the block, then Flutter Jump again to get to the other side. After getting to the top ledge, Flutter Jump AGAIN to get to the other side, on top of a block to get a Shine Sprite. Regardless whether you got it or not, continue to the right, grab the Thunder Rage in the block, and exit to the right side.

In this area is a bridge - a bridge with the survivors of the wreck on it! On the bridge with them is - surprise! - some Embers. Bobbery acts the hero, launching the other crew members to you and dealing with the enemies himself. This act sends you to the previous area.

While the remaining two sailors leave, Four-Eyes (the guy who looks like Lord Crump) breaks dimensional barriers, like Frankly, and tells you not to tell Mario who he is, despite how obvious it is. Your partner overhears him, but is confused at the "You! In front of the TV!" part (who wouldn't be?). Go back to

the bridge.

There is an Inn Coupon behind one of the stakes holding down the bridge. Now, I want you to do a few things here. First, head "downstairs" (using the stairs close to the camera) and Flutter Jump across to the pipe. Use it, then hit the tree in the background. You can get two Coconuts (heals 1 HP), but you need just one for now. Head back up onto the bridge and approach the east side. Use Paper Mode just above the end of the bridge. This will slip you through the boards. This should get you the Ice Power badge, which lets you jump on fire-elemental enemies (Embers, etc.) AND deal one more damage to them. Equip it! Use the springboard to get back up, then jump around the palm leaves to find a Shine Sprite. Continue to the next area.

Bobbery has been run up a tree by the Embers that initially attacked him. Go to the tree and attack them, and beat them. After the battle, whack the tree nearest you (the immensely tall one) to get Bobbery down. It seems that he is dying, and wants to have just one thing before he dies: a drink of his Chuckola Cola (which, FYI/spoiler, is in Mario & Luigi: Superstar Saga). If anyone has it, it would have to be Flavio! Head back to the village.

Back here, heal, restock, and so on. Talk to Flavio. He is glad to find that you're alive and well (less work for him), but the Toad mentions what happened to Bobbery. Flavio dismisses his fate, but is intrigued at your request for the Chuckola Cola. He requests something to trade for, something usually seen as island fare. (Why can't I kick the crap out of him?) Coincidentally, you have a Coconut to trade, right? You should, if you've followed my FAQ! Trade it with Flavio, and he'll give you the Chuckola Cola. CAREFUL: Selecting anything that is NOT a Coconut will still have Flavio take it, but not accept it. In other words, select the Coconut or lose the other item. Time to return to Bobbery.

When you give it to him, he thanks you and dies peacefully. Wait a second: he died? You hear snoring, and realize it's Bobbery. Whack him to wake him up. He decides to join your party!

-----  
BOBBERY'S ABILITIES: A PRIMER

Stats: Max HP : 20  
Attack : 4  
Defense: 0

Field Abilities:

X: Press X to throw Bobbery, causing him to walk a short distance and explode, allowing him to flip switches and initiate First Strikes. Pressing X after throwing him, but before blowing up, will make him blow up on the spot.

Battle Abilities:

Bomb: Hold A until the star lights up, then release it. Will do four damage to non-fire enemies, five damage to fire enemies.

Bomb Squad (3 FP): Press A while the target cursor moves across the screen. This determines the angle at which a mini-bomb will land. In a few turns, the three mini-bombs will blow up, dealing three points of damage to all enemies affected (nine max).

-----  
Before leaving the area, go to right. There is a Star Piece behind a water fern, and a Spite Pouch in a bush. Heal at the Heart Block and return to Flavio.

When you return, Flavio starts up another one of his phony speeches, but is interrupted by Bobbery, who mentions the odd rock formations near where he collapsed. Flavio orders you to find the treasure, seeing the rocks as a clue, but Bobbery requests that Flavio goes, too. The rest of the villagers come to an unanimous agreement: Flavio goes! Back to where those rocks were...

As Flavio examines the skull rock, your partner mentions that it may be related to Flavio's skull-shaped rock. When you approach Flavio, he is singing that song again (\*gunshot\*). After he finishes, ask him for the Skull Rock. He is reluctant to give it to you, but ends up doing it anyways. With it, examine the hole in the skull-shaped rock (the big one) and insert the Skull Rock. The eyes of the two rocks light up. Listening to Flavio's song will reveal what to do. Beware: incorrectly doing the following steps will result in a battle against some Embers. As the song states (and as you translated), Spin Jump on the short red rock three times, and hammer the blue one five times. This causes a door above the skull rocks to open. Throw Bobbery into there. After he blows up, a passage is opened. Flavio is \*almost\* taken out by Skull Rock. Proceed into the cave.

~~~~~  
Pirate's Grotto  
~~~~~

In here is a Save Block; be sure to use it. Look behind some barrels for some Ruin Powder, then proceed deeper into the cave.

Go down some ledges, HIGH ledges, to avoid bounce-back from the springboard. Do this twice, then exit to the right on the bottom floor.

Jump from the shore onto the partially-sunken boat. Head to the bow (the front end) and jump up to get a Shine Sprite, then continue left. You will encounter some Fire Bubbles, which are just different versions of Embers (statically). Use Yoshi's Flutter Jump to reach a Star Piece, then find the area with the spears. There is one easy way to do this: use Vivian's Veil ability. Find the rhythm of the spears, then go across, hiding when needed. Exit to the right.

This room SEEMS simple. In fact, it is. Except for one thing: a Bill Blaster is shooting Bullet Bills at you. Touching one will initiate a battle, one that will likely result in gaining very little. If you don't want to bother with it, use Vivian's Veil ability to hide as they go above you. However, at the end, you will have to fight the Bill Blasters. They, themselves, do not cause harm, but shoot Bullet Bills in battle. Use piercing attacks, such as Piercing Blow and Gulp, to win this battle. After the battle, exit to the right.

In this room, jump across the gap. There is a mechanism to raise a gate here, but its missing the handle. Head to the right and battle the Bulky Bom-omb, then exit to the right.

Get rid of the Ember, and climb a few steps. Use the Save Block, and get on the next-to-last step from the top. Face left and fire Koops to reveal a Coin Block. Head up a bit, then jump on the block and hammer the Shine Sprite's box. Go upwards, defeat the Parabuzzy, and cross the small gap. Throw Bobbery up onto the ledge, so that his explosion will trigger the ! block. The door will open; go through it.

There is another Bulky Bom-omb in here. Defeat it, then Spin Jump near the doorway for a Star Piece. Continue past the waterfall to the left and exit.

You've entered a storage room of sorts. You may have noticed the board and

the red ! block. By hitting the ! block, the board instantly rises. Therefore, you somehow need to delay its activation. Start by getting RIGHT NEXT TO the ! block, then face left and fire Koops, but hold X. Go back on the crate, then continue to get onto the board. Get the Grotto Key on the ledge, then try to get up higher, onto the barrels on the left side of the room. You have to use the board (and Yoshi's Flutter Jump) to get across. There is a Star Piece AND a Shine Sprite over there. Return to the room with the stairway and the Save Block.

In here, save and use the key on the locked door.

Get ready for a few battles! There are quite a few Parabuzzies in here, so save your SP until you get in trouble. After all of the battles, Spin Jump in the middle of the room for a Star Piece. Exit the room using the southern exit.

Like the second room of the Grotto, this room has protruding spears. First, however, fire Koops to the right for a Shine Sprite. As for the spears, you can do one of two things: use Vivian's Veil, or use Tube Mode. Remember, if you use Tube Mode, you do not want to try to hit the lower spears, the ones that aren't constantly on bottom, but rather come in spread out groups of two or so. Regardless of your strategy, exit the room to the left.

This room is similar to the third room in the fact it has a set of Bill Blasters, and little else. Deal with them as before (piercing attacks). Exit to the left.

The only way to continue is to jump off a ledge onto a dock, trapping you! MWAHAHAHAHAHA!!!! Time to reset that game! Nah, I'm just joking. Continue left into the shipwreck.

There is another black chest in here (your final one), but the Black Key is nowhere to be found. Hmmm... First, check behind the chest for P-Down, D-Up badge. Talk to the demon in the chest. He starts the speech the other three have used, but you interrupt him, explaining you already understand the process. The key is being held by some Embers, and, conveniently enough, a Ember falls from the ceiling. Defeat it and grab the Black Key. Open the chest, and curses you with a new ability.

-----  
About Boat Mode:

On wooden panels with a boat marked on them (like the one you passed earlier, the one in the example, and the several in Rogueport), press Y when the panel glows to become a paper boat. Fear not, Mario will not dissolve in water, but in very buoyant. In the water, use the Control Stick to move around, as if you were on land (just no jumping/hammering/etc.). Press Y or B when next to any Boat Panel to return to human form.

-----  
After the tutorial of Boat Mode is complete, leave the wreck and use the Boat Panel you passed earlier. Sail off to the right, through the waterway.

To prove the seaworthiness of a paper boat, we plan on sailing through waterfalls. To start, sail up the river, through the waterfall. Grab the Defend Plus P and leave this room. Back in the room with the waterfall, and go over it! \*partners scream at Mario's suicidal move\* Once you reach the bottom, sail to left, and go between the broken bridge and the rock. Exit to the left.

You're back in the room where you first fought the Bullet Bills/Bill Blasters. Sail through the left exit, as there is nothing here.

In this room, get to the Boat Panel and exit boat mode. Jump to the ship and grab the missing handle to the floodgate. Go back (by land) to the room with the gate.

In here, place the handle into the mechanism, which will open the gate, letting some of the trash through the gate. Continue to the room with the Save Block, then go through the upper exit. Use the Boat Panel, and go through over the waterfall. Sail through the opened gate.

You're now where the sunken ship and barrels were. Exit to the right.

Your back in the second spear room (where you could've used Tube Mode as well). Sail to the right, and you'll see a complication: waves. Somehow, strong enough wind/water currents go in here, and are creating waves. These waves will sink the paper boat and send it back to the entrance. Dodge the waves by going up or down while moving left or right. Once you reach the east side, exit.

As you enter, someone notices your presence: shipwrecked Toads. Sail to the right, disappointing them as you go, and get out of Boat Mode. Enter the nearby pipe, which leads to the background. Continue leftwards until you get to a pipe; use it to return to the foreground. Near it is a Plane Panel. Fly to the right, pressing B when over a pipe. When over said pipe, use it and return to the background. Use the ! block near it to reveal some barrels. Re-enter the first pipe (the one leading to the Plane Panel) and press B over the other pipe (there are two different pipes leading to two different ! blocks). Use it, then activate the ! block, finishing the barrel walkway. The Toads (and Frankie and Francesca) leave, heading to the right. Go to the first pipe you took and follow them. When you reach the crowd, you are thanked and the Piantas tell you how they ended up here - and the fact that the treasure is just ahead! Exit to the right.

The final room contains a ship that can only possibly belong to two "people": Bowser or Cortez. Seeing as Bowser was still in Rogueport, we must assume that the boat is Cortez's and contains the treasure! As you enter, Four-Eyes catches up to you, mentioning that the Crystal Star is in the ship, and he'll wait out here for you. Use the Heart Block and save, then enter Cortez's ship.

Inside the ship, you get some more warnings, similar from earlier. This is your final warning. Ignore the warning and continue into the next room.

The final room is filled with treasure... as well as a huge floating skull! The skull is the spirit of Cortez, who thinks you're here for the whole treasure. Time to battle!

-----  
BOSS: Cortez (3 forms)

Max HP : 20 (all forms)

Attack : 4 (all forms)

Defense: 1 (all forms)  
-----

Before we begin, let me say this: despite having three forms of 20 HP each, he will fully heal at one point, bringing up to a total of 80 HP. Preserve that SP!

The first form is rather strong. Simply attack repeatedly. Remember, Mini-Egg doesn't work, so you'll have to deal with defense. The bone pile is spiked, but that shouldn't matter if you have the Spike Shield. After defeating the first

form, the curtains close, but this is far from over!

The second form hovers over the stage with a green gem in his ribcage. He can attack by throwing bones at you, and charge up, too! Finish this form quick, the quickest by starting with Art Attack.

The third form is simply a floating skull with his weapons floating in mid-air. Each of the four weapons AND Cortez can attack separately. Using Gale Force, Fiery Jinx, or an Art Attack will help out lots. Once Cortez is "dead," he'll heal himself one last time, fully healing 20 HP, and continuing his third form. Use the same strategy as before.

After losing, Cortez gives a speech about not being able to die, since he is already dead, so time to battle him again! Nah, just kidding. Once you tell him that you just want the Crystal Star, he hands it over, meaning that you have the Sapphire Star. You have one more SP added to your max, and have a new Special, Sweet Feast!

-----O  
| End of Chapter 5 |  
-----O

You're not done yet...

O=====O  
| \*\*PM411\*\* Chapter 5 Interlude |  
O=====O

Oddly enough, you don't switch back to Peach yet. Cortez sends you on your way, so exit the ship and return to the shipwrecked Toads and the two Piantas.

The Toads say that an earthquake or something happened while you were fighting Cortez, because a crack in the wall has appear. There are some air currents flowing through, too, so you must be close to the outside. Throw Bobbery in front of the crack to destroy it and open a hole. Exit through the hole.

~~~~~  
Keelhaul Key  
~~~~~

Amazingly enough, you're back on the west coast of Keelhaul Key, almost next to the Whacka.

Back in the village, Flavio asks what happened to you, and then finds out that you left the treasure. One of the shipwrecked Toads meets up with one of his brothers. Soon, however, cannonshots ring through the air. Look west and a X-Naut ship is shooting at you! It is being sailed by Four-Eyes, who, since no one seems to be able to identify him, reveals his true self: Lord Crump! (I had no idea!) He demands to have the Crystal Star. Flavio comes up with the idea of using Cortez's ship, so go back to the hole.

~~~~~  
Pirate's Grotto  
~~~~~

Save and heal one last time, as this is the last chance you have to do so. Enter the ship and approach where Cortez's room is. Completely terrified, Flavio asks to use the ship. Cortez denies the request, claiming he doesn't have the Skull Rock needed to navigate the ship. When Flavio pulls out his



Skull Rock, Cortez reluctantly agrees to let you use it, as long he gets the Skull Rock afterwards. And the ship sets sail...

~~~~~  
Keelhaul Key  
~~~~~

Outside, Lord Crump is going crazy with the cannons... until you burst through a rock wall, freaking Lord Crump out. (The boat is intact?!?) The two boats start to circle and the members of both crews start to invade the other's ship. As for the captains (Mario and Lord Crump), they face off. Battle time!

-----  
MINIBOSS: Lord Crump (two phases)

Max HP : 30 (both phases)  
Attack : 3 (both phases)  
Defense: 0 (both phases)  
-----

This time, Lord Crump is fighting alongside his X-Nauts - and in two phases! In his first phase, he is hiding behind just a pile of them. They can use a powerful attack, and there is an endless supply of them. His seconds phases earns him a small army of them surrounding him. They can become a huge ball and roll over you. In both phases, focus your attacks on Lord Crump. Using Power Jump/Smash/Bounce will be most effective. If you need to heal, use your new Special.

After driving off Lord Crump, Mario's first part of the interlude is over. The game switches over to Peach at this point.

~~~~~  
Unknown Location  
~~~~~

In Grodus's throne room, Lord Crump is reporting his unsuccessful attempt at the Crystal Star. Grodus seems to realize that the Shadow Sirens may have more hope of finishing off Mario...

We see Peach entering TEC's room. He has finished accessing the data Peach got for him, and now wants you steal a disk from Grodus's room. TEC has a special plan, so follow his instructions and use the elevator. After exiting, head left to the room with the green light and enter it.

Seems to be some sort of lab. TEC reveals his plan: a potion to make you invisible. And yet, he doesn't know the recipe. He says check the notes around the room (or my FAQ) to figure it out. From the notes around the room, you can figure out the order of potion placement (from left to right) is red, blue, yellow, green. Start the beaker down the line, pressing the button when the beaker stops. After that, the beaker is put into a heating chamber. It needs to be there for approximately thirty seconds (there is maybe a two-second room for error). By counting "one Mississippi, two Mississippi," etc., or by using a clock or something, wait for thirty seconds (thirty Mississippi) to end, then press A. After that, the potion goes over to the left.

Drinking it should make Peach's head invisible - if you made it correctly. If not, something else may happen. Once you do get her head invisible, TEC will tell her that only her body is invisible, not her clothes. Therefore, she will have to take off her clothes. She reluctantly does so. TEC tells Peach to go to

Grodus's room and insert the disk into his computer. Exit the room and head to the right all of the way.

In here, go the right side of the room and use the door. In Grodus's room, go to the shelves. Examine them to find the disk. Put it into the computer and wait for the download to finish. Put the disk back and return to the potion room.

In here, TEC confirms that he recieved the data and tells Peach to drink the green potion to become visible again. She almost forgot to put her dress on. After she does, drink the potion. Go back to the computer room.

In the computer room, TEC is still analyzing the data. He'll tell Peach about it when he's done; for now, she can e-mail Mario. Time to play Bowser.

~~~~~  
Twilight Town  
~~~~~

As usual, Bowser and Kammy are inching ever so farther behind you. Nearby, they notice Lord Crump, who is still looking for the Superbombomb (remember Chapter 4?). He finds it and mentions the Crystal Stars in his victory speech. Bowser and Kammy overhears this, and Lord Crump demands to know everything they know about the Crystal Stars. They get into a fight, and Lord Crump summons a bunch of X-Nauts. Bowser and Kammy summon various forms of Koopas. To break this stand-off, Lord Crump throws the Superbombomb, which Bowser flames...

~~~~~  
Keelhaul Key  
~~~~~

And now, we're back to Mario. As usual, he is saying his good-byes to everyone. Frankie, Francesca, and Pa-Patch decide to remain on the island. Cortez takes you back to Rogueport in his ship.

~~~~~  
Rogueport  
~~~~~

-----  
| Toad Bros. Bazaar \  
|-----

| Item:        | Cost:    | Effect:                                      |
|--------------|----------|----------------------------------------------|
| Fire Flower  | 10 Coins | Deals three HP (Fire) damage to all enemies. |
| Fright Mask  | 5 Coins  | May scare enemies out of battle.             |
| Honey Syrup  | 5 Coins  | Heals 5 FP.                                  |
| Mushroom     | 5 Coins  | Heals 5 HP.                                  |
| Sleepy Sheep | 8 Coins  | May make enemies go to sleep.                |
| Tasty Tonic  | 3 Coins  | Heals any negative status effect.            |

-----  
| Westside Goods \  
|-----

| Item:        | Cost:    | Effect:                                      |
|--------------|----------|----------------------------------------------|
| Dizzy Dial   | 12 Coins | May make enemies dizzy.                      |
| Dried Shroom | 2 Coins  | Heals 1 HP.                                  |
| Life Shroom  | 50 Coins | Heals 10 HP upon KO or upon immediate usage. |

|              |          |                                                   |
|--------------|----------|---------------------------------------------------|
| Super Shroom | 20 Coins | Heals 10 HP.                                      |
| Thunder Bolt | 10 Coins | Zaps a single enemy.                              |
| Volt Shroom  | 10 Coins | Electrifies you (direct-attackers will take dmg.) |

### Lovely Howz of Badges \

| Badge Name:    | Cost (no discount/discounted): | Effect:                    |
|----------------|--------------------------------|----------------------------|
| Close Call     | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Close Call P   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Damage Dodge   | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| Damage Dodge P | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| Fire Drive     | 100 Coins / 70 Coins           | Deal dmg. to ground foes.  |
| First Attack   | 100 Coins / 70 Coins           | KO's weak enemies in field |
| FP Drain       | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower   | 150 Coins /105 Coins           | Slowly regain FP in battle |
| Head Rattle    | 100 Coins / 70 Coins           | May confuse target.        |
| Ice Smash      | 75 Coins / 52 Coins            | May freeze target.         |
| Last Stand     | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump     | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Power Rush     | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Power Rush P   | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Pretty Lucky P | 150 Coins /105 Coins           | Raises evasion for partner |
| Simplifier     | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Shrink Stomp   | 75 Coins / 52 Coins            | May reduce tatget's Attack |
| Sleepy Stomp   | 75 Coins / 52 Coins            | May make an enemy sleepy.  |
| Soft Stomp     | 75 Coins / 52 Coins            | May lower target's defense |
| Super Appeal   | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Super Appeal P | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Unsimplicifier | 50 Coins / 35 Coins            | Hard A. Commands, more SP. |

### Charlieton \

| Item:         | Cost:     | Effect:                                        |
|---------------|-----------|------------------------------------------------|
| Attack FX P   | 120 Coins | Changes the sound of attacks.                  |
| Boo's Sheet   | 24 Coins  | Temporal invincibility.                        |
| Double Pain   | 36 Coins  | Makes Mario take double damage.                |
| Dried Shroom  | 2 Coins   | Heals 1 HP.                                    |
| Earth Quake   | 18 Coins  | Damages all ground-based enemies.              |
| Hammerman     | 180 Coins | Hammer power +1, Jumping ability lost.         |
| Jammin' Jelly | 120 Coins | Heals 50 FP.                                   |
| Jumpman       | 180 Coins | Jumping power +1, Hammer ability lost.         |
| Mega Rush     | 60 Coins  | Ups Mario's attack by 5 when in Peril.         |
| Repel Cape    | 18 Coins  | Temporarily increases evasion.                 |
| Shooting Star | 36 Coins  | Damages all enemies.                           |
| Slow Go       | 12 Coins  | Slows Mario down in the field.                 |
| Stop Watch    | 24 Coins  | May stop enemies from having turns.            |
| Timing Tutor  | 120 Coins | Shows the timing for Stylish moves with a "!". |
| Ultra Shroom  | 120 Coins | Heals 50 FP.                                   |
| W Emblem      | 360 Coins | Makes Mario's clothes yellow, like Wario's.    |

NOTE: There will only be four of the sixteen items shown here on sale.

Back in the Port of Rogues, Flavio (thankfully) leaves, arrogant as ever. Cortez decides to give you full usage of his ship, from Keelhaul to Rogueport, at least. Before leaving the area, go past the stairs over to the Boat Panel.

Use it and sail westward until you come across a secret area just to the left of the harbor's western brick wall. There is a chest (with HP Drain) and a Star Piece, so grab them! Once you have, go back to the Boat Panel and sail back to the first one and exit Boat Mode. Go up the stairs into Rogueport Square.

As you enter, Mario receives an e-mail (he needs to put that thing on vibrate) from Peach, relating what she has just learned from TEC. Now, let's get some stuff. Slip under the grate in western Rogueport.

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

| Dazzle's Star Piece Exchange \ |                |                                           |
|--------------------------------|----------------|-------------------------------------------|
| Badge Name:                    | Cost:          | Effect:                                   |
| Attack FX Y                    | 1 Star Piece   | Changes the sound of Mario's attacks.     |
| Chill Out                      | 2 Star Pieces  | Never succumb to First Strikes.           |
| Flower Finder                  | 6 Star Pieces  | Find more flowers after a battle.         |
| Flower Saver                   | 10 Star Pieces | Spend one less FP for attacks. (Mario)    |
| Flower Saver P                 | 10 Star Pieces | Spend one less FP for attacks. (Partner)  |
| Happy Flower                   | 4 Star Pieces  | Slowly recover FP in battles.             |
| Happy Heart                    | 4 Star Pieces  | Slowly recover HP in battles. (Mario)     |
| Happy Heart P                  | 4 Star Pieces  | Slowly recover HP in battles. (Partner)   |
| Heart Finder                   | 6 Star Pieces  | Find more hearts after a battle.          |
| Item Hog                       | 5 Star Pieces  | Find more items after a battle.           |
| Peekaboo                       | 7 Star Pieces  | Always see enemy HP.                      |
| Power Plus                     | 15 Star Pieces | Increases Mario jump/hammer power by one. |
| Power Plus P                   | 15 Star Pieces | Increases the partner's power by one.     |
| Pretty Lucky                   | 3 Star Pieces  | May make enemy attacks miss. (Mario)      |
| Quick Change                   | 8 Star Pieces  | Change partners without wasting a turn.   |
|                                |                |                                           |

| Underground Shop \ |           |                    |
|--------------------|-----------|--------------------|
| Item:              | Cost:     | Effect:            |
| Gold Bar           | 110 Coins | ?????              |
| Gold Bar x3        | 350 Coins | ?????              |
| Gradual Syrup      | 15 Coins  | Slowly recover FP. |
| Jammin' Jelly      | 200 Coins | Heals 50 FP.       |
| Slow Shroom        | 15 Coins  | Slowly recover HP. |
| Ultra Shroom       | 200 Coins | Heals 50 HP.       |
|                    |           |                    |

Jump off of the ledge you're on, and jump into the pipe going down.

In here, slip through the grate (or use the stairs) and head to the left of the pipe that leads to the Pit of 100 Trials. If you haven't used Flurrie there yet, there should be some wallpaper peeling off. Blow it off, then continue down the tunnel. Heading left, you'll reach the Boat Panel. Use it and sail left until you reach a room with some Shine Sprites and some Spinias.

In this room, defeat the Spinias and the Spania (the pink Spinia). Beware, this enemy is somewhat tough, appearing on some of the later Pit of 100 Trials' floors. However, it is just a stronger Spinia. If you have Spike Shield, you'll have no problem. After defeating the enemies, grab the lower two Shine Sprites (you cannot get the higher one until after Chapter 6). Get onto the moving platform by using Yoshi and grab the Defend Plus badge. Now, simply return to

the surface.

~~~~~  
Rogueport  
~~~~~

-----  
| Toad Bros. Bazaar \  
|-----

| Item:        | Cost:    | Effect:                                      |
|--------------|----------|----------------------------------------------|
| Fire Flower  | 10 Coins | Deals three HP (Fire) damage to all enemies. |
| Fright Mask  | 5 Coins  | May scare enemies out of battle.             |
| Honey Syrup  | 5 Coins  | Heals 5 FP.                                  |
| Mushroom     | 5 Coins  | Heals 5 HP.                                  |
| Sleepy Sheep | 8 Coins  | May make enemies go to sleep.                |
| Tasty Tonic  | 3 Coins  | Heals any negative status effect.            |

-----  
| Westside Goods \  
|-----

| Item:        | Cost:    | Effect:                                           |
|--------------|----------|---------------------------------------------------|
| Dizzy Dial   | 12 Coins | May make enemies dizzy.                           |
| Dried Shroom | 2 Coins  | Heals 1 HP.                                       |
| Life Shroom  | 50 Coins | Heals 10 HP upon KO or upon immediate usage.      |
| Super Shroom | 20 Coins | Heals 10 HP.                                      |
| Thunder Bolt | 10 Coins | Zaps a single enemy.                              |
| Volt Shroom  | 10 Coins | Electrifies you (direct-attackers will take dmg.) |

-----  
| Lovely Howz of Badges \  
|-----

| Badge Name:    | Cost (no discount/discounted): | Effect:                    |
|----------------|--------------------------------|----------------------------|
| Close Call     | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Close Call P   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Damage Dodge   | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| Damage Dodge P | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| Fire Drive     | 100 Coins / 70 Coins           | Deal dmg. to ground foes.  |
| First Attack   | 100 Coins / 70 Coins           | KO's weak enemies in field |
| FP Drain       | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower   | 150 Coins /105 Coins           | Slowly regain FP in battle |
| Head Rattle    | 100 Coins / 70 Coins           | May confuse target.        |
| Ice Smash      | 75 Coins / 52 Coins            | May freeze target.         |
| Last Stand     | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump     | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Power Rush     | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Power Rush P   | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Pretty Lucky P | 150 Coins /105 Coins           | Raises evasion for partner |
| Simplifier     | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Shrink Stomp   | 75 Coins / 52 Coins            | May reduce tatget's Attack |
| Sleepy Stomp   | 75 Coins / 52 Coins            | May make an enemy sleepy.  |
| Soft Stomp     | 75 Coins / 52 Coins            | May lower target's defense |
| Super Appeal   | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Super Appeal P | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Unsimplicifier | 50 Coins / 35 Coins            | Hard A. Commands, more SP. |

-----  
| Charlieton \  
|-----

| Item:                                                                  | Cost:     | Effect:                                        |
|------------------------------------------------------------------------|-----------|------------------------------------------------|
| Attack FX P                                                            | 120 Coins | Changes the sound of attacks.                  |
| Boo's Sheet                                                            | 24 Coins  | Temporal invincibility.                        |
| Double Pain                                                            | 36 Coins  | Makes Mario take double damage.                |
| Dried Shroom                                                           | 2 Coins   | Heals 1 HP.                                    |
| Earth Quake                                                            | 18 Coins  | Damages all ground-based enemies.              |
| Hammerman                                                              | 180 Coins | Hammer power +1, Jumping ability lost.         |
| Jammin' Jelly                                                          | 120 Coins | Heals 50 FP.                                   |
| Jumpman                                                                | 180 Coins | Jumping power +1, Hammer ability lost.         |
| Mega Rush                                                              | 60 Coins  | Ups Mario's attack by 5 when in Peril.         |
| Repel Cape                                                             | 18 Coins  | Temporarily increases evasion.                 |
| Shooting Star                                                          | 36 Coins  | Damages all enemies.                           |
| Slow Go                                                                | 12 Coins  | Slows Mario down in the field.                 |
| Stop Watch                                                             | 24 Coins  | May stop enemies from having turns.            |
| Timing Tutor                                                           | 120 Coins | Shows the timing for Stylish moves with a "!". |
| Ultra Shroom                                                           | 120 Coins | Heals 50 FP.                                   |
| W Emblem                                                               | 360 Coins | Makes Mario's clothes yellow, like Wario's.    |
| NOTE: There will only be four of the sixteen items shown here on sale. |           |                                                |

Back in west Rogueport, search beside the outside of Westside Goods for a crack in the wall. Use Bobbery to blow it up and reveal a hole. Go through the hole to get another Shine Sprite. Next up, eastern Rogueport!

Go beside the Trouble Center and slip through the crack here using Paper Mode. Back here is another Boat Panel; use it and return to the front part of eastern Rogueport. Follow the river until you get to another Boat Panel. Exit Boat Mode and open the chest, giving you a Double Dip badge. Revert to Boat Mode and go to the first one you used. Exit Boat Mode and head to the sewers once more, just on the east side this time.

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

| Dazzle's Star Piece Exchange \ |                |                                           |
|--------------------------------|----------------|-------------------------------------------|
| Badge Name:                    | Cost:          | Effect:                                   |
| Attack FX Y                    | 1 Star Piece   | Changes the sound of Mario's attacks.     |
| Chill Out                      | 2 Star Pieces  | Never succumb to First Strikes.           |
| Flower Finder                  | 6 Star Pieces  | Find more flowers after a battle.         |
| Flower Saver                   | 10 Star Pieces | Spend one less FP for attacks. (Mario)    |
| Flower Saver P                 | 10 Star Pieces | Spend one less FP for attacks. (Partner)  |
| Happy Flower                   | 4 Star Pieces  | Slowly recover FP in battles.             |
| Happy Heart                    | 4 Star Pieces  | Slowly recover HP in battles. (Mario)     |
| Happy Heart P                  | 4 Star Pieces  | Slowly recover HP in battles. (Partner)   |
| Heart Finder                   | 6 Star Pieces  | Find more hearts after a battle.          |
| Item Hog                       | 5 Star Pieces  | Find more items after a battle.           |
| Peekaboo                       | 7 Star Pieces  | Always see enemy HP.                      |
| Power Plus                     | 15 Star Pieces | Increases Mario jump/hammer power by one. |
| Power Plus P                   | 15 Star Pieces | Increases the partner's power by one.     |
| Pretty Lucky                   | 3 Star Pieces  | May make enemy attacks miss. (Mario)      |
| Quick Change                   | 8 Star Pieces  | Change partners without wasting a turn.   |

| Underground Shop \ |       |         |
|--------------------|-------|---------|
| Item:              | Cost: | Effect: |

|               |           |                    |  |
|---------------|-----------|--------------------|--|
| Gold Bar      | 110 Coins | ??????             |  |
| Gold Bar x3   | 350 Coins | ??????             |  |
| Gradual Syrup | 15 Coins  | Slowly recover FP. |  |
| Jammin' Jelly | 200 Coins | Heals 50 FP.       |  |
| Slow Shroom   | 15 Coins  | Slowly recover HP. |  |
| Ultra Shroom  | 200 Coins | Heals 50 HP.       |  |
| _____         | _____     | _____              |  |

Okay, to the left of the pipe is yet another crack. Blow it up with Bobbery to reveal a pipe. This pipe leads to Chet Rippo's house. He can de-level one of your stats (eg, -5 Max HP/FP or -3 BP) and level-up one of the other two. In essence, this means you are re-doing a level-up. You can also use him to switch the ranks of your partners around. Any action will cost 39 Coins. Now, once you're done, head to Dazzle's.

While you're here, do some trading. Ocne you're done with that, blow up the fallen pillar to the left with Bobbery. This destroys the pillar, making it easier to access the eastern and western areas of the sewers. Okay, if you have any business here, do it. Afterwards, go two areas to the right (where you fought the Blooper during the Prologue).

In here is yet ANOTHER Boat Panel. Use it and sail to the right until you get to another Boat Panel. Exit Boat Mode and grab the Shine Sprite, then return to the first Boat Panel. Go to the Thousand-Year Door (do I REALLY have to tell you how by now?). This reveals the location of the next Crystal Star. The location is -- \*shot\* After the light-show, you, as usual, will return to Frankly's.

~~~~~  
Rogueport  
~~~~~

|                     |          |                                              |  |
|---------------------|----------|----------------------------------------------|--|
| Toad Bros. Bazaar \ |          |                                              |  |
| _____ \             |          |                                              |  |
| Item:               | Cost:    | Effect:                                      |  |
| Fire Flower         | 10 Coins | Deals three HP (Fire) damage to all enemies. |  |
| Fright Mask         | 5 Coins  | May scare enemies out of battle.             |  |
| Honey Syrup         | 5 Coins  | Heals 5 FP.                                  |  |
| Mushroom            | 5 Coins  | Heals 5 HP.                                  |  |
| Sleepy Sheep        | 8 Coins  | May make enemies go to sleep.                |  |
| Tasty Tonic         | 3 Coins  | Heals any negative status effect.            |  |
| _____               | _____    | _____                                        |  |

|                  |          |                                                   |  |
|------------------|----------|---------------------------------------------------|--|
| Westside Goods \ |          |                                                   |  |
| _____ \          |          |                                                   |  |
| Item:            | Cost:    | Effect:                                           |  |
| Dizzy Dial       | 12 Coins | May make enemies dizzy.                           |  |
| Dried Shroom     | 2 Coins  | Heals 1 HP.                                       |  |
| Life Shroom      | 50 Coins | Heals 10 HP upon KO or upon immediate usage.      |  |
| Super Shroom     | 20 Coins | Heals 10 HP.                                      |  |
| Thunder Bolt     | 10 Coins | Zaps a single enemy.                              |  |
| Volt Shroom      | 10 Coins | Electrifies you (direct-attackers will take dmg.) |  |
| _____            | _____    | _____                                             |  |

|                         |                                |                          |  |
|-------------------------|--------------------------------|--------------------------|--|
| Lovely Howz of Badges \ |                                |                          |  |
| _____ \                 |                                |                          |  |
| Badge Name:             | Cost (no discount/discounted): | Effect:                  |  |
| Close Call              | 100 Coins / 70 Coins           | Get hit less with <5 HP. |  |
| Close Call P            | 100 Coins / 70 Coins           | Get hit less with <5 HP. |  |

|                |                      |                            |
|----------------|----------------------|----------------------------|
| Damage Dodge   | 150 Coins /105 Coins | Take 1 less dmg. w/Guards. |
| Damage Dodge P | 150 Coins /105 Coins | Take 1 less dmg. w/Guards. |
| Fire Drive     | 100 Coins / 70 Coins | Deal dmg. to ground foes.  |
| First Attack   | 100 Coins / 70 Coins | KO's weak enemies in field |
| FP Drain       | 100 Coins / 70 Coins | -1 Attack, gain FP per hit |
| Happy Flower   | 150 Coins /105 Coins | Slowly regain FP in battle |
| Head Rattle    | 100 Coins / 70 Coins | May confuse target.        |
| Ice Smash      | 75 Coins / 52 Coins  | May freeze target.         |
| Last Stand     | 50 Coins / 35 Coins  | Take 1/2 dmg. in Danger.   |
| Last Stand P   | 50 Coins / 35 Coins  | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins  | Pierce defense and do dmg. |
| Power Jump     | 50 Coins / 35 Coins  | Deal extra jump damage.    |
| Power Rush     | 50 Coins / 35 Coins  | Deal more dmg. with <5 HP. |
| Power Rush P   | 50 Coins / 35 Coins  | Deal more dmg. with <5 HP. |
| Pretty Lucky P | 150 Coins /105 Coins | Raises evasion for partner |
| Simplifier     | 50 Coins / 35 Coins  | Easy A. Commands, less SP. |
| Shrink Stomp   | 75 Coins / 52 Coins  | May reduce target's Attack |
| Sleepy Stomp   | 75 Coins / 52 Coins  | May make an enemy sleepy.  |
| Soft Stomp     | 75 Coins / 52 Coins  | May lower target's defense |
| Super Appeal   | 50 Coins / 35 Coins  | Extra SP when appealing.   |
| Super Appeal P | 50 Coins / 35 Coins  | Extra SP when appealing.   |
| Unsimplifier   | 50 Coins / 35 Coins  | Hard A. Commands, more SP. |

| Charlieton \

| Item:         | Cost:     | Effect:                                        |
|---------------|-----------|------------------------------------------------|
| Attack FX P   | 120 Coins | Changes the sound of attacks.                  |
| Boo's Sheet   | 24 Coins  | Temporal invincibility.                        |
| Double Pain   | 36 Coins  | Makes Mario take double damage.                |
| Dried Shroom  | 2 Coins   | Heals 1 HP.                                    |
| Earth Quake   | 18 Coins  | Damages all ground-based enemies.              |
| Hammerman     | 180 Coins | Hammer power +1, Jumping ability lost.         |
| Jammin' Jelly | 120 Coins | Heals 50 FP.                                   |
| Jumpman       | 180 Coins | Jumping power +1, Hammer ability lost.         |
| Mega Rush     | 60 Coins  | Ups Mario's attack by 5 when in Peril.         |
| Repel Cape    | 18 Coins  | Temporarily increases evasion.                 |
| Shooting Star | 36 Coins  | Damages all enemies.                           |
| Slow Go       | 12 Coins  | Slows Mario down in the field.                 |
| Stop Watch    | 24 Coins  | May stop enemies from having turns.            |
| Timing Tutor  | 120 Coins | Shows the timing for Stylish moves with a "!". |
| Ultra Shroom  | 120 Coins | Heals 50 FP.                                   |
| W Emblem      | 360 Coins | Makes Mario's clothes yellow, like Wario's.    |

| NOTE: There will only be four of the sixteen items shown here on sale.

As usual, you are back in Frankly's, receiving info you are about to get from me. The next Crystal Star appears to be in Poshley Heights. To get there, you need to ride the train, the Excess Express... which means you may just get a few days without a battle! However, like with the blimp to Glitzville, the tickets are tough to get and best recieved from Don Pianta. Let's pay him a visit...

As you leave Frankly's, you'll notice Merlon standing outside of his house. Talk to him and he'll give a vague prediction. Hmmm.... Time for a sidequest! Head to the sewers and go to Hooktail's Castle.

~~~~~



## Hooktail's Castle

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From the start, head into the castle (preferably with First/Bump Attack equipped). Head some rooms to the right until you reach the room with the big green elevator/block and the Save Block. Head to the right, into the dungeon. Slip through the far right grate and into the room where you found the Black Key way back in Chapter 1. On the right side of the room is a crack. Use Bobbery to blow it up. Go through the hole and hit the ! block to reveal an Up Arrow (O\_o). Head back to Merlon's.

~~~~~

## Rogueport

~~~~~

| Toad Bros. Bazaar \ |          |                                              |
|---------------------|----------|----------------------------------------------|
| Item:               | Cost:    | Effect:                                      |
| Fire Flower         | 10 Coins | Deals three HP (Fire) damage to all enemies. |
| Fright Mask         | 5 Coins  | May scare enemies out of battle.             |
| Honey Syrup         | 5 Coins  | Heals 5 FP.                                  |
| Mushroom            | 5 Coins  | Heals 5 HP.                                  |
| Sleepy Sheep        | 8 Coins  | May make enemies go to sleep.                |
| Tasty Tonic         | 3 Coins  | Heals any negative status effect.            |
|                     |          |                                              |

| Westside Goods \ |          |                                                   |
|------------------|----------|---------------------------------------------------|
| Item:            | Cost:    | Effect:                                           |
| Dizzy Dial       | 12 Coins | May make enemies dizzy.                           |
| Dried Shroom     | 2 Coins  | Heals 1 HP.                                       |
| Life Shroom      | 50 Coins | Heals 10 HP upon KO or upon immediate usage.      |
| Super Shroom     | 20 Coins | Heals 10 HP.                                      |
| Thunder Bolt     | 10 Coins | Zaps a single enemy.                              |
| Volt Shroom      | 10 Coins | Electrifies you (direct-attackers will take dmg.) |
|                  |          |                                                   |

| Lovely Howz of Badges \ |                                |                            |
|-------------------------|--------------------------------|----------------------------|
| Badge Name:             | Cost (no discount/discounted): | Effect:                    |
| Close Call              | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Close Call P            | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Damage Dodge            | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| Damage Dodge P          | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| Fire Drive              | 100 Coins / 70 Coins           | Deal dmg. to ground foes.  |
| First Attack            | 100 Coins / 70 Coins           | KO's weak enemies in field |
| FP Drain                | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower            | 150 Coins /105 Coins           | Slowly regain FP in battle |
| Head Rattle             | 100 Coins / 70 Coins           | May confuse target.        |
| Ice Smash               | 75 Coins / 52 Coins            | May freeze target.         |
| Last Stand              | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P            | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow           | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump              | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Power Rush              | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Power Rush P            | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Pretty Lucky P          | 150 Coins /105 Coins           | Raises evasion for partner |
| Simplifier              | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Shrink Stomp            | 75 Coins / 52 Coins            | May reduce tatget's Attack |
| Sleepy Stomp            | 75 Coins / 52 Coins            | May make an enemy sleepy.  |

|                |                     |                            |
|----------------|---------------------|----------------------------|
| Soft Stomp     | 75 Coins / 52 Coins | May lower target's defense |
| Super Appeal   | 50 Coins / 35 Coins | Extra SP when appealing.   |
| Super Appeal P | 50 Coins / 35 Coins | Extra SP when appealing.   |
| Unsimplifier   | 50 Coins / 35 Coins | Hard A. Commands, more SP. |

| Charlieton \

| Item:         | Cost:     | Effect:                                        |
|---------------|-----------|------------------------------------------------|
| Attack FX P   | 120 Coins | Changes the sound of attacks.                  |
| Boo's Sheet   | 24 Coins  | Temporal invincibility.                        |
| Double Pain   | 36 Coins  | Makes Mario take double damage.                |
| Dried Shroom  | 2 Coins   | Heals 1 HP.                                    |
| Earth Quake   | 18 Coins  | Damages all ground-based enemies.              |
| Hammerman     | 180 Coins | Hammer power +1, Jumping ability lost.         |
| Jammin' Jelly | 120 Coins | Heals 50 FP.                                   |
| Jumpman       | 180 Coins | Jumping power +1, Hammer ability lost.         |
| Mega Rush     | 60 Coins  | Ups Mario's attack by 5 when in Peril.         |
| Repel Cape    | 18 Coins  | Temporarily increases evasion.                 |
| Shooting Star | 36 Coins  | Damages all enemies.                           |
| Slow Go       | 12 Coins  | Slows Mario down in the field.                 |
| Stop Watch    | 24 Coins  | May stop enemies from having turns.            |
| Timing Tutor  | 120 Coins | Shows the timing for Stylish moves with a "!". |
| Ultra Shroom  | 120 Coins | Heals 50 FP.                                   |
| W Emblem      | 360 Coins | Makes Mario's clothes yellow, like Wario's.    |

| NOTE: There will only be four of the sixteen items shown here on sale.

Give the item to Merlon and you'll go inside. He sees the item and realizes an apparent meaning to it: clean out the attic? He goes up to his attic and finds the Ultra Stone, which allows you give your partners a maximum of TWO rank-ups instead of one! Since you have some Shine Sprites on hand, do some promotions and go visit Don Pianta in western Rogueport (don't worry, the door remains unlocked).

This is NOT good - the Don is ill! Well, sort of. His assistants tell you he just misses Frankie and Francesca a lot. When you mention where the couple is, the Don's assistants decide that they'll give you the train ticket if you bring them here. Get back on Cortez's ship and return to Keelhaul Key.

~~~~~  
Keelhaul Key  
~~~~~

| Keelhaul Galleria \

| Item:        | Cost:    | Effect:                                        |
|--------------|----------|------------------------------------------------|
| Fire Flower  | 5 Coins  | Deals 3 Fire damage to all enemies.            |
| Fright Mask  | 2 Coins  | May scare some or all enemies out of battle.   |
| Honey Syrup  | 3 Coins  | Heals 5 FP.                                    |
| Ice Storm    | 15 Coins | Deal 3 damage to all enemies. May freeze them. |
| Sleepy Sheep | 10 Coins | May make all enemies go to sleep.              |
| Super Shroom | 12 Coins | Heals 10 HP.                                   |

Head into the jungle to find Francesca and Frankie. Talk to Francesca and she'll say that she can't see the Don until she finds her wedding ring. When Frankie says that they should visit the Don anyways, she has him say "I love

you!" a hundred times. This isn't an idle threat - she makes him do it! Hope you have a turbo controller. Once she stops (finally! I can get rid of these earplugs!) head deeper into the jungle to search for the ring. It is where the entrance to the Pirate's Grotto is. Get it and return to the couple.

After returning the ring, the Piantas get on the ship back to Rogueport. You should as well.

~~~~~  
 Rogueport  
 ~~~~~

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 | Toad Bros. Bazaar \  
 |-----|

| Item:        | Cost:    | Effect:                                      |
|--------------|----------|----------------------------------------------|
| Fire Flower  | 10 Coins | Deals three HP (Fire) damage to all enemies. |
| Fright Mask  | 5 Coins  | May scare enemies out of battle.             |
| Honey Syrup  | 5 Coins  | Heals 5 FP.                                  |
| Mushroom     | 5 Coins  | Heals 5 HP.                                  |
| Sleepy Sheep | 8 Coins  | May make enemies go to sleep.                |
| Tasty Tonic  | 3 Coins  | Heals any negative status effect.            |

-----  
 | Westside Goods \  
 |-----|

| Item:        | Cost:    | Effect:                                           |
|--------------|----------|---------------------------------------------------|
| Dizzy Dial   | 12 Coins | May make enemies dizzy.                           |
| Dried Shroom | 2 Coins  | Heals 1 HP.                                       |
| Life Shroom  | 50 Coins | Heals 10 HP upon KO or upon immediate usage.      |
| Super Shroom | 20 Coins | Heals 10 HP.                                      |
| Thunder Bolt | 10 Coins | Zaps a single enemy.                              |
| Volt Shroom  | 10 Coins | Electrifies you (direct-attackers will take dmg.) |

-----  
 | Lovely Howz of Badges \  
 |-----|

| Badge Name:    | Cost (no discount/discounted): | Effect:                    |
|----------------|--------------------------------|----------------------------|
| Close Call     | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Close Call P   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Damage Dodge   | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| Damage Dodge P | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| Fire Drive     | 100 Coins / 70 Coins           | Deal dmg. to ground foes.  |
| First Attack   | 100 Coins / 70 Coins           | KO's weak enemies in field |
| FP Drain       | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower   | 150 Coins /105 Coins           | Slowly regain FP in battle |
| Head Rattle    | 100 Coins / 70 Coins           | May confuse target.        |
| Ice Smash      | 75 Coins / 52 Coins            | May freeze target.         |
| Last Stand     | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump     | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Power Rush     | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Power Rush P   | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Pretty Lucky P | 150 Coins /105 Coins           | Raises evasion for partner |
| Simplifier     | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Shrink Stomp   | 75 Coins / 52 Coins            | May reduce tatget's Attack |
| Sleepy Stomp   | 75 Coins / 52 Coins            | May make an enemy sleepy.  |
| Soft Stomp     | 75 Coins / 52 Coins            | May lower target's defense |
| Super Appeal   | 50 Coins / 35 Coins            | Extra SP when appealing.   |

|                |                     |                            |
|----------------|---------------------|----------------------------|
| Super Appeal P | 50 Coins / 35 Coins | Extra SP when appealing.   |
| Unsimplicifier | 50 Coins / 35 Coins | Hard A. Commands, more SP. |

Charlieton \

| Item:         | Cost:     | Effect:                                        |
|---------------|-----------|------------------------------------------------|
| Attack FX P   | 120 Coins | Changes the sound of attacks.                  |
| Boo's Sheet   | 24 Coins  | Temporal invincibility.                        |
| Double Pain   | 36 Coins  | Makes Mario take double damage.                |
| Dried Shroom  | 2 Coins   | Heals 1 HP.                                    |
| Earth Quake   | 18 Coins  | Damages all ground-based enemies.              |
| Hammerman     | 180 Coins | Hammer power +1, Jumping ability lost.         |
| Jammin' Jelly | 120 Coins | Heals 50 FP.                                   |
| Jumpman       | 180 Coins | Jumping power +1, Hammer ability lost.         |
| Mega Rush     | 60 Coins  | Ups Mario's attack by 5 when in Peril.         |
| Repel Cape    | 18 Coins  | Temporarily increases evasion.                 |
| Shooting Star | 36 Coins  | Damages all enemies.                           |
| Slow Go       | 12 Coins  | Slows Mario down in the field.                 |
| Stop Watch    | 24 Coins  | May stop enemies from having turns.            |
| Timing Tutor  | 120 Coins | Shows the timing for Stylish moves with a "!". |
| Ultra Shroom  | 120 Coins | Heals 50 FP.                                   |
| W Emblem      | 360 Coins | Makes Mario's clothes yellow, like Wario's.    |

NOTE: There will only be four of the sixteen items shown here on sale.

Go back to Don Pianta's office to see the couple and the Don re-unite. The Pianta apologizes to his daughter and son-in-law and announces his retirement. Guess who is the new boss - Mario! Not really, it's Frankie. After convincing Frankie to be the new boss, the Don's assistants tell him about the deal you made with them. Luckily (for everyone involved), he hands over a ticket. Time to board the train. It's about time we got a break...

Head to northern Rogueport and head left. Board the Excess Express and the chapter begins...

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O=====O
| **PM412**           Chapter 6: 3 Days of Excess           |
O=====O

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~~~~~
                          The Excess Express, Cabin #005
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This cabin of the Excess Express is your room. Here, you shall sleep when you end a few tasks each day.

Anyways, as the view switches to you, your partner comments on the train. He or she will also notice a note on the floor of the cabin (what, no e-mail reception?). It is a sticky threat! Since the train hasn't stopped once since you got on, the culprit must still be on the train! Get to looking, but first get the Shine Sprite. There is also a Dried Shroom in the table drawer. Leave the room, and let's explore.

First, enter Cabin #004 and Spin Jump in there for a Star Piece. Exit to the right to enter the green car. There is nothing here, so exit to the right to go to the locomotive. Spin Jump around here for another Star Piece, and use the Save Block to save, if you want to. Head back to the red car (the one with

your cabin) and exit to the left.

Here is the dining area, kitchen, and shop. Speaking of shop...

| Item:        | Cost:    | Effect:                            |
|--------------|----------|------------------------------------|
| Boo's Sheet  | 20 Coins | Makes you temporarily invincible.  |
| Maple Syrup  | 15 Coins | Heals 10 FP.                       |
| Mystery      | 3 Coins  | Random item's effect.              |
| Super Shroom | 15 Coins | Heals 10 HP.                       |
| Tasty Tonic  | 3 Coins  | Heals all negative status effects. |
| Thunder Rage | 15 Coins | Deals 5 damage to all enemies.     |

At the shop, I recommend getting a few Thunder Rages at some point. They will be a bit useful later on. As for other interesting things, talk to the Cheep Cheep to hear him butcher the English language - and maybe dinner! Exit to the left, into the blue car.

In here, make a pit stop in Cabin #008 (what's up with the 3-digit numbers?). Check the table for a Star Piece. Exit the room and continue to the left. Talk to the Toad, the conductor, about the note you found earlier. He says he will look into it. Meanwhile, head back to the dining car.

Everyone has crowded around the kitchen for some reason. There is a blue mouse, a celebrity Toad, the waitress, and others. Talk to the penguin in the detective outfit. He introduces himself as Pennington and explains about what happened. Apparently, the stew pot containing tonight's dinner has been stolen. After falsely accusing the waitress, the celebrity Toad, Zip Toad, return to his cabin. Pennington quickly accuses Zip Toad, too. The waitress defends the Toad, and Pennington notices you. Time to find the culprit! Look around for some clues, and you'll quickly come upon some stains. Follow them.

The stains go past the door to the right, so go out that way. The stain trail continues into Cabin #003, so open the door. The current resident of the cabin is Heff T., a very large Toad. He denies having stolen the pot, claiming that you're only accusing him for his weight. He somewhat hints that the pot is in the nightstand. Examine to find some food magazines (how surprising...) and a pot, the Galley Pot. After proving Heff T. guilty, Pennington comes into the cabin and closes the case. He mentions the threatening note you found, and says he'll discuss it with you in Cabin #006. First, though, head to the kitchen.

Talk to Chef Shimi and return the pot to him. He'll give you a Star Piece as a reward. Afterwards, head to Cabin #006 (the blue car).

Pennington sees that you have potential as a detective and makes you his assistant. He later concludes your identity: Luigi! You must not show TOO much potential, considering his deductive skills. He tells you to investigate the Bom-omb family. They are currently residing in Cabin #008.

The two larger Bom-ombs, Goldbob and Sylvia, Bub's parent's, are arguing about what they should get Bub for his birthday. However, Bub can hear the argument and tells you that he wouldn't like either of their planned presents. He says that he will reward you if you get him what he actually wants. Leave the room and talk to the conductor. He says that Bub would like to be train engineer when he's older. Hmmm... Head to the front end of the train by continuing all the way to the right until you can no more.

Talk to the engineer (the only person in here) and ask him for his autograph. He is more than happy to give it to you. Return to Cabin #008 and speak to Bub. He happily accepts the autograph and rewards you with a Shine Sprite. Go back to Cabin #006 and talk to Pennington. He says that the conductor wishes to talk to you.

Apparently, the conductor was giving out blankets and ended up one short. This means that a stowaway may be somewhere on board - maybe the one who made the sticky, yummy threat! Go to the only empty cabin, Cabin #004. In here, it is empty (which is why I said it is empty earlier)... or is it? Use Vivian's ability to hide and a Toad ghost appears. Resurface and talk to the unusually friendly ghost. He admits to taking a blanket, but it was only because the conductor didn't notice his ghostly form. He, however, denies sending the threat. Makes sense, seeing as he supposedly cannot hold physical materials. He agrees to give the blanket back, but wants you to do something for him. He explains that he died in this cabin a long time ago, but his belongings seem to have stayed on board. He wants you to give him his diary, which is with his belongings in the baggage car. The reason why he hasn't "gone away" is because he is too worried about someone reading his diary - literally! He subtly threatens you about reading his diary. Go back to the conductor.

Explain the events and the ghost to him, and he is more than happy to let you in the baggage car. Continue to the left a bit until you see a gap. Slip through it with Paper Mode. Back here is the diary.

NOTE: You can read the diary. However, save first. The ghost will soon appear after opening it and scold you for reading it. Your punishment: death. Yes, he will induce a Game Over on you, so be sure to save before reading it.

After reading it or not, return to the ghost's cabin and give him the diary. He gives the blanket to you and begins to go to the afterlife. He soon realizes that he likes the cabin and will decide to remain here for some time. Go to the conductor and give him the blanket. He thanks you with a Mushroom. Well, it is bedtime for Mario, so go back to your cabin (Cabin #005) and examine the bed to turn in for the night.

After waking up and having a nonexistent breakfast, head to Cabin #006 and talk to Pennington. A blue rat, Ratooney (more creativity from Nintendo!), is reporting to Pennington about his stolen briefcase. What is so important about it is that it contains papers for Nitro Honey Syrup, a product capable of raising the dead (that ghost may want some). However, it becomes explosive if mixed with calcium and gold. The thief must still be on train, seeing as we haven't yet stopped. Pennington mentions the fact the waitress lost some Shell Earrings and Toodles lost a gold ring - the calcium and gold! The thief may well have taken these items as well, and is likely the one who threatened you! Head to the strangely empty Cabin #001. A piece of paper is lying in the floor. It is one of Ratooney's contracts! Return to Pennington he will confirm that the resident of the cabin, Zip Toad, is most likely the thief. Go to your cabin next.

In here is yet another paper. There SEEMS to be no one here, but we know better. Use Vivian's Veil and Zip Toad will pop up. Emerge and Zip Toad will run around the room. Catch him, and the time will change to late afternoon. You are seeing Pennington, Ratooney, and you in a room. Pennington confirms that Zip Toad is, indeed, the thief. However, he is an imposter! After giving Ratooney back his briefcase, the PA announces that they are making a brief, scheduled stop at Riverside Station.

Next, we see a cutscene of the Zip Toad imposter being escorted off the train. Once they are off, the imposter transforms into Doopliss and reveals that he

is working with the Shadow Sirens. Before Pennington and the conductor can stop him, he runs away.

Before leaving the train, return the Shell Earrings to the waitress and the Gold Ring to Toodles to get a Star Piece and 30 Coins. Exit the train by using the door in the green cabin.

~~~~~  
Riverside Station  
~~~~~

After exiting the train, go near the drawbridge and talk to the conductor. It seems that someone has lifted the drawbridge. Normally, the switch could be flipped, but the conductor is scared, so you have to do it. He hands you the Station Key. Go up the steps and unlock the door. Use the Save and Heart Blocks if you want to, and then enter the station.

In the entrance room, ignore the Close Call P badge and the elevator; we'll be coming to those later on. For now, just use the door on the right side of the room.

As you continue to the right, you'll see a gap under some latticework. Use Tube Mode and roll under it. Go to the right to activate a switch, revealing some steps. Exit under the gap and go to the stairs. Ignore the locked door on the right side of the room for now. Head up the stairs and into the door.

The next room is filled with gears and a battle. Defeat the Thunder Puff and head up the stairs. In front of you are some rotating gears. Time your jumps well to get across. On this side, use Tube Mode and roll until you come to a brown gear. Exit Tube Mode and jump onto it, then onto the blue one. Get onto a brown cylinder from there. You can see the Storage Key, but there's a problem: a barrier. The barrier rises and lowers regularly, so use Koops's shell to grab the key, then exit the room.

Back here, go downstairs, to the right, and unlock the door. Go through it.

You're finally outside... but not done yet! Head down the short staircase and take note of the hole at the bottom of the steps. Use Tube Mode and roll through it to get the HP Plus. Roll Back up the slope and to the right. You'll come face-to-face with a Poison Pokey, one of the new enemies. Like the Pokeys of Chapter 3, but with two main differences - power and the ability to poison you. Defeat it and get on the block and jump to get a Thunder Rage. Go down the staircase and get the Shine Sprite. Continue to the right, fighting some enemies as you go. Once you reach the "dead end," use Flurrie to blow away the papers to reveal a door. Go through it.

In this room are some somewhat newer enemies. Near one side of the room, you can see a Tube Mode hole and a larger hole. Roll down the Tube Mode hole and roll to a small level area. Roll to the right and jump the gaps to get to the main attraction: a P-Up, D-Down badge! If you are willing to take one more point of damage per attack to deal one more point of damage (and have a decent amount of HP), equip it immediately! Go back through the Tube Mode hole, and go down the first hole you jumped. Hang to the left and you should end up in a dumpster near some Parabuzzies. The dumpster also has a Dried Shroom (yay...?). Once you're done, exit through the nearby door.

Another storage room (this place looked smaller outside...). There is a key on a high ledge (similarly to the Close Call P earlier). Again, you cannot get to it just yet. Exit to the left.

In here is what looks like a massive library. There are also some Goombas. I'm not talking about any sort of Pit of 100 Trials Goombas. I mean your normal everyday Goomba. Defeat them and continue to the left. If you defeated all of the Goombas, you should see what look like ! blocks, but, instead of a !, they have a 1, 5, or 10 in them. Hit the blocks the number of times equal to the displayed number, then go up the stairs. Use Koops to get the Shine Sprite on the way up there.

After going through the doorway, you enter another room. This, however, has a huge treasure chest in it. Go to it and open it, revealing the Ultra Boots! Toadette, as usual, will give a tutorial about them... as will I.

-----  
About the Ultra Boots:

The Ultra Boots allow Mario to coil up and spring like a rocket into the air. (It's a bird, it's a plane... no, it's Mario you idiot.) This action, when used in the field, can let Mario knock items off of ledges or grab on to pipes above him and climb them. Mario's Jump Attack power is also raised by one.

New Field Ability: Spring Jump (Press A, rotate the Control Stick, and let go of A).

New Battle Ability: Spring Jump (4 FP). Base damage: 3, 6 (with successful Action Command).

Change in Stats: +1 Jump Attack power.  
-----

After finishing the tutorial, go to the right-hand corner and Spring Jump and shimmy over some, then slip through the grate with Paper Mode.

Back in the storage room with the key, use Yoshi and Flutter Jump over onto the set of boxes. Use a Spring Jump to get onto the pipe and go over to the area with the key. Get underneath the ledge and Spring Jump to dislodge the key. Spring Jump underneath the pipe, then shimmy over. Let go over hte pipe and get the key. Return back to the entrance room.

Just a note, but to return to the top of the tall room, use the springboard on the right side of the room. Defeat any enemies in your way and get to the entrance room.

In here, get underneath the Close Call P badge and Spring Jump. This dislodges the badge. Collect it. Go to the elevator and use your Elevator Key. And the elevator goes down... slowly.

As you (finally) emerge on the bottom floor, you see it packed with many Fuzzies. Or are they? They aren't, okay. They're something else. They must've flipped the switch by accident. Blow the creatures away with Flurrie and flip the switch they were covering. This makes a switch on the other side of the room reveal itself. Hit it and the drawbridge finally lowers. Leave the building.

Talk to the conductor and he'll tell you that the train will be leaving soon. Get on board and continue your "vacation."

~~~~~  
The Excess Express  
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| Item:        | Cost:    | Effect:                            |
|--------------|----------|------------------------------------|
| Boo's Sheet  | 20 Coins | Makes you temporarily invincible.  |
| Maple Syrup  | 15 Coins | Heals 10 FP.                       |
| Mystery      | 3 Coins  | Random item's effect.              |
| Super Shroom | 15 Coins | Heals 10 HP.                       |
| Tasty Tonic  | 3 Coins  | Heals all negative status effects. |
| Thunder Rage | 15 Coins | Deals 5 damage to all enemies.     |
|              |          |                                    |

Since it is nighttime when you enter the train, turn in in your cabin.

When you wake up the next morning, you can't seem to find anyone. Hmmm.... Go to the engineer (after all, we could've slept through the third day). At least HE'S on board. He explains that he didn't notice the missing passengers. Suddenly, one of the puffballs from Riverside Station pop up on the windshield, soon followed by many others! The panicked engineer tells you to find the other passengers and ensure their safety. Head to the kitchen, first, saving on the way there.

In here, talk to the shopkeeper. To summarize it, he'll open shop for you. Get anything you want (a Thunder Rage or two may help) and head to the baggage car.

This car is filled with - amazingly - more puffballs! Blow them away with Flurrie. The puffballs flee while the conductor and waitress thank you. That still means some others are missing! Slip between the gap you found the diary of the ghost behind. Get up against the wall and Spring Jump. Shimmy to the left and go through the exit on the ledge. This leads out of the train.

Up on top of the train, there are L000000TS of puffballs on the train, all ready to push you off (well, away is all they can manage). Continue to the right, hammering as you go. Soon, the puffballs merge into one monster...

-----  
BOSS: Smorg

Max HP : 50

Attack : 5

Defense: Infinite (while Miasmas remain), 0 (with no Miasmas)  
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The ONE thing that we all will be able to agree on is that you MUST defeat the miasma (the "arms") first: for two reasons. 1) If they are there, the main boss is invincible, and 2) they can attack separately! Use something that will hit all of them. Fiery Jinx from Vivian may work. If you plan on Specials for this job, though, use a low-cost Earth Tremor. It is simple after this: you have two turns to deal damage. One plan is to use Goombella's Rally Wink (if you have it) to give Mario extra turns, while Power Lift is in effect. If you do not, use Yoshi as your partner and stay Power Lift-ed. Since the Jump Attack is higher, focus more on Power Jumps/Bounces than Power Smashes/etc. in the battle. After the miasma regenerates, the shape of it will be similar to a hook. It can do double-digit damage, and Guarding is very hard. Since there is just one, Power Bounce/Jump it. And rinse and repeat...

After defeating the Smore -- I mean Smorg, you're back on board the train. Everyone is thanking you for saving them. The PA soon announces that we are reaching our destination, Poshley Heights. Once the train stops, disembark.

~~~~~  
Poshley Heights  
~~~~~

| Item:       | Cost:    | Effects:                                                                                 |
|-------------|----------|------------------------------------------------------------------------------------------|
| Fresh Pasta | 50 Coins | It does heal, but, even if cooked, it is useless all around. Do not even bother with it. |

Before picking up the Crystal Star, let's take a look around here. Start by Spin jumping in front of the station steps for a Star Piece. Head to the house on the western side. Behind on the lawn chairs near the pool in a Star Piece. Go into the house and slip through a crack behind the table to get a HP Drain P badge. Exit the house and go near the eastern house. Find the black mark and walk to it. Go through the hedge to get a Star Piece behind the fence. Go to the next area of town.

Here is the entirely useless "shop" I talked about just after naming the location. Check behind it's wheel for a Inn Coupon. Speaking of which, you can stay at the hotel (for 30 Coins) and get a free Omelette Meal. If you want it, you may just have to use that Inn Coupon. For a Star Piece, now, search behind the hedge near the entrance to the area. Then head to the next area.

Poshley Sanctum is the main feature of this area. Look around and you'll also find a Shine Sprite. Use the Spring Jump to reach it, then go to the door to the Sanctum. Oh no... Apparently the owner is on a trip, and the door is locked. Never fear, though: Pennington is the owner and he soon comes by to open the Sanctum. Enter it.

~~~~~  
Poshley Sanctum  
~~~~~

OH NO! Doopliss and the Shadow Sirens have beaten you to the Crystal Star. Before you have a chance to give chase, the trio teleports/runs away. And, just as you may be about to find a hacking device to get it back, Pennington asks what's happening. He then says the Crystal Star was a fake! He keeps the real one in a hidden area, but will let you find it yourself.

Spring Jump to one of the bars above you. Shimmy to the right until you reach the ledge and press B to let go. Go to the front of the room and stand on the star tile. Spring Jump and, since you cannot shimmy left, shimmy right and drop on the next ledge. Repeat this then go to the front and use the Plane Panel. Go to the ledge on the other side of the room by using it. Repeat the Spring Jump process until you come across a ! block. Hit it to move one of the curtains out of the way, revealing a pipe! Use it and enter the Poshley Sanctum in the background to go into...

Poshley Sanctum 2? It isn't the same, entirely anyways, as it is filled with Dark Boos and has some items of interest, such as the L Emblem. If you want to defeat the Dark Boos, do so and try to get onto the left ledges. Using the Spring Jump process from the previous room, get onto the second-highest ledge for a Shine Sprite. The highest has the L Emblem (it changes your clothes into Luigi's. Try using it AND the W Emblem!). Once you're done, head down to the ground and get the Crystal Star, the Garnet Star! You got the Special Showstopper, and you max SP has become 7!

Well, that didn't take too long, now did it?

The game doesn't switch to Peach just yet. Leave the area you're in now and into the first Poshley Sanctum. Talk to Pennington and he'll let you keep the Crystal Star. He also puts a new fake on display (which has something to do with a later interlude...). As you leave the Sanctum, the game switches to Peach.

~~~~~  
Unknown Location  
~~~~~

In Grodus's throne room, he is just getting the news that they only got a fake. This means that Mario has every one of them, except his own. Grodus begins to think of a new plan...

TEC's has finally figured out what to do: tell Peach everything. As Peach enters his room, he tells her that he knows of all his plans and wants her to escape now. He also tells Peach their location: the moon. Peach decides that Mario must at least know what she is doing, and begins to e-mail him. In the middle of the e-mail, Grodus barges in and begins to reboot TEC. Peach manages to get the e-mail sent just as TEC reboots and she is taken away.

~~~~~  
Rogueport  
~~~~~

Time to lighten our mood. Kammy approaches Bowser and says she found some tunnels, but the Koopas are having trouble going through them. Bowser decides to smash through them.

And so begins the final level of Super Koopa Bros. For once, it is actually challenging. The only good thing is that Bowser has infinite lives, so you'll be fine (despite the game putting you in level 4-99).

After winning, Bowser and Kammy emerge in some sort of mini-gym. The Gold Star is on the wall, too! Seems like they finally got a break, until Rawk Hawk comes in! He demands to know why they're in his training room, and fights Bowser for the belt... for two seconds. Bowser literally squashes him flat. However, the Gold Star falls and breaks, revealing that it was a fake! (AHH! Rhymes!!!) Rawk Hawk then tells Bowser that the Great Gonzales (AKA, you) has the real one. However, Bowser doesn't have a clue who he is talking about. Time to switch!

~~~~~  
Rogueport (Mario)  
~~~~~

| Item:        | Cost:    | Effect:                                      |
|--------------|----------|----------------------------------------------|
| Fire Flower  | 10 Coins | Deals three HP (Fire) damage to all enemies. |
| Fright Mask  | 5 Coins  | May scare enemies out of battle.             |
| Honey Syrup  | 5 Coins  | Heals 5 FP.                                  |
| Mushroom     | 5 Coins  | Heals 5 HP.                                  |
| Sleepy Sheep | 8 Coins  | May make enemies go to sleep.                |
| Tasty Tonic  | 3 Coins  | Heals any negative status effect.            |

Westside Goods \

| Item:        | Cost:    | Effect:                                           |
|--------------|----------|---------------------------------------------------|
| Dizzy Dial   | 12 Coins | May make enemies dizzy.                           |
| Dried Shroom | 2 Coins  | Heals 1 HP.                                       |
| Life Shroom  | 50 Coins | Heals 10 HP upon KO or upon immediate usage.      |
| Super Shroom | 20 Coins | Heals 10 HP.                                      |
| Thunder Bolt | 10 Coins | Zaps a single enemy.                              |
| Volt Shroom  | 10 Coins | Electrifies you (direct-attackers will take dmg.) |

Lovely Howz of Badges \

| Badge Name:    | Cost (no discount/discounted): | Effect:                    |
|----------------|--------------------------------|----------------------------|
| Attack FX P    | 100 Coins / 70 Coins           | Changes attack sounds.     |
| Close Call     | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Close Call P   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Damage Dodge   | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| Damage Dodge P | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| Fire Drive     | 100 Coins / 70 Coins           | Deal dmg. to ground foes.  |
| First Attack   | 100 Coins / 70 Coins           | KO's weak enemies in field |
| FP Drain       | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower   | 150 Coins /105 Coins           | Slowly regain FP in battle |
| Head Rattle    | 100 Coins / 70 Coins           | May confuse target.        |
| Ice Smash      | 75 Coins / 52 Coins            | May freeze target.         |
| Last Stand     | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump     | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Power Rush     | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Power Rush P   | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Pretty Lucky P | 150 Coins /105 Coins           | Raises evasion for partner |
| Simplifier     | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Shrink Stomp   | 75 Coins / 52 Coins            | May reduce tatget's Attack |
| Sleepy Stomp   | 75 Coins / 52 Coins            | May make an enemy sleepy.  |
| Soft Stomp     | 75 Coins / 52 Coins            | May lower target's defense |
| Super Appeal   | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Super Appeal P | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Unsimplicifier | 50 Coins / 35 Coins            | Hard A. Commands, more SP. |

Charlieton \

| Item:        | Cost:     | Effect:                                |
|--------------|-----------|----------------------------------------|
| Attack FX P  | 120 Coins | Changes the sound of attacks.          |
| Boo's Sheet  | 24 Coins  | Temporal invincibility.                |
| Double Pain  | 36 Coins  | Makes Mario take double damage.        |
| Dried Shroom | 2 Coins   | Heals 1 HP.                            |
| Earth Quake  | 18 Coins  | Damages all ground-based enemies.      |
| Hammerman    | 180 Coins | Hammer power +1, Jumping ability lost. |

|                                                                        |           |                                                |  |
|------------------------------------------------------------------------|-----------|------------------------------------------------|--|
| Jammin' Jelly                                                          | 120 Coins | Heals 50 FP.                                   |  |
| Jumpman                                                                | 180 Coins | Jumping power +1, Hammer ability lost.         |  |
| Mega Rush                                                              | 60 Coins  | Ups Mario's attack by 5 when in Peril.         |  |
| Repel Cape                                                             | 18 Coins  | Temporarily increases evasion.                 |  |
| Shooting Star                                                          | 36 Coins  | Damages all enemies.                           |  |
| Slow Go                                                                | 12 Coins  | Slows Mario down in the field.                 |  |
| Stop Watch                                                             | 24 Coins  | May stop enemies from having turns.            |  |
| Timing Tutor                                                           | 120 Coins | Shows the timing for Stylish moves with a "!". |  |
| Ultra Shroom                                                           | 120 Coins | Heals 50 FP.                                   |  |
| W Emblem                                                               | 360 Coins | Makes Mario's clothes yellow, like Wario's.    |  |
|                                                                        |           |                                                |  |
| NOTE: There will only be four of the sixteen items shown here on sale. |           |                                                |  |
|                                                                        |           |                                                |  |

As you leave the station, Mario gets his usual e-mail from Peach - or is it as usual? As the e-mail is read, it reveals a lot of stuff about Peach and the enemy, until it is interrupted. Return to central Rogueport.

You remember how, in the previous chapter, Spring Jumping to ledges above you knocked off any items on said ledge, correct? Beside the inn is a stand that is holding a large chest. Spring Jump underneath it to get it down, and open it so Toadette can give you your last tutorial, this one being for the Ultra Hammer.

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About the Ultra Hammer:

The Ultra Hammer allows Mario to twist around and quickly untwist, creating a lethal attack. This attack can be used to break big gray blocks in the field and to attack multiple enemies in battle. Mario's Hammer Power is also raised by one.

New Field Ability: Ultra Hammer (Press B and hold it, twist the control stick, and release B).

New Battle Ability: Ultra Hammer (4 FP). Base damage: 6 (original target); 3 (all ground-based/floating low enemies behind target).

Change in Stats: +1 Hammer Attack power.  
-----

Okay, seeing that you have a new hammer, I believe we have some stuff to do... destroying-stuff kind of stuff. Head to the sewers from western Rogueport.

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

| Dazzle's Star Piece Exchange \ |                |                                          |  |
|--------------------------------|----------------|------------------------------------------|--|
| Badge Name:                    | Cost:          | Effect:                                  |  |
| Attack FX Y                    | 1 Star Piece   | Changes the sound of Mario's attacks.    |  |
| Chill Out                      | 2 Star Pieces  | Never succumb to First Strikes.          |  |
| Flower Finder                  | 6 Star Pieces  | Find more flowers after a battle.        |  |
| Flower Saver                   | 10 Star Pieces | Spend one less FP for attacks. (Mario)   |  |
| Flower Saver P                 | 10 Star Pieces | Spend one less FP for attacks. (Partner) |  |
| Happy Flower                   | 4 Star Pieces  | Slowly recover FP in battles.            |  |
| Happy Heart                    | 4 Star Pieces  | Slowly recover HP in battles. (Mario)    |  |
| Happy Heart P                  | 4 Star Pieces  | Slowly recover HP in battles. (Partner)  |  |
| Heart Finder                   | 6 Star Pieces  | Find more hearts after a battle.         |  |
| Item Hog                       | 5 Star Pieces  | Find more items after a battle.          |  |

|              |                |                                           |  |
|--------------|----------------|-------------------------------------------|--|
| Peekaboo     | 7 Star Pieces  | Always see enemy HP.                      |  |
| Power Plus   | 15 Star Pieces | Increases Mario jump/hammer power by one. |  |
| Power Plus P | 15 Star Pieces | Increases the partner's power by one.     |  |
| Pretty Lucky | 3 Star Pieces  | May make enemy attacks miss. (Mario)      |  |
| Quick Change | 8 Star Pieces  | Change partners without wasting a turn.   |  |
|              |                |                                           |  |

| Underground Shop \

| Item:         | Cost:     | Effect:            |  |
|---------------|-----------|--------------------|--|
| Gold Bar      | 110 Coins | ??????             |  |
| Gold Bar x3   | 350 Coins | ??????             |  |
| Gradual Syrup | 15 Coins  | Slowly recover FP. |  |
| Jammin' Jelly | 200 Coins | Heals 50 FP.       |  |
| Slow Shroom   | 15 Coins  | Slowly recover HP. |  |
| Ultra Shroom  | 200 Coins | Heals 50 HP.       |  |
|               |           |                    |  |

You'll soon notice that the weak enemies from before have been replaced by stronger enemies of Bowser's army. These will give somewhat decent Star Points. Head to left, onto the red X. Spring Jump and shimmy to the left and drop down near a chest. In it is a Flower Saver P. Exit the mini-room by Spring Jumping and going to the right. Head into the pipe going down.

As in the previous room, Bowser's soldiers replaced the native monsters. Go into the room to the right.

In here, Ultra Hammer the gray block. Get onto the elevator and grab the chest which contains an FP Plus. Activate the big ! blocks by Spin Jumping on them. This reveals two pipes on either side of the room. The one on the left goes to Poshley Heights; the other goes to Keelhaul Key. Now, head to the "shopping center" of the sewers. Your method of doing it doesn't matter.

Here, do some trading with Dazzle and then go onto the elevator that takes you up to the Underground Shop. Head towards the background, line yourself up with the pipe, and Spring Jump. Shimmy to the right, onto the roof of the shop. Go onto Merluvlee's roof and then onto the pillar near Dazzle, which has a Shine Sprite on top of it. Spring Jump to get it, then go two rooms to the right, which is where you fought the Blooper just before Chapter 1 began.

In here, line yourself up with the pipe. Shimmy far to the right and drop down onto a platform with a pipe. You probably noticed when you used Boat Mode here after Chapter 5. Use the pipe to get to the background. Enter the house to get a Star Piece. Leave, re-use the pipe, and Spring Jump onto the pipe. Shimmy to the left and drop down in your original spot. Now, line yourself up with the pipe, but on the left side. Spring Jump and shimmy onto the platform to the left. Bring out Bobbery and make him explode near the wall. This reveals a hole that goes into the room on the left. Go through it and you'll exit on a ledge similar to the one you were just on. Open the chest on it to get a Defend Plus P badge. Go to the Thousand-Year Door.

After the usual light-show, the location of the next and final Crystal Star is revealed to be where you know it is - the Moon. And, as usual, you'll end back up at Frankly's house.

Frankly confirms your beliefs (which were confirmed about five seconds ago): the Crystal Star is, indeed, on the Moon. As you would expect, Frankly has no idea how to get there. He requests some time to do some research. Do some Troubles, promote partners, do the Pit of 100 Trials for a bit, it doesn't matter. Just give him about ten minutes or so to do his research.

After about ten minutes, return to his house. He figured out to get there: be shot up there (wow, we could've thought of that ourselves!). There is a giant cannon in Fahr Outpost that may be able to do this. (Who'd have thought that a cannon can shoot ~250,000 miles?) To access the pipe going there, Frankly says that you'll need an Ultra Hammer, which you already have.

If you broke the gray block under west Rogueport, you know where the pipe is. If not, go to the sewers through the grate in west Rogueport, break the gray block on the left ledge, and use the pipe inside.

O=====O  
| \*\*PM414\*\* Chapter 7: Mario Shoots the Moon |  
O=====O

~~~~~  
Frozen Forest  
~~~~~

...And yes, that is all I know to title this area...

As you exit the pipe, you've emerged in an forest that may be near the Arctic. Spin Jump to the left of the pipe for a Star Piece. Go in front of the rightmost tree and jump in front of it to receive a Double Dip P badge. Exit to the right.

In this area, you'll find some of the toughest enemies yet. They are ice enemies, meaning they take extra damage from fire attacks (such as Fire Drive) and can freeze you. Try to get the First Strike, and avoid being the victim of one by using Chill Out (oh, the irony!). Behind the leftmost tree is a Shine Sprite, and in the second bush is a Star Piece. Exit to the right when you are done.

There are two more Frost Piranhas and an Ice Puff in this area. Defeat them and hit the red block for an HP Plus P badge. Behind the broken wall in the foreground is a Star Piece. After getting these two, exit to the right.

~~~~~  
Fahr Outpost  
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This area is just a large clearing with a building toward the background. There is also a broken wall, behind which is a Star Piece. Go to the right for the main area.

Here is the shop, the inn, and someone's house. And, no, you are not being shot out of THAT cannon. You can visit the inn (there is also an Inn Coupon nearby) and stay the night to get a free Space Food (heals 5 HP). The shop has the following in stock:

| Item:             | Cost: | Effect: |
|-------------------|-------|---------|
| Northwinds Mart \ |       |         |
| _____ \           |       |         |

|               |          |                                               |
|---------------|----------|-----------------------------------------------|
| Ice Storm     | 6 Coins  | May freeze all enemies.                       |
| Maple Syrup   | 20 Coins | Heals 10 FP.                                  |
| Ruin Powder   | 15 Coins | May confuse all enemies.                      |
| Shooting Star | 30 Coins | Damages all enemies.                          |
| Stopwatch     | 12 Coins | May temporarily stop all enemies for 3 turns. |
| Super Shroom  | 15 Coins | Heals 10 HP.                                  |

Spin Jump to the left of the cannon for a Star Piece. The final one is behind some boxes on the right side. There is a Shine Sprite near there, too. Now, talk to the mayor, the green Bom-omb near the cannon. You'll get nothing out of him until Bobbery is the current partner. Then he'll say some stuff, one bit meaning that you need the permission of Goldbob and General White to use the cannon. Let's start by going to Pshley Heights for Goldbob. Use the shortcut underneath Rogueport I told you about earlier.

~~~~~  
 Poshley Heights  
 ~~~~~

|                  |          |                                                  |
|------------------|----------|--------------------------------------------------|
| Souvenir Stand \ |          |                                                  |
| _____ \          |          |                                                  |
| Item:            | Cost:    | Effects:                                         |
| Fresh Pasta      | 50 Coins | It does heal, but, even if cooked, it is useless |
| _____            | _____    | all around. Do not even bother with it.          |
| _____            | _____    | _____                                            |

On the left side of the area with the train station, you'll find Goldbob. Talk to him and he'll say that operating the cannon take money... your money. Decide to give him all of your coins, and, after confirming your decision several times, he'll let you keep your coins. He also hands you some kind of document.

Now, we have to look for General White. He is likely a Bom-omb and, considering Goldbob and his look, is likely to white. You may remember seeing this white Bom-omb back in Petalburg. Head there using the shortcut underneath Rogueport.

~~~~~  
 Petalburg  
 ~~~~~

|                  |         |                                              |
|------------------|---------|----------------------------------------------|
| Niff T.'s Shop \ |         |                                              |
| _____ \          |         |                                              |
| Item:            | Cost:   | Effect:                                      |
| Courage Shell    | 5 Coins | Increases Defense.                           |
| Fire Flower      | 8 Coins | Deals three HP (Fire) damage to all enemies. |
| Honey Syrup      | 5 Coins | Heals 5 FP.                                  |
| Mr. Softener     | 8 Coins | Reduces the defense of an enemy.             |
| Mushroom         | 4 Coins | Heals 5 HP.                                  |
| POW Block        | 5 Coins | Deals damage to all enemies on the ground.   |
| _____            | _____   | _____                                        |

If you look where General White originally was, he isn't there. Talk to the Koopa at the entrance of the village to figure out that he went to Keelhaul Key. Again, use the shortcut.

~~~~~



Keelhaul Key

Keelhaul Galleria \

Item:	Cost:	Effect:
Fire Flower	5 Coins	Deals 3 Fire damage to all enemies.
Fright Mask	2 Coins	May scare some or all enemies out of battle.
Honey Syrup	3 Coins	Heals 5 FP.
Ice Storm	15 Coins	Deal 3 damage to all enemies. May freeze them.
Sleepy Sheep	10 Coins	May make all enemies go to sleep.
Super Shroom	12 Coins	Heals 10 HP.

He isn't here, either. Talking to Pa-Patch reveals that he went to Glitzville. Take Cortez's ship back, seeing as it is faster. Go to Glitzville upon your return to Rogueport.

Glitzville

Souvenir Shop \

Item:	Cost:	Effect:
Earth Quake	15 Coins	Damages all ground-based enemies.
Point Swap	5 Coins	Swaps FP with HP. May not exceed either maximum.
Power Punch	15 Coins	Boosts Power by 3 for three turns.
Repel Cape	15 Coins	Increases the ability to evade attacks.
Super Shroom	15 Coins	Heals 10 HP.
Thunder Bolt	12 Coins	Damages one enemy.

Hot Dog Stand \

Item:	Cost:	Effect:
Hot Dog	10 Coins	Heals 5 HP and 5 FP.

Looking around, you realize General White isn't here, either! Talk to the guy at the juice bar (the guy who looks like Podley) to learn that he went to the Great Boggly Tree. Here there via the shortcut under Rogueport.

The Great Boggly Tree

Enter the tree and talk to the Puni near the entrance. As usual, that Bom-omb isn't here either. Maybe they're all lying to us... Apparently, he headed somewhere dark - Twilight Town.

Twilight Town

Twilight Shop \

Item:	Cost:	Effect:
Life Shroom	40 Coins	Heals 10 HP upon KO or upon immediate usage.
Maple Syrup	20 Coins	Heals 10 FP.
Spite Pouch	10 Coins	Deals half-dmg. to all direct-attackers for a bit
Stop Watch	30 Coins	May stop all enemies.
Super Shroom	15 Coins	Heals 10 HP.
Thunder Rage	20 Coins	Deals 5 damage to all enemies.

The dark is starting to represent your mood, isn't it? According to the mayor, General White was tired-looking, and left no clue as to where he was going. Time to report your failure to the mayor (and no, not the one you just talked to!).

And, yes, if you've been counting, we have visited every major area of the game of Chapters 1 - 7 (except the Moon later on in the chapter).

~~~~~  
 Fahr Outpost  
 ~~~~~

Northwinds Mart \

Item:	Cost:	Effect:
Ice Storm	6 Coins	May freeze all enemies.
Maple Syrup	20 Coins	Heals 10 FP.
Ruin Powder	15 Coins	May confuse all enemies.
Shooting Star	30 Coins	Damages all enemies.
Stopwatch	12 Coins	May temporarily stop all enemies for 3 turns.
Super Shroom	15 Coins	Heals 10 HP.

Head to the eastern part of "town" and speak to mayor. As the mayor wonders what to do, a white Bom-omb pops out of his house in background. It is General White! DON'T LET HIM GET AWAY! Enter the house.

Inside, General White is asleep. Well, he WAS tired. Examine him to jump on him a few times. Don't worry about his fuse lighting up or anything. After thirty or so times, he finally wakes up. When he sees who you are, he says that HE was looking for YOU. When you ask about the cannon, he says that he'll make the preparations.

At this point, you may want to take care of a bit of shopping; there isn't a shop to access early on during the Moon portion of this chapter. Even then, the shops will be Rogueport's (you'll see what I mean later). When you're done and healed, head to the west area.

After you get dropped through a hatch, General White and two other Bom-ombs head to the house in the background. The small house is actually a control room for the cannon. They do some technical preparations, then the cannon comes out of the ground. Bom-ombs fill the cannon and then blow up, sending you flying to the Moon!

~~~~~  
 The Surface of the Moon  
 ~~~~~

As you can see, physics don't apply to this game. Mario has lived through at

least three situations in the past twenty seconds that should have killed him. Weird, isn't it? Well, seeing as you can breathe on the Moon, go to the left or right two areas.

As you'll soon notice, you can jump higher, but run slower. Also, you'll encounter a few new enemies here, a lethal one being the Moon Cleft, having FIVE Defense! Most attacks won't affect this guy except piercing moves, Yoshi's Gulp, Bobbery, multi-badge Power Smashes/Jumps, and Specials. Seeing as the Showstopper is so cheap, use it.

Regardless of whether you went to the left or to the right, you'll end up at an area with some sort of lunar-Atlantis building in the background. Beyond the huge crater is a Star Piece for grabbing. Bomb one the cracked rocks with Bobbery to reveal a pipe. Use it to go to the background and enter the bubble.

~~~~~  
X-Naut Fortress  
~~~~~

This beginning room simply has conveyor belts. They go up and down, depending on which way the arrow is pointing. Be sure to note that gravity has been returned to normal. Yes, I know you wanted to swing Grodus across a room and into a wall much more easily than normal, but you cannot. At the top of the conveyor belts, enter the next room.

This next room has a Heart Block and a Save Block. Before you can use them, a pair of Elite X-Nauts comes in to apprehend you. HA! You can handle these guys. Note: they have one point of defense. After winning, use the blocks and enter the room to the right.

This is quite similar to the hallways Peach traversed during here scenes; even an elevator is in the middle! Instead, go to the far right and enter the room.

As you enter, a pattern appears on the tiled floor in front of you. Memorize the pattern of the lit up tiles and walk on them. Walking anywhere else will electrocute you and deduct 1 HP from you. Once you get over to the other side, grab the Elevator Key. This shuts off the electric floor, allowing you to get the Super Shroom. Exit the room.

Go to the elevator and use the key. This permits use of the elevator for the first floor and Sublevels 1 and 2. Head to Sublevel 2 first.

At this floor, head to the far left, ignoring the rooms as you go, seeing as there is nothing to do there. You enter another electric-floor room. The tiles on the floor won't light up. What to do... Ah! See that panel with purple marks on it in the background? Use it as a diagram to see which panels to walk on. Once you're over to the other side, grab the Card Key and exit the room.

Once in the hallway, head all the way to the opposite side. Into Grodus's throne room. Unlike in the interludes, a X-Yux is on guard. Avoid it at all costs! It makes TWO Mini X-Yux per turn AND is very powerful all-around. If you get to the other side, enter the room.

Take the Card Key from the desk and return to the hallway. Go past the elevator that Peach used and the first room. In other words, go into the third room from the right.

This seems to be a Yux research/growth/breeding lab. Defeat/ignore the X-Naut PhD and go to the swinging vent cover. Spring Jump into the vents.

There are two vents here. Before using them, go to the far left for a Star Piece. Go to the right and through the first vent you see.

You land on top of a computer similar, but nearly as large, as TEC. Before dropping to the ground, grab the Cog by using Koops. Press the button to make a beam of light shoot of a mechanism. Walk into it to...

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

...teleport to Rogueport's sewers! \*whistles\* No wonder this door was locked. Now we just need a Bob-omb's touch and... what? No? Fine. Do some shopping and return to the X-Naut Fortress by using the teleporter.

~~~~~  
X-Naut Fortress  
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Leave the teleporter room and go to the Yux lab. Go back up into the ventilation system. Use the unused vent.

Drop down into the room where Peach dressed up as a X-Naut. Open the curtains and... score! 8-bit Mario and partners! Enjoy this while you can. The special abilities, such as Spring Jump, has been disabled. The 8-bit effects also are canceled by leaving the room. Once you're done 8-bitting, check the two notes on the table. They mention two things:

- Some code to something is 014029
- The code to operate the crane is Left, Middle, Right

Remember those two facts (or write them down or look at my FAQ) and head to Sublevel 1. Head to the far right side of the hallway. It is locked by a code, a six-digit code. Enter 014029 in that order and the door will unlock. Go through it...

...Into another quiz show! That's right, Nintendo wasn't going to let you off with just one. Unfortunately, the price for failure is massive - TWO X-Yuxes! \*faints\* To avoid this potential Game Over, answer with these:

- Question #1: Elevator Key.
- Question #2: Koopie Koo.
- Question #3: 6.
- Question #4: Hooktail's Belly.
- Question #5: Prince Mush.
- Question #6: A ring.
- Question #7: Question 7. (AGAIN!?)

If you were paying attention, you'd know that you get an Elevator Key for winning. Leave the puzzle room and to the opposite end of the hallway.

This room seems to be mostly focused on a single, complex piece of machinery. This piece of machinery is a crane! Insert the Cog into its slot and enter the code of Left, Right, Middle by pressing the left, right, and middle buttons in that order. This sets off some sirens and lets you use the crane. By using it, you can get a:

- Star Piece
- Feeling Fine
- Feeling Fine P
- Six Coins

After getting what you want out of this, head back to Sublevel 2. Use the Elevator Key to use the elevator that hasn't been used (the purplish access panel). Descend to Sublevel 3.

Go to the farthest left room. Another electric-floor room - and the pattern is moving! Step on the panel to cause a snake-like string of purple tiles extend from the spot you stepped on it. Careful, it is only three tiles long, and turn on itself at one point. At the end is a Card Key, which you should get. There is also an item that drains HP. Once you have the Card Key, go to the opposite side of the hallway and into the door.

This room has three pedestals and a locked door. You need all three Card Keys to be in the pedestals for the door to unlock. Once you've unlocked the door, head into the next room.

Wonder what this factory's purpose is.... Head to the right and throw Bobbery over the fence. He'll blow up and activate the switch. Slip through the nearby grate with Paper Mode and hide with Vivian on the conveyor belt. This will let you slide under the fence. Jump onto the thing the conveyor is going into and then onto the raising/lowering platform. Go onto the higher up platform, then onto the horizontally moving platform. Jump off of it onto a platform with a pipe, which you should use.

In the background is a lot of rotating gears of various sizes. To get to them, use the moving platforms. You can also use the moving platforms to get to a point where you can get the Ultra Shroom, which you should do. Jump from the cogs onto a vertically moving platform, then onto some steel girders. Cross a small gap and climb up some stairs. Use the pipe to return to a different area of the foreground.

Cross the two platforms to get to a ! block, which you should hit. This creates a set of metal stairs. The steps lead up to an area with a door and a pedestal similar to the three from the previous room, meaning you need a Card Key, which you lack. Go back across the platforms and into the pipe.

Do some crossing until you reach a tall pipe surrounded by steel girders. Use it and then the Plane Panel nearby. Fly over to the Card Key on the opposite ledge. Drop off the ledge and use the Heart and Save Blocks, seeing as a boss is soon to happen. Go to the only usable pipe. Use it, which leads back to the conveyor belt. Return to the background and to the pipe that led to the ! block. Near it are the steps. Climb up them and insert the Card Key into the pedestal and go through the door.

Crump is waiting for you in this room - with your boss, Magnus Von Grapple 2.0!

-----  
BOSS: Magnus Von Grapple 2.0

Max HP : 70  
Attack : 6  
Defense: 2  
-----

The last time you will end up fighting the MVG. It is harder, more powerful, and has all of its old attacks and more. This includes the rocket fists; using

Multibounce will be most effective. A new attack is the machine gun, which sucks up your audience and shoots them at you!

A major pre-battle preparation is to equip any Power raising badges. Jumpman is preferably equipped to Hammerman. Equip Piercing Blow, and all of your Power Jumps. Equip Power Bounce and Multibounce, too. In the battle, start off with Power Lift. Your partner won't matter at all. Consistently use Power Jump or Power Bounce until you end up with the rocket arms as enemies. In this case, use Multibounce or Art Attack. That is the basic strategy. When against the machine gun, use the A Button Guard rather than a superguard. That's all.

After winning, the robot blows up and Crump flies into outer space. You now can get the final Crystal Star, the Crystal Star (it is NOT a typo). You max SP changes to eight, and you learn the deadly Special Supernova!

O-----O  
| End of Chapter 7 |  
O-----O

We don't get to see Peach, so save and we'll head straight to Bowser's scene.

O=====O  
| \*\*PM415\*\* Chapter 7 Interlude |  
O=====O

~~~~~  
Poshley Heights  
~~~~~

And we switch to Bowser who, as usual, is FAR away from us (at least a literal 250,000 miles!). He is at Poshley Sanctum, looking for the Garnet Star, which we have. He goes to the Sanctum and sees that its locked! He goes into a tantrum, which breaks the lock. They enter the Sanctum to find the Garnet Star just sitting on a pedestal. They take and Pennington comes, asking who they are. He then says that the "Garnet Star" they have is a fake and Luigi (he STILL doesn't know your name! XD) has it. The scene ends with Bowser's infuriation against the Mario Bros.

~~~~~  
X-Naut Fortress  
~~~~~

Back in the X-Naut base, your partner realizes that you can now open the Thousand-Year Door. To start, go to Sublevel 4. Head to the far right as you did in several interludes to enter TEC's room.

Unbelievably, TEC is still functioning, but on very low power levels. He introduces himself and mentions that Peach was taken by Grodus to the Palace of Shadow...? Is that behind the Thousand-Year Door? TEC tells you to use the teleporter on Sublevel 2. He diverts all of his power to keeping it functional. Return to the teleporter and use it.

As TEC runs out of energy and the safety systems fail, TEC says one last good-bye before the whole base explodes. (Man, that was close! I have fire on my overalls!)

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## Rogueport Sewers

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| Dazzle's Star Piece Exchange \
|-----|
| Badge Name: | Cost: | Effect: |
| Attack FX Y | 1 Star Piece | Changes the sound of Mario's attacks. |
| Chill Out | 2 Star Pieces | Never succumb to First Strikes. |
| Flower Finder | 6 Star Pieces | Find more flowers after a battle. |
| Flower Saver | 10 Star Pieces | Spend one less FP for attacks. (Mario) |
| Flower Saver P | 10 Star Pieces | Spend one less FP for attacks. (Partner) |
| Happy Flower | 4 Star Pieces | Slowly recover FP in battles. |
| Happy Heart | 4 Star Pieces | Slowly recover HP in battles. (Mario) |
| Happy Heart P | 4 Star Pieces | Slowly recover HP in battles. (Partner) |
| Heart Finder | 6 Star Pieces | Find more hearts after a battle. |
| Item Hog | 5 Star Pieces | Find more items after a battle. |
| Peekaboo | 7 Star Pieces | Always see enemy HP. |
| Power Plus | 15 Star Pieces | Increases Mario jump/hammer power by one. |
| Power Plus P | 15 Star Pieces | Increases the partner's power by one. |
| Pretty Lucky | 3 Star Pieces | May make enemy attacks miss. (Mario) |
| Quick Change | 8 Star Pieces | Change partners without wasting a turn. |
|-----|

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| Underground Shop \
|-----|
| Item: | Cost: | Effect: |
| Gold Bar | 110 Coins | ?????? |
| Gold Bar x3 | 350 Coins | ?????? |
| Gradual Syrup | 15 Coins | Slowly recover FP. |
| Jammin' Jelly | 200 Coins | Heals 50 FP. |
| Slow Shroom | 15 Coins | Slowly recover HP. |
| Ultra Shroom | 200 Coins | Heals 50 HP. |
|-----|

```

As you exit the room, Frankly comes by and confirms what TEC said - the Thousand-Year Door was open, and Peach and Grodus are inside. Even worse, it seems that he entered without the usage of the Crystal Stars!

Now, we are about to enter the final part of the game. Once you enter, and suddenly realize you forgot something, it will too hard to get back. Do all of these sidequests real fast, so that you will be okay:

- Level any partners. Yoshi is my priority (others are okay), so put him at Rank 2 (two total upgrades).
- Go to BOTH item shops of Rogueport. Fill any space with cooked items, and try to focus your stock on those.
- Go to BOTH badge shops. Buy any power and defense raising badges (except the P-Down, D-Ups) and equip them.
- Unequip all badges, and re-equip them, choosing carefully. Any spare BP should either be used for badges that can be gotten multiple times, or to be transformed into HP/FP at Chet Ripppo's.
- Get cursed at the grate to the left of the Plane Panel in the area with the pipe to Chet Ripppo's.
- If you invested with Lumpy earlier, he is back. He will give you 3X your investment.
- Finish some Troubles. Not all, but some.
- Try to finish the first 50 floors of the Pit of 100 Trials to get an item that gives you the ability to hold TWENTY items.
- Try to have Mario at least at Level 25.

If you have finished these sidequests, head to the Thousand-Year Door, saving as you go there.

As expected, Frankly is at the pedestal. Step on there for your final light-show, which summons all seven Crystal Stars. The door soon opens; enter the Palace of Shadow!

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O=====O
| **PM416**           Chapter 8: The Thousand-Year Door           |
O=====O
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~~~~~
                          The Palace of Shadow
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This first room merely introduces you to the building and design concept of most of the palace (a few rooms are excluded from this). Continue and exit to the right.

This room is simply a long staircase. Down the steps on the starting balcony, on the side you can't see, is a Stopwatch. As you head down the steps, you'll encounter Swoopulas. These are no more than stronger versions of Swoopers, which were the bats of Chapter 4. At the bottom of the staircase, exit through the door.

This next room is rather large with another new enemy: Dry Bones. If you can remember the Red Bones from Chapter 1 (and the Dull Bones from everywhere else), you'll know those two variations are weak. These guys are strong, having two points of Defense, and it gets worse (for you) from there. It is a good idea for Bobbery to use his bom-ombast, if you want to risk the price. It likely will kill the Dry Bones - fully, seeing as fire does the trick. The bottom level has the Bullet Bill Blasters from Chapter 5, but stronger (and worth more!). They, too, shoot enemies: Bombshell Bills. The Bombshell Bill Blasters will have to be fought. They have 10 HP and 4 Defense. Art Attack, multiple Gulps, and any piercing moves are recommended. Behind the Blasters is a door for you to use.

The next room is one of my least favorite. Throughout the whole room are spike traps that pop up when you get close. If you have the Slow Go badge, this is the time to use it! If you don't have it, you should LIGHTLY tilt the Control Stick. Either way, be absolutely sure to get the badge in the box near the entrance. It contains the badge All or Nothing, which increases your Attack by one, but only if you get the Action Command correctly; if not, you do no damage. You've had a decent amount of time to learn your Action Commands, so you should be able to use this badge with ease. There are also some more Swoopulas in this room, a perfect target to test this badge out with. Once you get to the other side, go through the door.

This next room has a Save Block, which you should use. Continue to the right and you'll come across rotating fire streams reminiscent of the original Super Mario Bros. games. Jump over them and you'll come to a section that has two over the same point. A Phantom Ember, a stronger Ember/Lava Bubble (Chapter 5 enemies), is also here. With Ice Power, you'll have no problem. There is also a Boo's Sheet above the point that the dual fire streams are rotating around. Continue to the right and down some stairs to come across some floating streams of fire. There are two ways to do this. My way is using Tube Mode to jump over the low ones and stay under the higher ones. Another is to use Vivian's field skill: you have to jump over the low bars, and hide under the higher bars. I'll let you choose. At the end is a door, which you should go



through, obviously.

This room is similar to the room where you fought the Red Bones in Chapter 1. Like you did then, ignore the fallen Dry Bones and examine the Dark Bones. It, like its counterpart, comes to life and Dry Bones will also come to life and push you around. However, the Dark Bones will also move around. When you make contact, you will fight it. It comes into battle with four Dry Bones, meaning that you need to use Art Attack first. After that, use bom-ombast to fully kill the Dry Bones and maybe the Dark Bones. If not, simply Power Smash it until it dies. It drops a Palace Key after battle. Grab it and unlock the door at the other end of the room. Go through it.

This room is almost the same as the third room (the one with the Bombshell Bill Blasters). There are a few changes, though. First, some enemies were replaced by Phantom Embers. Secondly, a block at the top contains an Ultra Shroom. If you have room or are willing to get rid of a weaker item, grab it. At the bottom, fight the Bombshell Bill Blasters and enter the next room.

The next room is simple. There are three item blocks and some enemies. I think there were two Dry Bones and a Phantom Ember. The item blocks, from left to right, contain a Coin, a P-Up D-Down P badge, and a Jammin' Jelly.

Remember in the original Paper Mario when you had to do that repeating staircase in Bowser's Castle? It's back. Simply go through the door with the torch next to it that is lit. If you don't you will have to start over. This repeats about a half a dozen times.

The next room is not just a room - it has a huge tower in the background. There are blocked pipes on either side of the "room." There are also two Chain Chomps between the bridges, as well as a Heart Block and a Save Block. Defeat the Chain Chomps (they have HIGH stats; use Specials) and then use the blocks. Next, go to either pipe that has a Chain Chomp on top. Blow up Bobbery near it and enter the pipe. In the background, hit the ! block. Repeat this process with the other pipe. This reveals two Boat Panels. Ignore them for now and go through the door on the right side of the "room."

The next few rooms are simply a bunch of hallways with some enemies. Another enemy makes an appearance here: the Dark Wizzerd. These have massive stats and will easily KO you if you aren't careful. Specials such as Art Attack and Supernova work best. The last hallway you'll have to deal with is the one with the Save Block at the end. If you are below half on any stats, restore them, equip Feeling Fine and Feeling Fine P, save, then enter the next room.

The next room is huge, and mostly dominated by a large, black dragon. Trigger any memories yet? Your partner comes to the same conclusion as you: this looks like Hooktail. It is: she's back from the dead! Not really. This dragon soon gets mad at you for having defeated his younger sister and introduces himself as Gloomtail. You know what's next: a battle!

-----  
BOSS: Gloomtail

Max HP : 80  
Attack : 8 (14 when charged)  
Defense: 2  
-----

\*whistles\* Man, look at those stats! The 80 HP alone is enough to tell you that this will be tough, then the 8 or 14 Attack, AND 2 Defense. This battle MUST begin with Power Lift. I recommend Goombella (with two upgrades, otherwise,

use someone else) for your partner if she has Rally Wink. This means that Mario can get in TWO powerful attacks each turn. If you're good with Power Bounce, use it. This means more than THIRTY damage each turn with Power Lift in effect - and you'd get two turns with Goombella's Rally Wink!

A major problem is the bad breath. I'm not joking: like Hooktail, this dragon can shoot a foul flame from his mouth. This not only will do major damage, but also inflict statuses on you, which is why I wanted you to have the Feeling Fine badges equipped. This move is also the one that he usually uses after a Charge. When he Charges, have Mario do damage (if Vivian is the current partner) or switch to Vivian with Mario (Mario should be in front). Use Veil and then continue with the above offensive strategy.

After winning, you get a Star Key. Be sure to go to the right side of the room and blow up the wall to get an Ultra Shroom AND a Jammin' Jelly. After this, return to the large "room."

Here, use the Save and Heart Blocks and then use the Boat Panel. Sail over to the other Boat Panel and exit Boat Mode. Enter the tower.

The tower has three floors. The bottom and middle floors have four rooms each that have a riddle you should solve to get a Palace Key. That means eight rooms and eight Palace Keys, all of which you need. The top floor will be mentioned later. Each room has its own riddle, and I will tell you the riddle and its answer in the following bit. The rooms are numbered clockwise, starting with the one to the left of the entrance door. Also, Room #5 is in the same place as Room #1 on the second floor, just above it. Those rooms are number clockwise from there. Understand?

----- Room #1 -----

Riddle: Beyond, beyond, beyond...  
Complete All Seven...  
Before, before...

Answer: Hit the block on the left side three times and the one on the right twice.

----- Room #2 -----

Riddle: Four stones, twin stones...  
Master of Shadow and Dark...  
Two are one, one is two...

Answer: Break blocks that you can between this room and Room #6. Go back and forth between these, as you will come a point in each room where you can't break a block.

----- Room #3 -----

Riddle: All you see isn't all there be...  
Stones Have Power of Stars...  
Touch it to pass through it...

Answer: Go through the wall at the right side of the room. Yes, it is possible to do this!

----- Room #4 -----

Riddle: The unseen may yet be felt...  
So That We, the Great Ones...

Be it here? Be it there?

Answer: In the center of the room is something solid but invisible. Blow away some invisible wallpaper with Flurrie.

----- Room #5 -----

Riddle: Let fall the weakest...  
And That the Skies Lie...  
And build to the strongest...

Answer: Defeat the Dull Bones, then the Red Bones, then the Dry Bones, and the Dark Bones should be last. If you encounter the wrong one, run away from the battle and go to the correct one.

----- Room #6 -----

Riddle: Four stones, twin stones...  
Can Live Again by the Stone...  
Two are one, one is two...

Answer: Break blocks that you can between this room and Room #2. Go back and forth between these, as you will come a point in each room where you can't break a block.

----- Room #7 -----

Riddle: Straight on, straight onward...  
We Know the Stars Spurn Us...  
Destroy all in your path...

Answer: To the right side of the room and blow up the wall with Bobbery.

----- Room #8 -----

Riddle: The shy one hides his shape...  
But the Stars Bring Balance.  
The shy one hides his face...

Answer: Use Vivian's Veil, then quickly hit the ! block as it appears!

-----  
After getting all eight Palace Keys, go up to the third floor. In a star-shaped hole on the pedestal is where you should place the Star Key that you got from Gloomtail. This makes eight other pedestals with keyholes appear. Place a Palace Key in each pedestal to make it turn around. Once all eight are in place, the view switches to Gloomtail's hallway, where the floor is suddenly lowering! Leave the tower.

Use the Boat Panel and float over to the other one. Use the Save and Heart Blocks. Go to the right, towards the door. Beldam, Marilyn, and Professor Frankly appear. Frankly then reveals that he is actually Doopliss, and is also the "Frankly" who led you to the Thousand-Year Door earlier. Time to brawl!

-----  
BOSS:

Beldam:  
Max HP : 30

Marilyn:  
Max HP : 40

Doopliss:  
Max HP : 40

Attack : 5  
Defense: 0

Attack : 7  
Defense: 0

Attack : 7  
Defense: 0

-----  
You know some of their habits by now. Beldam likes to mess with stats and can easily freeze you. Marilyn is powerful, and can charge in this battle, dealing VERY HIGH. Doopliss sticks to copying party members.

This battle is definitely a good one to use Power Lift. If you can spare the FP, Bobbery with bom-ombast is recommended. Otherwise, Goombella with Rally Wink should be your partner. Start by immediately using Power Lift, then using your partner's recommended attack from above. In all of Mario's turns, use Fire Drive if you have it, or stick with Power Smash or Power Bounce. The partner should always use their recommended attack, unless you run out of FP, in which case the partner should heal it while having the first turn. If you read above, Marilyn will charge her attacks, being capable of dealing 20 or more damage. Use Veil by switching to Vivian while Mario has the first turn. If you get in trouble or something, Supernova is always good, ESPECIALLY if you can get it to "Excellent," which deals 15 damage.

After winning the battle, head through the door.

As you can see, the place has changed a lot. Head down the staircase. There are some Dark Wizzerds down here, as well as a Thunder Rage in the block. Go to the right and blow off the wallpaper with Flurrie, then go through it and up the staircase. Walk slowly and, when you can see just a little bit of Mario, switch to Yoshi and Flutter Jump across. Go through the doorway.

The red ! block in here temporarily makes a ledge extend from a higher wall. Go to the block's right, face right, hold X, go to the point where the ledge extends, release X, and go across. Go down some stairs and grab the block with the somewhat-useless Repel Cape and enter the next room.

This room has moving blocks like Hooktail's Castle of Chapter 1 did, but in a somewhat more complicated manner. One such block blocks your way to the right, so head up the stairs to the left.

This room has blocks which, like in Hooktail's Castle, that move the bigger blocks. Hit the green one and return to the previous room.

Now that the blockage is gone, cross the gap with Yoshi's Flutter Jump. The second gap is too large, so head below and activate the purple switch. You can go there yourself, or use Bobbery. Once the block is raised, run across and jump to the right. Use Yoshi to cross the gap in the narrow tunnel, then go to the next room.

This room consists mostly of a large spike pit. There is a pipe overhead, so Spring Jump to shimmy across it. Repeat as needed until you reach the doorway. Go through it.

To the far left is a chest that contains a Shooting Star, but it is guarded by several Dark Wizzerds. Go up the stairs to get to another point where a ledge extends from the wall. Drop Bobbery into the gap to activate the switch, then cross over the ledge. Memorize the star pattern on the wall, head up the staircase, then to the right onto some weird ferris wheel. Go onto the lower platform and use Koops to get the Palace Key. Drop back to the star pattern, go up the stairs, and unlock the door to the left. Go through it.

The block contains a Life Shroom, which you may or may not need. Head up the stairs and you'll see seven stars arranged in a line, with ! blocks underneath

them. Each ! block makes the star light up or turn off. Turn them on to make this pattern:

```
      *           *           *           *           *           *           *
      (on)       (off)       (on)       (on)       (off)       (on)       (off)
```

This makes the ferris wheel in the previous room start to turn. Go back to it.

Save the game, then head onto the ferris wheel. Stay on a platform until you can get to the other side. Once your across, go down the staircase and through the doorway.

In the center of the room is an invisible blockage. Use Flurrie to blow away some invisible wallpaper. Smash the block underneath with an Ultra Hammer, then Spin Jump through the floorboards. The block has a Point Swap. Anyway, go through the doorway.

You're now back in the hallway, just past the spike pits that crossed over by shimmying on pipes. Get past the largest one by carefully walking, with Slow Go equipped, across the narrow walkway. Enter the next room.

This room is simple for now. Use the Plane Panel to get to the ledge with the doorway. Go through said doorway.

This room is ANOTHER room with an extending ledge. This time, hit the ! block, get on Yoshi, and run like the wind to the ledge. Cross it and grab the Palace Key. Return to the previous room.

Fall down and use the springboard to the far left. I have a little tip for you: use the enemies to get your Star Points into the 90's. You'll thank me later. Anyways, use the springboard and then use the Plane Panel. While flying, you can grab two items (Life Shroom and Shooting Star). After finishing any other business, enter the next room.

This room is just a large room with a Save and Heart Block. Use both of them and change you badge equipment around, as if I have to remind you, to make sure ALL Power and Defense raising badges are equipped - with major emphasis on those. Have at least some of each equipped before entering the next room.

This room seems to be a throne room of some sort. Head up the small staircase. Grodus appears once you reach the top! He introduces himself (Mario and his partners never met him, remember?) and reveals his plan to take all of the Crystal Stars in one fell swoop! Battle time!

-----  
BOSS:

|                                   |            |
|-----------------------------------|------------|
| Grodus:                           | Grodus X:  |
| Max HP : 50                       | Max HP : 3 |
| Attack : 7                        | Attack : 4 |
| Defense: 1 + number of Grodus X's | Defense: 0 |

-----

Let's get a few things out there now. Grodus will begin with 4 Grodus X's as his "partners," making him invincible. Use an attack such as Fiery Jinx to get rid of ALL the Grodus X's. Grodus's Defense is 1 plus the number of Grodus X's on the field (unless there is 4 on the field, making him invincible). He will summon two Grodus X's each turn, making the Mario-Rally Wink strategy fall to pieces. Start the battle with Vivian as your partner, and with the first turn. Use Fiery Jinx, then have Mario use Power Lift. The next turn, Grodus should

have two Grodus X's. Defeat them with Fiery Jinx, then use a Power Bounce, or, if you cannot do any good with that, Power Smash. Try to use few items, healing with Sweet Feast instead. My reason is shown later. Also, if you saved some Star Points as I requested earlier, you're in luck, as you'll see.

After defeating Grodus, he summons a bubble that contains Peach - his ace in the hole. He will, obviously, kill her if you attempt to attack him. He torments Mario with lightning until, suddenly, the roof caves in above him and Bowser falls on top of him, with Kammy Koopa floating down. After regaining what little sense he has, he attacks you!

-----  
BOSS:

|             |              |
|-------------|--------------|
| Bowser:     | Kammy Koopa: |
| Max HP : 70 | Max HP : 50  |
| Attack : 7  | Attack : 5   |
| Defense: 2  | Defense: 0   |

-----

Well, the only change is in the stats. Literally. Bowser still has the poison bite, flame breath, and the ability-removing stomp. Kammy Koopa is no different than a beefed-up Magikoopa. She has lower Defense, and tends to heal and mess with stats, so take her out first.

To start, begin with Power Lift. Have Goombella as your partner with Rally Wink. Every turn, Mario should use Power Bounce on Kammy Koopa until she is KO'ed, at which point you should shift your focus to Bowser. Repeat the same process as before, healing with Sweet Feast when needed. Again, try to use few items, as you aren't done yet!

After the battle, Grodus seems to have un-wedged himself from Bowser's butt. He is actually limping away with Peach through a room behind the throne! Follow him!

This room is simply a long stairway. The end you're on, with the Heart Block and the other block, is where you start. Get the Jammin' Jelly from the block and use the Heart Block. Head down the stairs. At the bottom, get the Ultra Shroom and save. Re-arrange your badges one last time, being sure to remove anything useless, etc., then enter the next room.

This final room seems to be a burial chamber with about a hundred brightly lit candles all over the room. Grodus is in front of the coffin with Peach, asking the demon to use Peach as its vessel! The coffin slowly opens and a dark figure rises.... The game switches to various areas, showing that the world itself is becoming covered in a shroud of darkness. Back underground, Grodus is offering Peach to the Shadow Queen, the demon. More darkness around the world, and back underground. Peach and the Shadow Queen are now merging into one, evil being. Grodus orders the Shadow Queen to destroy you, but is reduced to a head for his trouble. Soon after, Beldam and Marilyn appear. Beldam reveals that she is actually a servant of the Shadow Queen and has been working to revive her all this time, and was the one who actually created the rumor of the treasure underneath Rogueport! After this little scene, the Shadow Queen turns to you and asks you to be her servant. Saying yes will result in a Game Over; saying no results in the final boss!

-----  
FINAL BOSS: The Shadow Queen

Max HP : 150

Attack : 7  
Defense: 0

---

This battle will be very long, so get ready! This part has her in a form that simply looks like an evil Peach. This part is easy. She has zero Defense, and isn't much more powerful than the previous bosses. Getting her to 75 HP will make her fight in her true form. At this point, use NO items or you may soon realize why this is a bad decision. The Shadow Queen is now invincible, and will also absorb the souls of your audience to heal herself. Fight for three more turns...

A cutscene begins in which the Crystal Star go to the place where/near where you found them, with the residents of each place giving encouragement to you. The Shadow Queen is also made vulnerable, Mario is fully healed by using Peach's last strength, and Pennington FINALLY learns your name. And the battle begins anew...

---

FINAL BOSS: The Shadow Queen

Max HP : 150  
Attack : 7  
Defense: 0

---

For your first turn, switch to Yoshi (if without Quick Change, do it on your partner's turn, NOT Mario's) and have Mario use Power Lift. To even make the effect greater, have Yoshi use Mini-Egg. This could easily raise your Attack by another five points! Switch to Bobbery later on or now to have him continually use bom-ombast, as the Shadow Queen is accompanied by some other enemies. This allows Mario, the more powerful person, to focus the power against the Shadow Queen. Also, since this is the final battle, don't worry about items!

As for the Shadow Queen's attacks, she can have the two hands she has slap or absorb power from you. There are also a group of Shadow Hands that may appear and take you underground and repeatedly deal damage. She also has another attack that deals out status effects. Having Feeling Fine will keep you in good health. The Shadow Queen may also use a charged attack. Like all charged attacks from bosses, use Veil to avoid it. Avoid these attacks and use the above offensive strategy to win!

After defeating the Shadow Queen, she separates from Peach and leaves, giving light back to the room and the rest of the world. The Shadow Sirens, minus Vivian of course, flee the room. Against all odds, Peach is just fine and apologizes for getting Mario into this mess. The real Professor Frankly walks in with some news: he has found some clues about the real treasure. And we go to Rogueport....

---

Rogueport

---

Mario and Peach are back at the Rogueport pier, waiting for the boat. Mario and Peach are saying their good-byes to all of your partners and Frankly as the boat comes. After a quick scene on the boat, you're back home.





to Goomfrey. Go to him; he is in front of Frankly's. Talk to him, then to McGoomba to get your 20 Coins.

-----  
TROUBLE #03: Arfur  
Trouble: Price adjustment  
Reward: 20 Coins

Arfur simply wants to know the prices of three items in Rogueport: Fire Flowers, Sleepy Sheep, and Tasty Tonics. The prices are:

- Fire Flowers: 10 Coins
- Sleepy Sheep: 8 Coins
- Tasty Tonics: 3 Coins

Tell him these prices to earn 20 Coins.

-----  
TROUBLE #04: Goomther  
Trouble: Find this guy!  
Reward: 20 Coins

Goomther is in Rogueport Square. He is the Goomba that I believe Goombella "tattled on" during here tutorial. Talk to him and talk about Larson the Bandit. To find this guy, head to eastern Rogueport. Walk "into" the wall to the left of Merlon's and talk to the Bandit. He'll run; go to the port and talk to him again. Again, he'll run; head to the back alley behind the Inn and Zess T.'s. Talk to him and Goomther will arrive. He'll pay you 20 Coins and then begin to literally kick butt.

-----  
TROUBLE #05: Mousimilian  
Trouble: Hit me, please!  
Reward: A tip (see end of Trouble)

Mousimilian is, you guessed it, a mouse. He is in Rogueport Square, near the item shop. Talk to him and continue to hit him until he remembers. What he remembers ends up being your reward:

Buy a Sleepy Sheep in Rogueport, then sell it in Petalburg to get a two-Coin profit per Sleepy Sheep sold.

-----  
TROUBLE #06: Bomberto  
Trouble: I'm hungry!  
Reward: 11 Coins

Bomberto is one of the Bom-ombs down at the pier. Talk to him. He requests some food, nothing too fancy. Honey Syrup, Mushrooms, almost anything edible will do. Give it to him and you'll get 11 Coins.

TROUBLE #07: Koopook  
Trouble: Try to find me!  
Reward: Special Card

Head to Hooktail Castle. In the brick/dungeon-like room with the green elevator block in it, use said block to go upstairs. On the bridge, head to the left side, but don't go through the door. Instead, press upwards on the Control Stick to fall onto a ledge where Koopook is. Talk to him to relive some memories between him and Koops, and you'll get the Special Card.

=====

TROUBLE #08: Mayor Kroop  
Trouble: Listen to me!  
Reward: Turtley Leaf

Head to Petalburg and into Mayor Kroop's house (the pink one). Listen to him ramble for a bit and you'll get a Turtley Leaf.

=====

TROUBLE #09: Plenn T.  
Trouble: Order me an item!  
Reward: Ultra Shroom

Head to the item shop in Rogueport. Talk to the shopkeeper. He'll tell you that you need to get him five Courage Shells. You can get them in any way. Remember: You CAN get them from the shop in Petalburg if need to for 5 Coins each. Give all five Courage Shells to Plenn T. to get your Ultra Shroom.

O-----O  
| After Chapter 2 |  
O-----O

TROUBLE #10: Puni Elder  
Trouble: Emergency Shroom  
Reward: 60 Coins

First, head to Westside Goods and buy a Life Shroom, if you don't have one. Go to the Great Boggly Tree and hand the Life Shroom to the Puni Elder. She'll give you 60 Coins.

=====

TROUBLE #11: Lahla  
Trouble: Play with me!  
Reward: 10 Piantas

Talk to the boo at the Pianta Parlor to earn 10 Piantas.

=====

TROUBLE #12: Pine T. Jr.  
Trouble: Help my daddy!  
Reward: Silver Card

Head to the entrance of the Pit of 100 Trials under Rogueport. Talk to the Toad there. Reach the 18th floor (at least, I encountered him there) and talk to him. Reach the 20th floor (or, since I don't know if floor is random, the

next floor with a multiple of 10 (20, 30, etc.)) and exit. You can alternately just keep going. Remember, you can exit at the [multiple of 10]-th floor, or keep going, just be sure to exit alive. Get out and talk Pine T. Jr. to get a Silver Card.

-----O  
| After Chapter 3 |  
-----O

TROUBLE #13: Jolene  
Trouble: Help wanted!  
Reward: 30 Coins

Head to Glitzville and go to the manager's office. Talk to Jolene and go to the storage room. Pick up all of the Battle Trunks, including those on the upper floor, and talk to Jolene. Head to Rogueport and talk to the Goomba who is near Frankly's (Goomfrey). Give him all of the Battle Trunks then go back to Glitzville and talk to Jolene to get your 30 Coins.

=====

TROUBLE #14: Merlee  
Trouble: Heartful Cake recipe...  
Reward: 30 Coins, Heartful Cake recipe

Talk to Merlee, the person who "curses" you underneath Rogueport. She'll tell you that a Toad in Petalburg knows the recipe. LISTEN TO THE RECIPE (it is an unintended reward) and return to Merlee. She realizes that she doesn't have any Cake Mix, so go to the Pianta Parlor and get six Piantas, buy some Cake Mix, and return to Merlee. Give it to her and you'll get the 30 Coins.

REMEMBER: The unintended reward, the Heartful Cake recipe, is Ruin Powder and Cake Mix.

=====

TROUBLE #15: Bub-ulber  
Trouble: The food I want  
Reward: Dried Banquet (x1 at time, access to more told later)

Head to Petalburg's entrance area (with the shop, inn, etc.) and talk to the flower bulb across the creek. Go to Rogueport and grab some Cake Mix and cook it (trust me, it saves time) and then to Glitzville to buy two Hot Dogs (again, to save time). Head to Bub-ulber and hand him a Hot Dog. He'll want another, so give him your second one. He then wants some Mousse Cake (the result of cooking Cake Mix) so hand him the Mousse Cake. He'll give you a Dried Banquet. You can get more of these by giving him Hot Dogs.

-----O  
| After Chapter 4 |  
-----O

TROUBLE #16: ???  
Trouble: Elusive Badge!  
Reward: Attack FX B, Ms. Mowz as partner

Go to the badge shop, then continue left. Go onto the roof and talk to Ms. Mowz. She wants you to go retrieve a badge at Hooktail Castle for her. Go to

the room where you fought Hooktail, then blow away the invisible object in the center of the room with Flurrie. Open the chest and get the badge. Return to Ms. Mowz in Rogueport. She'll admit that this was a game, and let's you keep the badge and have her as a partner.

=====

TROUBLE #17: Mayor Dour  
Trouble: Newsletter...  
Reward: 30 Coins

Head to Twilight Town and talk to Mayor Dour. He wants you to give the Routing Slip to the Puni Elder. Head to the Great Boggly Tree and talk to the Puni Elder. She'll take it, give it back, and tell you to take it to the mayor in Petalburg. Head to Petalburg and into the pink house. Talk to Mayor Kroop and then go back to Mayor Dour for your reward.

=====

TROUBLE #18: Zess T.  
Trouble: Seeking legendary book!  
Reward: Honey Shroom, ability to cook with two items

Head to Zess T.'s house and talk to her. She wants you to find a book by some chef in Creepy Steeple. Normally, you should already have it. If not, here is an except from the walkthrough of this FAQ on how to get it:

"The haunted tower, Creepy Steeple, truly lives up to its name. Heal and save. Approach the gate and see if it's unlocked. \*shakes gate\* Nope, guess not. Find the hole to the right of the gate, then use Tube Mode to get underneath it. From this side, approach the gate again to unlock it, then enter Creepy Steeple.

You can go several directions here, but I suggest doing them as I put them in this FAQ. Start by putting Mario into Tube Mode, then rolling into a hole upwards of the entrance. In this room, there is an Ice Smash badge, a Cookbook, a Shine Sprite, and a Star Piece (behind the couch). There's nothing else left, so leave this room."

A bit lengthy, but I had to make sure you got everything in that room. Take the book to Zess T. and talk to her. She'll cook up a Honey Shroom and tell you that she can now cook with two items!

O-----O  
| After Chapter 5 |  
O-----O

TROUBLE #19: Eve  
Trouble: Tell that person...  
Reward: Meteor Meal

Go to Twilight Town and into Eve's house (the very first house in the east part). Talk to the adult, Eve. She'll ask you to find Podley. FYI, he is the barkeep in the bar underneath the inn. Talk to him, then to Eve to receive your reward.

=====

TROUBLE #20: Goom Goom  
Trouble: Looking for a gal!  
Reward: Couple's Cake

Go to the Pirate's Grotto of Keelhaul Key. Head into the storeroom (the one with the elevator operated by a ! block). Talk to the Goomba in there with Goombella in your party. After a funny scene, he'll drop a Couple's Cake: your reward.

=====  
TROUBLE #21: Frankie  
Trouble: Important thing!  
Reward: Gold Card

Go to western Rogueport and talk to the Pianta in the flower patch (Frankie). He'll tell you that he lost his wedding ring. Head to eastern Rogueport and use Yoshi's Flutter Jump to go over the gap that you used during the interlude between Chapters 4 and 5. Grab the ring and return to Frankie. He'll give you the Gold Card as a reward.

O-----O  
| After Chapter 6 |  
O-----O

TROUBLE #22: Chef Shimi  
Trouble: Get these ingredients!  
Reward: 40 Coins.

Chef Shimi wants three ingredients:

- a Golden Leaf
- a Mystic Egg
- a Keel Mango

To get the Golden Leaf, go to Creepy Steeple. Go through the northern exit on the ground floor. You should see a gap in the fence at some point. Slip through it with Paper Mode and continue until you reach a tree. Hit it to get a Golden Leaf.

To get the Mystic Egg, go to the Great Boggly Tree. Talk to Petuni (the one with the pink fluff). Make an easy question for her (such as "Which person does Mario like the most?") and, after she answers the question, she'll give you a Mystic Egg. NOTE: You can do this multiple times, not just with this Trouble!

To get the Keel Mango, head into the jungle on Keelhaul Key. In the first area, hit one of the trees to the left of the red block to get it.

Go onto the Excess Express and talk to Chef Shimi to give him these items and receive your reward.

=====  
TROUBLE #23: Toodles  
Trouble: I must have that book  
Reward: Platinum Card

Head to Poshley Heights. Go to the area with the train station and go into the

house on the right. Talk to the Toad and she'll mention that Jolene has a magazine that she wants to read. Go to Glitzville and into the manager's office. Talk to Jolene and she'll (eventually) give you the magazine. Go back to Poshley Heights and give it to Toodles to receive your reward.

=====

TROUBLE #24: Businessman

Trouble: Security code

Reward: Hot Sauce (x1, then access to more)

Head to Glitzville and talk to the blue mouse with the briefcase. Listen to him, then tell him this code:

2625

This opens his briefcase, allowing you to get a free Hot Sauce, and to buy some more from him.

0-----0  
| After Chapter 7 |  
0-----0

TROUBLE #25: Goldbob

Trouble: Delivery, please!

Reward: 64 Coins

Head to Poshley Heights. Go to the area with the train station and talk to the golden Bom-omb (Goldbob). He'll hand you a package. Go to Fahr Outpost and into General White's house. Talk to the Bom-omb there to learn that he went to Rogueport. Go to the inn there and talk to Podley. Go to Glitzville and talk to the barkeep there. Then go to Poshley Heights and talk to Goldbob. Finally, go to General White's house in Fahr Outpost and wake him up. Give him the package and go to Poshley Heights and talk to Goldbob. He'll give you 64 Coins.

=====

TROUBLE #26: Gob

Trouble: I can't speak

Reward: 20 Coins

Find a Honey Syrup and a Cake Mix. Cook the two and head to Fahr Outpost. Go to the second area and talk to the Bom-omb beside the snowbomb. Give him the Honey Candy to receive your reward.

=====

TROUBLE #27: Toadia

Trouble: I wanna meet Luigi!

Reward: Choco Cake

First, you need to obtain the L Emblem from Poshley Sanctum. It wasn't hard, but here is an excerpt from my walkthrough to tell you how to get it:

"OH NO! Doopliss and the Shadow Sirens have beaten you to the Crystal Star. Before you have a chance to give chase, the trio teleports/runs away. And, just as you may be about to find a hacking device to get it back, Pennington asks what's happening. He then says the Crystal Star was a fake! He keeps the

real one in a hidden area, but will let you find it yourself.

Spring Jump to one of the bars above you. Shimmy to the right until you reach the ledge and press B to let go. Go to the front of the room and stand on the star tile. Spring Jump and, since you cannot shimmy left, shimmy right and drop on the next ledge. Repeat this then go to the front and use the Plane Panel. Go to the ledge on the other side of the room by using it. Repeat the Spring Jump process until you come across a ! block. Hit it to move one of the curtains out of the way, revealing a pipe! Use it and enter the Poshley Sanctum in the background to go into...

Poshley Sanctum 2? It isn't the same, entirely anyways, as it is filled with Dark Boos and has some items of interest, such as the L Emblem. If you want to defeat the Dark Boos, do so and try to get onto the left ledges. Using the Spring Jump process from the previous room, get onto the second-highest ledge for a Shine Sprite. The highest has the L Emblem (it changes your clothes into Luigi's....)..."

After grabbing the L Emblem, equip it and talk to the Toad in front of the fountain in front of Poshley Sanctum. After a mildly hilarious scene, you get a Choco Cake, your reward.

O-----O  
| After beating the Shadow Queen (and therefore, Chapter 8 and the game) |  
O-----O

TROUBLE #28: Doe T.  
Trouble: Roust those cads  
Reward: 20 Coins

Go to the second area of Boggly Woods. Talk to the Toad there and defeat all of the enemies. After this, you are given 20 Coins.

=====  
TROUBLE #29: Bub  
Trouble: Help me make up  
Reward: 3 Coins

Go to Poshley Sanctum and talk to the tiny bronze Bom-omb (Bub). He'll ask you to choose a present to give to his mom. The Keel Mango is easiest, so I'll tell you how to get one. Go to the jungle of Keelhaul Key and hit the trees in that first area until one of them drops a Keel Mango. Give it to Bub, who will finish the present and ask you to give it to his mom. Go to Sylvia (the silver Bom-omb near Goldbob). Give her the present and then talk to Bub to earn his life savings - 3 Coins...

=====  
TROUBLE #30: Swob  
Trouble: Erase that graffiti!  
Reward: Snow Bunny

Swob wants some graffiti on the 50th floor of the Pit of 100 Trials erased. Go there (see the below section for a guide) and look at the white markings on the left wall. Use Bobbery to blow up near it, erasing the graffiti. Go to Fahr Outpost whenever you decide to exit and talk to the Bom-omb next to the miniature cannon. You'll get your reward: a Snow Bunny.

=====

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#####  
##                                     ##  
#           Pit of 100 Trials           **PM52**   #  
##                                     ##  
#####
```

The Pit of 100 Trials is under Rogueport, near where the Thousand-Year Door is. You need to beat Chapter 1 to access it.

Go to the area with the Thousand-Year Door. Nearby is a grate; slip through it and use the springboard. Use the Plane Panel and fly to the other side, and go through the doorway.

In here is a sign that tells you the lowest level you've gotten to in the Pit, the number of Star Pieces you have, and your record number of Power Bounces. There is another sign near the pipe that is the entrance to the Pit detailing some things, such as the fact the First Attack and Bump Attack badges WILL NOT WORK. Therefore, swap their BP for something else useful.

There are some things to mention:

MOVERS: On random floors, a Mover may appear. He can take down two or five floors, or to the entrance, all of which cost a fee.

CHARLIETON: Yep, he has set shop here, too. He has inflated prices that go up every ten floors (and he only appears every ten floors, randomly). Since he is virtually your only source of help and health, you won't mind his outrageously high prices (look at the 90th floor).

RECOMMENDATIONS:

- Coins: 20 or more
- Items:
  - 2 Life Shrooms
  - 4 or more Shroom Crepes/Shroom Steaks
  - 4 Jelly Ultras
- Badges:
  - Power Plus (x2)
  - Power Plus P (x2)
  - Defend Plus (x2)
  - Defend Plus P
  - Damage Dodge (x2; optional, but good)
  - Damage Dodge P (x2; optional, but good)
  - P-Up, D-Down
  - P-Up, D-Down P
  - All or Nothing
  - Multibounce
  - Power Jump
  - Power Bounce
  - Power Smash
  - Quake Hammer
  - Fire Drive
  - Spike Shield
  - Ice Power
  - Feeling Fine
  - Feeling Fine P



- Quick Change
- Whatever else seems useful
- Other:
  - Mario at around Level 25 ~ 30
  - Most/All partners promoted twice
  - Mario with Ultra Hammer and Ultra Boots
  - Have the Special Supernova, obtaining through beating Chapter 7
- Everything else is up to you!

When you've made all of the preparations you think are necessary, use the pipe.

O-----O  
 | Floors 1 to 9 | ENEMIES: Gloomba, Spinia, Spania, Dull Bones, Fuzzy  
 O-----O

These enemies are rather weak, being able to be beaten even after Chapter 1: this is because you have encountered these during that time (except the Gloomba). Gloombas are simply stronger Goombas. Therefore, simple jumping or hammering attacks will be sufficient.

O-----O  
 | Floor 10 | ENEMIES: None  
 O-----O

On every tenth floor is an item for you to grab. Usually, these items are badges and get better on the way down. Here is also a potential place for Charlieton to appear, and the already available pipe leads to the entrance of the Pit of 100 Trials. The chest here contains a Sleepy Stomp badge.

O-----O  
 | Floors 11 to 19 | ENEMIES: Paragloomba, Pokey, Cleft, Dark Puff, Pider  
 O-----O

These enemies are, again, similar to past enemies. A good strategy to work into now is to have Mario focus on the aerial enemies while his partner focuses on those on the ground.

O-----O  
 | Floor 20 | ENEMIES: None  
 O-----O

Again, there is another chest here. It contains Fire Drive.

O-----O  
 | Floors 21 to 29 | ENEMIES: Spiked Gloomba, Bandit, Lakitu, Bob-omb, Boo  
 O-----O

Again, similar enemies. These enemies are beginning to get more HP, which means you should be using more FP. Sweet Feast is recommended to restore stats, so use Stylish moves as much as possible. Remember, Bom-ombs' instant-kill is fire-elemental moves!

O-----O  
 | Floor 30 | ENEMIES: None  
 O-----O

This floor contains a chest with the ever-useful Zap Tap badge.

O-----O  
 | Floors 31 to 39 | ENEMIES: Dark Koopa, Flower Fuzzy, Shady Koopa, Hyper Cleft,

O-----O                   Parabuzzy

Zap Tap is good to use here. Most of these enemies are vulnerable to flipping, so using Quake Hammer will do that for you. Then just jump on the flipped over enemy.

O-----O  
| Floor 40 | ENEMIES: None  
O-----O

This room contains a Pity Flower badge, a useful badge for this dungeon.

O-----O  
| Floors 41 to 49 | ENEMIES: Dark Paratroopa, Bulky Bob-omb, Poison Pokey,  
O-----O                   Lava Bubble, Spiked Parabuzzy

Some enemies here can induce various status effects, so equip Feeling Fine, if you haven't already. There are also spiked and fire enemies here, so equip Spike Shield and Ice Power. The Spiked Parabuzzy is the main target for the jumping (with Spike Shield!), so use it to flip it, as well as the Dark Paratroopa. The Lava Bubble takes extra damage due to Ice Power, and use piercing moves on the Bulky Bom-omb.

O-----O  
| Floor 50 | ENEMIES: None  
O-----O

This room's chest contains the most useful item in the whole game - the Strange Sack. It let's you carry TWENTY items!

O-----O  
| Floors 51 to 59 | ENEMIES: Badge Bandit, Ice Puff, Moon Cleft, Dark Boo,  
O-----O                   Red Chomp

The enemies here have high HP, defense, and/or are just annoying. The Badge Bandit will actually steal your badges. The Ice Puff can freeze you, but takes more damage from fire. The Moon Cleft is virtually invincible, but piercing moves will work. The Dark Boo isn't a problem. The Red Chomp has rather low HP, so use a piercing move.

O-----O  
| Floor 60 | ENEMIES: None  
O-----O

In the chest is a Double Dip badge.

O-----O  
| Floors 61 to 69 | ENEMIES: Dark Lakitu, Dark Wizzerd, Dark Craw, Dry Bones,  
O-----O                   Frost Pirahna

The enemies here focus on high Attack. Either deal the damage hard and fast, or use a lot of Defense-raising badges. The Special Supernova will finish most of these enemies, as will Art Attack and Showstopper. Remember, Dark Wizzerds can mess with statuses, Frost Piranhas can freeze you, and Dark Lakitus can summon more enemies.

O-----O  
| Floor 70 | ENEMIES: None  
O-----O

The chest here contains a Double Dip P.

O-----O

| Floors 71 to 79 | ENEMIES: Wizzerd, Dark Koopatrol, Phantom Ember, Swoopula,  
O-----O Chain Chomp

Around now, you should be gaining actual Star Points, not the pity point at the end of battle. Wizzerds still like to mess with stars. You fought a Dark Koopatrol in Chapter 3; this can't be much harder. Phantom Embers can burn you and multiply if hit with fire. Swoopulas drain HP, and Chain Chomps have high HP and Defense. Use Specials, ESPECIALLY when near a level up!

O-----O

| Floor 80 | ENEMIES: None

O-----O

This chest contains the Bump Attack badge, which will kill any weak enemy you come into contact with in the field - except here! >\_<

O-----O

| Floors 81 to 89 | ENEMIES: Spunia, Dark Bristle, Arantula, Piranha Plant,  
O-----O

These enemies focus on Defense and HP. Using piercing attacks will be very helpful. Have Feeling Fine and Defense-raisers, as the Piranha Plants can poison you AND have high Attack, and the Arantulas have high attack and HP. Remember, Dark Bristles must be killed through a Special, item, or long-range attack like Quake Hammer or Hammer Throw.

O-----O

| Floor 90 | ENEMIES: None

O-----O

This room contains a Lucky Day badge. It is a very good idea to use it, if you have the BP.

O-----O

| Floors 91 to 99 | ENEMIES: Elite Wizzerd, Poison Puff, Bob-ulk, Swampire,  
O-----O Amazy Dayzee

Truly the elite. All of these are new, except the Amazy Dayzee, which you maybe only encountered once. All of these are very strong. Your best bet is to constantly use Showstopper with groups of three or more. Yoshi's Gulp is a massive benefit to you, as well as Power Bounce. Remember, Amazy Dayzees are VERY strong, having 20 Attack, so, if you encounter one, IMMEDIATELY KILL IT! Even now, you can reap lots of Star Points from them, and the other enemies here.

O-----O

| Floor 100 | ENEMIES: Bonetail

O-----O

The true final boss, Bonetail, guards the amazing treasure of the Pit of 100 Trials - the Return Postage badge, which deals back half the damage dealt to direct-attackers! Standing in your way is truly the toughest boss - good luck!

-----  
BOSS: Bonetail

Max HP : 200



Action Command - [how to successfully perform this attack's Action Command]

~~~

[attack name] (unpromoted):

Base damage of move - ??

FP Cost - ??

Action Command - [how to successfully perform this attack's Action Command]

~~~

[attack name] (one promotion):

Base damage of move - ??

FP Cost - ??

Action Command - [how to successfully perform this attack's Action Command]

~~~

[attack name] (two promotions):

Base damage of move - ??

FP Cost - ??

Action Command - [how to successfully perform this attack's Action Command]

=====  
Goombella:

Stats: Max HP : 10 (unpromoted); 20 (one promotion); 20 (two promotions)

Attack : 1 (unpromoted); 2 (one promotion); 4 (two promotions)

Defense: 0 (unpromoted); 0 (one promotion); 0 (two promotions)

Field Ability: Press X in the field to gather information about the current area or a nearby person or object.

Attacks:

Headbonk (unpromoted):

Base damage of move - 1

FP Cost - 0

Action Command - Press A as Goombella is about to stomp on the enemy's head.

~~~

Tattle (unpromoted):

Base damage of move - 0; gather's enemy stats

FP Cost - 0

Action Command - Press A as the + enters the O.

~~~

Multibonk (one promotion):

Base damage of move - 1, can go on longer with successful Action Commands

FP Cost - 3

Action Command - Press A as Goombella is about to stomp on the enemy's head.

Will repeat with successful Action Commands.

~~~

Rally Wink (two promotions):

Base damage of move - 0; gives Mario one extra turn

FP Cost - 4

Action Command - Press A and B as shown.

=====

Koops:

Stats: Max HP : 10 (unpromoted); 15 (one promotion); 25 (two promotions)

Attack : 2 (unpromoted); 3 (one promotion); 5 (two promotions)

Defense: 1 (unpromoted); 1 (one promotion); 1 (two promotions)

Field Ability: Press X to shoot his shell in the direction Mario is facing.  
Hold X to hold it in place and let Mario move a bit. Both actions may induce First Strikes.

Attacks:

Shell Toss (unpromoted):

Base damage of move - 2 (ground-only)

FP Cost - 0

Action Command - Hold the Control Stick to the left and release it when the star lights up.

~~~

Power Toss (unpromoted):

Base damage of move - 2 (all ground enemies)

FP Cost - 3

Action Command - Hold the Control Stick to the left and release it when the star lights up.

~~~

Shell Shield (one promotion):

Base damage of move - 0; protects Mario for several turns

FP Cost - 4

Action Command - Hold the Control Stick to the left and release it when the cursor is close to the center of the bar.

~~~

Shell Slam (two promotions):

Base damage of move - 6 (piercing; all ground enemies)

FP Cost - 6

Action Command - Repeatedly "flick" the Control Stick to the left.

=====

Flurrie:

Stats: Max HP : 15 (unpromoted); 25 (one promotion); 35 (two promotions)

Attack : 2 (unpromoted); 3 (one promotion); 4 (two promotions)  
Defense: 0 (unpromoted); 0 (one promotion); 0 (two promotions)

Field Ability: Press X in the field to cause Flurrie to blow a gust of wind for as long as you hold down the button. This can blow away wallpaper or make enemies in the field dizzy.

Attacks:

Body Slam (unpromoted):  
Base damage of move - 2  
FP Cost - 0

Action Command - Move the + into the O.

~~~

Gale Force (unpromoted):  
Base damage of move - 0; may blow away enemies  
FP Cost - 4

Action Command - Press and hold A with rhythm to fill the bar.

~~~

Lip Lock (one promotion):  
Base damage of move - 4; damage dealt is added to Flurrie's HP  
FP Cost - 3

Action Command - Press A, but only when the star is lit up!

~~~

Dodgy Fog (two promotions):  
Base damage of move - 0; makes Mario dodgy  
FP Cost - 6

Action Command - Move the Control Stick in the directions shown as each lights up.

=====  
Yoshi (may be named differently, but I refer to him as "Yoshi"):

Stats: Max HP : 10 (unpromoted); 20 (one promotion); 30 (two promotions)  
Attack : 1 (unpromoted); 1 (one promotion); 1 (two promotions)  
Defense: 0 (unpromoted); 0 (one promotion); 0 (two promotions)

Field Ability: Press X to ride Yoshi in the field, increasing Mario's speed. Pressing A during this time will make Yoshi Flutter Jump, which makes the duo hover in mid-air for a short time. This has no vertical power, however.

Attacks:

Ground Pound (unpromoted):  
Base damage of move - 1 (4 or more hits)  
FP Cost - 0

Action Command - Repeatedly press R to fill the meter. The more the meter is filled, the more times Yoshi will hit the enemy.

~~~

Gulp (unpromoted):

Base damage of move - 4 (piercing)

FP Cost - 4

Action Command - Press and hold R until the star lights up.

~~~

Mini-Egg (one promotion):

Base damage of move - 1 (multiple hits on various targets; makes target tiny)

FP Cost - 3

Action Command - Press A as each star lights up.

~~~

Stampede (two promotions):

Base damage of move - 6

FP Cost - 6

Action Command - Press L and R alternatedly and rapidly.

=====  
Vivian:

Stats: Max HP : 15 (unpromoted); 20 (one promotion); 30 (two promotions)

Attack : 4 (unpromoted); 5 (one promotion); 6 (two promotions)

Defense: 0 (unpromoted); 0 (one promotion); 0 (two promotions)

Field Ability: Press X in the field to hide underground, letting whatever is above pass over you. Press X to return aboveground.

Attacks:

Shade Fist (unpromoted):

Base damage of move - 4 (may burn)

FP Cost - 0

Action Command - Press whatever button shows up on-screen.

~~~

Veil (unpromoted):

Base damage of move - 0; hides Mario & Vivian for one turn.

FP Cost - 1

Action Command - Press whatever button sequence shows up on-screen.

~~~

Fiery Jinx (one promotion):

Base damage of move - 5 (all enemies; may burn; pierces defense)

FP Cost - 6

Action Command - Press whatever buttons appear on-screen.

~~~



Infatuate (two promotions):  
Base damage of move - 0; may confuse all enemies  
FP Cost - 4

Action Command - Press A when a heart appears over an enemy.

=====

Bobbery:

Stats: Max HP : (unpromoted); (one promotion); (two promotions)  
Attack : 3 (unpromoted); 4 (one promotion); 5 (two promotions)  
Defense: 0 (unpromoted); 0 (one promotion); 0 (two promotions)

Field Ability: Press X in the field to throw Bobbery. This makes him walk a short distance and blow up. This can make holes in walls or initiate First Strikes.

Attacks:

Bomb (unpromoted):  
Base damage of move - 3 (ground-only); 4 (fire AND ground enemies)  
FP Cost - 0

Action Command - Hold A until the star lights up, then release it.

~~~

Bomb Squad (unpromoted):  
Base damage of move - 3 (3 hits; multiple targets)  
FP Cost - 3

Action Command - Press A. Where the + is determines the angle of the shot. This will be done three times.

~~~

Hold Fast (one promotion):  
Base damage of move - 0; direct attackers will take half the damage dealt  
FP Cost - 4

Action Command - Press A as each circle lights up.

~~~

Bom-ombast (two promotions):  
Base damage of move - 8 (all enemies); 9 (fire enemies)  
FP Cost - 9

Action Command - Rapidly press A.

=====

Ms. Mowz (found through the ??? trouble at the Trouble Center):

Stats: Max HP : 15 (unpromoted); 20 (one promotion); 30 (two promotions)  
Attack : 2 (unpromoted); 3 (one promotion); 4 (two promotions)  
Defense: 0 (unpromoted); 0 (one promotion); 0 (two promotions)

Field Ability: Press X in the field to detect treasure in the area, if any. Her response will tell you how close the treasure is.



001. Goomba

Max HP : 2  
Defense: 0  
Notes : None

Attacks: Headbonk [2]

=====

002. Paragoomba

Max HP : 2  
Defense: 0  
Notes : Flying (hit to make into Goomba)

Attacks: Aerial Kick [1]

=====

003. Spiky Goomba

Max HP : 2  
Defense: 0  
Notes : Spiked

Attacks: Headbonk [2]

=====

004. Hyper Goomba

Max HP : 8  
Defense: 0  
Notes : Can charge attacks

Attacks: Headbonk [2; 8]  
Charge [+6 Attack for one turn]

=====

005. Hyper Paragoomba

Max HP : 8  
Defense: 0  
Notes : Can charge attacks; flying (hit to make into a Hyper Goomba)

Attacks: Aerial Kick [2; 8]  
Charge [+6 Attack for one turn]

=====

006. Hyper Spiky Goomba

Max HP : 8  
Defense: 0  
Notes : Can charge attacks; spiked

Attacks: Headbonk [3; 9]  
Charge [+6 Attack for one turn]

=====  
007. Gloomba

Max HP : 7  
Defense: 0  
Notes : None

Attacks: Headbonk [3]  
=====

008. Paragloomba

Max HP : 7  
Defense: 0  
Notes : Flying (hit to make into Gloomba)

Attacks: Aerial Kick [3]  
=====

009. Spiky Gloomba

Max HP : 7  
Defense: 0  
Notes : Spiked

Attacks: Headbonk [4]  
=====

010. Koopa Troopa

Max HP : 4  
Defense: 1/0  
Notes : Defense goes to 0 when jumped on

Attacks: Shell Toss [2]  
=====

011. Paratroopa

Max HP : 4  
Defense: 1/0  
Notes : Flying (hit to make into a Koopa Troopa); Defense goes to 0 when  
jumped on as Koopa Troopa

Attacks: Flying Tackle [2]  
=====

012. KP Koopa

Max HP : 4  
Defense: 1/0  
Notes : Defense goes to 0 when jumped on

Attacks: Shell Toss [2]

=====  
013. KP Paratroopa

Max HP : 4

Defense: 1/0

Notes : Flying (hit to make into a KP Koopa); Defense goes to 0 when jumped  
on as KP Koopa

Attacks: Flying Tackle [2]

=====  
014. Shady Koopa

Max HP : 8

Defense: 1

Notes : Defense goes to 0 when jumped on; can attack while flipped over

Attacks: Shell Toss [3]

Flipped-over Shell Toss [6]

=====  
015. Shady Paratroopa

Max HP : 8

Defense: 1

Notes : Flying (hit to make into a Shady Koopa); Defense goes to 0 when jumped  
on as Shady Koopa; can attack while flipped over as Shady Koopa

Attacks: Aerial Tackle [3]

=====  
016. Dark Koopa

Max HP : 8

Defense: 2

Notes : Defense goes to 0 when jumped on

Attacks: Shell Toss [4]

=====  
017. Dark Paratroopa

Max HP : 8

Defense: 2

Notes : Flying (hit to make into a Dark Koopa); Defense goes to 0 when jumped  
on as a Dark Koopa

Attacks: Aerial Tackle [4]

=====  
018. Koopatrol

Max HP : 6

Defense: 2

Notes : Spiked; invincible until flipped while retreating into shell; can  
summon help

Attacks: Dive [4]

Power Shell [4; Mario & partner]

Charge Up

Unleash Charge [6]

Retreat Into Shell [invincible, unless flipped]

Summon help [calls in more enemies]

=====

#### 019. Dark Koopatrol

Max HP : 25

Defense: 2

Notes : Spiked; invincible until flipped while retreating into shell

Attacks: Dive [5]

Power Shell [5; Mario & partner]

Charge Up

Unleash Charge [10]

Retreat Into Shell [invincible, unless flipped]

=====

#### 020. Dull Bones

Max HP : 1

Defense: 1

Notes : Can make allies

Attacks: Bone Throw [2]

Make Ally

=====

#### 021. Red Bones

Max HP : 5

Defense: 1

Notes : Can make allies; fire attacks fully kill enemy

Attacks: Bone Throw [3]

Make Ally

=====

#### 022. Dry Bones

Max HP : 8

Defense: 2

Notes : Can make allies; fire attacks fully kill enemy

Attacks: Bone Throw [5]

Bone Throw [2 x 3; can hit Mario and/or partner]

Make Ally

=====  
023. Dark Bones

Max HP : 20

Defense: 2

Notes : Can make allies; fire attacks fully kill enemy

Attacks: Bone Throw [5]

Bone Throw [3 x 3; can hit Mario and/or partner]

Make Ally

=====

024. Hammer Bro

Max HP : 7

Defense: 1

Notes : None

Attacks: Hammer Throw [4]

Hammer Throw [2 x 4; can hit Mario and/or partner]

=====

025. Boomerang Bro

Max HP : 7

Defense: 1

Notes : None

Attacks: Boomerang [2; hits Mario and partner]

Double Boomerang [2 x 2; hits Mario and partner]

=====

026. Fire Bro

Max HP : 7

Defense: 1

Notes : None

Attacks: Fireball [3; may burn]

Fireballs [2 x 2; may hit Mario and/or partner; may burn]

Fireballs [1 x 5; may hit Mario and/or partner; may burn]

=====

027. Lakitu

Max HP : 5

Defense: 0

Notes : Flying; may make Spinies

Attacks: Spiny Toss [2]

Hold Spiny [holds Spiny; makes Lakitu spiked]

Hatch Spiny [makes Spiny an enemy]

=====

028. Dark Lakitu

Max HP : 13

Defense: 0

Notes : Flying; may make Sky-Blue Spinies

Attacks: Spiny Toss [5]

Charge Up

Unleash Charge [10]

Hold Sky-Blue Spiny [hold Sky-Blue Spiny; makes Dark Lakitu spiked]

Hatch Sky-Blue Spiny [makes Sky-Blue Spiny an enemy]

=====

029. Spiny

Max HP : 3

Defense: 3

Notes : Spiked; invincible when curled up; can be made from Lakitus

Attacks: Rolling Tackle [3]

Curl Up [invincible for one turn]

=====

030. Sky-Blue Spiny

Max HP : 6

Defense: 4

Notes : Spiked; invincible when curled up; can be made from Dark Lakitus

Attacks: Rolling Tackle [6]

Charge Up

Unleash Charge [12]

Curl Up [invincible for one turn]

=====

031. Buzzy Beetle

Max HP : 5

Defense: 4

Notes : Immune to fire; Defense is 0 when flipped over

Attacks: Shell Toss [3]

=====

032. Spike Top

Max HP : 5

Defense: 4

Notes : Spiked; immune to fire; Defense is 0 when flipped over

Attacks: Shell Toss [3]

=====

033. Parabuzzy



Max HP : 5

Defense: 4

Notes : Flying (hit to make into a Buzzy Beetle); immune to fire; Defense is 0 when flipped over as a Buzzy Beetle

Attacks: Aerial Tackle [3]

=====

034. Spiked Parabuzzy

Max HP : 5

Defense: 4

Notes : Spiked; flying (hit to make into a Spike Top); immune to fire; Defense is 0 when flipped over as a Spike Top

Attacks: Aerial Tackle [3]

=====

035. Red Spike Top

Max HP : 5

Defense: 5

Notes : Spiked; immune to fire; Defense goes to 0 when flipped over

Attacks: Shell Toss [3]

=====

036. Magikoopa

Max HP : 7

Defense: 0

Notes : None

Attacks: Magic Attack [4; piercing]  
Transparent [temporarily invincible]  
Attack or Defense boosted by 3  
Electrify [direct-attackers take one point of damage]  
Heal 8 HP  
Make Dodgy [increase evasion rate]  
Divide [make copies; only one is real]

=====

037. Red Magikoopa

Max HP : 7

Defense: 0

Notes : None

Attacks: Magic Attack [4; piercing]  
Attack or Defense boosted by 3  
Divide [make copies; only one is real]

=====

038. White Magikoopa

Max HP : 7  
Defense: 0  
Notes : None

Attacks: Magic Attack [4; piercing]  
Heal 8 HP  
Divide [make copies; only one is real]

=====

039. Green Magikooa

Max HP : 7  
Defense: 0  
Notes : Flying (hit to put on ground)

Attacks: Magic Attack [4; piercing]  
Transparent [temporarily invincible]  
Electrify [direct-attackers take one point of damage]  
Make Dodgy [increase evasion rate]  
Divide [make copies; only one is real]

=====

040. Kammy Koopa

Max HP : 50  
Defense: 0  
Notes : Flying (hit to put on ground)

Attacks: Magic Attack [4; piercing]  
Transparent [temporarily invincible]  
Attack or Defense boosted by 3  
Electrify [direct-attackers take one point of damage]  
Heal 8 HP  
Make Dodgy [increase evasion rate]  
Divide [make copies; only one is real]

=====

041. Bowser (at Glitzville during Chapter 3)

Max HP : 30  
Defense: 1  
Notes : None

Attacks: Flame Breath [3; may burn]  
Bite [3; may poison]  
Stomp [3; removes ability]

=====

041. Bowser (at the Palace of Shadow, near the end of Chapter 8)

Max HP : 70  
Defense: 2  
Notes : None

Attacks: Flame Breath [7; may burn]  
Scratch [7]

Bite [7; may poison]  
Stomp [7; removes ability]

-----  
042. Gus

Max HP : 20  
Defense: 0  
Notes : Spiked; optional fight

Attacks: Tackle [3]  
Spear Throw [3]

-----  
043. Dark Craw

Max HP : 20  
Defense: 0  
Notes : Spiked

Attacks: Tackle [6]  
Spear Throw [6]

-----  
044. Bandit

Max HP : 5  
Defense: 0  
Notes : Can steal Coins (unless guarded)

Attacks: Tackle [3 and steal (unless guarded)]

-----  
045. Big Bandit

Max HP : 8  
Defense: 0  
Notes : Can steal items (unless guarded)

Attacks: Tackle [3 and steal (unless guarded)]

-----  
046. Badge Bandit

Max HP : 12  
Defense: 0  
Notes : Can steal badges (unless guarded)

Attacks: Tackle [5 and steal (unless guarded)]

-----  
047. Spinia

Max HP : 3

Defense: 0  
Notes : None

Attacks: Spin [1; hits Mario & partner]

=====  
048. Spania

Max HP : 3  
Defense: 0  
Notes : Spiked

Attacks: Spin [1; hits Mario & partner]

=====  
049. Spunia

Max HP : 12  
Defense: 2  
Notes : Spiked

Attacks: Spin [7; hits Mario & partner]

=====  
050. Fuzzy

Max HP : 3  
Defense: 0  
Notes : Drains HP

Attacks: Drain [1; drains HP (unless guarded)]

=====  
051. Golden Fuzzy

Max HP : 10  
Defense: 0  
Notes : Can call Fuzzy Horde

Attacks: Tackle [1]  
          Call Fuzzy Horde

=====  
052. Green Fuzzy

Max HP : 5  
Defense: 0  
Notes : Can multiply; drains HP

Attacks: Drain [3; drains HP (unless guarded); piercing]  
          Multiply [makes second Green Fuzzy; splits HP between the two]

=====  
053. Flower Fuzzy

Max HP : 6  
Defense: 0  
Notes : Drains HP/FP (FP, then HP if FP is 0)

Attacks: Drain [3 HP/FP; takes HP/FP (unless guarded); piercing]  
Lightning [3; hits Mario and partner; requires 3 FP]

=====

054. Pokey

Max HP : 4  
Defense: 0  
Notes : Spiked; comes in segments (removable through Super/Ultra Hammer,  
Koops, or thrown segment (need not be blocked))

Attacks: Throw Segment [3; loss of thrown segment]  
Fall Over [2]  
Summon help [calls enemy]

=====

055. Poison Pokey

Max HP : 8  
Defense: 0  
Notes : ALL attacks may poison; spiked; comes in segments (removable through  
Super/Ultra Hammer, Koops, or thrown segment (need not be blocked))

Attacks: Thrown segment [4; may poison; loss of thrown segment]  
Fall Over [3; may poison]  
Summon help [calls enemy]

=====

056. Pale Piranha

Max HP : 4  
Defense: 0  
Notes : Spiked

Attacks: Bite [2]

=====

057. Putrid Piranha

Max HP : 8  
Defense: 0  
Notes : Spiked

Attacks: Bite [3; may poison]  
Poison Breath [2; hits Mario and partner; may poison]

=====

058. Frost Piranha

Max HP : 10

Defense: 0  
Notes : Spiked

Attacks: Bite [5; may freeze]

=====

059. Piranha Plant

Max HP : 15  
Defense: 0  
Notes : Spiked

Attacks: Bite [9]

=====

060. Crayzee Dayzee

Max HP : 7  
Defense: 0  
Notes : Can flee battle

Attacks: Lullaby [2; hits Mario and partner; may put to sleep]  
Flee battle

=====

061. Amazy Dayzee

Max HP : 20  
Defense: 1  
Notes : LOTS OF STAR POINTS! Also, rare.

Attacks: Lullaby [20; hits Mario and partner; may put to sleep]  
Flee battle

=====

062. Pider

Max HP : 5  
Defense: 0  
Notes : May be close to ground, or high above it

Attacks: Web Throw [2]  
Web Throw [1 x 3; may hit Mario and/or partner]

=====

063. Arantula

Max HP : 16  
Defense: 0  
Notes : May be close to ground, or high above it

Attacks: Web Throw [7]  
Web Throw [4 x 3; may hit Mario and/or partner]

=====

064. Swooper

Max HP : 6

Defense: 0

Notes : Hang from ceiling until damaged; then flying

Attacks: Aerial Tackle [3]

=====

065. Swoopula

Max HP : 9

Defense: 0

Notes : Flying; drains HP

Attacks: Drain [4; drains HP]

=====

066. Swampire

Max HP : 20

Defense: 0

Notes : Flying; drains HP

Attacks: Drain [6; drains HP]

=====

067. Dark Puff

Max HP : 3

Defense: 0

Notes : May be close to ground, or high above it; when storing electricity,  
touching it directly deals damage

Attacks: Tackle [2]

Store electricity [direct-attackers take one point of damage]

Lightning [2; hits Mario and partner; piercing]

=====

068. Ruff Puff

Max HP : 7

Defense: 0

Notes : May be close to ground, or high above it; when storing electricity,  
touching it directly deals damage

Attacks: Tackle [4]

Store electricity [direct-attackers take one point of damage]

Lightning [4; hits Mario and partner; piercing]

=====

069. Ice Puff

Max HP : 9

Defense: 0

Notes : May be close to ground, or high above it; when storing icy power,  
touching it directly deals damage

Attacks: Tackle [4]

Store Icy Power [direct-attackers take one point of damage]

Ice Breath [5; hits Mario and partner; piercing; may freeze]

=====

070. Poison Puff

Max HP : 15

Defense: 0

Notes : May be close to ground, or high above it; when storing poisonous  
energy, touching it directly deals damage

Attacks: Tackle [8]

Store Poisonous Energy [direct-attackers take on point of damage]

Poison Breath [10; hits Mario and partner; piercing; may poison]

=====

071. Boo

Max HP : 7

Defense: 0

Notes : May be close to ground, or high above it

Attacks: Frighten [3]

Make Transparent [make invincible for a few turns]

=====

072. Atomic Boo

Max HP : 40

Defense: 0

Notes : Optional fight, see walkthrough for details on finding; drops Lucky  
Start badge

Attacks: Tackle [4]

Throw Boos [3 x 4; may hit Mario and/or partner]

Hide/Charge Up

Cause Status Effects

=====

073. Dark Boo

Max HP : 8

Defense: 0

Notes : May be close to ground, or high above it

Attacks: Frighten [5]

Make Transparent [make invincible for a few turns]

=====

074. Ember



Max HP : 8  
Defense: 0  
Notes : Fire-elemental; ice and explosions deal +1 damage; hitting this with fire heals it and makes it multiply

Attacks: Close-up Burn [3]  
Psychic Flame [2; may burn]  
Fire Stream [2; hits Mario and partner; may burn]

=====

075. Lava Bubble

Max HP : 6  
Defense: 0  
Notes : Fire-elemental; ice and explosions deal +1 damage; hitting this with fire heals it and makes it multiply

Attacks: Close-up Burn [4]  
Psychic Flame [3; may burn]  
Fire Stream [3; hits Mario and partner; may burn]

=====

076. Phantom Ember

Max HP : 10  
Defense: 0  
Notes : Fire-elemental; ice and explosions deal +1 damage; hitting this with fire heals it and makes it multiply

Attacks: Close-up Burn [5]  
Psychic Flame [4; may burn]  
Fire Stream [4; hits Mario and partner; may burn]

=====

077. Blad Cleft

Max HP : 2  
Defense: 2  
Notes : None

Attacks: Tackle [1]

=====

078. Hyper Bald Cleft

Max HP : 3  
Defense: 2  
Notes : May charge up; when flipped through Quake Hammer, Defense becomes 0

Attacks: Tackle [2; 8]  
Charge Up [+6 damage for one turn]

=====

079. Cleft

Max HP : 2  
Defense: 2  
Notes : Spiked

Attacks: Tackle [2]

=====  
080. Iron Cleft

Max HP : 6  
Defense: UNKNOWN  
Notes : MUST use Yoshi's Gulp to deal damage

Attacks: Tackle [5]

=====  
081. Iron Cleft

Max HP : 6  
Defense: UNKNOWN  
Notes : MUST use Yoshi's Gulp to deal damage

Attacks: Tackle [5]

=====  
082. Hyper Cleft

Max HP : 4  
Defense: 3  
Notes : Spiked; can charge up; when flipped via Quake Hammer, Defense is 0

Attacks: Tackle [3; 9]  
          Charge Up [+6 damage for one turn]

=====  
083. Moon Cleft

Max HP : 6  
Defense: 5  
Notes : Spiked; when flipped via Quake Hammer, Defense is 0

Attacks: Tackle [5]

=====  
084. Bristle

Max HP : 2  
Defense: 4  
Notes : Spiky; cannot go near, as you will be damaged; when flipped via Quake Hammer, Defense is 0

Attacks: Spike Slam [1; hits Mario and partner]

=====

085. Dark Bristle

Max HP : 8

Defense: 4

Notes : Spiky; cannot go near, as you will be damaged, when flipped via Quake Hammer, Defense is 0

Attacks: Spike Slam [8; hits Mario and partner]

=====

086. Bom-omb

Max HP : 4

Defense: 1

Notes : Fuse lights when damaged once - after that, ANY direct contact makes an explosion (being nearby deals one damage); instant-kill is a fire elemental attack

Attacks: Tackle [2]

Explosion [5; no direct contact after lit fuse; kills enemy]

=====

087. Bulky Bom-omb

Max HP : 6

Defense: 1

Notes : They attack in a specific order; their instant-kill is fire-elemental attacks (resulting explosion deals two damage to everything, and sets off the other Bulky Bom-ombs to do the same)

Attacks: (1) Lights Fuse

(2) Defense Boost

(3) Attack Boost

(4) Charge Up

(5) Explosion [8; hits Mario and partner]

=====

088. Bob-ulk

Max HP : 10

Defense: 2

Notes : They attack in a specific order; their instant-kill is fire-elemental attacks (resulting explosion deals four damage to everything, and sets off the other Bob-ulks to do the same)

Attacks: (1) Lights Fuse

(2) Defense Boost

(3) Attack Boost

(4) Attack Boost

(5) Charge Up

(6) Explosion [16; hits Mario and partner]

=====

089. Chain-Chomp

Max HP : 7  
Defense: 5  
Notes : None

Attacks: Chomp [6]

=====

090. Red Chomp

Max HP : 6  
Defense: 3  
Notes : None

Attacks: Chomp [5]

=====

091. Bullet Bill Blaster

Max HP : 5  
Defense: 2  
Notes : Creates Bullet Bills in field and in battle; must be defeated to go forward

Attacks: Makes Bullet Bill

=====

092. Bullet Bill

Max HP : 2  
Defense: 1  
Notes : Immune to fire; you have ONE turn to defeat them before the suicide attack

Attacks: Suicide Attack [4; kills Bullet Bill]

=====

093. Bombshell Bill Blaster

Max HP : 10  
Defense: 4  
Notes : Creates Bombshell Bills in the field and in battle; must be defeated to go forward

Attacks: Makes Bombshell Bill

=====

094. Bombshell Bill

Max HP : 3  
Defense: 2  
Notes : Immune to fire; you have ONE turn to defeat them before the suicide attack

Attacks: Suicide Attack [6; kills Bombshell Bill]

=====

095. Dark Wizzerd

Max HP : 10  
Defense: 2  
Notes : None

Attacks: "Tickle" [4]  
Green Laser [5]  
Lightning [4]  
Transparent [becomes temporarily invincible]  
Attack or Defense Boost  
Electrify [direct-attackers take one point of damage]  
Heal [10 HP]  
Make Dodgy [temporarily increases evasion]  
Divide [make copies; only one is real]

=====

096. Wizzerd

Max HP : 10  
Defense: 3  
Notes : None

Attacks: "Tickle" [5]  
Green Laser [6]  
Lightning [5]  
Transparent [becomes temporarily invincible]  
Attack or Defense Boost  
Electrify [direct-attackers take one point of damage]  
Heal [10 HP]  
Make Dodgy [temporarily increases evasion]  
Divide [make copies; only one is real]

=====

097. Elite Wizzerd

Max HP : 12  
Defense: 5  
Notes : None

Attacks: "Tickle" [7]  
Green Laser [8]  
Lightning [7]  
Transparent [becomes temporarily invincible]  
Attack or Defense Boost  
Electrify [direct-attackers take one point of damage]  
Heal [12 HP]  
Make Dodgy [temporarily increases evasion]  
Divide [make copies; only one is real]

=====

098. Blooper

Max HP : 12  
Defense: 0

Notes : Has tentacles with 3 HP each

Attacks: Slap [1]  
Ink Shot [1]

=====  
099. Hooktail

Max HP : 20/20

Defense: 1/0

Notes : Having the Attack FX R sound in battle reduces stats to what is AFTER  
the slash marks

Attacks: Stomp [5/3]  
Bite [5/3]  
Fire Breath [5/3; hits Mario and partner; may burn]  
Eat Audience [heals 10 HP]

=====  
100. Gloomtail

Max HP : 80

Defense: 2

Notes : None

Attacks: Stomp [8]  
Bite [8]  
Poison Breath [8; hits Mario and partner; may poison]  
Earthquake [10; hits Mario and partner]  
Charge Up  
Megabreath [15; hits Mario and partner]

=====  
101. Bonetail

Max HP : 200

Defense: 2

Notes : Optional boss (found on floor 100 of Pit of 100 Trials)

Attacks: Stomp [8]  
Bite [8]  
Colored Breath [8; hits Mario and partner]  
Heal [20 HP]

=====  
102. Rawk Hawk

Max HP : 40

Defense: 0

Notes : None

Attacks: Crash [4]  
Double Jump [4]  
Earthquake [1 x 10; may hit Mario and/or partner]

=====

103. Macho Grubba

Max HP : 60  
Defense: 4  
Notes : None

Attacks: Double Turns [hit twice per turn for three turns]  
Attack or Defense Boost  
Make Dodgy [increase evasion rate]  
Jump [4]  
Backflip [4]  
Tackle [4]  
Charge Up  
Unleash Charge [8]

=====

104. Doopliss (at Creepy Steeple, at the end of Chapter 4)

Max HP : 40  
Defense: 4  
Notes : May become Mario in-battle

Attacks: Aerial Tackle [4]  
Become Mario  
Jump [2 x 2]  
Hammer [4]

=====

104. Doopliss (at the Palace of Shadow, mid-Chapter 8)

Max HP : 40  
Defense: 0 (1 if Koops is copied)  
Notes : Can copy Mario or his partner

Attacks: Aerial Tackle [6; lost after copying]  
Become Mario or partner  
????? [copied partner's attacks and strengths]

=====

105. Cortez

Max HP : 80 (total)  
Defense: 1  
Notes : Comes in three forms (20 HP each), and heals one time during battle for 20 additional HP

Attacks: Sword Hit [4]  
Sword Hit [2 x 4]  
Charge Up  
Bone Attack [7]  
Weapon Combo [4 x 4]

=====

106. Smorg

Max HP : 50  
Defense: Infinite (while Miasmas remain); 0 (with no Miasmas)  
Notes : Is entirely invincible if even one Miasma remains

Attacks: Slap [5]  
Squish [10]  
Make Large Miasma  
Regenerate Miasmas

=====  
107. X-Naut

Max HP : 4  
Defense: 0  
Notes : None

Attacks: Tackle [3]  
Attack Boost

=====  
108. X-Naut PhD

Max HP : 9  
Defense: 0  
Notes : None

Attacks: Toss Potion [4; induces status sometimes]  
Attack or Defense Boost [self or other party member]  
Make Transparent [self or other party member]

=====  
109. Elite X-Naut

Max HP : 10  
Defense: 1  
Notes : None

Attacks: Tackle [5]  
Attack Boost

=====  
110. Yux

Max HP : 3  
Defense: Infinite [with Mini-Yux remaining; 0 [none remain]  
Notes : Invincible while Mini-Yux remains

Attacks: Beam [2]  
Make Mini-Yux

=====  
111. Mini-Yux

Max HP : 1  
Defense: 0



Notes : Can multiply

Attacks: Divide [every one remaining on its turn becomes two]

=====

112. Z-Yux

Max HP : 7

Defense: Infinite [with Mini-Z-Yux remaining]; 0 [none remain]

Notes : Invincible while Mini-Z-Yux remains

Attacks: Beam [4]

Make Mini-Z-Yux

=====

113. Mini-Z-Yux

Max HP : 2

Defense: 0

Notes : Can multiply

Attacks: Divide [every one remaining on its turn becomes two]

Heal [2 HP]

=====

114. X-Yux

Max HP : 10

Defense: Infinite [while Mini-X-Yux remains; 1 [none remain]

Notes : Invincible while Mini-X-Yux remains

Attacks: Beam [3; may immobilize]

=====

115. Mini-X-Yux

Max HP : 1

Defense: 0

Notes : Can multiply

Attacks: Divide [every one remaining on its turn becomes two]

=====

116. Grodus X

Max HP : 3

Defense: 0

Notes : Increases Grodus's Defense by 1 - 4 total make him invincible

Attacks: Magic Attack [4; piercing]

=====

117. Magnus Von Grapple

Max HP : 30  
Defense: 1  
Notes : Can summon separate enemies (Rocket Arms)

Attacks: Stomp [2]  
Summon Rocket Arms  
Attack [4; Rocket Arms' action]

=====  
118. Magnus Von Grapple 2.0

Max HP : 70  
Defense: 2  
Notes : Can summon separate enemies (Rocket Arms)

Attacks: Divebomb [6; hits Mario and partner]  
Audience Attack [3 x 10; may hit Mario and/or partner; lose some of  
your audience]  
Summon Rocket Arms  
Attack [9; Rocket Arms' action]

=====  
119. Lord Crump

Max HP : 30  
Defense: 0  
Notes : Can summon X-Nauts and heal in the Chapter 5 Interlude battle

Attacks: Body Slam [1-3]  
Heal [20 HP]  
Summon X-Nauts

=====  
120. Grodus

Max HP : 50  
Defense: 1/2/3/4/Invincible [right to left, 0-4 Grodus X's on field]  
Notes : The number of Grodus X's on the field determine Grodus's Defense  
(1 + (number of Grodus X's)); when there are four, he is invincible

Attacks: Lightning [7; hits Mario and partner]  
Freezing Fire [6]  
Time Stop [stops Mario and partner]  
Summon Grodus X (x2)

=====  
121. Beldam (in Boggly Woods, during early Chapter 2)

Max HP : 9  
Defense: 0  
Notes : None

Attacks: Clap [1]  
Blizzard [4; hits Mario and partner; may freeze]  
Attack Boost

Make Tiny [reduce Attack by 2 for a few turns]

=====

121. Beldam (in the Palace of Shadow, in mid-Chapter 8)

Max HP : 30  
Defense: 0  
Notes : None

Attacks: Clap [5]  
Blizzard [6; hits Mario and partner; may freeze]  
Attack Boost  
Increase Turns [attack twice for the next three turns]  
Decrease Turns [attack once over the next three turns]  
Make Tiny [reduce Attack by 2 for a few turns]

=====

122. Marilyn (in Boggly Woods, during early Chapter 2)

Max HP : 12  
Defense: 0  
Notes : None

Attacks: Clap [2]  
Lightning [4; hits Mario and partner]  
Charge Up  
Unleash Charge [4]

=====

122. Marilyn (in the Palace of Shadow, in mid-Chapter 8)

Max HP : 40  
Defense: 0  
Notes : None

Attacks: Clap [7]  
Lightning [7; hits Mario and partner]  
Charge Up  
Unleash Charge [14]

=====

123. Vivian (in Boggly Woods, before she becomes a partner)

Max HP : 10  
Defense: 0  
Notes : None

Attacks: Clap [1]  
Fiery Jinx [1; hits Mario and partner; may burn]

=====

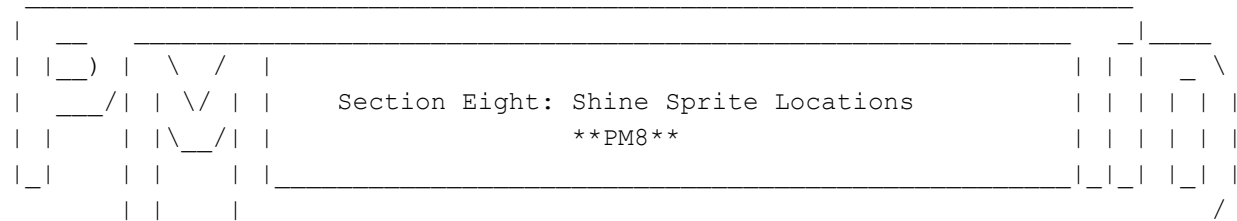
124. The Shadow Queen

Max HP : 150  
Defense: 0

Notes : The storyline's final boss!

- Attacks: Lightning [7; hits Mario and partner]
- Inflict Status Effect [4; inflicts a status on target]
- Charge Up
- Dark Lightning [14; hits Mario and partner]
- Attack Boost
- Defense Boost
- Regenerate Hands
- Hands Attack [7]
- Dead Hands Attack [5 x 3]

=====



~~~~~

#### Rogueport: 5 Shine Sprites

~~~~~

- ~~ Go to eastern Rogueport. Head across the gap over the waterway (close to the camera) and use Yoshi's Flutter Jump to go across. Climb up the boxes, Flutter Jump to the other house, and you'll see it in the background.
- ~~ From there, head back to the first rooftop you were on and drop back behind it by using the gap in the crates and Paper Mode.
- ~~ Go back to the rooftops on east Rogueport, but go to the chimney and use Tube Mode to enter said chimney. This goes to Admiral Bobbery's; use the door to the back room to get it.
- ~~ On the west side of Rogueport, enter the first house and head through the hole using Tube Mode.
- ~~ Beside Westside Goods, blow up Bobbery near the crack in the wall. Go through the resulting hole.

~~~~~

#### Rogueport Sewers: 8 Shine Sprites

~~~~~

- ~~ On a tall platform in the room with the Thousand-Year Door. You need to have Paper Mode to get through the grates.
- ~~ In the first shortcut room, use the Super Hammer to break down the big yellow block. Get on the elevator and grab the Shine Sprite.
- ~~ Go through the grate in western Rogueport, then use Yoshi to get over to the left ledge.

~~ In the room with the pipe leading to Petal Meadows, use Boat Mode and sail to the only other Boat Panel in this room.

~~ Go through the grate in West Rogueport. Go down one level and go downstairs to the peeling wallpaper. Blow it off and go down the tunnel. Use the Boat Panel and sail several areas to the right. There are THREE Shine Sprites in this area, but you need the Spring Jump for one of them.

~~ Go next to the Underground Shop and into the small alley. Spring Jump on the right side of the pipe, then shimmy to the right. You'll soon end up on the pedestal next to Dazzle. Spring Jump to get the Shine Sprite.

~~~~~  
Hooktail Castle: 3 Shine Sprites  
~~~~~

~~ Check in the room with the yellow and purple blocks. It is the room after fighting the Red Bones.

~~ Where you ran into Ms. Mowz for the first time.

~~ Top of the staircase that leads to the bridge with the VERY zoomed-out view.

~~~~~  
Boggly Woods: 1 Shine Sprite  
~~~~~

~~ In the area with the rising pipe and Plane Panel, get the pipe to become taller. Fire Koops to the left.

~~~~~  
The Great Boggly Tree: 4 Shine Sprites  
~~~~~

~~ Lower floor of the bubble room (to the direct right of the entrance room).

~~ In the room with large black object on a gray-ish piece of floor, use Flurrie to blow off the object. Use the Plane Panels to get the Shine Sprite.

~~ After obtaining the Super Boots, jump through the first panel you come across.

~~ In the room that you fill with water, and also where the lilypads are your "stepping stones."

~~~~~  
Glitzville: 2 Shine Sprites  
~~~~~

~~ In the square, go underneath the Shine Sprite and hammer underneath it. Use the newly-revealed coin block to jump and obtain the Shine Sprite.

~~ In the Glitz Pit storage room, on the second floor.

~~~~~  
Twilight Trail: 1 Shine Sprite  
~~~~~

~~ Behind a tree just before reaching Creepy Steeple.

~~~~~  
Creepy Steeple: 3 Shine Sprites  
~~~~~

~~ In the entrance room, roll into a Tube and through a hole in the wall. This is also where you obtain the Cookbook for Zess T.

~~ Outside the gate, head down the well.

~~ Where you push the door and use Vivian's Veil to let it pass over you. I think it is on the right side of the room.

~~~~~  
Keelhaul Key: 2 Shine Sprites  
~~~~~

~~ In the area with the Putrid Piranhas, go to the higher area. Cross to the left with a Flutter Jump from Yoshi.

~~ In the area with the bridge, Ice Power, and Coconuts, jump behind the big palm tree.

~~~~~  
Pirate's Grotto: 5 Shine Sprites  
~~~~~

~~ In the area with the floating ship, go onto its front (bow) and jump. It is somewhat hidden by a stalactite.

~~ In the room past the waterfall (the room with the Save Block), go up the stairs. Fire Koops so he goes just underneath the Shine Sprite. He will reveal a coin block. Head upstairs and onto it. Hammer the Shine Sprite to get it.

~~ In the storage room with the elevator, Flutter jump to the left with Yoshi.

~~ In the room with the spikes you can use Tube Mode to dodge, face right and fire Koops.

~~ After said room, hammer underneath the Shine Sprite to reveal hidden coin block. Jump up to get the Shine Sprite.

~~~~~  
Excess Express: 2 Shine Sprites  
~~~~~

~~ In Cabin #005, near the nighttable.

~~ Automatic reward for giving Bub the engineer's autograph.



around in the area not visible.

~~ Spin Jump in front of the hanging-thing (a gallows).

~~ Behind Zess T.'s house in the alley, Spin Jump.

~~ Go behind Professor Frankly's and on top of some crates. It is in the hard to find alley (walk into the wall beside Merlon's).

~~ In front of Frankly's, Spin Jump.

~~ Cross the gap over the waterway in eastern Rogueport and go on top of the first house. Spin Jump there.

~~ From there, Flutter Jump to the house and look behind the chimney.

~~ Slip through the gap between the Trouble Center and the locked house (or Bobbery's, depending on your progress). Look behind the barrel.

~~ Go in front of the Pianta Parlor and Spin Jump.

~~ In western Rogueport, look behind the wall around the garden.

~~ Behind the warp pipe in that garden.

~~ Behind the trashcan in front of Westside Goods.

~~ Spin Jump in front of the staircase in the harbor.

~~ Use the Boat Panel in the harbor to reach another. The Star Piece is in the hidden alcove just to the left of the Save Block.

~~ Spin Jump on the left side of the train platform.

~~ Look behind the pipe that leads to the Cheep-cheep Blimp going to Glitzville.

~~~~~  
Rogueport Sewers: 13 Star Pieces  
~~~~~

~~ Behind the pedestal near Dazzle's and Merlurvee's.

~~ In front of Wonky in the "tipster house." You need to Spin Jump.

~~ Behind the pedestal on the west side of this area from the above two Star Pieces (the pedestal near the place that can teleport to the X-Naut base).

~~ Hidden behind one of the broken pillars in front of Merlurvee's and Dazzle's places of business. This is towards the camera, in/near the area with the floor covered by water.

~~ After using the pipe in front of Frankly's, head to the right and near the moving platform. You need to use a Spin Jump.

~~ In the area with the entrance to the Pit of 100 Trials, look behind the set of stairs.

~~ Go towards the camera from the platform in the room with the Thousand-Year



Door and Spin Jump.

~~ In the room with the big yellow block (or springboard, if you broke said block), look behind the block/springboard.

~~ In the room with the chest that "cursed" you with Plane Mode. You have to Spin Jump in front of this chest.

~~ In the room with the pipe to Boggly Woods, Spin Jump near the pipe.

~~ In the area where you fought the Blooper during the Prologue, Spring Jump on the right side of the pipe. Shimmy over until you reach a platform with a pipe. Use the pipe to head to the background. Enter the building there.

~~ From western Rogueport, slip through the grate. Use Yoshi's Flutter Jump to go to the ledge to the left. Use the pipe there to go to the background. Jump across the moving platforms to get to the Star Piece.

~~ From western Rogueport, slip through the grate. Search behind the ledge that you originally fall on.

~~~~~  
Petal Meadows: 2 Star Pieces  
~~~~~

~~ From the pipe that originally took you there, hit the leftmost tree in that area.

~~ In the area where you hit the ! block to reveal the bridge, use the pipe to go the background. Head to the far right.

~~~~~  
Petalburg: 2 Star Pieces  
~~~~~

~~ Spin Jump near Bub-ulber. He is in the west side of town, on the little bit of land surrounded by a small river.

~~ Spin Jump near the flowers on the east side of town.

~~~~~  
Shhwonk Fortress: 1 Star Piece  
~~~~~

~~ Immediately after exiting Petalburg, check the first bush you come across.

~~~~~  
Hooktail's Castle: 5 Star Pieces  
~~~~~

~~ In the room where you fought the Red Bones, Spin Jump near where you found the Castle Key.

~~ In the room with the purple and yellow blocks that function as elevators, use the purple block/elevator and enter the doorway to the right.

~~ On top of the big yellow block, when elevated to the left.

~~ In the room where you have to press some ! blocks to make sections of the bridge appear, go to the open window, jump through, then go to the right.

~~ In the room where you use the yellow elevator block to get up to the Plane Panel, go to the other side of the railing and to the right.

~~~~~  
Boggly Woods: 4 Star Pieces  
~~~~~

~~ To the left of the ! block that raises the pipe.

~~ From Flurrie's house, go three trees to the left and use your hammer.

~~ Behind the bushes near the pipe to Flurrie's house.

~~ Spin Jump next to the sofa in Flurrie's room.

~~~~~  
The Great Boggly Tree: 6 Star Pieces  
~~~~~

~~ In the entrance room, Spin Jump near the Save Block.

~~ In the blue jail cell (where Punio's sister and some other Punies were held), Spin Jump.

~~ Check the first big bush to the right of Pungent's shop.

~~ Check behind the pipe in the room with the giant tree stump (trees inside trees?).

~~ In the room beneath the cells, behind the pipe.

~~ During the time you chased Lord Crump near the end of Chapter 2, check the bushes in the first room you went into (where you fought some X-Nauts).

~~~~~  
Glitzville: 10 Star Pieces  
~~~~~

~~ Behind the telephone booth.

~~ In front of the disembarking area of the blimp. You need to Spin Jump.

~~ Behind the right-hand plants near the entrance to the Glitz Pit.

~~ Underneath the billboard on top the juice shop. Use Koops or Tube Mode to reach it.

~~ Look behind the counter in the juice shop.

~~ Spin Jump on the right side of the left-hand stairs in the entrance to the Glitz Pit.

~~ Check the drawers of the desk in Grubba's/Jolene's office.

~~ Check behind the plant in Grubba's/Jolene's office.

~~ In the room where you discovered the very weak King K. and Bandy Andy, behind the big yellow block.

~~ Spin Jump on the first floor of the storage room.

~~~~~  
Twilight Town: 3 Star Pieces  
~~~~~

~~ Between some resident's house and Mayor Dour's house on the west side of town.

~~ Behind a bush near a tree on the west side of town.

~~ Inside the area somewhat-surrounded by a fence, behind some barrels.

~~~~~  
Twilight Trail: 2 Star Pieces  
~~~~~

~~ Behind the fallen tree near the pipe to the forest.

~~ Behind the warp pipe to the forest.

~~~~~  
Creepy Steeple: 5 Star Pieces  
~~~~~

~~ Behind the wall near the entrance (where the Heart and Save Blocks are).

~~ Use Tube Mode to go through the hole in the first room. FYI, a Shine Sprite and the Cookbook for Zess T. are also in here.

~~ Spin Jump in the room with the moving stairs operated by the red ! blocks.

~~ Drop down the well and go to the background of the room where you freed the Boos in. This is also the room before you find the parrot and the letter p.

~~ In the room with the parrot, Spin Jump.

~~~~~  
Keelhaul Key: 6 Star Pieces  
~~~~~

~~ In the area where you saw Mario looking out to sea, look near the rock formations on the right side and Spin Jump in one of the gaps.

~~ On the left side of the beach in the village.

~~ Behind the first bush in the jungle.

~~ Behind a root on the right side of the area with the Putrid Piranhas.

~~ Behind a group of rocks in front of the entrance to the Pirate's Grotto.

~~~~~

Pirate's Grotto: 4 Star Pieces

~~~~~

~~ On a platform in the room with the sunken boat and spears. The platform is located towards the camera about 2/3 the way across the room.

~~ On the room above the big waterfall, Spin Jump on the right side.

~~ In room with the elevator operated by a ! block, ride the elevator and Flutter Jump to the left and look inside some barrels.

~~ In the room with the staircase (two rooms before the storage-like room), go through the locked door and Spin Jump in the center of the room.

~~~~~

The Excess Express: 5 Star Pieces

~~~~~

~~ Spin Jump near the seats in Cabin #004.

~~ Look inside the nighttable of Cabin #005.

~~ Spin Jump in front of the engine at the front of the train.

~~ Return the Galley Pot to Chef Shimi.

~~ Return the Shell Earrings to the waitress.

~~~~~

Riverside Station: 1 Star Piece

~~~~~

~~ In the room with the gears, check behind a cylinder. This is also where the storage room key is.

~~~~~

Poshley Heights: 4 Star Pieces

~~~~~

~~ Spin Jump in front of the station stairs.

~~ Behind a lawn chair in front of the blue house.

~~ Go through the hole in the hedge near Toodle's house and go behind the fence.

~~ Behind the hedge next to the house that is next to the hotel.

~~~~~

Frozen Forest: 3 Star Pieces

~~~~~



\*If the location mentions "Made by Zess T.", check the Zess T.'s Recipes section (section 12) for details on how to make the item.

=====O  
| Restorative Items \*\*PM102\*\* |  
=====O

#### Choco Cake

Effect: Heals 5 HP and 15 FP  
Location: -- An item made by Zess T.  
-- Solve Toadia's Trouble

=====

#### Coco Candy

Effect: Heals 3 HP and 15 FP  
Location: -- Made by Zess T.

=====

#### Coconut

Effect: Heals 1 HP  
Location: -- You'll find it on Keelhaul Key in the area with the rope bridge.  
Use the pipe below it and hit the tree in the background.  
-- Made by Zess T.

=====

#### Couple's Cake

Effect: Slowly regain HP (must be eaten with partner)  
Location: -- An item made by Zess T.  
-- Complete Goom Goom's Trouble

=====

#### Dried Banquet

Effect: Heals 1 HP  
Location: -- Solve Bub-ulber's Trouble  
-- Give him Hot Dogs afterwards for more

=====

#### Dried Shroom

Effect: Heals 1 HP  
Location: -- Buy at Westside Goods in Rogueport for 2 Coins  
-- Buy from Charlieton in Rogueport Square for 2 Coins  
-- Made by Zess T.

=====

#### Electro Pop

Effect: Heals 15 FP

Location: -- Made by Zess T.

=====  
Fire Pop

Effect: Heals 20 FP

Location: -- Made by Zess T.

=====  
Fresh Juice

Effect: Heals 5 FP and cures poison

Location: -- Made by Zess T.

=====  
Fresh Pasta

Effect: Heals 10 HP and 5 FP

Location: -- The cart in Poshley Heights; buy for 50 Coins

=====  
Fried Egg

Effect: Heals 10 HP

Location: -- Made by Zess T.

=====  
Fruit Parfait

Effect: Heals 10 HP and 2 FP

Location: -- Made by Zess T.

=====  
Golden Leaf

Effect: Heals 10 FP

Location: -- Hit the large tree at Creepy Steeple

=====  
Gradual Syrup

Effect: Slowly restores FP

Location: -- Buy from Underground Shop underneath Rogueport for 15 Coins

=====  
Healthy Salad

Effect: Heals 15 FP and cures poison

Location: -- Made by Zess T.

=====

Heartful Cake

Effect: Heals 20 FP, but reduces Defense by 2 for several turns

Location: -- Made by Zess T.

Honey Candy

Effect: Heals 20 FP

Location: -- Made by Zess T.

Honey Syrup

Effect: Heals 5 FP

Location: -- Bought at Toad Bros. Bazaar for 5 Coins  
-- Bought at Niff T.'s Goods for 5 Coins  
-- Bought at Pungent's store for 5 Coins  
-- Bought at the Keelhaul Galleria for 3 Coins  
-- Made by Zess T.

Honey Shroom

Effect: Heals 5 HP and 5 FP

Location: -- Made by Zess T.  
-- Reward for solving Zess T.'s Trouble

Honey Super

Effect: Heals 10 HP and 5 FP

Location: -- Made by Zess T.

Honey Ultra

Effect: Heals 50 HP and 5 FP

Location: -- Made by Zess T.

Horsetail

Effect: Heals 3 HP

Location: -- Hit the striped molehill on the far right side of the second area  
of Petal Meadows ten times

Hot Dog

Effect: Heals 5 HP and 5 FP

Location: -- Bought at the Hot Dog Stand in Glitzville for 10 Coins



=====  
Icicle Pop

Effect: Heals 10 HP

Location: -- Made by Zess T.

=====

Inky Sauce

Effect: Heals 30 FP

Location: -- Made by Zess T.

=====

Jammin' Jelly

Effect: Heals 50 FP

Location: -- Bought at Charlieton's for 120 Coins

-- Bought at the Underground Shop under Rogueport for 200 Coins

-- Bought at the Pianta Parlor for 67 Piantas

-- Made by Zess T.

=====

Jelly Candy

Effect: Heals 64 FP

Location: -- Made by Zess T.

=====

Jelly Shroom

Effect: Heals 5 HP and 50 FP

Location: -- Made by Zess T.

=====

Jelly Super

Effect: Heals 10 HP and 50 FP

Location: -- Made by Zess T.

=====

Jelly Ultra

Effect: Heals 50 HP and 50 FP

Location: -- Made by Zess T.

=====

Keel Mango

Effect: Heals 5 HP

Location: -- Hit the leftmost tree in the Keelhaul Key jungle

=====

Koopasta

Effect: Heals 7 HP and 7 FP  
Location: -- Made by Zess T.

=====  
Koopas Bun

Effect: Heals 15 FP  
Location: -- Made by Zess T.

=====  
Koopas Tea

Effect: Heals 7 FP  
Location: -- Made by Zess T.

=====  
Life Shroom

Effect: Heals 10 HP upon usage or Mario or his partner's KO  
Location: -- Bought at Westside Goods in Rogueport for 50 Coins  
          -- Bought at the Twilight Town shop for 40 Coins

=====  
Love Pudding

Effect: Makes Mario or his partner transparent, electrified, or sleepy  
Location: -- Made by Zess T.

=====  
Mango Delight

Effect: Heals 10 HP and 3 FP  
Location: -- Made by Zess T.

=====  
Maple Shroom

Effect: Heals 5 HP and 10 FP  
Location: -- Made by Zess T.

=====  
Maple Super

Effect: Heals 10 HP and 10 FP  
Location: -- Made by Zess T.

=====  
Maple Syrup

Effect: Heals 10 FP

Location: -- Purchased at the Twilight Town shop for 20 Coins  
-- Purchased at the Sales Stall for 15 Coins  
-- Purchased at the Northwinds Mart for 20 Coins  
-- Purchased at the Pianta Parlor for 14 Piantas  
-- Made by Zess T.

=====  
Maple Ultra

Effect: Heals 50 HP and 10 FP  
Location: -- Made by Zess T.

=====  
Meteor Meal

Effect: Heals 7 HP and slowly heals more  
Location: -- Made by Zess T.  
-- Reward for solving Eve's Trouble

=====  
Mistake

Effect: Heals 1 HP and 1 FP  
Location: -- Made by Zess T.

=====  
Mousse Cake

Effect: Heals 15 FP  
Location: -- Made by Zess T.

=====  
Mushroom

Effect: Heals 5 HP  
Location: -- Bought at the Toad Bros. Bazaar for 5 Coins  
-- Bought at Niff T.'s Goods for 4 Coins  
-- Bought at Pungent's shop for 5 Coins  
-- Made by Zess T.

=====  
Mystic Egg

Effect: Heals 5 HP  
Location: -- Talk to Petuni after Chapter 2 and ask the question "Which person does Mario like the most?".

=====  
Omelette Meal

Effect: Heals 5 HP and 5 FP  
Location: -- Made by Zess T.

-- Stay at the hotel in Poshley Heights

=====  
Peachy Peach

Effect: Heals 1 HP and 2 FP

Location: -- Stay at the inn in Twilight Town

=====  
Peach Tart

Effect: Makes Mario or his partner electrified, dodgy, or sleepy

Location: -- Made by Zess T.

=====  
Posion Shroom

Effect: -- Poisons you

-- Halves HP and FP (50% chance, only with Feeling Fine on)

-- Fully heal HP and FP (50% chance, only with Feeling Fine on)

Location: -- Made by Zess T.

=====  
Shroom Broth

Effect: Slowly heal HP

Location: -- Made by Zess T.

=====  
Shroom Cake

Effect: Heals 10 HP and 10 FP

Location: -- Made by Zess T.

=====  
Shroom Crepe

Effect: Heals 30 HP and 20 FP

Location: -- Made by Zess T.

=====  
Shroom Fry

Effect: Heals 6 HP and 2 FP

Location: -- Made by Zess T.

=====  
Shroom Roast

Effect: Heals 15 HP and 5 FP

Location: -- Made by Zess T.

=====

Shroom Steak

Effect: Heals 30 HP and 10 FP  
Location: -- Made by Zess T.

=====

Slow Shroom

Effect: Slowly heals HP  
Location: -- Bought the Underground Shop underneath Rogueport for 15 Coins  
          -- Made by Zess T.

=====

Snow Bunny

Effect: Heals 15 HP, but freezes you  
Location: -- Made by Zess T.  
          -- Complete Gob's Trouble

=====

Space Food

Effect: Heals 5 HP  
Location: -- Made by Zess T.  
          -- Stay at the inn in Fahr Outpost

=====

Spaghetti

Effect: Heals 6 HP and 4 FP  
Location: -- Made by Zess T.

=====

Spicy Soup

Effect: Heals 4 HP and 4 FP  
Location: -- Made by Zess T.

=====

Super Shroom

Effect: Heals 10 HP  
Location: -- Bought at Westside goods in Rogueport for 20 Coins  
          -- Bought at the Souvenir Stand of Glitzville for 15 Coins  
          -- Bought at the Twilight Town shop for 15 Coins  
          -- Bought at Keelhaul Galleria for 12 Coins  
          -- Bought at the Sales Stall of the Excess Express for 15 Coins  
          -- Bought at the Northwinds Mart of Fahr Outpost for 15 Coins  
          -- Bought at the Pianta Parlor for 10 Piantas  
          -- Made by Zess T.

=====

Trial Stew

Effect: Yields incredible effects (confirmation on effects wanted!!)

Location: -- Made by Zess T.

=====

Turtley Leaf

Effect: Heals 3 FP

Location: -- Found in bushes outside of Mayor Kroops's house in Petalburg  
-- Complete Mayor Kroops's Trouble

=====

Ultra Shroom

Effect: Heals 50 HP

Location: -- Bought at the Underground Shop underneath Rogueport for 200 Coins  
-- Bought at Charlieton in Rogueport Square for 120 Coins  
-- Made by Zess T.

=====

Whacka Bump

Effect: Restores 25 HP and 25 FP (also sells somewhat high)

Location: -- Go to the "dock" of Keelhaul Key. Head straight north and then  
to the left until a blue lump comes out of the ground. Whack it  
to recieve this item.

=====

Zess Cookie

Effect: Heals 15 HP and 15 FP

Location: -- Made by Zess T.

=====

Zess Deluxe

Effect: Heals 40 HP and 40 FP

Location: -- Made by Zess T.

=====

Zess Dinner

Effect: Heals 10 HP and 10 FP

Location: -- Made by Zess T.

=====

Zess Frappe

Effect: Heals 20 FP

Location: -- Made by Zess T.

NOTE: Nintendo has made a typo. The in-game description states HP, not FP, is restored. This is not true - only FP is restored.

=====

Zess Special

Effect: Heals 20 HP and 20 FP

Location: -- Made by Zess T.

=====

Zess Tea

Effect: Heals 20 FP

Location: -- Made by Zess T.

=====

○=====○  
| Effect Items \*\*PM103\*\* |  
○=====○

Boo's Sheet

Effect: Makes you invincible temporarily

Location: -- Bought from the Sales Stall on the Excess Express for 20 Coins

-- Bought from Charlieton in Rogueport Square for 24 Coins

-- Made by Zess T.

=====

Coconut Bomb

Effect: Damages an enemy

Location: -- Made by Zess T.

=====

Courage Meal

Effect: Deals 4 damage to an enemy

Location: -- Made by Zess T.

=====

Courage Shell

Effect: Boost Defense by 2 for a few turns

Location: -- Bought at Niff T.'s Goods for 5 Coins

-- Made by Zess T.

=====

Dizzy Dial

Effect: May make all enemies dizzy

Location: -- Bought at Westside Goods in Rogueport for 12 Coins

=====

Earth Quake

Effect: Damages all ground-based enemies

Location: -- Bought at the Souvenir Shop of Glitzville for 15 Coins  
-- Bought from Charlieton in Rogueport Square for 18 Coins  
-- Made by Zess T.

=====

Egg Bomb

Effect: Damages an enemy

Location: -- Made by Zess T.

=====

Fire Flower

Effect: Deals 3 fire-based damage to all enemies and may burn them

Location: -- Bought at the Toad Bros. Bazaar in Rogueport for 10 Coins  
-- Bought at the Keelhaul Galleria for 5 Coins  
-- Made by Zess T.

=====

Fright Mask

Effect: May make enemies leave battle

Location: -- Bought at the Toad Bros. Bazaar in Rogueport for 5 Coins  
-- Bought at the Keelhaul Galleria for 2 Coins

=====

HP Drain

Effect: Damages an enemy and restores HP to you, equaling that amount

Location: -- Bought at Pungent's Shop for 3 Coins

=====

Ice Storm

Effect: Deals 3 ice-based damage to all enemies and may freeze them

Location: -- Bought at Pungent's shop for 15 Coins  
-- Bought at the Keelhaul Galleria for 15 Coins  
-- Bought at the Northwinds Mart of Fahr Outpost for 6 Coins  
-- Made by Zess T.

=====

Mini Mr. Mini

Effect: Decreases all enemies' Attack by 2 for a few turns

Location: -- Bought at Pungent's shop for 8 Coins  
-- Made by Zess T.

=====



Mr. Softener

Effect: Decreases all enemies' Defense by 3 for a few turns

Location: -- Bought at Niff T.'s Goods for 5 Coins  
-- Made by Zess T.

=====

Mystery

Effect: Random item's effect

Location: -- Bought at Pungent's Shop for 3 Coins  
-- Bought at the Sales Stall of the Excess Express for 3 Coins

=====

POW Block

Effect: Deals 2 damage to all ground-based enemies

Location: -- Bought at Niff T.'s Goods for 5 Coins

=====

Power Punch

Effect: Increases Attack by 2 for a few turns

Location: -- Bought at the Souvenir Stand of Glitzville for 15 Coins  
-- Made by Zess T.

=====

Point Swap

Effect: Swaps target's HP and FP. Cannot exceed maximum values of either stat.

Location: -- Bought at the Souvenir Stand of Glitzville for 5 Coins

=====

Repel Cape

Effect: Raises evasion, making you automatically dodge some attacks

Location: -- Bought at the Souvenir Shop of Glitzville for 15 Coins  
-- Bought at Charlieton's in Rogueport Square for 18 Coins  
-- Made by Zess T.

=====

Ruin Powder

Effect: May confuse all enemies for three turns

Location: -- Bought at the Northwinds Mart of Fahr Outpost for 15 Coins  
-- Made by Zess T.

=====

Shooting Star

Effect: Deals 6 damage to all enemies and may confuse them

Location: -- Bought at the Northwinds Mart of Fahr Outpost for 30 Coins  
-- Bought from Charlieton in Rogueport Square for 36 Coins

-- Made by Zess T.

=====

### Sleepy Sheep

Effect: May make all enemies go to sleep for a few turns

Location: -- Bought at the Toad Bros. Bazaar in Rogueport for 8 Coins

-- Bought at the Keelhaul Galleria for 10 Coins

-- Made by Zess T.

=====

### Spite Pouch

Effect: Deals half-damage back to direct-attackers

Location: -- Bought at the Twilight Town shop for 10 Coins

-- Made by Zess T.

=====

### Stopwatch

Effect: May immobilize all enemies for a few turns

Location: -- Bought at the Twilight Town shop for 30 Coins

-- Bought at the Northwinds Mart of Fahr Outpost for 12 Coins

-- Bought from Charlieton in Rogueport Square for 18 Coins

=====

### Tasty Tonic

Effect: Cures all negative status effects (poison, burn, allergic, etc.)

Location: -- Bought at the Toad Bros. Bazaar of Rogueport for 3 Coins

-- Bought at the Sales Stall of the Excess Express for 3 Coins

-- Made by Zess T.

=====

### Thunder Bolt

Effect: Deals 5 damage to an enemy

Location: -- Bought at Westside Goods in Rogueport for 10 Coins

-- Made by Zess T.

=====

### Thunder Rage

Effect: Deals 5 damage to all enemies

Location: -- Bought at the Twilight Town shop for 20 Coins

-- Bought at the Sales Stall on the Excess Express for 15 Coins

-- Made by Zess T.

=====

### Volt Shroom

Effect: After using, direct-attackers will take one point of damage for a few turns.

Location: -- Bought at the Westside Goods of Rogueport for 10 Coins  
-- Made by Zess T.

=====

Zess Dynamite

Effect: Deals 7 damage to all enemies

Location: -- Made by Zess T.

=====

O=====O  
| Miscellaneous Items \*\*PM104\*\* |  
O=====O

Cake Mix

Effect: N/A; mostly used in cooking (duh)

Location: -- Bought from the Pianta Parlor for 6 Piantas

=====

Gold Bar

Effect: ?????

Location: -- Bought from the Underground Shop beneath Rogueport for 110 Coins

-- Made by Zess T.

=====

Gold Bar x3

Effect: ?????

Location: -- Bought from the Underground Shop beneath Rogueport for 350 Coins

-- Bought from the Pianta Parlor for 234 Piantas

=====

Hot Sauce

Effect: N/A; mostly used in cooking

Location: -- Solve the business man's Trouble. You'll get a free one and  
access to more.

=====

Inn Coupon

Effect: Allows one free night at an inn. Limited quantity in-game; use wisely!

Location: -- Various; usually one in the area where a chapter focuses on (like  
Chapter 4 and Twilight Town/Creepy Steeple).

=====

---



Effect: Deals 2 more damage than a normal Jump attack (same Action Command)

Location: -- Bought at Lovely Howz of Badges for 50/35 Coins

-- Bought at the Pianta Parlor for 50 Piantas

=====

Sleepy Stomp

BP: 1

FP: 2

Effect: May make an enemy go to sleep if correctly executed (same Action Command as a normal Jump)

Location: -- Bought at the Lovely Howz of Badges for 75/52 Coins

-- Found on the tenth floor of the Pit of 100 Trials

=====

Soft Stomp

BP: 1

FP: 2

Effect: May make an enemy's Defense go down by 2 if executed correctly (same Action Command as a normal Jump)

Location: -- Bought for 75/52 Coins at the Lovely Howz of Badges

-- Found in a chest in the lower-left corner of the area with Dazzle

=====

Shrink Stomp

BP: 1

FP: 2

Effect: May make an enemy's Attack go down by 2 if executed correctly (same Action Command as a normal Jump)

Location: -- Bought at the Lovely Howz of Badges for 75/52 Coins

-- In a chest in the Great Boggly Tree (where you drained the water)

=====

Tornado Jump

BP: 2

FP: 3

Effect: Will damage the enemy you jump on, then all mid-air enemies if the button sequence is correctly pressed

Location: -- Bought at the Pianta Parlor for 67 Piantas

-- Found in the well near Creepy Steeple

=====

O~~~~~  
| Hammer Badges \*\*PM1122\*\* |  
O~~~~~

=====

Hammer Throw

BP: 1  
FP: 2

Effect: Throws a hammer at an enemy, despite its position (same Action Command as a normal Hammer)

Location: -- Bought at the Pianta Parlor for 50 Piantas  
-- Found along the Twilight Trail

=====

Fire Drive

BP: 5  
FP: 3

Effect: Deals fire-based damage to all ground enemies (hold left on the Control Stick and let go when you want to hit the fireball)

Location: -- Bought from the Lovely Howz of Badges for 100/70 Coins  
-- Found on the 20th floor of the Pit of 100 Trials

=====

Head Rattle

BP: 1  
FP: 2

Effect: May confuse the target, if executed correctly (same Action Command as a regular Hammer)

Location: -- Bought from the Lovely Howz of Badges for 100/70 Coins  
-- Found in the first part of the Keelhaul Key jungle

=====

Ice Smash

BP: 1  
FP: 3

Effect: May freeze the target, if executed correctly (same Action Command as a regular Hammer)

Location: -- Bought from the Lovely Howz of Badges for 75/52 Coins  
-- Found in Creepy Steeple (same room as Cookbook)

=====

Piercing Blow

BP: 1  
FP: 2

Effect: Deals the Hammer base damage, regardless of the target's Defense (same Action Command as a regular Hammer)

Location: -- Bought from the Lovely Howz of Badges for 75/52 Coins

=====

Power Smash

BP: 1  
FP: 2

Effect: Deals 2 more damage than a normal Hammer attack (same Action Command, but you hold it down for longer)

Location: -- Bought for 34 Piantas at the Pianta Parlor  
-- Professor Frankly gives you one before starting Chapter 1

=====

Quake Hammer

BP: 2  
FP: 3

Effect: Deals damage to all ground-based enemies (including those on the ceiling) (same Action Command as a normal Hammer)

Location: -- Bought at the Pianta Parlor for 67 Piantas  
-- Found in Boggly Woods in the area before Flurrie's house

=====

O=====O  
| Mario's Stat-Changing Badges \*\*PM113\*\* |  
O=====O

All or Nothing

BP: 4  
FP: 0

Effect: If an Action Command is successful, one extra damage is dealt. If it is not successful, no damage whatsoever is dealt.

Location: -- Found in the Palace of Shadow, in the room with the "sneaky spikes."

=====

Charge

BP: 1  
FP: 1

Effect: Uses up Mario's turn, but he deal 2 more damage on the next turn (or Charge again to do 4 damage, then 6 (with another Charge), and so on.)

Location: -- In the Great Boggly Tree, in the area you Spin Jump just after obtaining the Super Boots. Jump a few platforms to the left and shoot Koops to the right.

=====

Close Call

BP: 1  
FP: 0

Effect: Increases Mario's evasion when below 5 HP

Location: -- Bought from the Lovely Howz of Badges for 100/70 Coins  
-- Found near the entrance of Petal Meadows

=====  
Damage Dodge

BP: 2  
FP: 0

Effect: Take one less damage with a Guard (A button)

Location: -- Bought from the Lovely Howz of Badges for 150/105 Coins  
-- Found in the area with the pipe that leads to Boggly Woods

=====  
Defend Plus

BP: 5  
FP: 0

Effect: Increases Mario's Defense by one

Location: -- Found in the storage room of the Twilight Town shop  
-- Found in the 3-Shine-Sprite room of the Rogueport Sewers

=====  
Double Dip

BP: 3  
FP: 4

Effect: Allows Mario to use two items in one turn

Location: -- In eastern Rogueport, go behind the Trouble Center, turn into a  
boat, and sail along the river  
-- Found on the 60th floors of the Pit of 100 Trials

=====  
Double Pain

BP: 0  
FP: 0

Effect: Makes Mario take double the normal damage

Location: -- Bought from Charlieton for 36 Coins

=====  
Feeling Fine

BP: 4  
FP: 0

Effect: Makes Mario immune to all negative statuses

Location: -- The crane room in the X-Naut Fortress

=====



Flower Saver

BP: 4  
FP: 0

Effect: Reduces FP needed for attacks by one. If already uses 1 FP, it will not use any less than 1 FP.

Location: -- Can traded for at Dazzle's for 10 Star Pieces  
-- Found in a secret room of Creepy Steeple, under the star statue

=====

FP Drain

BP: 1  
FP: 0

Effect: Mario will deal one less damage, but gain 1 FP per attack

Location: -- Bought at the Lovely Howz of Badges for 100/70 Coins

=====

FP Plus

BP: 3  
FP: 0

Effect: Increases Mario's max FP by five

Location: -- Bought from the Pianta Parlor for 100 Piantas  
-- Found in the shortcut room in the Rogueport Sewers. The shortcuts go to Keelhaul Key and Poshley Heights.  
-- Found on the right side of the Great Boggly Tree (outside)

=====

Hammerman

BP: 2  
FP: 0

Effect: Hammer attacks deal one more damage, but disables the use of the Jump

Location: -- Bought from Charlieton for 180 Coins

=====

Happy Flower

BP: 2  
FP: 0

Effect: Slowly heals FP during battle

Location: -- Bought from the Lovely Howz of Badges for 150/105 Coins  
-- Bought from Dazzle for 4 Star Pieces  
-- Found in the second area of Petal Meadows, near a tall pipe. You need Koops to get it.

=====

Happy Heart

BP: 2  
FP: 0

Effect: Slowly heals Mario's HP during battle

Location: -- Bought from Dazzle for 4 Star Pieces

-- Found in the second area of Petal Meadows, near a tall pipe. You need Koops to get it.

=====

#### HP Drain

BP: 1  
FP: 0

Effect: Reduces Mario's Attack by one, but gives Mario one HP for every hit dealt to the enemy

Location: -- Found in Rogueport Harbor, in a secret alcove that is only reachable via Boat Mode

-- Found in the Frozen Forest, in a box

=====

#### HP Plus

BP: 3  
FP: 0

Effect: Increases Mario's max HP by five

Location: -- Bought from the Pianta Parlor for 100 Piantas

-- Under the bridge to Hooktail Castle. Drop down in the gap and go to the right.

-- At Riverside Station, where you have to blow the papers off of the door, use Tube Mode and go through a hole

=====

#### Ice Power

BP: 1  
FP: 0

Effect: Mario can jump on fire enemies and deal one extra damage to them

Location: -- On the eastern part of the bridge in Keelhaul Key, slip through the bridge with Paper Mode

=====

#### Jumpman

BP: 2  
FP: 0

Effect: Increase damage dealt by Jump attacks by one, but loses the ability to use the Hammer

Location: -- Bought from Charlieton for 180 Coins

=====

#### Last Stand

BP: 1  
FP: 0

Effect: Mario takes half-damage when at or below 5 HP  
Location: -- Bought from the Lovely Howz of Badges for 50/35 Coins  
-- Found in one of the large boxes in hallway of the Glitz Pit

=====

### Lucky Day

BP: 7  
FP: 0

Effect: Highly increase Mario's evasion  
Location: -- Found on the 90th floor of the Pit of 100 Trials

=====

### Lucky Start

BP: 4  
FP: 0

Effect: Make something good happen at the beginning of battle  
Location: -- Beat the Atomic Boo in Creepy Steeple

=====

### Mega Rush

BP: 1  
FP: 0

Effect: Increases Mario's Attack by 5 when he has 1 HP  
Location: -- Bought from Charlieton for 60 Coins

=====

### P-Down, D-Up

BP: 2  
FP: 0

Effect: Decreases Mario's Attack by 1, but increases his Defense by 1  
Location: -- Pirate's Grotto, in the sunken ship with the black chest

=====

### P-Up, D-Down

BP: 2  
FP: 0

Effect: Increases Mario's Attack by 1, but decreases his Defense by 1  
Location: -- In Riverside Station, inside the large maze

=====

Pity Flower

BP: 3  
FP: 0

Effect: May recover 1 FP when attacked  
Location: -- Found on the 40th floor of the Pit of 100 Trials

=====

Power Plus

BP: 6  
FP: 0

Effect: Increases Mario's Attack by 1  
Location: -- Bought from Dazzle for 15 Star Pieces  
          -- Found in the parrot's room of Creepy Steeple

=====

Power Rush

BP: 1  
FP: 0

Effect: Increases Mario's Attack by 2 when he has 5 or less HP  
Location: -- Bought at the Lovely Howz of Badges for 50/35 Coins  
          -- Bought at the Pianta Parlor for 34 Pianta

=====

Pretty Lucky

BP: 3  
FP: 0

Effect: Increases Mario's evasion  
Location: -- Bought from Dazzle for 3 Star Pieces

=====

Return Postage

BP: 7  
FP: 0

Effect: All direct-attackers take half the damage they dealt  
Location: -- Beat the 100th floor of the Pit of 100 Trials

=====

Slow Go

BP: 0  
FP: 0

Effect: Makes it impossible for Mario to run in the field  
Location: -- Bought from Charlieton for 12 Coins

=====

Spike Shield

BP: 3  
FP: 0

Effect: Allows Mario to jump on spiked enemies  
Location: -- Two rooms before the Thousand-Year Door, slip through the grate with the doorway and use Vivian's ability to make it across the spikes

=====

Super Appeal

BP: 1  
FP: 0

Effect: Earn more Star Power when Mario appeals  
Location: -- Bought at the Lovely Howz of Badges for 50/35 Coins  
-- Bought at the Pianta Parlor for 34 Piantas

=====

Zap Tap

BP: 3  
FP: 0

Effect: Always have Mario electrified (direct-attackers take one damage)  
Location: -- Found on the 30th floor of the Pit of 100 Trials

=====

○=====○  
| Partners' Stat-Changing Badges \*\*PM114\*\* |  
○=====○

Charge P

BP: 1  
FP: 1

Effect: Uses a turn, but the partner can deal two damage the next turn (or Charge to increase the Attack power even more!)  
Location: -- In the Glitz Pit storage room

=====

Close Call P

BP: 1  
FP: 0

Effect: Increases the partner's evasion when below 5 HP  
Location: -- Bought at the Lovely Howz of Badges for 100/70 Coins  
-- Found in the entrance of Riverside Station (Spring Jump under the ledge the badge is on)

=====  
Damage Dodge P

BP: 2  
FP: 0

Effect: Reduces damage taken by the partner by one with a Guard (A button)  
Location: -- Bought from the Lovely Howz of Badges for 150/105 Coins  
-- Found in the "unreachable" block in the Great Boggly Tree. Shoot  
Koops underneath the block then jump onto the newly-revealed  
block  
-- Found in Pirate's Grotto. Transform into a boat in the upper  
level (just after the Save Block) then go to the previous area  
and through the waterfall.

=====  
Defend Plus P

BP: 5  
FP: 0

Effect: Increases the partner's defense by one  
Location: -- Head into the room where you fought the Blooper. Spring Jump onto  
the left side of the nearby pipe and blow up the wall there with  
Bobbery.

=====  
Double Dip P

BP: 3  
FP: 4

Effect: Allows Mario's partner to use two items in one turn  
Location: -- Found on the 70th floor of the Pit of 100 Trials

=====  
Feeling Fine P

BP: 4  
FP: 0

Effect: Makes Mario's partner immune to all negative statuses  
Location: -- In the crane room inside the X-Naut Fortress

=====  
Flower Saver P

BP: 4  
FP: 0

Effect: Lessens the FP needed for attacks by 1. If it is already 1 FP, it will  
remain at 1 FP.  
Location: -- Bought from Dazzle for 10 Star Pieces  
-- Go to western Rogueport. Slip through the grate and stand on the

red X. Spring Jump and shimmy to the left. Drop down and open the chest.

=====

Happy Heart P

BP: 2  
FP: 0

Effect: Slowly restores Mario's partner's HP in battle  
Location: -- Bought from Dazzle for 4 Star Pieces  
          -- Blow away the wallpaper in the room before the Thousand-Year Door

=====

HP Drain P

BP: 1  
FP: 0

Effect: Reduces Mario's partner's Attack by one, but restores 1 HP for each hit dealt  
Location: -- In the left house in the train station area of Poshley Heights, there is a slight gap you can slip through

=====

HP Plus P

BP: 6  
FP: 0

Effect: Increases Mario's partner's max HP by five  
Location: -- Can be gotten at the Pianta Parlor for 200 Piantas

=====

Last Stand P

BP: 1  
FP: 0

Effect: Mario's partner will take 1/2 damage when below 5 HP  
Location: -- Bought from the Lovely Howz of Badges for 50/35 Coins  
          -- In the long staircase room, head up until you reach a yellow block. Hit the little one, then drop down onto the block that just fell.

=====

Mega Rush P

BP: 1  
FP: 0

Effect: Increases the Attack of Mario's partner by 5 when he/she has 1 HP  
Location: -- Found beside Mayor Kroops (slip through the "fence" with Paper Mode)

=====  
P-Down, D-Up P

BP: 2  
FP: 0

Effect: Decreases partner's Attack by 1 while increasing Defense by 1  
Location: -- In Boggly Woods, in the area with the rising pipe, go onto the  
tree stumps and jump around until you hit a hidden box

=====  
P-Up, D-Down P

BP: 2  
FP: 0

Effect: Increases the partner's Attack by 1, but decreases his/her Defense by 1  
Location: -- In the Palace of Shadow, before the "repeating room."

=====  
Power Plus P

BP: 6  
FP: 0

Effect: Increases Mario's partner's Attack by 1  
Location: -- Bought from Dazzle for 15 Star Pieces  
-- On top of the juice bar in Glitzville

=====  
Power Rush P

BP: 1  
FP: 0

Effect: When the partner has 5 or less HP, his/her Attack is raised by 2  
Location: -- Bought at the Lovely Howz of Badges for 50/35 Coins  
-- Bought at the Pianta Parlor for 34 Piantas

=====  
Pretty Lucky P

BP: 3  
FP: 0

Effect: Raises Mario's partner's evasion  
Location: -- Bought at the Lovely Howz of Badges for 150/105 Coins  
-- Found in Rogueport Sewers (thanks to CyberPCX for this)

=====  
Super Appeal P

BP: 1  
FP: 0



Effect: Recieve more Star Power when Mario's partner appeals

Location: -- Bought at the Lovely House of Badges for 50/35 Coins

-- After giving Flurrie her necklace, enter her room and open the chest

=====

```

O=====O
|               Miscellaneous Badges               **PM115** |
O=====O

```

Attack FX B

BP: 0

FP: 0

Effect: Changes the sound effect of Mario's attacks

Location: -- Complete the ??? trouble

=====

Attack FX G

BP: 0

FP: 0

Effect: Changes the sound effect of Mario's attacks

Location: -- Bought from Charlieton for 120 Coins

=====

Attack FX P

BP: 0

FP: 0

Effect: Changes the sound effect of Mario's attacks

Location: -- Bought from the Lovely Howz of Badges for 100/70 Coins

=====

Attack FX R

BP: 0

FP: 0

Effect: Changes the sound effect of Mario's attacks AND weakens Hooktail if this is equipped during that battle

Location: -- In Hooktail's Castle, where the dungeon is, slip through a few bars with Paper Mode

=====

Attack FX Y

BP: 0

FP: 0

Effect: Changes the sound effect of Mario's attacks

Location: -- Bought from Dazzle for 1 Star Piece

=====

### Bump Attack

BP: 5

FP: 0

Effect: Defeats weak enemies in the field by just touching them

Location: -- Found on the 80th floor of the Pit of 100 Trials

=====

### Chill Out

BP: 1

FP: 0

Effect: Never get struck first

Location: -- Bought from Dazzle for 2 Star Pieces

=====

### First Strike

BP: 1

FP: 0

Effect: Defeat weak enemies in the field by initiating a First Strike

Location: -- Bought at the Lovely Howz of Badges for 100/70 Coins

=====

### Flower Finder

BP: 3

FP: 0

Effect: Find more FP-restoring flowers after battle

Location: -- Bought from Dazzle for 6 Star Pieces

=====

### Heart Finder

BP: 3

FP: 0

Effect: Find more HP-restoring hearts after battle

Location: -- Bought from Dazzle for 6 Star Pieces

=====

### Item Hog

BP: 3

FP: 0

Effect: Find more items after battle  
Location: -- Bought from Dazzle for 5 Star Pieces

-----  
L Emblem

BP: 0  
FP: 0

Effect: Makes Mario's clothes look like Luigi's  
Location: -- In the second Poshley Sanctum (the one with the Dark Boos), use  
the bars like you did in the first one and work your way up to  
the top-left corner

-----  
Money Money

BP: 5  
FP: 0

Effect: Find more coins after battle  
Location: -- Bought from the Pianta Parlor for 234 Piantas

-----  
Peekaboo

BP: 2  
FP: 0

Effect: See the current HP of all enemies  
Location: -- Bought from Dazzle for 7 Star Pieces

-----  
Quick Change

BP: 7  
FP: 0

Effect: Switch partners without wasting a turn  
Location: -- Bought from Dazzle for 8 Star Pieces

-----  
Refund

BP: 1  
FP: 0

Effect: If you use an item in battle, you'll get some Coins back  
Location: -- Bought from the Pianta Parlor for 34 Piantas

-----  
Simplifier

BP: 1



Finally, some of these recipes will not appear in the journal. Why? I don't know. These recipes are just simple items that can be bought anywhere, such as Mushrooms and Earth Quakes. These recipes will still be listed.

Now that that's over with, let's get down to it!

| Recipe List   |                              | **PM122** |
|---------------|------------------------------|-----------|
| Item Desired  | Made With                    |           |
| Boo's Sheet   | Point Swap + Repel Cape      |           |
| Choco Cake    | Cake Mix + Inky Sauce        |           |
|               | Mousse Cake + Inky Sauce     |           |
| Coco Candy    | Cake Mix + Coconut           |           |
| Coconut       | Dried Banquet + Coconut Bomb |           |
| Coconut Bomb  | Coconut + Fire Flower        |           |
| Couple's Cake | Snow Bunny + Spicy Soup      |           |
| Courage Meal  | Zess Special + Courage Shell |           |
|               | Zess Dinner + Courage Shell  |           |
|               | Zess Deluxe + Courage Shell  |           |
| Courage Shell | Point Swap + Mr. Softener    |           |
| Dried Shroom  | Mushroom + Mr. Softener      |           |
|               | Super Shroom + Mr. Softener  |           |
| Earth Quake   | Point Swap + Thunder Bolt    |           |
| Egg Bomb      | Mystic Egg + Fire Flower     |           |
| Electro Pop   | Cake Mix + Volt Shroom       |           |
| Fire Flower   | Point Swap + Ice Storm       |           |
| Fire Pop      | Cake Mix + Fire Flower       |           |
|               | Cake Mix + Hot Sauce         |           |
| Fresh Juice   | Honey Syrup                  |           |
|               | Gradual Syrup                |           |
|               | Keel Mango                   |           |
| Fried Egg     | Mystic Egg                   |           |
| Fruit Parfait | Honey Syrup + Keel Mango     |           |
|               | Honey Syrup + Peachy Peach   |           |
|               | Keel Magno + Peachy Peach    |           |
| Gold Bar      | Point Swap + Gold Bar x3     |           |

|               |                              |         |
|---------------|------------------------------|---------|
| Healthy Salad | Turtley Leaf + Horsetail     |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Heartful Cake | Cake Mix + Ruin Powder       |         |
|               | Peachy Peach + Ruin Powder   |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Honey Candy   | Cake Mix + Honey Syrup       |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Honey Shroom  | Honey Syrup + Mushroom       |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Honey Super   | Honey Syrup + Super Shroom   |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Honey Syrup   | Point Swap + Mushroom        |         |
|               | Point Swap + Gradual Syrup   |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Honey Ultra   | Honey Syrup + Ultra Shroom   |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Ice Storm     | Point Swap + Fire Flower     |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Icicle Pop    | Honey Syrup + Ice Storm      |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Ink Pasta     | Inky Sauce + Fresh Pasta     |         |
|               | Inky Sauce + Spaghetti       |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Inky Sauce    | Hot Sauce + Fresh Juice      |         |
|               | Hot Sauce + Tasty Tonic      |         |
|               | Hot Sauce + Koopa Tea        |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Jammin' Jelly | Point Swap + Ultra Shroom    |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Jelly Candy   | Cake Mix + Jammin' Jelly     |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Jelly Shroom  | Mushroom + Jammin' Jelly     |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Jelly Super   | Super Shroom + Jammin' Jelly |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Jelly Ultra   | Ultra Shroom + Jammin' Jelly |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Koopa Bun     | Keel Mango + Turtley Leaf    |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Koopa Tea     | Turtley Leaf                 |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Koopasta      | Fresh Pasta + Turtley Leaf   |         |
|               | Spaghetti + Turtley Leaf     |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Love Pudding  | Mystic Egg + Mango Delight   |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Mango Delight | Keel Mango + Cake Mix        |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Maple Shroom  | Maple Syrup + Mushroom       |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Maple Super   | Maple Syrup + Super Shroom   |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Maple Syrup   | Point Swap + Super Shroom    |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Maple Ultra   | Maple Syrup + Ultra Shroom   |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Meteor Meal   | Shooting Star + Shroom Fry   |         |
|               | Shooting Star + Shroom Roast |         |
|               | Shooting Star + Shroom Steak |         |
| 0-----0       | 0-----0                      | 0-----0 |

|               |                              |         |
|---------------|------------------------------|---------|
| Mini Mr. Mini | Point Swap + Power Punch     |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Mousse Cake   | Cake Mix                     |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Mr. Softener  | Point Swap + Courage Shell   |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Mushroom      | Dried Shroom + Power Punch   |         |
|               | Dried Shroom + Point Swap    |         |
|               | Honey Syrup + Point Swap     |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Omelette Meal | Mystic Egg + Mushroom        |         |
|               | Mystic Egg + Super Shroom    |         |
|               | Mystic Egg + Horsetail       |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Peach Tart    | Cake Mix + Peachy Peach      |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Poison Shroom | Point Swap + Slow Shroom     |         |
|               | Inky Sauce + Slow Shroom     |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Power Punch   | Point Swap + Mini Mr. Mini   |         |
| 0-----0       | 0-----0                      | 0-----0 |
| (random item) | Point Swap + Mystery         |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Repel Cape    | Point Swap + Boo's Sheet     |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Ruin Powder   | Point Swap + Spite Pouch     |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Shooting Star | Point Swap + Thunder Rage    |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Shroom Broth  | Turtley Leaf + Slow Shroom   |         |
|               | Golden Leaf + Slow Shroom    |         |
|               | Turtley Leaf + Poison Shroom |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Shroom Cake   | Mushroom + Cake Mix          |         |
|               | Super Shroom + Cake Mix      |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Shroom Crepe  | Ultra Shroom + Cake Mix      |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Shroom Fry    | Dried Shroom                 |         |
|               | Mushroom                     |         |
|               | Super Shroom                 |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Shroom Roast  | Slow Shroom                  |         |
|               | Life Shroom                  |         |
|               | Mushroom + Fire Flower       |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Shroom Steak  | Ultra Shroom                 |         |
|               | Mushroom + Life Shroom       |         |
|               | Life Shroom + Turtley Leaf   |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Sleepy Sheep  | Point Swap + Tasty Tonic     |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Slow Shroom   | Gradual Syrup + Slow Shroom  |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Snow Bunny    | Golden Leaf + Ice Storm      |         |
| 0-----0       | 0-----0                      | 0-----0 |
| Space Food    | Dried Banquet + Mistake      |         |
|               | Dried Banquet + Mushroom     |         |
|               | Dried Banquet + Cake Mix     |         |
| 0-----0       | 0-----0                      | 0-----0 |

|               |                               |         |
|---------------|-------------------------------|---------|
| Spaghetti     | Fresh Pasta                   |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Spicy Pasta   | Fresh Pasta + Hot Sauce       |         |
|               | Spaghetti + Hot Sauce         |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Spicy Soup    | Fire Flower                   |         |
|               | Dried Banquet                 |         |
|               | Snow Bunny                    |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Spite Pouch   | Point Swap + Ruin Powder      |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Super Shroom  | Point Swap + Maple Syrup      |         |
|               | Point Swap + Volt Shroom      |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Tasty Tonic   | Coconut                       |         |
|               | Hot Sauce                     |         |
|               | Point Swap + Sleepy Sheep     |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Thunder Bolt  | Point Swap + Earth Quake      |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Thunder Rage  | Dried Banquet + Volt Shroom   |         |
|               | Point Swap + Shooting Star    |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Trial Stew    | Couple's Cake + Posion Shroom |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Ultra Shroom  | Point Swap + Jammin' Jelly    |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Volt Shroom   | Mushroom + Thunder Bolt       |         |
|               | Super Shroom + Thunder Bolt   |         |
|               | Mushroom + Thunder Rage       |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Zess Cookie   | Maple Syrup + Cake Mix        |         |
|               | Gradual Syrup + Cake Mix      |         |
|               | Mystic Egg + Cake Mix         |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Zess Deluxe   | Ultra Shroom + Fresh Pasta    |         |
|               | Healthy Salad + Shroom Steak  |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Zess Dinner   | Mushroom + Horsetail          |         |
|               | Mushroom + Keel Mango         |         |
|               | Super Shroom + Horsetail      |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Zess Dynamite | Egg Bomb + Coconut Bomb       |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Zess Frappe   | Maple Syrup + Ice Storm       |         |
|               | Jammin' Jelly + Ice Storm     |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Zess Special  | Whacka Bump                   |         |
|               | Dried Shroom + Fresh Pasta    |         |
|               | Mushroom + Fresh Pasta        |         |
| 0-----0       | 0-----0                       | 0-----0 |
| Zess Tea      | Golden Leaf                   |         |
|               | Maple Syrup + Jammin' Jelly   |         |
| 0=====0       | 0=====0                       | 0=====0 |



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| |_) | \ / | | | | _ \
| ___/| | \ / | | Section Thirteen: Shop Documentation | | | | | |
| | | | \_/ | | **PM13** | | | | |
|_ | | | | | | | | | |
|_ | | | | | | | | | |

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```

| Toad Bros. Bazaar \ Location: Rogueport Square \
|_____ \ _____ \
| Item: | Cost: | Effect: |
| Fire Flower | 10 Coins | Deals three HP (Fire) damage to all enemies. |
| Fright Mask | 5 Coins | May scare enemies out of battle. |
| Honey Syrup | 5 Coins | Heals 5 FP. |
| Mushroom | 5 Coins | Heals 5 HP. |
| Sleepy Sheep | 8 Coins | May make enemies go to sleep. |
| Tasty Tonic | 3 Coins | Heals any negative status effect. |
|_____ | _____ | _____ |

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```

| Lovely Howz of Badges \ Location: Rogueport Square \ Items for Prologue \
|_____ \ _____ \
| Badge Name: | Cost (no discount/discounted): | Effect: |
| FP Drain | 100 Coins / 70 Coins | -1 Attack, gain FP per hit |
| Happy Flower | 150 Coins /105 Coins | Slowly regain FP in battle |
| Last Stand | 50 Coins / 35 Coins | Take 1/2 dmg. in Danger. |
| Last Stand P | 50 Coins / 35 Coins | Take 1/2 dmg. in Danger. |
| Piercing Blow | 75 Coins / 52 Coins | Pierce defense and do dmg. |
| Power Jump | 50 Coins / 35 Coins | Deal extra jump damage. |
| Simplifier | 50 Coins / 35 Coins | Easy A. Commands, less SP. |
| Super Appeal | 50 Coins / 35 Coins | Extra SP when appealing. |
| Unsimplifier | 50 Coins / 35 Coins | Hard A. Commands, more SP. |
|_____ | _____ | _____ |

```

```

| Lovely Howz of Badges \ Location: Rogueport Square \ Items after Ch. 1 \
|_____ \ _____ \
| Badge Name: | Cost (no discount/discounted): | Effect: |
| Close Call | 100 Coins / 70 Coins | Get hit less with <5 HP. |
| Close Call P | 100 Coins / 70 Coins | Get hit less with <5 HP. |
| FP Drain | 100 Coins / 70 Coins | -1 Attack, gain FP per hit |
| Happy Flower | 150 Coins /105 Coins | Slowly regain FP in battle |
| Last Stand | 50 Coins / 35 Coins | Take 1/2 dmg. in Danger. |
| Last Stand P | 50 Coins / 35 Coins | Take 1/2 dmg. in Danger. |
| Piercing Blow | 75 Coins / 52 Coins | Pierce defense and do dmg. |
| Power Jump | 50 Coins / 35 Coins | Deal extra jump damage. |
| Simplifier | 50 Coins / 35 Coins | Easy A. Commands, less SP. |
| Sleepy Stomp | 75 Coins / 52 Coins | May make an enemy sleepy. |
| Super Appeal | 50 Coins / 35 Coins | Extra SP when appealing. |
| Unsimplifier | 50 Coins / 35 Coins | Hard A. Commands, more SP. |
|_____ | _____ | _____ |

```

```

| Lovely Howz of Badges \ Location: Rogueport Square \ Items after Ch. 2 \
|_____ \ _____ \
| Badge Name: | Cost (no discount/discounted): | Effect: |
| Close Call | 100 Coins / 70 Coins | Get hit less with <5 HP. |
| Close Call P | 100 Coins / 70 Coins | Get hit less with <5 HP. |
| First Attack | 100 Coins / 70 Coins | KO's weak enemies in field |
| FP Drain | 100 Coins / 70 Coins | -1 Attack, gain FP per hit |
| Happy Flower | 150 Coins /105 Coins | Slowly regain FP in battle |
| Last Stand | 50 Coins / 35 Coins | Take 1/2 dmg. in Danger. |
|_____ | _____ | _____ |

```

|                |                      |                            |
|----------------|----------------------|----------------------------|
| Last Stand P   | 50 Coins / 35 Coins  | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins  | Pierce defense and do dmg. |
| Power Jump     | 50 Coins / 35 Coins  | Deal extra jump damage.    |
| Power Rush     | 50 Coins / 35 Coins  | Deal more dmg. with <5 HP. |
| Pretty Lucky P | 150 Coins /105 Coins | Raises evasion for partner |
| Simplifier     | 50 Coins / 35 Coins  | Easy A. Commands, less SP. |
| Sleepy Stomp   | 75 Coins / 52 Coins  | May make an enemy sleepy.  |
| Super Appeal   | 50 Coins / 35 Coins  | Extra SP when appealing.   |
| Unsimplifier   | 50 Coins / 35 Coins  | Hard A. Commands, more SP. |

| Lovely Howz of Badges \ Location: Rogueport Square \ Items after Ch. 3 \

| Badge Name:    | Cost (no discount/discounted): | Effect:                    |
|----------------|--------------------------------|----------------------------|
| Close Call     | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Close Call P   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| First Attack   | 100 Coins / 70 Coins           | KO's weak enemies in field |
| FP Drain       | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower   | 150 Coins /105 Coins           | Slowly regain FP in battle |
| Ice Smash      | 75 Coins / 52 Coins            | May freeze target.         |
| Last Stand     | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump     | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Power Rush     | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Power Rush P   | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Pretty Lucky P | 150 Coins /105 Coins           | Raises evasion for partner |
| Simplifier     | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Shrink Stomp   | 75 Coins / 52 Coins            | May reduce tatget's Attack |
| Sleepy Stomp   | 75 Coins / 52 Coins            | May make an enemy sleepy.  |
| Super Appeal   | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Unsimplifier   | 50 Coins / 35 Coins            | Hard A. Commands, more SP. |

| Lovely Howz of Badges \ Location: Rogueport Square \ Items after Ch. 4 \

| Badge Name:    | Cost (no discount/discounted): | Effect:                    |
|----------------|--------------------------------|----------------------------|
| Close Call     | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Close Call P   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Damage Dodge   | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| First Attack   | 100 Coins / 70 Coins           | KO's weak enemies in field |
| FP Drain       | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower   | 150 Coins /105 Coins           | Slowly regain FP in battle |
| Head Rattle    | 100 Coins / 70 Coins           | May confuse target.        |
| Ice Smash      | 75 Coins / 52 Coins            | May freeze target.         |
| Last Stand     | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump     | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Power Rush     | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Power Rush P   | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Pretty Lucky P | 150 Coins /105 Coins           | Raises evasion for partner |
| Simplifier     | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Shrink Stomp   | 75 Coins / 52 Coins            | May reduce tatget's Attack |
| Sleepy Stomp   | 75 Coins / 52 Coins            | May make an enemy sleepy.  |
| Soft Stomp     | 75 Coins / 52 Coins            | May lower target's defense |
| Super Appeal   | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Unsimplifier   | 50 Coins / 35 Coins            | Hard A. Commands, more SP. |

| Lovely Howz of Badges \ Location: Rogueport Square \ Items after Ch. 5 \ |                                |                            |
|--|--------------------------------|----------------------------|
| Badge Name:  | Cost (no discount/discounted): | Effect:                    |
| Close Call   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Close Call P   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Damage Dodge   | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| Damage Dodge P   | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| Fire Drive   | 100 Coins / 70 Coins           | Deal dmg. to ground foes.  |
| First Attack   | 100 Coins / 70 Coins           | KO's weak enemies in field |
| FP Drain   | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower   | 150 Coins /105 Coins           | Slowly regain FP in battle |
| Head Rattle  | 100 Coins / 70 Coins           | May confuse target.        |
| Ice Smash  | 75 Coins / 52 Coins            | May freeze target.         |
| Last Stand   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump   | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Power Rush   | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Power Rush P   | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Pretty Lucky P   | 150 Coins /105 Coins           | Raises evasion for partner |
| Simplifier   | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Shrink Stomp   | 75 Coins / 52 Coins            | May reduce tatget's Attack |
| Sleepy Stomp   | 75 Coins / 52 Coins            | May make an enemy sleepy.  |
| Soft Stomp   | 75 Coins / 52 Coins            | May lower target's defense |
| Super Appeal   | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Super Appeal P   | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Unsimplicifier   | 50 Coins / 35 Coins            | Hard A. Commands, more SP. |

| Lovely Howz of Badges \ Location: Rogueport Square \ Items after Ch. 6 \ |                                |                            |
|--|--------------------------------|----------------------------|
| Badge Name:  | Cost (no discount/discounted): | Effect:                    |
| Attack FX P  | 100 Coins / 70 Coins           | Changes attack sounds.     |
| Close Call   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Close Call P   | 100 Coins / 70 Coins           | Get hit less with <5 HP.   |
| Damage Dodge   | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| Damage Dodge P   | 150 Coins /105 Coins           | Take 1 less dmg. w/Guards. |
| Fire Drive   | 100 Coins / 70 Coins           | Deal dmg. to ground foes.  |
| First Attack   | 100 Coins / 70 Coins           | KO's weak enemies in field |
| FP Drain   | 100 Coins / 70 Coins           | -1 Attack, gain FP per hit |
| Happy Flower   | 150 Coins /105 Coins           | Slowly regain FP in battle |
| Head Rattle  | 100 Coins / 70 Coins           | May confuse target.        |
| Ice Smash  | 75 Coins / 52 Coins            | May freeze target.         |
| Last Stand   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Last Stand P   | 50 Coins / 35 Coins            | Take 1/2 dmg. in Danger.   |
| Piercing Blow  | 75 Coins / 52 Coins            | Pierce defense and do dmg. |
| Power Jump   | 50 Coins / 35 Coins            | Deal extra jump damage.    |
| Power Rush   | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Power Rush P   | 50 Coins / 35 Coins            | Deal more dmg. with <5 HP. |
| Pretty Lucky P   | 150 Coins /105 Coins           | Raises evasion for partner |
| Simplifier   | 50 Coins / 35 Coins            | Easy A. Commands, less SP. |
| Shrink Stomp   | 75 Coins / 52 Coins            | May reduce tatget's Attack |
| Sleepy Stomp   | 75 Coins / 52 Coins            | May make an enemy sleepy.  |
| Soft Stomp   | 75 Coins / 52 Coins            | May lower target's defense |
| Super Appeal   | 50 Coins / 35 Coins            | Extra SP when appealing.   |
| Super Appeal P   | 50 Coins / 35 Coins            | Extra SP when appealing.   |

| Unsimplifier | 50 Coins / 35 Coins | Hard A. Commands, more SP. |  
| \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_ |

| Charlieton \ Location: Rogueport Square \ Available AFTER Chapter 1 \

| Item:         | Cost:     | Effect:  |
|---------------|-----------|--|
| Attack FX P   | 120 Coins | Changes the sound of attacks.                  |
| Boo's Sheet   | 24 Coins  | Temporal invincibility.                        |
| Double Pain   | 36 Coins  | Makes Mario take double damage.                |
| Dried Shroom  | 2 Coins   | Heals 1 HP.                                    |
| Earth Quake   | 18 Coins  | Damages all ground-based enemies.              |
| Hammerman     | 180 Coins | Hammer power +1, Jumping ability lost.         |
| Jammin' Jelly | 120 Coins | Heals 50 FP.                                   |
| Jumpman       | 180 Coins | Jumping power +1, Hammer ability lost.         |
| Mega Rush     | 60 Coins  | Ups Mario's attack by 5 when in Peril.         |
| Repel Cape    | 18 Coins  | Temporarily increases evasion.                 |
| Shooting Star | 36 Coins  | Damages all enemies.                           |
| Slow Go       | 12 Coins  | Slows Mario down in the field.                 |
| Stop Watch    | 24 Coins  | May stop enemies from having turns.            |
| Timing Tutor  | 120 Coins | Shows the timing for Stylish moves with a "!". |
| Ultra Shroom  | 120 Coins | Heals 50 FP.                                   |
| W Emblem      | 360 Coins | Makes Mario's clothes yellow, like Wario's.    |

| NOTE: There will only be four of the sixteen items shown here on sale. |

| Westside Goods \ Location: Western Rogueport \

| Item:        | Cost:    | Effect:   |
|--------------|----------|---|
| Dizzy Dial   | 12 Coins | May make enemies dizzy.                           |
| Dried Shroom | 2 Coins  | Heals 1 HP.                                       |
| Life Shroom  | 50 Coins | Heals 10 HP upon KO or upon immediate usage.      |
| Super Shroom | 20 Coins | Heals 10 HP.                                      |
| Thunder Bolt | 10 Coins | Zaps a single enemy.                              |
| Volt Shroom  | 10 Coins | Electrics you (direct-attackers will take damage) |

| Dazzle's Star Piece Exchange \ Location: Rogueport Sewers \

| Badge Name:    | Cost:          | Effect:                                   |
|----------------|----------------|---|
| Attack FX Y    | 1 Star Piece   | Changes the sound of Mario's attacks.     |
| Chill Out      | 2 Star Pieces  | Never succumb to First Strikes.           |
| Flower Finder  | 6 Star Pieces  | Find more flowers after a battle.         |
| Flower Saver   | 10 Star Pieces | Spend one less FP for attacks. (Mario)    |
| Flower Saver P | 10 Star Pieces | Spend one less FP for attacks. (Partner)  |
| Happy Flower   | 4 Star Pieces  | Slowly recover FP in battles.             |
| Happy Heart    | 4 Star Pieces  | Slowly recover HP in battles. (Mario)     |
| Happy Heart P  | 4 Star Pieces  | Slowly recover HP in battles. (Partner)   |
| Heart Finder   | 6 Star Pieces  | Find more hearts after a battle.          |
| Item Hog       | 5 Star Pieces  | Find more items after a battle.           |
| Peekaboo       | 7 Star Pieces  | Always see enemy HP.                      |
| Power Plus     | 15 Star Pieces | Increases Mario jump/hammer power by one. |
| Power Plus P   | 15 Star Pieces | Increases the partner's power by one.     |
| Pretty Lucky   | 3 Star Pieces  | May make enemy attacks miss. (Mario)      |
| Quick Change   | 8 Star Pieces  | Change partners without wasting a turn.   |

| Underground Shop \ Location: Rogueport Sewers \ Available AFTER Ch. 1 \ |           |                    |
|---|-----------|--------------------|
| Item:   | Cost:     | Effect:            |
| Gold Bar  | 110 Coins | ?????              |
| Gold Bar x3   | 350 Coins | ?????              |
| Gradual Syrup   | 15 Coins  | Slowly recover FP. |
| Jammin' Jelly   | 200 Coins | Heals 50 FP.       |
| Slow Shroom   | 15 Coins  | Slowly recover HP. |
| Ultra Shroom  | 200 Coins | Heals 50 HP.       |

| Niff T.'s Shop \ Location: Petalburg \ |         |  |
|--|---------|--|
| Item:                                  | Cost:   | Effect:                                      |
| Courage Shell                          | 5 Coins | Increases Defense.                           |
| Fire Flower                            | 8 Coins | Deals three HP (Fire) damage to all enemies. |
| Honey Syrup                            | 5 Coins | Heals 5 FP.                                  |
| Mr. Softener                           | 8 Coins | Reduces the defense of an enemy.             |
| Mushroom                               | 4 Coins | Heals 5 HP.                                  |
| POW Block                              | 5 Coins | Deals damage to all enemies on the ground.   |

| Pungent's Shop \ Location: The Great Boggly Tree \ |          |  |
|--|----------|--|
| Item:  | Cost:    | Effect:                                    |
| Honey Syrup  | 5 Coins  | Heals 5 FP.                                |
| HP Drain   | 10 Coins | Drains HP from an enemy.                   |
| Ice Storm  | 15 Coins | Damages and may freeze all enemies.        |
| Mini Mr. Mini                                      | 8 Coins  | Reduces an enemy's Attack for three turns. |
| Mushroom   | 5 Coins  | Heals 5 HP.                                |
| Mystery  | 3 Coins  | (random item's effect)                     |

| Souvenir Shop \ Location: Glitzville \ |          |  |
|--|----------|--|
| Item:                                  | Cost:    | Effect:  |
| Earth Quake                            | 15 Coins | Damages all ground-based enemies.                |
| Point Swap                             | 5 Coins  | Swaps FP with HP. May not exceed either maximum. |
| Power Punch                            | 15 Coins | Boosts Power by 3 for three turns.               |
| Repel Cape                             | 15 Coins | Increases the ability to evade attacks.          |
| Super Shroom                           | 15 Coins | Heals 10 HP.                                     |
| Thunder Bolt                           | 12 Coins | Damages one enemy.                               |

| Hot Dog Stand \ Location: Glitzville \ |          |                      |
|--|----------|----------------------|
| Item:                                  | Cost:    | Effect:              |
| Hot Dog                                | 10 Coins | Heals 5 HP and 5 FP. |

| Twilight Shop \ Location: Twilight Town \ |          |  |
|---|----------|--|
| Item:                                     | Cost:    | Effect:                                      |
| Life Shroom                               | 40 Coins | Heals 10 HP upon KO or upon immediate usage. |

|              |          |   |  |
|--------------|----------|---|--|
| Maple Syrup  | 20 Coins | Heals 10 FP.                                      |  |
| Spite Pouch  | 10 Coins | Deals half-dmg. to all direct-attackers for a bit |  |
| Stop Watch   | 30 Coins | May stop all enemies.                             |  |
| Super Shroom | 15 Coins | Heals 10 HP.                                      |  |
| Thunder Rage | 20 Coins | Deals 5 damage to all enemies.                    |  |
| _____        | _____    | _____   |  |

|                     |                          |  |  |
|---------------------|--------------------------|--|--|
| Keelhaul Galleria \ | Location: Keelhaul Key \ |  |  |
| _____ \             | _____ \                  |  |  |
| Item:               | Cost:                    | Effect:  |  |
| Fire Flower         | 5 Coins                  | Deals 3 Fire damage to all enemies.            |  |
| Fright Mask         | 2 Coins                  | May scare some or all enemies out of battle.   |  |
| Honey Syrup         | 3 Coins                  | Heals 5 FP.                                    |  |
| Ice Storm           | 15 Coins                 | Deal 3 damage to all enemies. May freeze them. |  |
| Sleepy Sheep        | 10 Coins                 | May make all enemies go to sleep.              |  |
| Super Shroom        | 12 Coins                 | Heals 10 HP.                                   |  |
| _____               | _____                    | _____  |  |

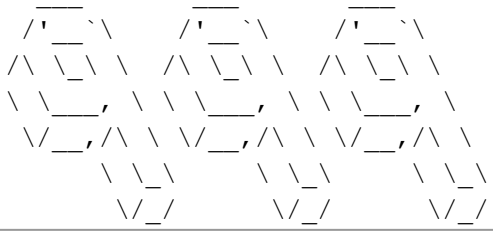
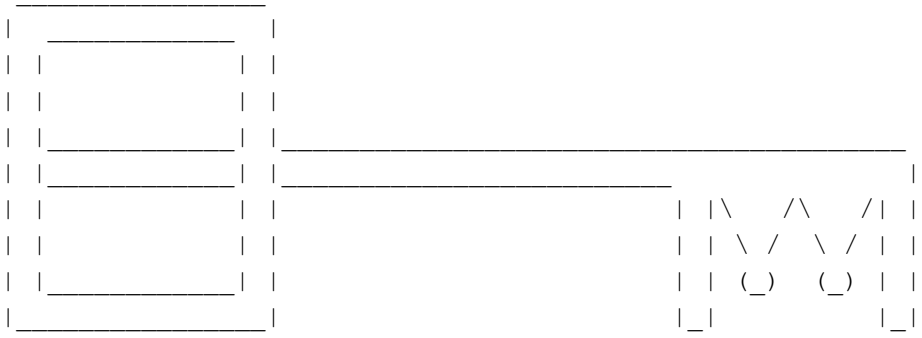
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|---------------|--|------------------------------------|--|
| Sales Stall \ | Location: The Excess Express, Dining Car \ |                                    |  |
| _____ \       | _____ \                                    |                                    |  |
| Item:         | Cost:                                      | Effect:                            |  |
| Boo's Sheet   | 20 Coins                                   | Makes you temporarily invincible.  |  |
| Maple Syrup   | 15 Coins                                   | Heals 10 FP.                       |  |
| Mystery       | 3 Coins                                    | Random item's effect.              |  |
| Super Shroom  | 15 Coins                                   | Heals 10 HP.                       |  |
| Tasty Tonic   | 3 Coins                                    | Heals all negative status effects. |  |
| Thunder Rage  | 15 Coins                                   | Deals 5 damage to all enemies.     |  |
| _____         | _____                                      | _____                              |  |

|                  |                             |  |  |
|------------------|-----------------------------|--|--|
| Souvenir Stand \ | Location: Poshley Heights \ |  |  |
| _____ \          | _____ \                     |  |  |
| Item:            | Cost:                       | Effects:   |  |
| Fresh Pasta      | 50 Coins                    | It does heal, but, even if cooked, it is useless |  |
| _____            | _____                       | all around. Do not even bother with it.          |  |
| _____            | _____                       | _____  |  |

|                   |                          |   |  |
|-------------------|--------------------------|---|--|
| Northwinds Mart \ | Location: Fahr Outpost \ |   |  |
| _____ \           | _____ \                  |   |  |
| Item:             | Cost:                    | Effect:                                       |  |
| Ice Storm         | 6 Coins                  | May freeze all enemies.                       |  |
| Maple Syrup       | 20 Coins                 | Heals 10 FP.                                  |  |
| Ruin Powder       | 15 Coins                 | May confuse all enemies.                      |  |
| Shooting Star     | 30 Coins                 | Damages all enemies.                          |  |
| Stopwatch         | 12 Coins                 | May temporarily stop all enemies for 3 turns. |  |
| Super Shroom      | 15 Coins                 | Heals 10 HP.                                  |  |
| _____             | _____                    | _____   |  |

|              |                                       |       |       |
|--------------|---------------------------------------|-------|-------|
| _____        | _____                                 | _____ | _____ |
| _)   \ /     |                                       | _ \   |       |
| ___/     \ / | Section Fourteen: Credits and Closing |       |       |
| \_ /         | **PM14**                              |       |       |
|              | _____                                 |       |       |





KeyBlade999