

Paper Mario: The Thousand-Year Door FAQ/Walkthrough

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Paper Mario: The Thousand-Year Door
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Game by: Nintendo

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1. Story

I copied this from the manual, so I don't take credit for it.

A Letter from Peach

"Hello there, Mario! I am now on holiday, traveling in the Mushroom Kingdom.

"In my travels, I came into possession of a mystical map...a treasure map, actually. It was inside a box I got from an old merchant in a town called Rogueport.

"But since it would be too difficult for me to try to go find treasure all by myself...I thought you could help me hunt for it! You will, of course, won't you?

"I've included the map with this letter, so please bring it with you when you come. I'll meet you at Rogueport. (That means you MUST come!

"-Peach-"

"So Mario headed for Rogueport, where he knew Peach was waiting...but she was nowhere to be found. Where had she gone?

"When Mario started to walk around town to look for her, though, he found

himself in the middle of a sticky situation. He ended up helping a sweet Goomba gal who was in trouble. Her name was Goombella, and she claimed to be in the midst of a treasure hunt...

"When Mario told her that he had a treasure map, Goombella took him to see Professor Frankly, a wizened old archaeology professor who knew much of local legend.

"According to the professor, in order to find the legendary treasure, they would have to first find and collect all seven Crystal Stars. Only then would they be able to open the Thousand-Year Door, behind which the treasure lay.

"Luckily for them, the map that Peach had sent was the very Magical Map that showed the locations of the Crystal Stars!

"By following the map, perhaps they will also find Peach...A grand adventure awaits Mario and his friends!"

2. Controls

Control Stick: move

Control Pad: Up: Gear

Right: Badges

Down: Journal

Left: Partners

Start: pause game

A: jump (hold A and rotate control stick for spring jump after learning it)

B: use hammer (hold B and rotate control stick to use super or ultra hammer after learning it)

R: become flat (when you learn this move)

R+rotate control stick: roll up into a tube (when you learn this move)

X: use partner's ability

Y: use airplane or boat panel when standing on it (when you learn these moves)

Z: show stats

3. Walkthrough

A. Prologue: A Rogue's Welcome

THE BEGINNING

Right at the beginning is a save block (not like you have anything to save yet), and past that is a cut scene. Go over to the weirdos picking on the poor Goomba girl and you'll have to fight Lord Crump. He's weak and after a few hits, you'll beat him. After that and some more stuff to watch, you can go up the nearby stairs and into the area past here. Now Goombella will join you. She can give you information (press X) about places, people, and enemies, as well as help you fight.

Anyway, I this place is a save block and an inn. At it, you can pay 5 coins to get back your HP and FP. (You start out with 100 coins, by the way.)

We have someone to find right now, so go east. (If you try to go west, Zess T. the Toad gets mad at you for stepping on her contact lens and won't let you pass until you buy her a new one. So my point is...you can't go west yet.) After getting half your coins stolen, you can go through the door without the star over it to find Professor Frankly. (Later, go into the alley behind the inn and go through the door to the left. Talk to the guy to get your coins back. Also, through that other door near Professor Frankly, you can talk to Merlon. He'll raise your partner up a rank if you give him three shine sprites.) After my long explanation, Professor Frankly makes you listen to another explanation. After that, go outside. He'll ask you if you want to learn about action commands. Do whatever, then, go down the pipe.

FINDING THE DOOR

There's a save block here. (And to the left, in the building is Merlulvee, who can tell you about star pieces for 5 coins, shine sprites for 10 coins, or your next path for 2 coins.) Anyway, to the right, some Goombas will talk to you, than, you get to fight them. There is an ordinary Goomba, Paragoomba, and a Spiky Goomba. Obviously, the spiky one requires a hammer to kill and the Paragoomba needs to be hit with a jump. After beating them, go up to the floating platform nearby and ride it over to a pipe. Go down. In this area are more Goombas and two ? blocks that give you a mushroom and a fire flower. Reveal a pipe by destroying the big blocks with your hammer, then, go down.

There are a couple of Spinia enemies down here and a block past them. Hit it to reveal stairs. Go up, and next to the wall, go left and drop down to get to a black key. Go back up the stairs and go through the doorway. Talk to the chest twice so that you can open and learn...I mean...be "cursed" with a new ability. Now Mario can turn into a paper airplane when he stands on the airplane panels. Now leave this room and use the airline panel to the left to fly to the other side of the room. To fly, it helps to let yourself just go for a short time, then, move the control stick so that you go up. If you try to go up too soon, you won't go anywhere. It may take practice, but it's easy once you get the hang of it. Anyway, through the next door way is the Thousand-Year Door (and a save block).

Go over to it and stand on the pedestal. Not only will you learn the location of a star, but you'll also get your first special move, Sweet Treat, for healing HP and FP. After this, back in Rogueport, you can learn how to use your new move if you want. After you leave, you'll get your first badge, Power Smash. Yay, now you're finally allowed to actually play the game again. So go down into the sewer again and go right. Fly across the gap using the airplane panel, then, go through the doorway.

BOSS BATTLE: BLOOPER

Hit the tentacle here to fight the Blooper. You have to hit both tentacles to get rid of them. Then, Blooper will not do anything for a little while, giving you some time to kill it. The tentacles can hit both Mario and Goombella and Blooper can hit both of you with ink, but it does little damage and is easy to defeat. After that, you can cross the moving platforms on the water to get to a pipe. Go down to start Chapter 1.

B. Chapter 1: Castle and Dragon

PETAL MEADOWS

Now you're at Petal Meadows and there's a save block right nearby. This area has the same Goomba enemies as in the sewer, so they shouldn't be a problem. Past here is a Mushroom in a block and in the next area, hit the red block for the Close Call badge. (The pipe here takes you up to a higher place,

but you can't get the badge yet.) Go into the next area and look through the bushes for coins and a pipe. Use the pipe to get to a pipe in the background. Go right and hit the block to make a bridge. Go farther right for a star piece, then, take the pipe back and cross the bridge. There's a Mystery behind a bush, a Fire Flower in a block, and in the next area is Petalburg. There's a save block here, and an inn that costs 5 coins to stay at.

Now go to the next area and into the pink house. Talk to the mayor, then, you can leave. Go right to a gate. Talk to the Koopa, and the gate will open, but before you can go, Koops will come and say stuff. Now you can go through the gate to the next area. Get the star piece from a nearby bush. And past here, you'll find some enemies. This area has Goombas and Koopa Troopas. Farther on is a POW Block in a ? block, which will be useful soon. Now go to the next area.

Press A at one of the pillars, then, you can kill the two enemies, Bad Clefts. I would suggest a Power Smash to kill these, as no normal attack works on them. Or you can always use that POW Block you got. Either way, you'll see these guys aren't as tough as they look. Now go through the doorway to the outside. Later on is another useful POW Block in a bush, then, you'll end up in another area. Now kill the two Bristles. You can't get near them, so you need to use an item, so use that POW Block. Now you can go through the doorway to the outside again.

Past here, get a Fire Flower from the ? block and an inn coupon from nearby. Past here, you can pay 5 coins to restore your HP and FP before going inside Shhwonk Fortress. There's a save block here, then, you can talk to the thing here. You'll be asked five questions and have to answer correctly. They are:

- #1. "What's hidden in this place?" Stone keys
- #2. "What do one Mr. Softener and one Fire Flower cost at the shop in Petalburg? Total." 16 coins
- #3. "What is the name of the mayor of Petalburg?" Kroop
- #4. "Tell me, now! Where is the crystal star?" Hooktail Castle
- #5. "How can one get from Petal Meadows to Rogueport?" Go through a pipe

After that, you can go down a pipe. In the red block is a Multibounce badge. Anyway, to the left, you'll find the Moon Stone and to the right is the Sun Stone. In the hallways and at the stones, you have to fight some Fuzzy enemies. They can suck HP from you, but they're still pretty weak. Once you get back to the pipe, though, you'll have to fight the Gold Fuzzy. It will not suck HP, but it will call a Fuzzy Horde. Just kill the Gold Fuzzy, though, and the Horde will go away. Now you can return to Petalburg. From here, go left out of the area and Koops will talk to you and join your party. He can hit switches and get items that Mario can't reach. Now go to the area past this one. Use the pipe to get up to a higher place, then, throw Koops's shell (with X) to get the Happy Heart badge.

Past here, back where the pipe to Rogueport Sewer is, put the two stones you got from Shhwonk Fortress. Two blue switches will be revealed. Stand by one, and shoot Koops off in the direction opposite it. Hold X so he stays there, then, walk over to the toher block. Hit it as you let go of X so both are hit. A pipe will appear, so go in. Now you can go into Hooktail Castle.

HOOKTAIL CASTLE

There's a save block here and a spring. First, go through the doorway. At the gap in the bridge, drop down to a ledge. Go right and use Koops to get the HP Plus badge. Go left to get back to the previous room. Now use the spring to get to a higher ledge. You can pay 6 coins at this block to restore your HP and FP. Go through the doorway here to the outside. Use the

airplane panel to fly across here (to the lower part with the big door, since you can't fly to that upper ledge). Go through the door. (To go back, go up the steps and through the doorway, then, fly across the area with the airplane panel.) There are Koopa Troopas here and Paratroopas, too. I would use Goombella if I were you, since Koops can't hit flying enemies. Also, hit that red block for the Power Bounce badge.

Go to the next room, where there will be a little cut scene. Then, go talk to the pink skeleton. After that, a lot of skeletons will be in the room. Use your hammer on them so you don't get pushed out, then, go to the pink skeleton. You'll have to fight it (Red Bones) and four Dull Bones. They can do a lot of damage, so have Koops use Power Shell to get rid of the Dull Bones, then, you can kill the Red Bones. (Goombella says to kill them in that order anyway, if you have her use tattle. Also, know that jump attacks don't work on them. The hammer and the shell attacks do.)

Now go through the door to the next room. There are Dull Bones here and a shine sprite in that block. Go up the steps now. On a lower ledge nearby, hit the little purple block, and another little purple block will appear. Get on the other little purple block, and cross the blocks to the big yellow one. Break it with your hammer, then, go back to the first purple block. Hit the little yellow block nearby to make the big yellow block rise. Now go to where it was and throw Koops into the red switch to switch the stairs. Go up them and shoot Koops over to the castle key, then, to the red switch again to change the stairs back. Now, one more thing. Go to the little yellow block and hit it so the big yellow box comes back. Then, stand near it and shoot Koops away from it. Hold him there and go over and get onto the big yellow block like you did before. Let go of X and Koops will hit the switch. You'll rise up to a ledge with a star piece on it. Now drop down and unlock the door so you can go through.

There's a save block here, and you can do what you did in the previous room to ride the green block up, but there is only a locked door and a badge you can't yet get up there. So, just go through the door into the next room. There are more enemies here and a red switch. Hold Koops over by the switch, then, run to the gate and let go. The gate will open, so go through and through the doorway.

Talk to the chest, then, go through the next door. Go to the chest here and open it for a key. Now, get out of the room within 50 seconds. Spikes are blocking part of the ground now, and a wall of spikes is coming down. Oh, dear!

Run out of here and unlock that chest you talked to. Once again, you'll get "cursed" with the ability to get really thin by holding R. (A lot of people would love to be able to do that. Not much of a curse.) So, now go to the previous room. Hold R to get through the bars. (Do this again to get the Attack FX R badge. This is the cricket thing that letter from earlier mentioned about defeating Hooktail.)

Now return to the room with the pink skeleton. Press R to go through the vertical bars and get to a Castle Key. Now go to that room later on with the save block right before the black, curse chest. When the block s down, get on the edge and hit the little block with Koops to raise the block. Up here, unlock the door and go through. You can pay 6 coins at this block to get back your HP and FP. Now hit the blue block to fill in the gap. Past it, shoot Koops into the next blue block. Past it, jump out the open window. Don't worry, Mario hasn't become suicidal. There's a ledge here, and to the right is a star piece and to the left is another window you can jump back inside by. Go through the door and up the stairs. Hold Koops near the little block, then, get on the big one. Let go and Koops will hit the block and make the big one rise. Up here, go to the wall to the left and fall on the side farther from you. You'll land on a ledge with bars. Go through the bars to a Life Shroom. Now go back up to the higher ledge and go through the door on the left.

After a cut scene, get the shine sprite from the block. From the chests, get a castle key, Mushroom, and Honey Syrup. Leave this room and use the key on the door to the right to go through. On the other side of the room, hit the block in the corner to lower a big block. Now hold Koops by the little block and get on the big block. Let go and the big block will rise. Up here, go along the thin thing to the left. Through the bars is an airplane panel. Past it, go right on the other thin thing to get to a star piece. Now, back at the airplane panel, fly to the door and go through.

Go down the nearby steps and hit the block to lower the big one. Use Koops to get the Castle Key (and if you want, fall down the gap to get to the Last Stand P badge. This is a badge you couldn't get from earlier on.) Anyway, go up the steps and get the shine sprite from the block. Go through the door and go along here. At the top of the stairs is a save block and a block that restores your HP and FP if you pay 6 coins. Equip your Attack FX R badge and go through the door. (If you don't want to or don't have it, you can still win the battle, though.) Now it's time to fight Hooktail.

BOSS BATTLE: HOOKTAIL

After a cut scene, you have to fight a battle that is actually pretty easy. That Attack FX R badge makes Mario's attacks chirp like a cricket, which upsets Hooktail, and seems to make his attacks do less damage. (I don't blame him. I hate crickets, too.) His fire breath attack hurts both you and your partner, but his stomp attack only hurts one of you. Just keep hitting him (I hit his foot, but it doesn't matter if you hit his foot or his head) until he starts asking you stuff. Of course, refuse all of them (yes, even his generous offer to let you sniff his feet), and he'll eat the audience, thus recovering 10 HP. (Mario should try that next time he's low on HP.) Anyway, a few more hits and Hooktail will be no more. After that, Koops will be reunited with his long-lost daddy, and you'll get the crystal star and earn the special move, Earth Tremor.

PRINCESS PEACH AND BOWSER

Next is a short, little area with Peach. When you get to control her, go through the left door (I don't know if it matters if you take a shower or not), then go back to the other room. Go through the right door and through the next door and there will be a cut scene. After that, you get to control Bowser, but all you do is walk to the other side of the room.

BACK TO ROGUEPORT

As Mario again, you'll be back in Petalburg. (Next to the mayor's house, hold R to go through the gap and get the Mega Rush P badge.) Now, head on back to Rogueport. Along the way, you'll get an email from Peach. Anyway, go back to where the Thousand-Year Door is. Go to it, and you'll find out where the next star is. After, you'll be back at Professor Frankly's place, where he'll tell you to go to Boggly Woods.

Anyway, return to the sewer and go along the path to the Thousand-Year Door. At the room where the key to the black chest was, you'll see a creature. It will hide, so hold R to go through the bars and through the doorway. Here it is again. Go talk to it. It will go over to the right. Talk again, and it will open up a doorway. Go through there and through the pipe.

C. Chapter 2: The Great Boggly Tree

BOGGLY WOODS

Here you are at Boggly Woods. There's a save block nearby. Go to the next area, and there will be a cut scene. Past them are some of the annoying enemies in this place, Pale Piranha and Cleft. Make sure you have a

lot of FP and items to get rid of those clefts. And make sure you don't jump on either enemy or else you'll get hurt. Anyway, on the ground is Honey Syrup. Go to the next area now. Get the Inn Coupon, then, go down the pipe to get to the back area. Go to the Great Tree.

On the right side of the area is a FP Plus badge. Now go talk to Punio, then, talk to him again (walk up the root to get up to him). You can't get in the tree yet, so leave it. After a cut scene, return to the pipe. Go to the next area. A new enemy is here, a Dark Puff. It's annoying sometimes, but at least you can jump on it. Go to the big ledge and through a hole on the closest side. Go towards the back area to get to a path. Go left along it and hit the blue block to raise the airplane panel. Get the star piece, then, use the pipe beneath the airplane panel to get up to it. Use Koops to get the shine sprite to the left, then, fly to the top of the ledge. Hit the red block for the Quake Hammer badge, then, go to the next area.

One of the trees here drops a star piece when you hit it with a hammer. Now go right. You can restore your HP and FP by paying 7 coins at the block. Now, hold R to go through the gap in the fence. Go right and get a Volt Shroom, then, go left. Get the hidden star piece, then, use the pipe to get to the back area. Go into the building. There's a save block here and a door to the right. Go to it and press A. After talking, leave here. After a cut scene, go back to where the Shadow Sirens are, and you'll have to fight them.

BATTLE: THE SHADOW SIRENS

Now you have to fight the three Shadow Sirens, Beldam, Marilyn, and Vivian. Vivian is the weakest, but the other two cause more trouble. Marilyn can make her attacks stronger and has the most HP. Beldam has the least HP, but she can make her sisters bigger so they do more damage and make Mario and his partner smaller so they do less damage. They seem more difficult than previous enemies, but you shouldn't have too much trouble with them. After you win, you'll get the necklace that you needed.

Now return to the house. Inside, press A at the door to give the necklace to Flurrie, then, she'll join your party. With X, she can blow things away, so go back to the Great Tree now and up on that root. Have Flurrie blow away something to the right to reveal the secret entrance. Punio will open the door so you can get inside.

THE GREAT TREE

After a cut scene, you'll have to fight two X-Nauts. They're pretty easy, but they do more damage than many previous enemies. After another cut scene, you can save at the save block and use the other block to recover HP and FP if you want to. (It costs 8 coins.) Go through the pipe now. Through the next one, you'll find a Power Punch in a bush. Now there are more X-Naut enemies and also Yux. (You can't hurt Yux when it has Mini-Yux around. You have to kill those first.) Go through the next two pipes, and there will be a cut scene. Here are the cells where the Punies are being held. You need some keys to unlock them, so go through the next doorway.

After another cut scene, beat the X-Naut for a red key. Open the chest for an Ultra Shroom, then, go back to the previous room and use the key to free the elder. After talking to whatever it is, (Did Punio call that a she? Eww.) return to the first room in the Great Tree. After another cut scene, 10 Punies will join you for a total of 11. Now go through the nearby pipe and put the Puni Orb on the pedestal. A pipe will appear, so get back the Orb and go through. There are enemies here. And you can press A at the machine to open the door. Now you have a shortcut between this room and the first one.

Anyway, put the Orb in the pedestal, then, use Flurrie to blow the

Punies off of the ledge. They'll float up in bubbles, so blow them across the room. Get the Orb, then, cross the room. (If you want, you can drop down and get a Thunder Rage from the bush and a shine sprite from the block. Use the pipe to get back up.) Now use the pipe. There's a new enemy here called a Pider, which you have to kill because the Punies are afraid of going near it.

Anyway, use the next pipe. Pale Piranhas and Piders are down here. Use another pipe now. You'll see a Jabbi run into a nearby doorway, but first of all, use the nearby pipe to get to a lower area. A save block is down here and a star piece is in a bush. Use Flurrie on the left wall to reveal a doorway. Go through to find a store and a block that restores your HP and FP if you pay it 8 coins. Now go back to the earlier room where you saw the Jabbi, and go through the doorway on the right. There are 10 Jabbies in here. You have to help the Punies beat them. It seemed to work to just use the hammer and Flurrie to blow them away.

A new doorway will be revealed, so go through. Remember this room because it will be important later. Go to the chest and open it for a blue key. Now return to the cells and unlock the blue one. After a cut scene, 90 Punies will join you for a total of 101. Now go to the room which had the 10 Jabbies to the right. Go left and through the door, and fight off 100 Jabbies just like you did before. Go through the doorway that will appear. Now use the next pipe, and get the star piece behind the pipe you just came from. Go through the next doorway and use the Puni Orb at the pedestal. Everyone will get trapped in a cage. Oh, no!

Luckily for you, Mario can get out just by holding R. Now go down the pipe that appeared. There's a star piece behind the pipe you came from, and there is also a switch. Hit it, then, remember what's on that back wall. Go to the room where you got the blue key. There are now four switches. Hit them until the pillars have the right pictures in the right order. (The order is: many-pointed star, crescent, Puni, five-pointed star.) Go through the newly revealed doorway and open the chest for Super Boots. Now you can do a spin jump and break those squares on the floor (and in battle, you can do more damage with your jump attack, and you can also do a Spin Jump for 2 FP). So now go to the previous room and try out your new move (spin jump, if you already forgot) on the square. You'll land on some pillars. To the left, have Koops get you the Charge badge. Then, get the shine sprite from up here, too. Now drop down and use the pipe to get out of here.

Now you can go to the room right after the one that had 100 Jabbies and spin jump to break the square. (You could free the Punies before or after this. It doesn't matter. I just felt like doing it before I had them following me around.) Anyway, you'll land near a pipe, so go down it. Go down a few more pipes, then, cross over the tops of some pillars to get to two pipes, one going up and one going down. Use the pipe that goes up. Step on the switch and the block will go into the water. Shoot Koops off to the left and hold him there, then, get off the switch. The block will rise, so let Koops hit it. The water will lower and end up in the previous room. Open the chest for the Shrink Stomp badge and get the Dizzy Dial behind the stairs, then, go to the previous room. Now you can cross the lily panels to get to the shine sprite. You can go down the other pipe, but you need the Punies here.

Return to the Punies and get into the cage. Spin jump to break the square. After falling down, return to the Punies. Back in the cage, use Flurrie to blow them into the hole. Then, grab the Puni Orb and drop down. Now take the Punies back to the room I mentioned at the end of the last paragraph. Put the Puni Orb in the pedestal, and this thing will go to a lower area. Take the Orb back. There's a save block here, a block that restores HP and FP when you pay 8 coins, and a Mushroom in a bush. Now go through the doorway and put

the Orb on this pedestal. After the Crystal Star appears and is stolen, you'll have 300 seconds to escape. Grab the Orb, then, go through the next pipe. You'll have to fight some X-Nauts here. Also, there's a star piece in a bush. Press A at the machine so you can go through the door. You're back in a familiar room, so you should be able to find your way back from here. At the entrance, there will be a cut scene, then, a boss battle.

BOSS BATTLE: MAGNUS VON GRAPPLE

Oh, no, you have to fight a big, pink robot! It's not very hard to beat at all. After a little bit, its fists can attack you, and you can defeat them before they are able to hurt you at all. Just keep fighting, and when you win, you'll get the crystal star and learn the new move, Clock Out.

PRINCESS PEACH AND BOWSER

Now it's time for an area with Princess Peach. Just go see TEC. When you dance, press the buttons that appear on the screen. Anyway, once this pointless, little scene is over with, you get to be Bowser. This is just an area like the older Mario games, and you have 180 seconds to finish it. Meat makes you bigger, and you can walk through anything when you're huge. Fire destroys things, and getting hurt when you're small will make you lose. You'll win when you get to the flag at the end.

MARIO AGAIN

Now head on back to Rogueport. Along the way, you'll get an email from Peach. Now go to the Thousand-Year Door to find where the next star is. After talking to Professor Frankly, you'll need to get to the west side of town. If you haven't already, you'll end up breaking Zess T.'s contact lens and won't be able to go west until you replace it. Talk to the Toads in the store nearby to order one, then, you can buy it shortly after. Give it to Zess T. so you can go west.

Someone will tell you to talk to Ishnail, the boss of the Robbos, so go to the east side. You need to pay 10 coins to get past here, but if you fight the guy and beat him, you won't have to pay anymore. Then, you can get to the other part of east side. Hold R to go through the gap between the buildings. Back here, hidden behind the barrel is a star piece. No go into the building and talk to Ishnail. He'll make you pay 64 coins, then, you can get the information you need.

Now go to the shop in the west side of town and buy a Dried Shroom and a Dizzy Dial. Answer the shopkeeper's questions with yellow, then, you'll be allowed through the back door. Go up the stairs and through another door. Now go forward and talk to Don Pianta. After, go to the harbor to find his daughter and her boyfriend. Talk to them, then, go back and talk to Don Pianta. After a bit, you'll have to talk to him again for the blimp ticket. Now from west side, you can get to where the blimp is. You have to talk to the fish dude to get to it. Now you can fly to Gitzville.

D. Chapter 3: Of Gitz and Glory

THE MINOR LEAGUES

There's a save block here. (On the side of the juice shop facing away from you, you'll find an inn coupon.) Anyway, go up to the big building. (On the right, in front is a star piece behind a bush.) Go in and through the big doors for a cut scene. Now, in the lobby, talk to one of the blue guys at the doors (they look like zucchinis wearing suits), and then you can go through the door. There's a box you can get in that has a Last Stand badge and a save block. Keep talking to people until you find the brown door belonging to Mr. Grubba's office. Go through and talk to Mr. Grubba.

After a lot of talking, you'll have to reserve your first match. When security comes, you'll have to find the Goomba Bros. They're just five Goombas that can be beaten with a Power Shell attack. Afterwards, you'll get a whole 3 coins and be on rank 19. You can use the bed in the locker room to restore HP and FP.

As you've found out, you have to do special things during battles in order to move on to the next. They seem to be random (since they're different every time, even against the same exact enemy), so I'll just say what kinds of things they are right now. Sometimes, you can't use FP or certain attacks, like hammer or jump attacks. Other times, you can't switch partners or you only are supposed to fight with Mario's partner. When you're not supposed to win until after the enemy has hurt you a certain amount of times, you can always just appeal or defend until they hurt you. Sometimes it makes the battle a little bit harder, but other times it makes no difference.

The next fight is against the KP Koopas, rank 18. You have to fight two KP Koopas and one KP Paratroopa. They're easy to beat. After this, you'll get 4 coins, and your rank will rise to 18.

Next, you'll have to fight the Pokey Triplets, rank 17. They are three Pokeys. They can't be touched, and when you do kill one, it's likely that another one will appear, so it helps to just beat them all with an Earth Tremor. Afterwards, you'll get 4 coins and will be raised to rank 17.

The next fight is against the Dead Bones (rank 16), a group of Dull Bones. You can kill them all with a Power Shell attack from Koops. After that, you'll get 5 coins and be raised to rank 16.

Next is Spike Storm, rank 15. You'll be fighting two Spinies and a Lakitu. Kill the Lakitu first, since it can make more Spinies. Then, kill the Spinies using an item like a POW Block or Earth Tremor. (You can't hurt Spinies while they're curled up.) After that, you'll get 5 coins and be rank 15.

King K. will mention a new type of hot dog at the hot dog stand, so go outside. You'll find that the piggy man's new egg isn't willing to be turned into a hot dog and is trying to get away. Try to help him get it, but it will just jump onto the hot dog stand and fall asleep. Now, go to the bottom right part of the area and spin jump on the blue block to create some stairs. Go up and open the chest for the Power Plus P badge. Now use the spring to get to an airplane panel. Fly to the top of the hot dog stand and talk to the egg. Answer the top choices both times, and the egg will then follow you around.

Now it is time to fight the Hand-It-Overs, rank 14. You may not want to have any items, since these guys steal coins and items. They are two Bandits and two Big Bandits (the latter steals both items and coins, while the former only steals coins). They're easy to beat, but they run away when they steal stuff. With good timing with A, you should be able to stop them from stealing from you. Anyway, when you win, you'll get 6 coins and go to rank 14.

Next is the Mind-Bogglers, rank 13. They are a Pale Piranha, a Dark Puff, and a Pider. After beating them, you'll get 6 coins and go to rank 13.

Next is the Punk Rocks, rank 12. You have to fight three Hyper Bald Clefts. They're pretty strong, just use the strongest attacks you can (as long as fatty Mr. Grubba says you can, of course). You can always use items and Earth Tremor. After that, you'll get 7 coins and be raised to rank 12.

Next is the Bob-omb Squad, rank 11. They are four Bob-ombs, obviously. They are annoying. When you hit them, they get mad. They'll either

blow up on their next turn or next time you touch one. You need to kill them quickly with strong attacks. You should use attacks that don't touch them when they're ready to blow up. (So you can use items and Earth Tremor and stuff like that.) Afterward, you'll get 7 coins and go to rank 11. There will next be a little cut scene with Sir Swoop, some new fighter.

Next is a bad group of enemies, the Armored Harriers, rank 10. They are two Iron Clefts, and they can't yet be hurt, so run away. Back in the locker room, your Yoshi egg will hatch. You'll get to name him, and he'll join your party. When riding on his back with X, you can move fast and go across a fairly good distance with A. Anyway, fight them again and have Yoshi use Gulp on one, so he hurts both of them by spitting out one into the other. After winning, you'll get 7 coins and be raised to rank 10. After a cut scene and getting 30 coins, you'll be brogt to the major league lock room. (There is a bed here to restore HP and FP, just like before.) You'll get a weird email.

THE MAJOR LEAGUES

Next fight is with the Tiny Spinies, rank 9. You have to fight two R. S. Buzzies. Fire, explosions, and jumping doesn't work on them, and neither does most other things with their high defense. Flipping them over exposes their bellies and gives them a defense of 0, but using Yoshi's Gulp attack works well, too. After, you'll get 11 coins and go up to rank 9.

Next is the Poker Faces, rank 8. They are just two Bristles. You've fought these before. You can't get close, but you can use things like items on them. After, you'll get 12 coins and go to rank 8.

You'll get another weird email. Go to the juice place and talk to the manager for the Super Hammer. Now you can break big, yellow blocks by holding B, turning the control stick, then letting go of B. You'll also get the Super Hammer attack in battle. It uses 2 FP and it hits an enemy and knocks it into the one behind it. Anyway, after another email, go to the minor league locker room. Break the big block with your Super Hammer attack, then, go into the room here. Get onto the desk, then, get on Yoshi's back. Press A to jump over to the top of the bookcase. Get the dubious paper, though, when you leave, Ms. Jolene will take it.

Well, back to fighting. Next is the Shellshockers, rank 7. Fight two Shady Koopas and a Shady Paratroopa. These Koopas can attack while on their back and do more damage (and to both of you at once), so try to beat them quickly or without knocking them over. After hitting the Shady Paratroopa, it will be a Shady Koopa. After them, you'll have to beat the Iron Harriers again. Then, you'll get 12 coins and go to rank 7. You'll also get an email.

Next is an easy battle against the Fuzz, rank 6. You have to fight a Fuzzy, Green Fuzzy, and a Flower Fuzzy. The first two can suck HP, while the last one can suck FP. Also, the green one can multiply. After, you'll get 13 coins and go to rank 6. You can eat the cake that came to fully recover.

Next is the Magikoopa Masters, rank 5. You have to fight a Red, a White, and a Green Magikoopa. They're not too hard. After them, though, you have to beat Bowser. He has a poisonous bite, a ground pound that stops you from using certain commands, and a fire attack that hurts both of you. After beating him, you'll get 13 coins and be raised to rank 5.

Next is Craw-Daddy, rank 4. You'll have to fight a Dark Craw. You can't jump on him because of his spear. After beating him, you'll get 14 coins and go to rank 4.

You'll get an email. Go to the phone booth outside and get the

storage key. After another email, go back to the Glitz Pit. There's a locked door, so unlock it and go through. After a cut scene with Ms. Mowz, use Flurrie to blow away the blue blocks to reveal yellow ones that you can break. (Break the ones to the right to reveal a Charge P badge.) Behind the blocks to the left, you'll find a switch. Hit it to make stairs. Go up and onto the boxes (and get the shine sprite from the block). Get on Yoshi and jump to the boxes to the left. Break the big block. (From the boxes, you can jump to the HP Plus P badge while on Yoshi.) Drop down into the hole and go right. Press A at the little hole to listen in on Ms. Jolene and Mr. Grubba. Fall through the nearby grate by holding R, then, return to the locker room.

Next battle is against Hamma, Bamma, and Flare, rank 3. You have to fight a Hammer Bro, a Fire Bro, and a Boomerang Bro. They are annoying. They attack more when their health is low. Also, Fire Bro can light you on fire, which does steady damage, and Boomerang Bro hurts both of you twice each turn. After beating them, you'll get 14 coins and go to rank 3. (And you'll get an email.)

Don't eat the cake that comes, or you'll lose all your partners for this battle. This battle is Chomp Country, rank 2, against two Red Chomps. You'll have to use strong attacks, since they have high defense. Yoshi's Gulp attack is useful. After, you'll get 15 coins and go to rank 2.

Next is the Koopinator, rank 1. You'll have to fight a Dark Koopatrol. It can hurt both of you at once and do a lot of damage after charging. Use stronger attacks because of its higher defense and no jumping because of its spikes. After winning, you'll get 15 coins and go to rank 1.

You'll get an email. Go to the lobby, and blow all the posters off the walls using Flurrie (don't forget upstairs). You'll find a storage key. Now, after another email, go to the second floor of the storage room and unlock the door. Go through and use Yoshi like before to get past the boxes. Break the big box to find King K and Bandy Andy. Talk to Bandy Andy (and get the star piece from behind the nearby boxes).

Now go and reserve a match with Rawk Hawk. You'll end up getting locked in a minor league locker room. So after a cut scene, go to the right and have Flurrie blow the Peach poster off the wall to reveal a doorway. Go through and through a locker door to a major league locker room. Go into the bathroom and down the toilet. (That's right! You heard me!) From here you can go fight Rawk Hawk. He's not too tough. As the battle goes on, he can hurt you more, then, he later holds onto the ceiling, where attacks like jumping and hammers don't work. Just knock him down with Flurrie's Body Slam. After wining, you get the champion's belt and get to go to the champion's room. The bed will restore your HP, FP, and star power. You'll also get an email here.

Anyway, get on the presents and get on Yoshi. Jump to the top of the door then jump over to the vent. Break through it with your Super Hammer attack to get into the air duct. After a cut scene, break through another vent to get into Mr. Grubba's office. Press A at the deck drawer, then, after Grubba comes in, he'll run over to the ring, so follow him there. After a cut scene, you'll have to fight Macho Grubba.

BOSS BATTLE: MACHO GRUBBA

He's not that hard to beat. He keeps upgrading his attack power and defense and making himself able to do more attacks in one turn, but he shouldn't be much trouble. Just keep attacking him, and you'll win and get the crystal star after a cut scene. And you'll learn a new special move, Power Lift.

PEACH AND BOWSER

Go to TEC, like usual. Then, use the elevator in the hallway. Then, go through the first door on the right. Get a uniform out of a locker, then, go behind the curtain to change. (How'd Peach fit into that?) Leave here and go through the door on the right and talk to Sir Grodus. Next, change back into your normal clothes and return to TEC.

As Bowser, after a cut scene, shake the bush with the Puni hiding behind it for another cut scene.

MARIO AGAIN

Back at Rogueport, you'll get an email from Princess Peach. Now go to the Thousand-Year Door for the location. Then, Professor Frankly will tell you that you need to go to Twilight Town. (It seems like Kingdom Hearts 2 stole that name...) Anyway, go the west side of town and hold R to fall through the grate. Get on Yoshi and jump over to the area to the left. Get the shine sprite from the block. (And go through the pipe to get to the background. Cross the moving platforms to get to a star piece.) Go through the door to find the pipe to Twilight Town. When you try to go down, though, you'll come right back up. Go back to Professor Frankly, and he'll tell you to find Darkly. Go to the wall to the left of Merlon's place to find a hidden place. Talk to Darkly, then, go down the pipe.

E. CHAPTER 4: FOR PIGS THE BELL TOLLS

TWILIGHT TOWN

There will be a cut scene when you first get here. Then, you can look around. There's a save block and an inn (pay 10 coins to spend the night; afterwards you'll get a Peachy Peach). Also, shake those patches of taller grass to find a star piece. Go into the next area. (There's a shop, but nothing is there. In the building on the left, give the people some food for a Shooting Star.) There's a star piece behind part of that fence. The gatekeeper will tell you to get the mayor's permission before going through, so go back to him. But, he's a pig now, so go back to the gatekeeper. How convenient, he's a pig, too. Go through the gate.

Get a black key from inside the shed, then, go to the next area. There are enemies here. They are Hyper Goomba, Hyper Paragoomba, and Hyper Spiky Goomba. They're just tougher Goombas. Go to the next area, and use Koops to get the shop key. Now return to the shop in Twilight Town and unlock the door to the storeroom. In here, there is a Life Sroom, Boo's Sheet, Jammin' Jelly, and two chests. In the small one is the Defend Plus badge. Unlock the black one with the black key to be cursed with the ability to roll up.

Now return to where the shop key was and roll under the log. There's a star piece behind it. Past here, have Flurrie blow away the haystack to reveal a pipe (with another star piece behind it). Go down the pipe to get into the background. Go into the forest. There are two main new enemies here and one rare one. There are Crazee Dayzees, which can put you to sleep, and Hyper Clefts, which have high defense. You may find an Amazy Dayzee, but it might run away before you can beat it.

Anyway, at the gap in the grass, hold R to go through. (In the block is an Earth Quake.) Go to the next area. There's a Hammer Throw badge in the block here. At the big tree, have Flurrie blow on it to reveal a doorway. Go in to go to the background. Go into the forest. At the darker area of ground, have Flurrie blow on it to reveal wood. Spin jump on it to break it and fall in to get to the background. Push the rock as far as it will go, then, come back to the foreground. Fall into the new hole to get to the other side of the rock. Go to the next area to find the Creepy Steeple. There is a save block here and a block that restores your HP and FP when you pay 10 coins.

CREEPY STEEPLE

Roll under the hole in the fence and unlock the gate from the inside. Also, don't forget the star piece hidden behind part of the fence. Now go into the steeple and roll under the hole in the north wall. In here is a shine sprite, a star piece in the back, and two chests. Open the chests for a cookbook and the Ice Smash badge. Back in the big, main room, from the left, push the big star thing to reveal a hole. Fall down. There's a spring, a door, and a thing on the wall. Blow away the weird part of the wall with Flurrie to reveal a hole. Go in and to the right to find a chest containing the Flower Saver badge. Back in the room with the spring, go through the door. Unlock the chest here and Boos will come out. A Boo will ask you how many there were, and the answer is 200. (I answered wrong and got 1 coin. I don't know what you get if you answer correctly.)

Anyway, the next door is locked from the inside, so return to the main room. (Talk to the Boo and say you won't be mean. Many Boos will come, and if you stand still for too long, they'll grab you and put you outside.) Through the south and north doors, there are outside hallways with Swooper and Boo enemies. The both lead to a switch that moves the stairs in the next room. (By the way, go to the north hallway and hold R to go through the grass at the broken railing. Go right to find a golden tree. Hit it to get a Golden Leaf.)

Anyway, at the room with the moving stairs, there are three doors that the stairs lead to. The middle one doesn't go anywhere. Go through the bottom-most one and get the steeple key at the other side of the room with Yoshi or Koops. Then, go through the north-most door now. There's a save block and a locked door. Unlock it and go through. You can recover your HP and FP if you pay 10 coins. Now go up the stairs and use the spring, and there will be a cut scene and a fight.

BOSS BATTLE

This guy is so easy. Later on, he'll turn into Mario, but he's still easy. Beat him. It looks as if you got the crystal star, but afterwards, press A and you'll see that you're actually the purple Mario. Oh, my. That dumb, little monster stole your look, and your partners have left you! Go back towards Twilight Town. Right outside it, that guy will come back and tell you to guess his name, but you can't, since a letter is missing. He'll try to fight you, but since you can't hurt each other, run away. Go to the first part of town. Find the Superbombbomb in the bushes and give it to Vivian. Shortly after, she'll join you. With X, you can hide her and Mario. Use this power to listen in on birds. (Where you see the speech bubble, press X and hide.) One of the birds will mention something that actually has to do with the game.

Now return to Creepy Steeple (after getting bothered by the fake Mario again). Jump into the well. There's a spring to get out of here, a save block, and an enemy. In the next area are many more enemies. They are Buzzy Beetles and Spike Tops. They both have high defense, but the Spike Tops can't easily be beaten, since you can't flip them over by jumping on them. (When you're here only with Vivian, it's best to use items and Earth Tremor, since she can't hurt them when they aren't on their backs). The Tornado Jump badge is in the red block. Anyway, push the gate thing, then, hide to it slides back over where you are. Now you can get past here and go through the door.

There's a save block and a shine sprite here. Now, roll through the narrow area, then, spin jump on the wood and fall through. There's a spring here to get back out. Go left and roll through the hole to get to a room. Listen in on the bird to hear fake Mario's name, Doopliss. There are four boxes in here. In them is the letter "p", steeple key, Mr. Softener, and the Power Plus badge. Unlock the door and go through to find the hallway where you

released the Boos. Now return to where fake Mario is and spell his name. He'll run away, so go all the way back to the room where you first fought him to fight him again.

BOSS BATTLE: DOOPLISS

It's time to fight this guy again. He's just as easy, except now he has your partners with him. They're pathetic, too, so don't bother fighting them. (Vivian won't be there at first, but she'll come back after a short time.) Beat Doopliss to get your old look back and your partners, too. Then, you really will get the crystal star and learn a new special move, Art Attack.

PEACH AND BOWSER

TEC will ask Peach some questions. These are the questions and answers:

"What will happen if you collect seven Crystal Stars?" The Thousand-Year Door opens

"What is the goal of Grodus, leader of the X-Nauts?" To conquer the world

"What is the legendary treasure that waits behind the Thousand-Year Door?" A 1,000-year-old demon's soul

"What does Sir Grodus wish to do with this ancient demon's soul?" Bring the demon back to life

"What is required to seal up the demon again?" Crystal Stars

Now with Bowser, there will be a little cut scene, then, an underwater area. You have 180 seconds. At the end, use the spring to get to land where the end flag is.

MARIO AGAIN

Return to Rogueport, where you'll get an email from Peach. Go to the Thousand-Year Door to find the next star location, which Professor Frankly will tell you is Keelhaul Key. Talking to people in the harbor, you'll hear about Flavio. Go to the inn and talk to him. He's the singing guy. After that, go to the harbor and get on the boat. Talk to him again, and he'll tell you to go find a Bob-omb named Bobbery. People in the harbor will tell you to go to Podley, so go to the inn and talk to him (he's the innkeeper). Now go to the second part of the east side of town. Before the bridge, get on Yoshi and jump to the ledge across from you (in front of the fence after the bridge). Climb up the boxes and get onto the rooftops. A shine sprite is up here and a chimney. Roll into the chimney to find Bobbery.

Talk to him, but he'll want you to leave and will unlock the door. Get the shine sprite from the back room, then, go talk to Podley again. After he tells you a story, tell him that you still want Bobbery to come with you. You'll get an old letter, so give it to Bobbery. Now return to Flavio and talk to him to leave.

F. CHAPTER 5: THE KEY TO PIRATES

KEELHAUL KEY

After some cut scenes, you'll finally be on the island. Over to the left is a Whacka. Hit it with your hammer for a Whacka Bump. These are good items, so keep leaving and coming back for more until it leaves for good. (What is that, anyway? It seems like Mario will eat anything.) Now go to the next area, and after a cut scene, you'll have to fight thee Embers. You can't touch them, 'cuz fire burns. Duh. After that, you can save at the save block. There's also a shop and an inn here (that costs 10 coins to stay at). (There's also a star piece in the water and a star piece hidden behind the rocks on the right side of the area.)

Go to the next area. There are Green and Flower Fuzzies here. There's also a star piece in a bush, a Head Rattle badge in the red block, and a courage shell in the yellow block. Go to the next area. Now there are also Putrid Piranha enemies, which can poison you. There's a Mini Mr. Mini in a bush and a yellow block. Get on the block and jump to reveal a block above it. Now, when you're crossing the upper ledges, you can use Yoshi to cross this gap. Right after, use Yoshi to get over to a shine sprite to the left. (Also, on ground level, there's a star piece behind a root around the right side of the area.) Go over to the right to get to the next area (and get the Thunder Rage from the yellow block).

After a cut scene, you'll end up in the previous area. Go right back to the area you were just at. Go down the nearby ledges to get to the ledges below the bridge. Cross them with Yoshi to get to a pipe. Go down to get to the background. Hit the tree for coconuts. Now, go back to the foreground and cross the bridge. (Hold R to fall through the right side of the bridge to fall to the Ice Power badge.) There's a shine sprite here. Now go to the next area and fight the Embers. Beat them, then, hit the tree to knock down Bobbery. (There's a block here that restore your HP and FP if you pay it 12 coins. There's also a Spite Pouch in one of the bushes.) Return to the earlier area and talk to Flavio. Give him a coconut in exchange for the chuckola cola. Go to Bobbery and give the cola to him.

Now talk to Bobbery a couple of times, and you'll find out that he's only sleeping. So whack him with your hammer to wake him up. He'll join your party then. He can blow stuff up with X. Huzzah! Now go talk to Flavio and he'll follow you around. Go to the most eastern part of the jungle. At the skull, Flavio will say something, then, stand off to the side. Press A at the skull (when there's an exclamation point), then, talk to Flavio and get his skull gem. Put it in the skull and the statues will light up. Based on Flavio's song, you can figure out that you need to do a spin jump on the red statue three times and hit the blue one with your hammer four times. A hole will open up above the skull, so throw Bobbery in to make an entrance. Go in.

PIRATE'S GROTTO

There's a save block here, and Ruin Powder behind some barrels. Go through the doorway. Drop down a few times (If you want back up, use the springs.), and go through another doorway. There are Lava Bubble enemies here, which are like Embers (which you'll find later on). On the boat thing floating in the water, go on the higher part to jump into the shine sprite. Past that is a star piece. Near that is a boat you can't get on yet. Get past the spikes by hiding often with Vivian, then, go through the doorway. Watch out for the Bullet Bills being shot out of the Bill Blasters. Past them, go through the doorway.

This room has a winch, but you can't use it until you get the handle. There's also a new enemy here, the Bulky Bob-omb. Kill them quickly, since they are hard to hurt when they raise their defense. In the next room is a save block and a locked door. Climb up the ledges. When you're to the right of the shine sprite, hit Koops's shell to the left to reveal a block. Get on it and hit the shine sprite with your hammer to get it. Anyway, farther up in the room is a new enemy, a Parabuzzy. It's just a flying Buzzy Beetle. Anyway, at the switch, throw Bobbery onto the ledge to hit the switch and open the door. Go through.

Go past here and through another doorway. Get on the moving box. Shoot Koops left when the box is to the right so he doesn't hit the wall and hold him there. Get on the little platform at the back of the room and let Koops hit the switch to raise the platform. Jump to the grotto key. Return to the room with the save block and unlock the door. Go through it and through the

next doorway. Have Koops hit the shine sprite to the right, then, either use Vivian to get past the spikes, or roll under. (If you roll under, watch out for the lower spikes. Past here, go through the doorway.

You can't get that shine sprite yet. (You need spring jump to get it.) Anyway, past here, have Bobbery blow up the wood in the doorway so you can go through. There are more Bullet Bills here and two sets of Bill Blasters. Go through the doorway past them. Past here, go into the boat. Get the P-Down, D-Up badge, then, talk to the black chest. Kill the Ember that appears for a black key. Open the chest to learn how to turn into a paper bat when you're on a boat panel. You need this outside of here, to get across the water. Return to the last save block. Go up the ledges and into the room here. There's a boat panel here. You can use it to go over to the previous room and go through the waterfall. In here, you'll find a boat panel and a chest containing the Defend Plus P badge. Now return to the room with the previous boat panel and go down the waterfall to the room with the winch.

Now keep going over to the left and to other rooms until you get to one with a boat panel. Get on to get to a boat you couldn't get on earlier. The gate handle is here, so return it to the winch to open the sluice gate. Now use a boat panel so you can sail through it. You'll be in a familiar room. Go to the next room to the right and get past the waves. It helps to go slowly. Once past them, go through to the next area. Go past the shipwrecked Toads to the boat panel and get on it. Go down the pipe to get to the background. Go left and up some ledges to a pipe. Use it to get to the foreground. Use the airplane panel to fly to two pipes. Both lead to a switch and when both are hit, the Toads will be able to cross over to land.

Now use the airplane panel to fly to the boat. Cross the barrels, and after some people talk to you, go to the next area. There's a save block here and a block that will restore your HP and FP if you pay 12 coins. No go into the ship and through the next door for a boss battle.

BOSS BATTLE: CORTEZ

This battle is actually petty easy. Cortez has 20 HP each of the three times you have to fight him. (He comes back after you bet him twice.) It doesn't take much effort to beat him the first time. He can hit each of you and do a lot of damage with a certain attack, which he doesn't do very much. And when he comes back after you beat him the first time, he can raise his attack power. During the third battle, you can attack him and his weapons. There are four, which have 4 HP each. He can still hurt you without them, and they will come back time, so it's up to you if you want to get rid of them or not. When his weapons come back, he'll also recover his HP by getting rid of half of the audience. It shouldn't be too hard to beat him after that. After winning, you'll get the crystal star. Your star power will go to 6, and you'll learn the special move, Sweet Feast. After that, you'll end up right outside the ship where the boss battle was.

Now go to the previous room where the Toads are. Use Bobbery to blow up the cracked wall and free everyone. Go through the hole to get outside.

Go past the Toads, and there will be a cut scene. After that, take Flavio to Cortez. After some cut scenes and stuff, you'll end up having to fight Lord Crump.

BOSS BATTLE: LORD CRUMP

When you fight Lord Crump, there will also be a group of X-Nauts with him with HP of 6. Crump has 30 HP, and when it gets lower, he'll call some more X-Nauts, who hang from the ceiling and shake things down. They also have 6 HP. After beating him, he'll recover his HP and bring a bigger group of X-Nauts with 10 HP. Don't bother fighting them, since they'll come back if you beat

them. It should be pretty easy to beat him again. After this is an area with Peach.

PEACH AND BOWSER

With Peach, you need to use the elevator again, then, go left. At the room with the green light, go in. You need to make a potion, so use the memos to figure out what order to put them in. The order is red, blue, orange, and green. Next, press the button on the left. The beaker will move to different spots, so press the button beneath where it goes. After that, it needs to be heated for 30 seconds, so it will help to get a watch or something to look at. Right at 30 seconds, press the button below the heating thing. If the potion is made correctly, then, it will be green. If not, don't drink it or else you'll become small for a short time. Drink it when it's green to become invisible.

Now leave and go right. At the door at the end, go in. Go through the next door to find Sir Grodus's room. Get the data disk from the shelves in the corner and use it on the computer. Then, put it back and return to the room with the potions. Drink the green potion to become visible, then, return to TEC.

With Bowser, just talk to Lord Crump for a cut scene.

MARIO AGAIN

Now you'll be back at Rogueport, where you'll get an email from Princess Peach. Now go to the Thousand-Year Door to find out that the next star is in Poshley Heights. You need a train ticket to get there, so go talk to Don Pianta. You need to go find Francesca and Frankie again, so go to Keelhaul Key.

They are in the jungle, so talk to them. You need to find it for them. It is in the last part of the jungle, near a tree (the same one Bobbery was up when the Embers chased him earlier in the game). Return it to Francesca, then, go to Rogueport and talk to Don Pianta again for a train ticket. Outside of here is a short cut scene. Now go onto the train.

G. CHAPTER 6: 3 DAYS OF EXCESS

EXCESS EXPRESS-DAY 1

On the train, there is a store and two save blocks. Also, there's a shine sprite in Mario's room and a Dried Shroom in the drawer. Anyway, go to the left side of the train and talk to the conductor, then, go back to the kitchen and talk to the detective there. There's a pot missing, so go find it. There's a trail of stew on the floor leading to room 3, where there's a suspicious, fat Toad. Talk to him, then, look in the drawer to find the pot. Now return it to the chef, then, go to room 6 and talk to the detective.

Now go talk to the Bob-omb family in room 8. Bub wants an autograph from someone, but it's not who you think it is. Talk to the conductor to find out that Bub wants the engineer's autograph, not Zip Toad's. Go to the engine room on the right side of the train to get an autograph from the engineer. (Along the way, you can talk to the waitress to find out she's missing some earrings, and the Toad girl in room 2 to find out she's missing a gold ring.) Give the autograph to Bub for a shine sprite.

Now talk to the conductor. He's missing a blanket. Go to room 4, the only empty one, and hide using Vivian. A ghost will appear, so talk to him. He wants his diary, so go to the conductor and talk to him to get into the room behind him. Hold R to get through the gap in the boxes to find the diary. Give it to the ghost to get a blanket. Give the blanket to the conductor for a Mushroom. Now go to bed.

EXCESS EXPRESS-DAY 2

Now go talk to the detective. The rat lost his suitcase. Go to room 1 and get the Vital Paper, then, return to the detective. You need to find Zip Toad. The ghost in room 4 will mention hearing something in your room (you have to hide again to make him appear), so go into your room. Hide using Vivian, and Zip Toad will appear. He'll start jumping around, so jump into him to make him stop. Back at the detective, you'll get a suitcase, shell earrings, and a gold ring. Give the suitcase to the rat, the earrings to the waitress for a star piece, and the ring to Toodles in room 2 for 30 coins. Now use the door in the area with rooms 1 and 2 to get outside.

Talk to the Toad near the drawbridge. He'll tell you that the drawbridge needs to be lowered, and he'll give you a station key. Now, go to the door. There's a save block and a block that will heal your HP and FP for 15 coins. Unlock the door and go in. You can't get the badge here yet, and you need an elevator key to use the elevator. Go through the door. Roll under the nearby hole to get to the switch. Hit it to make stairs. Since you can't yet go through the locked door, go up the stairs and through the door.

There are Ruff Puff enemies, which are not too much trouble. Now go up the stairs and cross the moving things. Past that, roll under the machine. Get onto the spinning thing, then, jump to the next machine. From it, jump to another and use Koops to get the key when the thing moves out of the way. Go to the previous room and unlock the door. Go through the outside, where there are annoying Poison Pokey enemies. Kill them quickly, since they can make more Pokeys. There's also a shine sprite out here in plain sight. At the end, use Flurrie to blow away all the posters to get through the door.

There are Spiky Parabuzzy enemies here. I highly suggest using the Spike Shield badge (found in Rogueport Sewers), which will make fighting them much easier. There are a couple different ways to go here, but they aren't as confusing as they look at first. Drop down to the right and you'll find a spring to get back up. Roll to the left to find some narrow passageways. At the first fork, go right. There's a dead end to the left. Anyway, go right and jump over the hole to get to a second hole. (Past it, you'll end up back at the spring.) Drop down the second hole, and then at another hole, go left to a P-Up, D-Down badge. Now drop down the hole. Falling right leads to the spring. Fall left instead. You'll land on a Dried Shroom and near a door. Go through the door.

Go through the next door here. Kill all three Goomba so the boxes open to reveal switches. Hit each one the amount of times shown on it to make stairs. Go up (and get the shine sprite using Koops when you're to the right of it) and go through the doorway at the top. Open the big chest for Ultra Boots. Now you can use spring jump by holding A and spinning the control stick until Mario folds up. Use it when standing beneath the pipe (and as far right as you can) to grab onto the pipe. Go right and drop down. Hold R to fall through the grate to land in an earlier room.

Get on the boxes, then, use Yoshi to jump to the box next to the fenced area. Use spring jump to grab the pipe. Go left and drop down. Hit beneath the key with spring jump to knock it down. It is the elevator key. Now return to the first room. (Get the Close Call badge by hitting beneath it with spring jump.) Use the elevator key to take the elevator to a lower room. Hit the creatures down here with your hammer until they go away, then, press the switch. Go up the steps that were made and hit the next switch to lower the drawbridge. Now return to the train and go to bed.

EXCESS EXPRESS-DAY 3

Go to the engineer and talk to him. Then, go to the baggage area and hit the things with your hammer to save two people. Spring jump to grab the pipe and get to the window that leads outside. Jump onto the upper area, and go along the middle, top part while hit the things with your hammer until you end up at a boss battle.

BOSS BATTLE: SMORG

This thing has an HP of 50, an attack power of 5, and a defense of 1. You need to beat the tentacles before you can hurt the body. The tentacles come back after a short time, and without them, the boss can't attack. Later on, it has on big tentacle that can hurt you both at once. Beat it to free the passengers.

POSHLEY SANCTUM

After this, you'll be at Poshley Heights. There's a save block and a hotel. A room at the hotel is 30 coins. And behind the Fresh Pasta-selling stand is an inn coupon. Anyway, go to the last area, where Poshley Sanctum is. (Use spring jump to get the shine sprite.) Go to the door and press A at the note. The detective will come and unlock. Inside, after a cut scene, go to the star on the floor. Spring jump to the pole above you and go right. Keep jumping from the stars to the poles until you get to an airplane panel. Fly to the other side and climb a bit more until you get to a switch. Hit it to reveal a pipe. Go in and through the door in the painting to get to another room.

There are Dark Boos here. Also, if you climb a bit like in the previous room, you can get to a shine sprite and an L Emblem badge. Anyway, get the crystal star. Yes, it's that easy. Your star power will go to 7, and you'll learn the special move, Showstopper. Leave the Sanctum.

PEACH AND BOSWER

With Peach, just go to TEC for a cut scene. With Bowser, you'll have a little area to go through in 180 seconds. Watch out for the fire. Later on, use the spring to get to the end flag.

MARIO AGAIN

Back at Rogueport, you'll get an email from Princess Peach. Now go to the Thousand-Year Door. After finding the location, you'll be back at Frankly's place. Return to him after a short time, and he'll tell you to get the Ultra Hammer. So go to the front of the inn and spring jump under the big chest to knock it down. Open it for the Ultra Hammer, used to break grey blocks. Now go to the door outside the pipe leading to Twilight Town. Break the grey block and go past here. Go down the pipe to get to a snowy area.

H. CHAPTER 7: MARIO SHOOTS THE MOON

FAHR OUTPOST

Go to the next area. There are Ice Puff and Frost Piranha enemies here, and a star piece behind a bush, which you can easily see. Go to the next area. Hit the red block for an HP Plus P badge. The actual town in Fahr Outpost is in the next area. There is a save block, an inn, and a shop in the second part. (Behind the inn steps is an inn coupon.) It costs 15 coins to stay at the inn. Anyway, talk to the mayor (the green Bob-omb). He'll say there's no cannon here, so talk to him again with Bobbery. The mayor will tell you to go talk to Goldbob and General White.

Go to Poshley Heights and talk to Goldbob. When he asks you about money, I just give him all my coins. He'll give them back anyway. He'll also give you a Goldbob Guide. General White is not so easy to find. He was last found in Petalburg, but he's not there anymore. A Koopa near the inn will tell

you that he went to an island, so go to Keelhaul Key. Pa-Patch the Bob-omb will say that General Whit went to an arena, so go to Glitzville.

Talk to the manager of the juice shop, who mentions a tree, so go to the Great Tree. Talk to the Puni at the entrance, who mentions some place dark.

Go to Twilight Town. Talk to the guy near the inn. It seems like General White was sleepy when he left, so he must have gone home. Go to Fahr Outpost. You'll find White in the previously-empty building to the right of where the mayor is. Press A at him and keep trying to wake him up. He eventually will. Now talk to the mayor and follow him to the previous area. Talk to him and after a long cut scene, you'll get to the moon.

THE MOON

On the moon, you move slowly, but can jump high. There's a save block nearby. There are cracked rocks in this area, which can be blown up for items. Also, there are two types of enemies. Moon Clefts are found all over and have high defense, but Bobbery can easily flip them over and lower their defense to 0. In one area are Z-Yux, which are like the Yux from the Great Tree. In the same area as the Z-Yux, one cracked rock will reveal a pipe when blown up. Go down to get to the background. Go into the building. Go forward and through a door.

X-NAUT FORTRESS

You'll have to fight two Elite X-Nauts when you get here. Afterward, you can save at the save block and heal with the other block, which requires 20 coins. Now go through the next door. You need an elevator key, so go through the next door. You need to cross the blocks that were lit up or else you'll get hurt and have to start over. First, at the second block from the left, go to the front wall. Go right 2 blocks, then, go to the back wall, but stop 2 blocks from it. Go 1 block to the right, then, go to the back wall. Go to the right wall, then to the chest. Open it for the elevator key. Now you can cross the floor without getting hurt and get the Super Shroom from the yellow block.

Return to the elevator and use the elevator key. You can go to Sublevel 1 or Sublevel 2. Sublevel 1 has a crane that can't be used until you find a cog and a door that requires an access code, plus X-Nauts and Elite X-Nauts. Sublevel 2 is where you need to go. There are the same enemies as before, plus Z-Yux and X-Naut PhD's. There are many doors here and another elevator, which you can't use yet. Of the doors on the back wall, the far left one is the lab, which has nothing useful.

The second from the left leads to a teleporter. Use it by pressing the switch then standing in it to teleport to Rogueport Sewers. You can't get the cog yet.

Through the next door, spring jump through the hole in the ceiling to get into the ceiling. There's a star piece to the left and three grates. The left one leads to the lab, the right one leads to teleporter room (where you can get the cog using Koops), and the right one leads to the changing room (where you end up looking weird until you leave the room). This is the last room on the back wall, and it has the order to press the crane switches and the access code to the door on Sublevel 1.

Now go through the door on the left side of the hallway. You have to cross the floor as shown on the pictures on the back wall. (Go to the front wall using the far right block, then, go three blocks to the left. Then, go 1 up, 1 left, then, go to the back wall. Go three blocks left, then, to the second block from the front wall. Then, go one left, one down, then, to the left wall. Go to the chest and open it for a purple card key. Now you can cross the floor. (In the yellow block is a sleepy Sheep.) Now, go through the door on the far right of the hallway. There's a X-Yux here. Through the next

door is Sir Grodus's office and a green card key.

Now return to Sublevel 1. In the crane room, use the cog, then press the buttons in the order: left, right, middle, to activate it. Press A at the nearby machine to use the crane. Use it to get coins, a star piece, a Feeling Fine badge, and a Feeling Fine P badge. Out in the hallway, enter the access code: 014029, to get through the door. Press A at the statue. It will ask you five questions:

#1: "Exactly what's hidden here?" elevator key

#2: "What's the name of the girl in Petalburg who's waiting patiently for Koops's return?" Koopie Koo

#3: "Goomba, Lava Bubble, Buzzy Beetle, and Boo. How many feet do they have? Total!" 6 feet

#4: "It's elementary...for non-idiots! Where was the one, the only, Diamond Star?" Hooktail's Belly

#5: "What was the name of the very first champion at the Glitzville Arena?" Prince Mush

Now you'll get an elevator key to the other elevator on Sublevel 2. It can take you to Sublevel 3 and Sublevel 4. Sublevel 4 is where Peach's old room is and the door leading to TEC is locked, so go to Sublevel 3.

Go through the door to the left. Stay on the blue, moving tiles to get to the chest containing the yellow card key. If you step off of the blue tiles, you'll get hurt. (An HP Drain is in the yellow block.) Back in the hallway, go through the right door. You need the three card keys to open the door. I don't know if the order matters, but I did: purple, yellow, green, from left to right. Go through the door and go right. Throw Bobbery over to the switch to hit it. The conveyer belt will move. Get to it by holding R and going through the bars, then, hide with Vivian to get past the thing in the way.

Ride the platform up, then, ride another one to get to a pipe. Go down to get to the background. (If you fall, you'll find two pipes. One to the left leads to the conveyer belt and the one to the right leads to a save block, a block that restores HP and FP if you pay 10 coins, and another pipe that brings you back to the conveyer belt.) Anyway, without falling, you can ride the moving platforms to get to an Ultra Shroom and to get to some gears. Cross them to another platform. It can get you to a higher platform and a lower one. First, go to the higher one and go down the pipe.

There's an airplane panel here. Fly to a blue card key. Drop down to the save block I mentioned earlier, then, return to that platform that went to two different levels. Get to the lower pipe this time. Cross the platforms to get to a switch. Hit it to make some stairs. Return to the pipe and go up the stairs. Use the card key to open the door. There's a boss battle through there.

BOSS BATTLE: MAGNUS VON GRAPPLE 2.0

This guy isn't really that bad. It can hurt you both at once and has a higher defense, but you'll beat it if you just keep attacking. It can separate its fists from itself to attack you, so try to kill them quickly. Bobbery was pretty useful, especially when he has Bombast to hurt the fists and Magnus at the same time. When you win, you'll get a Crystal Star, raise your star power to 8, and learn the special move, Supernova.

BOWSER

All you have to do here is press A at the door to Poshely Sanctum and watch a cut scene.

MARIO AGAIN

You're still in X-Naut Fortress, and you can't leave the same way

you came in, since many doors aren't working and neither is the elevator that goes to the top levels. So go down to TEC's room on Sublevel 4 and there will be a cut scene. Now you can go to the teleporter on Sublevel 2 and teleport back to Rogueport Sewers. Outside of here, you'll talk to Professor Frankly, who wants you to go to the Thousand-Year Door. At the Door, go on the pedestal to open it. Go through.

I. CHAPTER 8: THE THOUSAND-YEAR DOOR

PALACE OF SHADOW

There's nothing in this first room, so go through the door. In the next room, you'll find a Stopwatch if you go down the steps going away from the screen. Also, there are Swoopula enemies, which can steal your HP. Go through the next door. There's a Shooting Star in the yellow block, Swoopula, Dry Bones, Bombshell Bills, and Bombshell Bill Blasters. The Dry Bones will come back to life after a time, so end the battles with them quickly. Past the Bombshell Bill Blasters, go through the door.

In the red block is an All or Nothing badge. Also, there are spike traps here, so walk slowly. Go through the next door to find a save block. To get past the fire here, it is best to use Vivian to hide. Also, there's a Phantom Ember enemy here, which is similar to the other fire enemies from earlier areas. Anyway, to get past the fire later on in the room (the kind that's moving to the left), you can jump over the lower fire, and hide when the higher fire comes by. Go through the door past it to get to the next room.

On the other side of the room, press A at the skeleton. A lot of other skeletons will appear, and you'll have to use your hammer to get past them. Get to the blue skeleton to fight it. You'll have to fight four Dry Bones and the blue one, a Dark Bones. It's best to lower all of their HP's to very low, then, to kill them all with one hit. That way they can't come back to life. Once you beat them, you'll get a palace key. Unlock the next door and go through. There's a Super Shroom in the yellow block, two sets of Bombshell Bill Blasters, and Phantom Embers. Past them, go through the next door.

There are Dry Bones and a Phantom Ember here, and in the yellow blocks are 1 coin and a Jammin' Jelly. In the red block is a P-Up, D-Down P badge. Go through the next door. In this room, most doors will lead to the previous one. You have to go through the door with the lit torch next to it. Keep going through the door next to the lit torch until you get outside. There are Chain-Chomps here, a save block, and a block that restores your HP and FP when you pay 10 coins.

Anyway, there are two Chain-Chomp statues. Throw Bobbery into the mouth of each to blow them up and reveal pipes. Each pipe leads to a switch, which reveals a boat panel when hit. Use the boat panel to get to a door. Go in. Go through the front, left door. Based on what the thing on the wall says, hit the left block three times and the right one two times to make a chest appear. Open it for a palace key, then, return to the previous room. Go through the back left door now. This is connected in a way to the room above it. Breaking the grey blocks in one gets rid of the red one in the other room. That way, you can get to the blue block in each room and hit it. That will make a chest appear in both rooms, both with a palace key inside.

Anyway, back on the first floor of the main room. Go through the front right door. Right in front of the thing on the wall, use the Flurrie to blow the invisible thing away to reveal a chest containing yet another palace key. Back in the previous room, go through the last door. Go through the wall to the right and hit the blue block. Again, a palace key containing chest will appear.

Now go to the previous room and up the stairs to the second floor.

Through the front left door, kill the skeletons in order from weakest to strongest: Dull Bones, Red Bones, Dry Bones, and Dark Bones. Another chest with a palace key will appear after you hit the blue block that appears. Go to the previous room. The back left room is one I mentioned earlier. Now go through the front right door. Hide using Vivian to find where the blue block is. Hit it to reveal another chest with another palace key. Now, in the previous room, go through the last door. Go straight from the door and have Bobbery blow up the wall. Yes, through here is a palace key in a chest. Back in the previous room, you can't do anything yet on the third floor, so leave the tower.

Back outside, go through the door to the right. There are several hallways you need to go through. In them are a Dark Wizzerd, a Chain-Chomp, and some Phantom Embers. In the last hallway is a save block, and through the next door is a boss battle. Make sure you're fully recovered from any damage you took.

BOSS BATTLE: GLOOMTAIL

Gloomtail may look a lot like Hooktail, but he's much stronger. He can do a lot of damage, usually to both you and your partner and poison you, too. Make sure you don't use all your FP because when he raises his attack power by 8, it's best to hide with Vivian. After an annoying battle, you'll eventually win. Open the chest that appears for a star key. (Also to the right of Gloomtail's head is a crack. Blow it up to get to two yellow blocks containing an Ultra Shroom and Jammin' Jelly.)

Now return to the tower. On the top floor, use the star key on the thing, then, use the eight other keys on the eight pedestals. There will be a cut scene. Leave the tower, and go right. There will be another battle.

BOSS BATTLE: BELDAM, MARILYN, AND DOOPLISS

This battle's kind of annoying. Doopliss can turn into Mario or your partners, but he's not that much of a problem. Marilyn does a lot of damage, so try to get rid of her quickly. Beldam can do all kinds of magic, so she's annoying, too. Just keep fighting, though, and you'll eventually win.

Now, go through the door to the right and down the stairs. There's a Dark Wizzerd, and you can spring jump to hit the yellow block to get a Thunder Rage. On the right side of the room, have Flurrie blow away the weird part of the wall to reveal a hole. Go through and left to get to a higher place. Use Yoshi to jump across the gap and go through the doorway. In here, the red switch makes a ledge come out of the wall for a short time, so hold Koops next to it, then run up to the gap. Release Koops and cross the ledge. Past it, go through the door.

Go through the door to the left, hit the green switch, then, return to the room you were just in. The green block is out of the way, so cross the gap here with Yoshi. (If you fall, there's a Chain-Chomp and a spring on the bottom of the room.) Past here, drop down. Use Bobbery to blow up the purple switch while you stand on the purple block to make it rise. Again, cross the gap with Yoshi. Now hit the red switch to raise the red block. From the red block, hit the red switch using Koops to make it lower. It goes slowly, so you'll have time to go to the ledge in the wall to the right. To cross this gap, use Yoshi. (If you fall, roll under the left wall to get out.) Past here is a door, so go through.

In the gaps are spikes, so cross them using the poles on the ceiling. Spring jump to them; they are above the yellow lines on the floor. After the second one, go through the nearby doorway. There's a Phantom Ember, a Dark Wizzerd, and a Chain-Chomp here. To the left is a chest containing a

shooting star and a red switch. Go to the area above it and drop Bobbery down to blow it up. Cross the ledge that appears, and make sure you pay attention to the order of the stars on the wall. They'll be important for later. Past here, go up the stairs to a locked door and a save block.

To the right is a wheel with ledges on it. Get on the first one, then, jump to the one right below the center. Use Koops or Yoshi to get the key, then, go unlock the locked door and go through. Spring jump to get the Life Shroom out of the yellow block. There's also a Dark Wizzerd here. Anyway, go up the stairs. At part of them, you need to be thin to get up them. You have to hit the red blocks here to light up certain stars, like the stars you saw earlier. Hit the block: one from the left, three from the left, four from the left, and six from the left. Go to the previous room and cross the now-moving wheel. (Above it is a Life Shroom in a block.) Past it, go through the door.

Use Flurrie to blow away the thing here to reveal a grey block. Break it using your ultra hammer, then, spin jump to break the wood beneath it. Fall through to find a spring, a coin in a yellow block, and a doorway. Through the doorway, cross the narrow path and go through the door. Here's an airplane panel. (If you fall, you'll find a Phantom Ember and a spring.) With the airplane panel, you can fly to a doorway, a Life Shroom, a Shooting Star (I think), and a locked door. Fly to the doorway and go through.

There's a Chain-Chomp and a red switch here. Hit the red block, then, cross the ledge that appeared by running to it using Yoshi. Past it, open the chest for a key. Go to the previous room and fly to the locked door. Unlock it and go through. In here is a save block and a block that recovers HP and FP if you pay 10 coins. Go through the door and go forward for a cut scene and some battles.

BOSS BATTLE: GRODUS

Grodus can use different kinds of magic, the most annoying being the kind that immobilizes you. What makes him even more annoying are the Grodus-X's. Each one raises his defense by 1, and four together make him unable to be hurt. The Grodus-X's can attack you, which makes them even worse. Multibounce is useful for getting rid of them using little FP. This is an annoying battle, but you'll win if you just keep getting rid of the Grodus-X's and attacking him when you get the chance.

BOSS BATTLE: BOWSER AND KAMMY KOOPA

After a cut scene is another battle. Beat Kammy Koopa first, since she can heal herself and Bowser. Bowser's also pretty annoying, since he can poison you with a bite attack and make you unable to use certain moves with a jump attack. Luckily, pressing A with good timing can keep those attacks from being effective. Once again, you just need to keep attacking until you win.

Now go through the next doorway. There's an Ultra Shroom in the chest and a block that recovers HP and FP for 10 coins, and down the stairs is a Jammin' Jelly in a chest and a save block. Now go through the door for another cut scene.

BOSS BATTLE: SHADOW QUEEN

PART 1

She's not relay that bad at first. She has 150 HP and can do a lot of damage, plus she can increase her defense and attack power and absorb HP from you. Well, of course, the battle's bad, but it's nothing compared to the next part. Just attack her; there's nothing special you need to do yet. When she goes to her next form, it gets bad.

PART 2

You can't hurt the Shadow Queen at first, so I won't explain stuff about her just yet. After attacking her a bit, she'll take out the audience and recover her HP, but then, there will be a cut scene. After, you can hurt her, so this is where it gets really annoying. The Shadow Queen can attack along with two hands with 5 HP each or Dead Hands, of 8 HP. She can power up for a stronger attack, during which you should use Veil with Vivian, and she can absorb a lot of HP from you with her hands. So we can conclude that we have to get rid of the hands.

There is kind of a pattern, where she attacks twice with Dead Hands, then, twice with the other hands and with a powered up attack. If anything, you have to get rid of the two hands before they recover HP. That is the most important (and you need to avoid her powered up attack.) My method is using Bobbery's Bom-ombast to get rid of whichever hands she has with her, plus to damage her as well, and to use Power Bounce on either her or Dead Hands. Then, when she powers up, I quickly switch to Vivian to use Veil. You don't need to focus too much on conserving FP, or else she'll just keep recovering every time you hurt her. Keep doing this, and you should be able to beat her.

In short: only use Bob-ombast with Bobbery and Power Bounce with Mario, except to heal or use Veil with Vivian. The battle's actually much easier than you'd think.

----- 4. Items -----

For items made by Zess T., look at the recipe list.

Boo's Sheet: This makes one person invisible so attacks miss.

Courage Shell: This raises your defense.

Dizzy Dial: This item makes all enemies dizzy for a short time, so they are more likely to miss you.

Dried Bouquet: Get this from Bub-ulber in Petalburg after solving his trouble. Then, give him hot dogs for more of these. They restore 1 HP.

Dried Shroom: This useless item restores only 1 HP.

Fire Flower: The Fire Flower attacks all enemies.

Fresh Pasta: Buy this at Poshley Heights for 50 coins. It restores 10 HP and 5 FP.

Fright Mask: This can scare some enemies away.

Gold Bar (also Gold Bar x3): I don't know what this does.

Gold Card: Solve Frankie's trouble, "Important thing!" for this card. It lets you play the Tube Game at the Pianta Parlor.

Golden Leaf: This restores 10 FP.

Gradual Syrup: This lets you recover FP slowly over time.

Honey Syrup: Honey Syrup restores 5 FP.

Horsetail: These restore 3 HP and are found in Petal Meadows. To get one, hit those striped things until you find one that moves. Keep hitting it until you get a Horsetail.

Hot Dog: Buy this for 10 coins at the hot dog stand in Glitzville. It restores 5 HP and 5 FP.

Hot Sauce: In Glitzville, pay the rat near the hot dog stand (later in the game) 10 coins for hot sauce, after solving his trouble.

HP Drain: This hurts an enemy and restores to you the same amount of HP as there was damage done to the enemy.

Ice Storm: This hurts all enemies and may freeze them. They can't move when they are frozen, and they'll get hurt when they unfreeze.

Inn Coupon: This will let you stay one night free at an inn.

Jammin' Jelly: This restores 50 FP.

Keel Mango: This restores 5 FP and is found on Keelhaul Key. Go one area right of the "town" and hit a nearby palm tree for one.

Life Shroom: This restores 10 HP to Mario or your partner when they die. It works automatically, so don't carry it around if you don't want to use it.

Maple Syrup: This restores 10 FP.

Mini Mr. Mini: This briefly shrinks enemies and decreases their attack power.

Mr. Softener: This will decrease all enemies' defense for a short time.

Mushroom: The Mushroom is a common item that restores 5 HP.

Mystery: You won't know what it does until you use it.

Mystic Egg: This restores 5 HP. It can be gotten by talking to Petuni in the Great Tree and asking her an easy question.

Peachy Peach: This restores 1 HP and 2 FP.

Platinum Card: Solve Toodles's trouble, "I must have that book." for this card. It lets you play the Boat Game at the Pianta Parlor.

Point Swap: This swaps HP and FP of Mario or his partner, but it can't exceed the maximum.

POW Block: The POW Block damages all ground enemies. It is very useful against enemies like Clefts which have high defense.

Power Punch: This will increase your attack power.

Ruin Powder: Ruin Powder can confuse enemies.

Silver Card: Solve Pine T. Jr.'s trouble, "Help my daddy!" for this card. It lets you play the Paper Mode game at the Pianta Parlor.

Sleepy Sheep: This may put all enemies to sleep.

Slow Shroom: This lets you recover a little bit of HP slowly over time.

Special Card: Solve Koopkoop's trouble called "Try to find me!" to get this card. It lets you play the Plane game at the Pianta Parlor.

Spite Pouch: This will do half damage to all enemies who attack you directly for a short time.

Strange Sack: This item lets you carry up to 20 items and is found in the chest on level 50 of the Pit of 100 Trials.

Super Luigi: My notes for this disappeared, so I can only guess that you get this after Creepy Steeple. It is sold for 64 coins at the shop in middle Rogueport.

Super Luigi 2: After getting back from Keelhaul Key, the shop in middle Rogueport sells this book for 128 coins.

Super Luigi 3: After getting back from Poshley Sanctum, the shop in middle Rogueport sells this book for 128 coins.

Super Luigi 4: After you get back from the X-Naut Fortress, the shop in middle Rogueport sells this book for 128 coins.

Super Luigi 5: After you beat the game, the shop in middle Rogueport sells this book for 256 coins.

Super Shroom: The Super Shroom restores 10 HP.

Tasty Tonic: This cures poison and other ailments.

Thunder Bolt: This hits one enemy with a lightning bolt and hurts it.

Turtley Leaf: This restores 3 FP. You can find it by shaking the plants in the fenced area in front of Mayor Kroop's house in Petalburg.

Ultra Shroom: The Ultra Shroom restores 50 HP.

Volt Shroom: This will electrify Mario so enemies get hurt when they touch him.

Whacka Bump: This restores 25 HP and 25 FP. It is found when you first get to Keelhaul Key, on the left side of the very first area. Hit the Whacka for this item. You can leave (go just one area away) and come back to do this multiple times (about 8 times).

5. Special Moves and Power Ups

SPECIAL MOVES

Sweet Treat

Description: This uses 1 star power. Use the control stick to shoot HP and FP. If you shoot the poison mushroom, you won't be able to do anything for a bit.

Learned: You'll learn this the first time you go to the Thousand-Year Door.

Earth Tremor

Description: This uses 2 star power. Press A when the bar gets to each dot to do more damage to all enemies.

Learned: You'll learn this after you beat Hooktail.

Clock Out

Description: This uses 2 star power. It can immobilize enemies, but it has very confusing controls. I think you need to press the button shown above the enemies.

Learned: You'll learn this after you beat Magnus Von Grapple.

Power Lift

Description: This uses 3 star power. Press A at the non-poison mushroom things to raise the attack power and defense of you and/or your partner.

Learned: You'll learn this after you beat Macho Grubba.

Art Attack

Description: This uses 4 star power. Draw circles around enemies to hurt them.

Learned: You'll learn this after you beat Doopliss.

Sweet Feast

Description: This uses 5 star power, and it is like Sweet Treat but it has more stuff. The big things should be worth more, but I'm not sure.

Learned: You'll learn this after you beat Cortez.

Showstopper

Description: This uses 2 star power and can kill enemies if it is done well. It may do nothing.

Learned: You'll learn this after you get the crystal star at Poshley Sanctum.

Supernova

Description: This uses 6 star power and does a lot of damage to all enemies.

Learned: You'll learn this after you beat Magnus Von Grapple 2.0.

POWER UPS

MARIO

Super Boots

Description: This lets you do a spin jump, which can break certain squares on the floor and reveal hidden panels. Also, you can use spring attack in battle, which uses 2 FP.

Location: In the Great Tree is a room where you hit some switches to line up some pictures in a certain order. When you do this, a doorway will open up. Through it is a chest containing this item.

Super Hammer

Description: This lets you break big, yellow blocks by holding B, turning the control stick, then letting go of B. You'll also get the Super Hammer attack in battle. It uses 2 FP and knocks an enemy into the one behind it.

Location: When you're getting weird emails at Glitzville, there will be a time when you go to the manager of the juice shop and talk to him for this item.

Ultra Boots

Description: Hold A and rotate the control stick to do a spring jump. With these boots, your jump attacks will do more damage, and you'll be able to use Spring Jump in battle. It uses 4 FP and does more damage than an ordinary jump.

Location: This is found in Riverside Station, in a big chest in a room after the office.

Ultra Hammer

Description: Hold B and rotate the control stick to use swing your ultra hammer, which can break grey blocks. Also, you can use Ultra Hammer in battle, which uses 4 FP and can knock an enemy into the ones behind it.

Location: In front of Rogueport's inn, spring jump beneath the big chest to knock it down. Inside is this badge.

PARTNERS (Go to Merlon and give him shine sprites to power up your partners. After you get back from Keelhaul Key, Merlon is outside his house. Talk to him for a clue. Now go to Hooktail Castle, and go to the room after the one with the black chest. The right wall has a crack, so blow it up with Bobbery. Go through the hole, and hit block to reveal a chest. Open it for Up Arrow. Talk

to Merlon directly to give him this. Now you can power up your partners to rank 2.)

Goombella

Rank 1: Goombella will get 20 HP and learn Multibonk, which uses 3 FP, and can hit an enemy many times with good timing.

Rank 2: Goombella will get 30 HP and learn Rally Wink, which uses 4 FP and can let Mario have an extra attack.

Koops

Rank 1: Koops will get 15 HP and learn Shell Shield, which uses 4 FP, and can protect Mario from attacks.

Rank 2: Koops will get 25 HP and learn Shell Slam, which uses 6 FP and can strike all ground enemies, piercing their defenses.

Flurrie

Rank 1: Flurrie will get 25 HP and learn Lip Lock, which uses 3 FP, and can do damage to the enemy so you can restore some of Flurrie's HP.

Rank 2: Flurrie will get 35 HP and learn Dodgy Fog, which uses 4 FP and makes Mario harder to hit.

Yoshi

Rank 1: Yoshi will get 20 HP and learn Mini-Egg, which uses 3 FP and can shrink enemies to lower their attack power.

Rank 2: Yoshi will get 30 HP and learn Stampede, which uses 6 FP and is used to attack all ground enemies.

Vivian

Rank 1: Vivian will get HP 20 and learn Fiery Jinx, which uses 6 FP, and will attack all enemies and may set them on fire.

Rank 2: Vivian will get 30 HP and learn Infatuate, which uses 4 FP and can confuse enemies.

Bobbery

Rank 1: Bobbery will get 30 HP and learn Hold Fast, which uses 4 FP and is supposed to damages enemies that directly attack Bobbery.

Rank 2: Bobbery will get 40 HP and learn Bob-ombast, which uses 9 FP and will attack all enemies.

Ms. Mowz (she is gotten by finishing the trouble at the Trouble Center called Elusive badge!)

Rank 1: Ms. Mowz will get 20 HP and learn Tease, which uses 3 FP and can confuse enemies.

Rank 2: Ms. Mowz will get 25 HP and learn Smooch, which uses 10 FP and will restore some of Mario's HP.

----- 6. Tattle Log -----

#1: Goomba

Description: The Goomba has HP of 2, an attack power of 1, and a dfense of 0. It is very easy to beat.

Location: Various

#2: Paragoomba

Description: It has an HP of 2, an attack power of 1, and a defense of 0. It can fly, so you need to jump to hit it, which will change it into a normal Goomba when it loses its wings.

Location: Various

#3: Spiky Goomba

Description: It has an HP of 2, an attack power of 2, and a defense of 0. Don't jump on it or else you'll get hurt on the spike.

Location: Various

#4: Hyper Goomba

Description: This Goomba has an HP of 8, an attack power of 2, and a defense of 0. After it charges up, its attack will do 8 damage.

Location: Twilight Trail

#5: Hyper Paragoomba

Description: This Goomba has an HP of 8, an attack power of 2, and a defense of 0. After it charges up, its attack will do 8 damage.

Location: Twilight Trail

#6: Hyper Spiky Goomba

Description: This Goomba has an HP of 8, an attack power of 3, and a defense of 0. After it charges up, its attack will do 9 damage. Don't jump on it, or you'll get hurt.

Location: Twilight Trail

#7: Gloomba

Description: This enemy has an HP of 7, an attack power of 3, and a defense of 0.

Location: Pit of 100 Trials

#8: Paragloomba

Description: This enemy has an HP of 7, an attack power of 3, and a defense of 0.

Location: Pit of 100 Trials

#9: Spiky Gloomba

Description: This enemy has an HP of 7, an attack power of 4, and a defense of 0. It also has a spike on its head.

Location: Pit of 100 Trials

#10: Koopa Troopa

Description: It has an HP of 4, an attack power of 2, and a defense of 1, I think. Jump on it to knock it onto its back, then you can damage it. It'll stay on its back for a short time before getting up again, where it can attack again.

Location: Petal Meadows.

#11: Paratroopa

Description: The Paratroopa can fly, and it has an HP of 4, an attack power of 2, and a defense of 1. When you knock it down, it becomes an ordinary Koopa Troopa.

Location: Hooktail Castle.

#12: KP Koopa

Description: This Koopa has an HP of 4, an attack power of 2, and a defense of 1. As you can see, it's just a Koopa Troopa with a slightly longer name.

Location: Glitzville

#13: KP Paratroopa

Description: Like an ordinary Paratroopa, it has an HP of 4, an attack power of 2, and a defense of 1.

Location: Glitzville

#14: Shady Koopa

Description: This enemy has an HP of 8, an attack power of 3, and a defense of 1. These Koopas can attack while on their back and do more damage (and to both of you at once), so try to beat them quickly or without knocking them over.

Location: Glitzville

#15: Shady Paratroopa

Description: This enemy has an HP of 8, an attack power of 3, and a defense of 1. After knocking it down, it will be a Shady Koopa.

Location: Glitzville

#16: Dark Koopa

Description: This enemy has an HP of 8, an attack power of 4, and a defense of 2. Like other Koopas, it can be knocked onto its back.

Location: Pit of 100 Trials

#17: Dark Paratroopa

Description: This enemy has an HP of 8, an attack power of 4, and a defense of 2.

Location: Pit of 100 Trials

#18: Koopatroll

Description: This enemy has an HP of 6, an attack power of 4, and a defense of 2, and a spike on its head, so you can't jump on it. It can charge up, call other Koopatrolls, and go into its shell, making you unable to hurt it.

Location: Rogueport Sewers

#19: Dark Koopatrol

Description: This enemy has an HP of 25, an attack power of 5, and a defense of 2. It can hurt both of you at once and do a lot of damage after charging. Use stronger attacks because of its higher defense and no jumping because of its spikes.

Location: Glitzville

#20: Dull Bones

Description: The Dull Bones has an HP of 1, an attack power of 2, and a defense of 1. It can make other Dull Bones appear.

Location: Hooktail Castle

#21: Red Bones

Description: The Red Bones has an HP of 5, an attack power of 3, and a defense of 1. I think you have to kill all the Dull Bones first before you can beat it.

Location: Hooktail Castle

#22: Dry Bones

Description: This enemy has an HP of 8, an attack power of 5, and a defense of 2. They'll come back to life after a time, so end the battle quickly. Fire and explosions will stop them from coming back. They can also make more Dry Bones.

Location: Palace of Shadow

#23: Dark Bones

Description: This enemy has an HP of 20, an attack power of 5, and a defense of 2. They'll come back to life after a time, so end the battle

quickly. Fire and explosions will stop them from coming back.

Location: Palace of Shadow

#24: Hammer Bro

Description: This enemy has an HP of 7, an attack power of 4, and a defense of 1. It attacks extra when its HP is low.

Location: Glitzville

#25: Boomerang Bro

Description: This enemy has an HP of 7, an attack power of 2, and a defense of 1. It attacks extra when its HP is low, and it hurts both Mario and his partner twice during each attack.

Location: Glitzville

#26: Fire Bro

Description: This enemy has an HP of 7, an attack power of 3, and a defense of 1. It attacks extra when its HP is low, and it can light you on fire, which does steady damage.

Location: Glitzville

#27: Lakitu

Description: Lakitu has an HP of 5, an attack power of 2, and a defense of 0. Normally, you have to jump on it, but you can't while it's holding a Spiny egg up, since you'll get hurt. Kill it quickly, since it can make more Spinies.

Location: Glitzville

#28: Dark Lakitu

Description: This enemy has an HP of 13, an attack power of 5, and a defense of 0. It can throw spiky things at you, which can become Sky-Blue Spinies. You can't jump on it while it's holding a spiky thing over its head.

Location: Pit of 100 Trials

#29: Spiny

Description: This horrible enemy has an HP of 3, an attack power of 3, and a defense of 3. It is hard to hurt, and doesn't take damage while it's rolled up.

You can't even jump on it because of the spikes. If you manage to get it on its back, its defense will drop to 0. Lakitu often throw these things at you.

Location: Glitzville

#30: Sky-Blue Spiny

Description: This enemy has an HP of 6, an attack power of 6, and a defense of 4. It is hard to hurt, and doesn't take damage while it's rolled up. You can't even jump on it because of the spikes. If you manage to get it on its back, its defense will drop to 0. (You can jump on it and flip it over if you equip a Spike Shield badge, though.) Dark Lakitu often throw these things at you.

Location: Pit of 100 Trials

#31: Buzzy Beetle

Description: This enemy has 5 HP, an attack power of 3, and a defense of 4. Fire and explosives don't work on it, but jumping does. Jumping on it will flip it over and reduce its defense to 0.

Location: Creepy Steeple

#32: Spike Top

Description: This enemy has 5 HP, an attack power of 3, and a defense of 4. Fire and explosives don't work on it. You'll need to use attacks like Yoshi's Gulp and Earth Tremor, since you can't jump on it.

Location: Creepy Steeple

#33: Parabuzzy

Description: This is just a flying Buzzy Beetle. Knock it down and flip it over to lower its defense to 0. It has an HP of 5, an attack power of 3, and a defense of 4. Fire and explosions don't work on it.

Location: Pirate's Grotto

#34: Spiky Parabuzzy

Description: This has an HP of 5, an attack power of 3, and a defense of 4. Fire and explosions don't work on it. The Spike Shield badge is very useful against these things, otherwise you'll need to use items and special moves.

Location: Riverside Station

#35: R. S. Buzzy (AKA Red Spike Top)

Description: Fire, explosions, and jumping doesn't work on them, and neither does most other things with their high defense. Flipping them over exposes their bellies and gives them a defense of 0, but using Yoshi's Gulp attack works well, too. It has an HP of 5, an attack of 3, and a defense of 5.

Location: Glitzville

#36: Magikoopa

Description: Magikoopa has an HP of 7, an attack power of 4, and a defense of 0. It can split into copies when it's by itself, and you can't tell which is the real one until you hit it. It can also electrify things and recover HP.

Location: Rogueport Sewers

#37: Red Magikoopa

Description: This enemy has an HP of 7, an attack power of 4, and a defense of 0. It can boost its attack and defense, and when it's alone, it can make copies of itself, and you can tell which is the real one until you hit it.

Location: Glitzville

#38: White Magikoopa

Description: This enemy has an HP of 7, an attack power of 4, and a defense of 0. It can heal its allies, and when it's alone, it can make copies of itself, and you can tell which is the real one until you hit it.

Location: Glitzville

#39: Green Magikoopa

Description: This enemy has an HP of 7, an attack power of 4, and a defense of 0. It can electrify others and itself and make them invisible, and when it's alone, it can make copies of itself, and you can tell which is the real one until you hit it.

Location: Glitzville

#40: Kammy Koopa

Description: Kammy Koopa has an HP of 50, an attack power of 5, and a defense of 0. She can use magic, such as healing herself and Bowser.

Location: Various

#41: Bowser

Description: In Glitzville, Bowser has an HP of 30, an attack power of 3, and a defense of 1. He has a poisonous bite, a ground pound that stops you from using certain commands, and a fire attack that hurts both of you. In the Palace of Shadow, he has the same attacks, but an HP of 70, an attack power of 7, and a defense of 2.

Location: Various

#42: Gus

Description: This is the guy on the east side of Rogueport who makes you pay to get to a certain place. Fight him and win so you don't have to pay anymore. He

has an HP of 20, an attack power of 3, and a defense of 0. Don't jump on him or else his spear will hurt you. (He also has an attack that does 3 damage and one that does 2 damage.)

Location: Rogueport

#43: Dark Crow

Description: This guy has an HP of 20, an attack power of 6, and a defense of 0.

You can't jump on him because of his spear.

Location: Glitzville

#44: Bandit

Description: This enemy has 5 HP, and attack power of 2, and a defense of 0.

They steal coins, then, run away. Beat them before they run to get your coins back. With good timing, supposedly you can press A to keep them from stealing.

Location: Glitzville

#45: Big Bandit

Description: This enemy has 8 HP, and attack power of 3, and a defense of 0.

They steal coins and items, then, run away. Beat them before they run to get your coins and items back. With good timing, supposedly you can press A to keep them from stealing.

Location: Glitzville

#46: Badge Bandit

Description: This enemy has an HP of 12, an attack power of 5, and a defense of 0. It can steal badges, so try to guard when it attacks you. To get back a stolen badge, kill it quickly before it runs away.

Location: Pit of 100 Trials

#47: Spinia

Description: This thing has an HP of 3, an attack power of 1, and a defense of 0.

Location: Rogueport Sewers

#48: Spania

Description: It has an HP of 3, an attack power of 1, and a defense of 0. It has spikes on its head, so you can't jump on it.

Location: Roueport Sewers

#49: Spunia

Description: This enemy has an HP of 12, an attack power of 7, and a defense of 2. It also has spikes on its head, so you can't jump on it.

Location: Pit of 100 Trials

#50: Fuzzy

Description: The Fuzzy can suck HP and restore itself. It has an HP of 3, an attack power of 1, and a defense of 0. A horde of them can attack multiple times in one turn (but it doesn't suck HP) It as an HP of 20, an attack of 1, and a defense of 0. Press A at the right time so they miss you. When you kill their leader (in this case, a Gold Fuzzy) they'll leave.

Location: Shhwonk Fortress

#51: Gold Fuzzy

Description: The Gold Fuzzy doesn't suck HP, but it does call a Fuzzy Horde. It has an HP of 10, an attack power 1, and a defense of 0.

Location: Shhwonk Fortress

#52: Green Fuzzy

Description: The Green Fuzzy can suck Hp to recover itself and it can multiply. It has an HP of 5, an attack power of 3, and a defense of 0.

Location: Keelhaul Key

#53: Flower Fuzzy

Description: This enemy can suck FP, and when it gets enough, it can use magic attacks, which can hurt you and your partner. It has an HP of 6, an attack power of 3, and a defense of 0.

Location: Keelhaul Key

#54: Pokey

Description: This enemy has an HP of 4, an attack power of 3, and a defense of 0. You can't touch them or you'll get hurt. Also, they can call more Pokeys, so kill them quickly.

Location: Glitzville

#55: Poison Pokey

Description: As the name implies, these can poison you. They can also make more Pokeys, so kill them quickly. They have spikes, so you can't touch them, and they have 8 HP, an attack power of 4, and a defense of 0.

Location: Riverside Station

#56: Pale Piranha

Description: This enemy has 4 HP, an attack power of 2, and a defense of 0. You can't jump on it or else you'll get hurt.

Location: Boggly Woods

#57: Putrid Piranha

Description: This enemy has 8 HP, an attack power of 3, and a defense of 0. It can poison you, and it can hurt you if you jump on it.

Location: Keelhaul Key

#58: Frost Piranha

Description: This enemy has an HP of 10, an attack power of 5, and a defense of 0, and it can freeze you. It is weak to fire.

Location: Fahr Outpost

#59: Piranha Plant

Description: This enemy has an HP of 15, an attack power of 9, and a defense of 0.

Location: Pit of 100 Trials

#60: Crazee Dayzee

Description: These enemies have an HP of 7, an attack power of 2, and a defense of 0. They can put you and your partner to sleep and run away often. If you guard well, you may not fall asleep.

Location: Twilight Trail

#61: Amazy Dayzee

Description: These are kinda rare. They run away a lot, which is best, since their HP is 20, their attack power is 20, and their defense is 1. They can put you to sleep, too. Kill one for a lot of star points.

Location: Twilight Trail

#62: Pider

Description: This enemy has an HP of 5, an attack of 2, and a defense of 0. It can move up and down, and you can hit it with any attack when it's down. But, when it's up, you'll have to use jumping attacks. It has another attack that does 1 damage per hit (and it can hit you three times). With both attacks, press A right before it hits you so you take less damage.

Location: The Great Tree

#63: Arantula

Description: This enemy has an HP of 16, an attack of 7, and a defense of 0.

Location: Pit of 100 Trials

#64: Swooper

Description: This enemy has 6 HP, an attack power of 3, and a defense of 0. It hangs from the ceiling, so hit it with someone like Flurrie or Vivian to knock it down.

Location: Creepy Steeple

#65: Swoopula

Description: This enemy has an HP of 9, an attack power of 4, and a defense of 0. It can steal your HP and add it to its own.

Location: Palace of Shadow

#66: Swampire

Description: This sucks HP and adds it to its own. It has an HP of 20, an attack power of 6, and a defense of 0.

Location: Pit of 100 Trials

#67: Dark Puff

Description: This enemy has an HP of 3, attack of 2, and a defense of 0. Don't touch it when it's electrified or you'll get hurt. When it's higher up, you have to jump on it, but when it goes down, you can hit it with a hammer if you want to.

Location: Boggly Woods

#68: Ruff Puff

Description: This enemy has an HP of 7, an attack power of 4, and a defense of 0. It can electrify itself, and then use a lightning attack that hurts both of you.

Location: Riverside Station

#69: Ice Puff

Description: This enemy has an HP of 9, an attack power of 4, and a defense of 0. Don't touch it when it is storing cold energy or else you'll get hurt. It can also freeze you. Obviously, it is weak to fire.

Location: Fahr Outpost

#70: Poison Puff

Description: This enemy has an HP of 5, an attack power of 8 (except 10 for the poison attack), and a defense of 0. It can poison you, obviously, and it will hurt you if you touch it while it's storing toxins.

Location: Pit of 100 Trials

#71: Boo

Description: The Boo has 7 HP, an attack power of 1, and a defense of 0. It can turn invisible, so your attacks will miss.

Location: Creepy Steeple

#72: Atomic Boo

Description: Go to the main room of Creepy Steeple and let the Boos grab you. Hold B and spin the control stick to do the special hammer attack, and the Boos will become an Atomic Boo. It has an HP of 40, an attack power of 4, and a defense of 0. Supposedly, it can make you immobile or confused (which never happened), and it seems to only attack every other turn. It's pretty easy.

Location: Creepy Steeple

#73: Dark Boo

Description: This enemy has an HP of 8, an attack power of 5, and a defense of 0. It can turn itself and others invisible.

Location: Poshley Sanctum

#74: Ember

Description: This enemy has 8 HP, an attack power of 3, and a defense of 0. It can light you on fire and burn you if you touch it. Ice and explosions are effective on it.

Location: Keelhaul Key

#75: Lava Bubble

Description: This enemy has 6 HP, an attack power of 4, and a defense of 0. It can light you on fire and burn you if you touch it. Ice and explosions are effective on it.

Location: Pirate's Grotto

#76: Phantom Ember

Description: This enemy has 10 HP, an attack power of 5, and a defense of 0. It can light you on fire and burn you if you touch it

Location: Palace of Shadow

#77: Bad Cleft

Description: Normal attacks don't work on these and neither does fire. You need to use something like Power Smash or a POW Block on it. It has an HP of 2, an attack of 1, and a defense of 2.

Location: Petal Meadows

#78: Hyper Bald Cleft

Description: This enemy has an HP of 3, an attack power of 2, and a defense of 2. It can boost its attack to 8, and fire doesn't work on it.

Location: Glitzville

#79: Cleft

Description: This horrible enemy has an HP of 2, an attack power of 2, and a defense of 2. Fire doesn't work on it, and neither does fire. Use stronger hammer attacks or items, since you can't even jump on it.

Location: Boggly Wood.

#80: Iron Cleft

Description: This thing has an HP of 6, an attack of 4, and an unknown defense, 'cuz they are so gosh-darn tough! Just have Yoshi use Gulp on one, so he can throw it into the other and hurt both.

Location: Glitzville

#81: Iron Cleft

Description: This thing has an HP of 6, an attack of 4, and an unknown defense, 'cuz they are so gosh-darn tough! Just have Yoshi use Gulp on one, so he can throw it into the other and hurt both. (I don't know why there are two of these.)

Location: Glitzville

#82: Hyper Cleft

Description: This enemy has 4 HP, an attack power of 3, and a defense of 3. It's attack can be charged up to 9.

Location: Twilight Trail

#83: Moon Cleft

Description: These enemies have an HP of 6, an attack power of 5, and a defense of 5. Fire doesn't work on them, but an explosion will flip them

over and lower their defense to 0.

Location: The Moon

#84: Bristle

Description: You can't even get near this or you'll get hurt, so don't jump on it or use your hammer. Fire doesn't work either. Use an item on it. It has an HP of 2, an attack of 1, and a defense of 4.

Location: Petal Meadows.

#85: Dark Bristle

Description: You aren't supposed to be able to get close to this, but Mario could, so I think you can when you have the Spike Shield badge equipped. It can be flipped over with an explosive, but it's still dangerous to get near. It has an HP of 8, an attack of 8, and a defense of 4.

Location: Pit of 100 Trials

#86: Bob-omb

Description: Bob-ombs has an HP of 4, an attack power of 2, and a defense of 1. When you hit them, they get mad. They'll either blow up on their next turn or next time you touch one. When they blow up, they do 5 damage. You need to kill them quickly with strong attacks. You should use attacks that don't touch them when they're ready to blow up.

Location: Glitzville

#87: Bulky Bob-omb

Description: These enemies take a while to blow up. They only light their fuses and raise their attack power or defense before blowing up, so you won't take any damage if you kill them quickly. Its HP is 6, attack power 2, and defense 1. Fire and explosions will light its fuse, but that doesn't matter. It will light its fuse on its first turn anyway. Using an explosive on it will blow it up, hurting you and other enemies.

Location: Pirate's Grotto

#88: Bob-ulk

Description: This enemy is like a Bulky Bob-omb, which takes a long time to blow up. It has an HP of 10, an attack power of 4, and a defense of 2. Using an explosive on it will blow it up, hurting you and other enemies.

Location: Pit of 100 Trials

#89: Chain-Chomp

Description: This enemy has 7 HP, an attack power of 6, and a defense of 5. You can't hurt it with ice or fire, but you can freeze it. Yoshi's Gulp attack works very well on it.

Location: Palace of Shadow

#90: Red Chomp

Description: This enemy has 6 HP, an attack power of 5, and a defense of 3. Use strong attacks, like items and Yoshi's Gulp attack to beat them.

Location: Glitzville

#91: Bill Blaster

Description: These only attack by shooting Bullet Bills. They have an HP of 5 and a defense of 2.

Location: Pirate's Grotto

#92: Bullet Bill

Description: These are shot out of Bill Blasters. They attack once because they blow up when they run into you. They have an HP of 2, an attack power of 4, and a defense of 1.

Location: Pirate's Grotto

#93: Bombshell Bill Blaster

Description: These enemies shoot Bombshell Bills and have an HP of 10 and a defense of 4. Yoshi's Gulp attack works well on them.

Location: Palace of Shadow

#94: Bombshell Bill

Description: These are shot from Bombshell Bill Blasters and have an HP of 3, an attack power of 6, and a defense of 2.

Location: Palace of Shadow

#95: Dark Wizzerd

Description: This enemy has an HP of 10, an attack power of 5, and a defense of 2. Like a Magikoopa, it can multiply itself when it's alone.

Location: Palace of Shadow

#96: Wizzerd

Description: This enemy has an HP of 10, an attack power of 6, and a defense of 3. It can heal itself, raise its attack power, and multiply itself when it's alone.

Location: Pit of 100 Trials

#97: Elite Wizzerd

Description: These are horrible. They have an HP of 12, an attack power of 8, and a defense of 5. They are strong and can do all kinds of magic, like healing, raising defense, confusing you, and making copies of itself when it's alone.

Location: Pit of 100 Trials

#98: Blooper

Description: The Blooper has an HP of 12, an attack power of 1, and a defense of 0. Both of its tentacles have 3 HP. Its tentacles can both attack in one turn.

After you get rid of them, Blooper won't attack for a short time. Then, it will use an ink attack which can hurt both Mario and his partner.

Location: Rogueport Sewers

#99: Hooktail

Description: Hooktail has an HP of 20, an attack power of 5, and a defense of 1.

He doesn't like the cricket sounds made by the Sound Effect FX R badge.

Location: Hooktail Castle

#100: Gloomtail

Description: Gloomtail has 80 HP, an attack power of 8, and a defense of 2. He can do a lot of damage, usually to both you and your partner and poison you, too. Be especially careful when he charges up his attack power by 8.

Location: Palace of Shadow

#101: Bonetail

Description: This boss has an HP of 200, an attack power of 8, and a defense of 2. It can recover some of its HP when its HP gets lower, and with its breath attacks, it can do things like confuse you, freeze you, make you tiny, or make you fall asleep.

Location: Pit of 100 Trials

#102: Rawk Hawk

Description: This guy has 40 HP, an attack power of 3, and a defense of 1. As the battle goes on, he can hurt you more, then, he later holds onto the ceiling, where attacks like jumping and hammers don't work. Just knock him down with Flurrie's Body Slam.

Location: Glitzville

#103: Macho Grubba

Description: Macho Grubba has an HP of 60, an attack power of 4, and a defense of 0. He can upgrade his attack power and defense and make himself able to do more attacks in one turn.

Location: Glitzville

#104: Doopliss

Description: The first time, this guy is very easy to beat. He has an HP of 40, attack power of 4, and a defense of 0. Even when he turns into Mario, he's still easy. You'll later fight him in the Palace of Shadow, and he'll be a bit tougher, with an HP of 40, an attack power of 6, and a defense of 0.

Location: Various

#105: Cortez

Description: Cortez has 20 HP, an attack power of 4, and a defense of 1. He comes back to life, so you have to fight him three times. The third time, he'll have four weapons, which you can attack. They each have 4 HP.

Location: Pirate's Grotto

#106: Smorg

Description: This thing has an HP of 50, an attack power of 5, and a defense of 1. You need to beat the tentacles before you can hurt the body. The tentacles come back after a short time, and without them, the boss can't attack. Later on, it has on big tentacle that can hurt you both at once. The first tentacles have 4 HP and the big one has 6 HP.

Location: Excess Express

#107: X-Naut

Description: This enemy has an HP of 4, an attack power of 3, and a defense of 0. They can make themselves bigger, which raises their attack power by 2.

Location: Various

#108: X-Naut PhD

Description: This enemy has an HP of 9, an attack power of 4, and a defense of 0. It uses potions, which can burn you, heal things, make things hard to hit, or boost attack power.

Location: X-Naut Fortress

#109: Elite X-Naut

Description: These enemies have an HP of 10, an attack power of 5, and a defense of 1. They also can boost their attack power.

Location: X-Naut Fortress

#110: Yux

Description: This enemy has an HP of 3, an attack power of 2, and a defense of 0. When it makes Mini-Yux appear, you can't hurt it until they are killed. When two Mini-Yux are around, it can use an attack that hurts both of you at once.

Location: The Great Tree

#111: Mini-Yux

Description: These are made by Yux, which protect them from damage. They have an HP of 1, an attack power of 0, and a defense of 0. They can also split into two.

Location: The Great Tree

#112: Z-Yux

Description: This enemy is like a Yux. It can make Mini-Z-Yux to protect itself from damage. It has an HP of 7, an attack power of 4, and a defense of 0, and it can heal itself.

Location: The Moon

#113: Mini-Z-Yux

Description: These protect the Z-Yux from damage; there can be up to four of them. They have 2 HP, an attack power of 0, and a defense of 0.

Location: The Moon

#114: X-Yux

Description: This enemy has 10 HP, an attack power of 3, and a defense of 1. It can make two Mini-X-Yux at a time and can supposedly immobilize you.

Location: X-Naut Fortress

#115: Mini-X-Yux

Description: Up to four of these can guard an X-Yux. They have an HP of 1, an attack power of 0, and a defense of 0.

#116: Grodus-X

Description: Each one of these raises Grodus's defense by 1 and all four together protect him from damage. They each have an HP of 3, an attack power of 4, and a defense of 0.

Location: Palace of Shadow

#117: Magnus Von Grapple

Description: This boss has 30 HP, an attack power of 2, and a defense of 1. Later on in the battle, its fists separate from it, and they both have an HP of 2, an attack power of 4, and a defense of 0.

Location: The Great Tree

#118: Magnus Von Grapple 2.0

Description: This Magnus is stronger than the first, with an HP of 70, an attack power of 6, and a defense of 2, but it's not all that tough. It can hurt you both, but just keep fighting and you'll win. It can also do an attack that shoots people from the audience at you. Probably the most trouble will be when it separates its fists from itself to attack you. They both have an HP of 5, an attack power of 9, and a defense of 0.

Location: X-Naut Fortress

#119: Lord Crump

Description: Lord Crump was first fought in Rogueport at the very beginning of the game. He was very easy, but he was a bit stronger later on at Keelhaul Key. He had an HP of 30, an attack power of 3, and a defense of 0.

Location: Various

#120: Grodus

Description: Grodus has 50 HP, an attack power of 7, and a defense of 1. He can use different magic attacks, plus he has Grodus-X to protect him. Each one raises his defense by 1, and four together make him unable to be hurt.

Location: Palace of Shadow

#121: Beldam

Description: Beldam is the oldest Shadow Siren, and in Boggly Woods, she has an HP of 9, an attack power of 1, and a defense of 1. Goombella said her blizzard attack does 2, but it doesn't seem to. She can make your characters smaller (and their attack power goes down by 2) and her sisters bigger (and their attack power goes up by 2). In the Palace of Shadow, her HP is 30, her defense 0, and her attack power seems to be around 6 (but I forgot to check).

Location: Various

#122: Marilyn

Description: In Boggly Woods, Marilyn is the strongest Shadow Siren, with an HP of 12, an attack power of 2, and a defense of 0. She can also charge up her attacks by 2, and hurt both of you at once with a certain attack. In Palace of Shadow, she's even stronger, with an HP of 40, an attack power of 7, and a defense of 0. Be careful, since she can raise her attack power by 7.

Location: Various

#123: Vivian

Description: She is the youngest Shadow Siren, and she has an HP of 10, an attack power of 1, and a defense of 0.

Location: Boggly Woods

#124: Shadow Queen

Description: The Shadow Queen has an HP of 150 and an attack power of 7. When you fight her at first, her defense is 0, but later it is 1. I have a better explanation in the walkthrough section, but the main information for her is that she is strong and has two most annoying attacks. She can absorb HP from you with her hands (each have an HP of 5), and she can power up for a stronger attack, during which you should hide with Vivian. (Dead Hands has an HP of 8, by the way.)

Location: Palace of Shadow

7. Badges and Locations

All or Nothing

Description: This uses 4 BP, and it makes your attack rise when you hit the action command, but falls to 0 when you fail.

Location: This is in a red block in the Palace of Shadow. It is in the room with the spike traps (right before the one with the save block and the fire).

Attack FX B

Description: This badge uses 0 BP and makes mouse sounds when Mario attacks.

Location: Solve the trouble ???-Elusive badge! at the trouble center for this badge.

Attack FX G

Description: This uses 0 BP and changes Mario's attack sound effects to a weird, giggly sound.

Location: In Rogueport, in the middle area is a guy in striped clothes who randomly sells things. He'll sell this at some time for 120 coins.

Attack FX P

Description: This uses 0 BP and changes Mario's attack sound effects to a Bowser-type rawr sound.

Location: In Rogueport, there's a door in the upper floor of the inn that leads to outside a badge shop. You can buy this badge from there for 70 coins.

Attack FX R

Description: This badge uses 0 BP, and it makes Mario's attacks make cricket sounds. This is the badge that makes the battle with Hooktail easier.

Location: In Hooktail Castle, go to the room right before the one with the black chest that curses you. Hold R to go through the bars of the cell containing this badge.

Attack FX Y

Description: This uses 0 BP, and it changes the sound effects of Mario's attacks to a ting sound.

Location: In the middle part of the sewer is an area with buildings. Trade with Dazzle one star piece for this.

Bump Attack

Description: This uses 5 BP, and it lets you touch a weak enemy and kill it without fighting. You won't get any coins or star points this way.

Location: This is in the chest on level 80 of the Pit of 100 Trials.

Charge

Description: This will add Charge to Mario's Tactics menu, which uses 1 FP. The badge requires 1 BP, and if you wear two or more, it will increase your charge power but use more FP.

Location: Go to the Great Tree. In the room before the one where you get the Super Boots is a wooden square. Spin jump on it to break through. Use Koop to get you the Charge badge to the left. Also, I got this badge from a random battle on Twilight Trail.

Charge P

Description: This will add Charge to your partner's Tactics menu, which uses 1 FP. The badge requires 1 BP, and if you wear two or more, it will increase your charge power but use more FP.

Location: In the Glitz Pit is a locked door that leads to the storage room. In here, use Flurrie to blow away the blue blocks to reveal yellow ones that you can break. Break the ones to the right to reveal this badge.

Chill Out

Description: This uses 1 BP, and is used to make you never succumb to a first strike.

Location: In the middle part of the sewer is an area with buildings. Trade with Dazzle two star pieces for this.

Close Call

Description: This badge uses 1 BP, and it makes enemies sometimes miss hitting Mario when he's in danger.

Location: This badge is in an earlier part of Petal Meadows, before Petalburg, in a red block. (I've found it after a battle before, too.) Also, in Rogueport, there's a door in the upper floor of the inn that leads to outside a badge shop. You can buy this badge from there for 70 coins. Also, in Riverside Station, in the first room is a badge you get by hitting beneath it with a spring jump.

Close Call P

Description: This badge uses 1 BP, and it makes enemies sometimes miss hitting your partner when they're in danger.

Location: I got this after a battle in Petal Meadows. Also, you can get it in the first room in Riverside Station. Use a spring jump to hit beneath it to knock it down.

Damage Dodge

Description: This uses 2 BP and decreases damage by 1 when a guard action command is used.

Location: In Rogueport sewer, go to the room with the Boggly Woods pipe. Go into the alcove in wall and go left to get to this badge. Also, you can go to the second level of the Rogueport inn and through the door to find a badge shop. It will randomly sell this badge for 105 coins.

Damage Dodge P

Description: This uses 2 BP and it decreases the damage to your partner by 1 when a guard action command is used.

Location: In the Great Tree is a room between the two with the Jabbis. On the upper level, you'll find a red block you can't hit. Drop below it and spring jump to hit an invisible block below it. Get on that block to hit the red one for this badge. Also, in Rogueport, there's a door in the upper floor of the inn that leads to outside a badge shop. You can buy this badge from there for 105 coins.

Defend Plus

Description: This will raise Mario's defense by 1, and it uses 5 BP.

Location: This badge is in the small chest in the storeroom in the shop in Twilight Town. Also, there's another one in Rogueport Sewers. Go to the west side of town and fall down the grate into the sewer. Drop down and go down the pipe to a hallway. Go down the stairs, and blow away the weird wall with Flurrie. Now, there's a pipe, but don't go down. Go to it, but go left to find a boat panel. Use it to sail right. At the end room, climb up the ledges, and use Yoshi to cross the moving platform to get to this badge.

Defend Plus P

Description: This uses 5 BP and increases your partner's defense by 1.

Location: Go to the second save block in Pirate's Grotto (right after the winch). Go up the ledges and through the doorway. Use the boat panel and go to the room to the right. Go through the waterfall to find the chest containing this badge. You can also find this in Rogueport Sewers. Go to where the Petal Meadow pipe is, and spring jump when standing at the pipe near the entrance to grab onto it. (Not the pipe you go down, but the very thin one on the far left side of the room.) Go left and drop onto the ledge. Have Bobbery blow up the wall to the left to open a hole. Go through to a chest containing this badge.

Double Dip

Description: This uses 3 BP, and lets you use two items in one turn, which uses 4 FP. Wearing two will let you use up to three items in a turn, but this uses more FP.

Location: Go to the east side of Rogueport. Next to the trouble center is a space between two buildings. Hold R to go through and find a boat panel. Use it to get to a chest with this badge.

Double Dip P

Description: This uses 3 BP, and lets your partner use two items in one turn, which uses 4 FP. Wearing two will let you use up to three items in a turn, but this uses more FP.

Location: This badge is found in a chest on level 70 of the Pit of 100 Trials. Also, go to the area in Fahr Outpost where the pipe from Rogueport sewers is. In front of the tree on the far right, jump until you hit an invisible block for this badge.

Double Pain

Description: This weird badge uses 0 BP and will double the damage Mario takes.

Location: In middle Rogueport, a guy will randomly sell this badge for 36 coins.

Feeling Fine

Description: This uses 4 BP and makes Mario immune to dizziness and poison.

Location: On Sublevel 1 is a crane room. In here, use the cog found in the teleporter room to fix the machine, then press the buttons in the order: left, right, middle, to activate it. Press A at the nearby machine to use the crane. Use it to get this badge.

Feeling Fine P

Description: This uses 4 BP and makes your partner immune to dizziness and

poison.

Location: On Sublevel 1 is a crane room. In here, use the cog found in the teleporter room to fix the machine, then press the buttons in the order: left, right, middle, to activate it. Press A at the nearby machine to use the crane. Use it to get this badge.

Fire Drive

Description: This badge requires 3 BP, and it uses 5 FP. It is used to attack all ground enemies and burn them. Wear two or more of these to increase your attack power, but use more FP.

Location: This badge is found in a chest on level 20 of the Pit of 100 Trials. Also, if you go to the second level of the Rogueport inn, through the door is a badge shop. It will randomly sell this badge for 70 coins. I also got this after a battle with an Ember in Pirate's Grotto.

First Attack

Description: This uses 1 BP, and it lets you attack a weak enemy and kill it without having to fight. You won't earn any star points or get any coins, though.

Location: In Rogueport, there's a door in the upper floor of the inn that leads to outside a badge shop. You can buy this badge from there for 70 coins.

Flower Finder

Description: This uses 3 BP and makes more flowers appear after battle.

Location: In the middle part of Rogueport sewer, where the buildings are, trade Dazzle 6 star pieces for this badge.

Flower Saver

Description: When Mario attacks, he'll use 1 less FP. This requires 4 BP.

Location: In Creepy Steeple, when you push away the star statue in the main room, a hole will be revealed. Fall down and blow away the weird part of the wall with Flurrie to reveal a hole. Go in and to the right to find a chest containing this badge. Also, in the middle part of the sewer is an area with buildings. Trade with Dazzle ten star pieces for this.

Flower Saver P

Description: This uses 4 BP and will decrease the amount of FP used by your partner by 1.

Location: Go to the west side of Rogueport and drop through the grate by holding R to be thin. Drop down and spring jump while standing on the red X. You'll grab onto a pipe, so go left into another room. Drop down and open the chest for a Flower Saver P badge. Also, in the middle part of the sewer is an area with buildings. Trade with Dazzle ten star pieces for this.

FP Drain

Description: This uses 1 BP, and it drop Mario's attack power by 1, but he regains 1 FP per attack.

Location: In Rogueport, there's a door in the upper floor of the inn that leads to outside a badge shop. You can buy this badge from there for 70 coins.

FP Plus

Description: This uses 3 BP and raises Mario's FP by 5.

Location: Right outside the Great Tree in Boggly Woods, on the right side of this area is this badge. Also, you can find this badge in the sewer. Go down the pipe in east Rogueport to the sewer, then, go down the first pipe to the right. Go through the left doorway (you may need to break some blocks here), then, go through the next doorway to the left. You may need to break blocks here, too. Anyway, in the chest here is another FP Plus badge.

Hammerman

Description: This uses 2 BP and will increase your hammer attack by 1, but you can't jump anymore.

Location: In middle Rogueport is a guy who will randomly sell this badge for 180 coins.

Hammer Throw

Description: This is used to throw a hammer at an enemy, wherever it is, which uses 2 FP. The badge requires 1 BP, and if you wear two or more, it will increase your attack power, but uses more FP.

Location: Go to the forest in Twilight Trail. There's a block in plain sight that contains this badge.

Happy Flower

Description: This uses 2 BP, and slowly restores FP during battle.

Location: In Rogueport, there's a door in the upper floor of the inn that leads to outside a badge shop. You can buy this badge from there for 105 coins.

Also, in the middle part of the sewer is an area with buildings. Trade with Dazzle four star pieces for this.

Happy Heart

Description: This badge uses 2 BP, and it slowly restores Mario's HP during battle.

Location: In Petal Meadows, before Petalburg, is a pipe that takes you up to a higher place. Shoot Koops shell over to the badge to get it. Also, in the middle part of the sewer is an area with buildings. Trade with Dazzle four star pieces for this.

Happy Heart P

Description: This badge uses 2 BP, and it slowly restores your partner's HP during battle.

Location: In Rogueport Sewer, go to the place that had the key to the black chest. Near the stairs, have Flurrie blow on the weird part of the wall to reveal the chest that contains this badge. Also, in the middle part of the sewer is an area with buildings. Trade with Dazzle four star pieces for this.

Head Rattle

Description: This can be used to confuse enemies, using 2 FP. The badge requires 1 BP, and if you wear two or more, the effects will last longer, but use more FP.

Location: Go to the first part of the Keelhaul Key jungle. In a red block is this badge. Also, in Rogueport, there's a door in the upper floor of the inn that leads to outside a badge shop. You can buy this badge from there for 70 coins.

Heart Finder

Description: This uses 3 BP and makes more hearts appear after battle.

Location: In the middle part of Rogueport sewer, where the buildings are, trade Dazzle 6 star pieces for this badge.

HP Drain

Description: This uses 1 BP and drops Mario's attack power by 1, but lets him regain 1 HP per attack.

Location: Go to Sublevel 3 of the X-Naut Fortress and through the door on the left. In the yellow block is this badge. Also, in Rogueport harbor, use the boat panel. Go left to find another one. There's a chest over here with this badge.

HP Drain P

Description: This uses 1 BP, and it drops your partner's attack by 1, but

they'll regain 1 HP per attack.

Location: In Poshley Heights, go into the house near the Bob-omb family. There is a vertical line on the wall. Hold R to go through, and open the chest for this badge.

HP Plus

Description: This uses 3 BP and raises Mario's max HP by 5.

Location: At the beginning of Hooktail Castle is a broken bridge. Drop down the gap to get to a lower ledge. Go right and use Koops to get this badge. Also, at Riverside Station, after a couple of doors, you'll end up outside. Under the first set of steps is a hole you can roll through to get to this badge. Also, this badge is in a red block in the area right before the part of Fahr Outpost with only one building. I also got this badge randomly after a battle with a Dark Paratroopa in the Pit of 100 Trials.

HP Plus P

Description: This uses 6 BP and raises your partner's max HP by 5.

Location: This is in the second floor of the storage room in the Glitz Pit. After breaking the big block to the left, you'll see it. Jump to it from the other boxes while on Yoshi.

Ice Power

Description: This uses 1 BP, and it keeps Mario from getting hurt when jumping on fire enemies. It also raises damage done by Mario to fire enemies by 1, and lowers damage done from fire enemies to Mario by 1.

Location: Go to the long bridge on Keelhaul Key. On the right side, above the badge, hold R to fall through the bridge down to this badge.

Ice Smash

Description: This can be used to freeze and immobilize enemies, using 3 FP. The badge requires 1 BP, and if you wear two or more, it will make the effects last longer, but use more FP.

Location: In Creepy Steeple, go to the main room and roll under the hole in the north wall. Open the chest for this badge. Also, in Rogueport, there's a door in the upper floor of the inn that leads to outside a badge shop. You can buy this badge from there for 52 coins.

Item Hog

Description: This uses 3 BP, and it makes it more likely for items to appear after battle.

Location: In the middle part of the sewer is an area with buildings. Trade with Dazzle five star pieces for this.

Jumpman

Description: This uses 2 BP and increases Mario's jump power by 1, but he can no longer use his hammer.

Location: In middle Rogueport, a guy will randomly sell this badge for 180 coins.

Last Stand

Description: This uses 1 BP, and it reduces the damage done to Mario by half when he is in danger.

Location: Go into the hallway in the Glitz Pit that leads to all the locker rooms. There's a big box you can get in that has this badge. Also, in Rogueport, there's a door in the upper floor of the inn that leads to outside a badge shop. You can buy this badge from there for 35 coins.

Last Stand P

Description: The Last Stand badge uses 1 BP, and it reduces the damage done to your partner by half when they are in danger.

Location: In Hooktail Castle, not long after seeing the mouse thief, you'll be in an area where the stairs go up in the back and a little bit down closest to you. Go down the steps and hit the block to lower a bigger block. Drop down, and you'll find the Last Stand P badge. Also, in Rogueport, there's a door in the upper floor of the inn that leads to outside a badge shop. You can buy this badge from there for 35 coins.

L Emblem

Description: This uses 0 BP and lets you wear Luigi clothes.

Location: In Poshley Sanctum, go to the room with the real crystal star. Climb around a bit to find the badge. (Remember, spring jump from the stars on the floors to get to the poles that you can cross.)

Lucky Day

Description: This uses 7 BP, and when Mario is attacked, it causes enemies to miss more often.

Location: This is found in the chest on level 90 of the Pit of 100 Trials.

Lucky Start

Description: This uses 4 BP, and it makes something good happen when you first enter battle, like making you restore HP or FP.

Location: You have to beat the Atomic Boo to get this badge. To find the Atomic Boo, go to the main room on Creepy Steeple. When the Boos grab you, hold B, twist the control stick, and release to use your ultra hammer. It will knock the Boos away and cause them to form the Atomic Boo and attack you.

Mega Rush

Description: This uses 1 BP, and it will increase Mario's attack power by 5 when he is in peril.

Location: In middle Rogueport, the striped clothed man will randomly sell this for 60 coins. Also, I got this badge from a random battle in Rogueport sewer.

Mega Rush P

Description: This uses 1 BP, and it will increase the attack power of your partner by 5 when they are in peril.

Location: In Petalburg, go to the mayor's house and hold R to go through the gap next to it to get this badge.

Money Money

Description: This uses 5 BP, and it makes more coins appear after battle.

Location: This is 234 tokens at the Pianta Parlor.

Multibounce

Description: This uses 1 BP, and with good timing, you can attack all the enemies by jumping on them in a row. Wear two or more to increase the attack power, but it will use more FP.

Location: Go down the pipe in Shhwonk Fortress in Petal Meadows. In the red block is this badge.

P-Down, D-Up

Description: This badge uses 2 BP, and it drops the damage Mario does by 1 and raises his defense by 1.

Location: In Pirate's Grotto, this is in the same room as the black chest.

P-Down, D-Up P

Description: This badge uses 2 BP, and it drops the damage your partner does by 1 and raises their defense by 1.

Location: In Boggly Woods, one area past the one with the pipe leading to the Great Tree, get onto the back ledge thing. Where Ms. Mowz sniffs, jump to hit

an invisible block for this badge.

Peekaboo

Description: This uses 2 BP and lets you see enemies' HP, which is no different than just using Tattle on them.

Location: In the middle part of the sewer is an area with buildings. Trade with Dazzle seven star pieces for this.

Piercing Blow

Description: This uses 1 BP, and does damage that pierces an enemy's defenses. (It also requires 2 FP.)

Location: In middle Rogueport, go to the second floor of the inn. Go through the door and into the building up here to get to a shop. Pay 52 coins for this badge.

Pity Flower

Description: This uses 3 BP, and it will cause Mario to heal FP sometimes when he takes damage.

Location: This badge is found in the chest on level 40 of the Pit of 100 Trials.

Power Bounce

Description: This badge uses 3 BP, and it lets you jump on an enemy until you miss an action command, which uses 3 FP.

Location: Early on in Hooktail Castle is a broken bridge. In the next room is a red block containing this badge.

Power Jump

Description: This uses 1 BP, and it is like a jmp attack that does more damage, which uses 2 FP. Wearing two or more of these will increase the attack power, but use more FP.

Location: In middle Rogueport, go to the second floor of the inn. Go through the door and into the building up here to get to a shop. Pay 35 coins for this badge. Also, it is 34 tokens at the Pianta Parlor.

Power Plus

Description: This uses 6 BP, and it increases Mario's jump and hammer attacks by 1.

Location: In the Rogueport Sewer, go to the middle place with the people and buildings. On the right side, outside Merlulvee's place is Dazzle. Trade him 15 star pieces for this badge. Also, in Creepy Steeple is a room with a parrot. In that room is a chest containing this badge.

Power Plus P

Description: This uses 6 BP and boosts your partner's attack power by 1.

Location: In Glitzville, outside, go to the bottom right part of the area and spin jump on the blue block to create some stairs. Go up and open the chest for the Power Plus P badge. Also, in the middle part of the sewer is an area with buildings. Trade with Dazzle fifteen star pieces for this

Power Rush

Description: This uses 1 BP, and it increases your attack power by 2 when Mario is in danger.

Location: In middle Rogueport, go to the second floor of the inn. Go through the door and into the building up here to get to a shop. Pay 35 coins for this badge. Also, you can get this badge for 34 tokens at the Pianta Parlor.

Power Rush P

Description: This uses 1 BP, and it increases your partner's attack power by 2 when they are in danger.

Location: In middle Rogueport, go to the second floor of the inn. Go through

the door and into the building up here to get to a shop. Pay 35 coins for this badge. Also, you can get this badge for 34 tokens at the Pianta Parlor.

Power Smash

Description: Power Smash uses 2 FP and 1 BP, and it is a stronger hammer attack.

It is useful against enemies with higher defense, like Clefts. Wear two or more to increase the attack power, but it will use more FP.

Location: After you find the location of the first crystal star, Professor Frankly will give you this badge.

Pretty Lucky

Description: This uses 2 BP, and it makes enemies sometimes miss hitting Mario.

Location: This badge can be gotten in Rogueport Sewer, in the room before the one with the black chest. In front of bars and close to the screen, jump around until you hit an invisible block for this badge. Also, in the middle part of the sewer is an area with buildings. Trade with Dazzle three star pieces for this. Also, I got this in a random battle in the Pit of 100 Trials.

Pretty Lucky P

Description: This badge uses 2 BP and makes enemies sometimes miss your partner.

Location: I randomly got this when I beat a Spania in the Rogueport Sewers (though, it probably can be anywhere). Also, in Rogueport, there's a door in the upper floor of the inn that leads to outside a badge shop. You can buy this badge from there for 105 coins.

P-Up, D-Down

Description: This uses 2 BP, and it boosts Mario's attack power by 1 and lowers his defense by 1.

Location: Go to Riverside Station. There's a room with a maze of passageways to roll through. (It's right before the office.) So first of all, roll to the left to get into the narrow passageways. At the first fork, go right and jump over the hole to get to a second hole. Drop down the second hole, and then at another hole, go left to a P-Up, D-Down badge.

P-Up, D-Down P

Description: This uses 2 BP, and it boosts your partner's attack power by 1 and lowers their defense by 1.

Location: Go to the Palace of Shadow, to the room right before the weird one where you only go through the door with the lit torch near it. The room has two yellow blocks and one red one, and the red one contains this badge.

Quake Hammer

Description: This hurts all ground enemies and uses 3 FP. The badge requires 2 BP, and if you wear two or more, it will increase your attack power, but uses more FP.

Location: This badge is found in a red block in Boggly Woods, in the same area as the airplane panel.

Quick Change

Description: This uses 7 BP and allows your partner to attack even after you changed partners.

Location: Go to the middle part of Rogueport sewer, where the buildings are, and trade Dazzle 8 star pieces for this badge.

Refund

Description: This uses 1 BP and lets you refund some coins if you use an item in battle.

Location: You can get this at the Pianta Parlor for 34 tokens.

Return Postage

Description: This uses 7 BP, and it makes enemies that touch Mario take half the damage they did to him.

Location: You'll get this after beating Bonetail on level 100 of the Pit of 100 Trials.

Shrink Stomp

Description: This attack can shrink enemies so their attack power decreases, which uses 2 FP. The badge requires 1 BP, and if you wear two or more, it will make the effects last longer, but use more FP.

Location: Go to the Great Tree, to the room that had water. When the water is drained into the room below it, a chest containing this badge will be revealed. Also, in Rogueport, there's a door in the upper floor of the inn that leads to outside a badge shop. You can buy this badge from there for 52 coins.

Simplifier

Description: This uses 1 BP and is supposed to make action commands easy, but earns you less star power. It doesn't seem to work.

Location: In Rogueport, go to the upper level of the inn and through the door. Up here is the badge shop, where you can buy this badge for 35 coins.

Sleepy Stomp

Description: This badge uses 1 BP and can make enemies sleepy, which uses 2 FP. Wearing two or more of these makes the effects last longer, but uses more FP.

Location: In the Pit of 100 Trials, this badge is in the chest on level 10. I also randomly got this after a battle in the Pit of 100 Trials. Also, in Rogueport, go to the upper level of the inn and through the door. Up here is the badge shop, where you can buy this badge for 52 coins.

Slow Go

Description: This uses 0 BP and makes Mario slow so he can't run.

Location: In front of the store in the middle part of Rogueport is a guy who sells stuff. He'll randomly sell this badge for 12 coins.

Soft Stomp

Description: This badge requires 1 BP and uses 2 FP. It can make enemies soft, which lowers their defense. Wearing two or more of these make the effects last longer, but uses more FP.

Location: In Rogueport, go to the upper level of the inn and through the door. Up here is the badge shop, where you can buy this badge for 52 coins.

Also, in the middle of Rogueport sewers, where the buildings are, this badge is in the chest in the shallow water.

Spike Shield

Description: This is a very useful badge that lets Mario jump on spiky enemies without getting hurt, and it uses 3 BP.

Location: Go down the pipe in east Rogueport to get into the sewers.

Nearby is a pipe that you can get to by either riding a platform to it or by getting thin so that you can fit through the bars. Down the pipe is a hallway. There's a doorway behind some bars. Go through by holding R. In the next room, spikes come out of the ground. Use Vivian to cross it by hiding before the spikes come up. Past the spikes is a chest containing this badge.

Super Appeal

Description: This uses 1 BP and lets you get more star power when Mario appeals.

Location: In middle Rogueport, go to the second floor of the inn. Go through the door and into the building up here to get to a shop. Pay 35 coins for this badge. Also, you can get this at the Pianta Parlor for 34 tokens.

Super Appeal P

Description: This uses 1 BP, and it causes you to get more star power when your partner appeals.

Location: In Flurrie's house in Boggly Woods, open the chest for this badge. Also, in Rogueport, go to the upper level of the inn and through the door. Up here is the badge shop, where you can buy this badge for 35 coins.

Timing Tutor

Description: This badge uses 1 BP and is supposed to help you learn the timing for "stylish moves" by making exclamation points appear during certain attacks. It's not very helpful, though.

Location: In middle Rogueport is a man that will randomly sell this badge for 120 coins.

Tornado Jump

Description: This attack can hurt all midair enemies, using 3 FP. The badge requires 2 BP, and you can wear two or more to increase your attack power (though, it will use more FP).

Location: In the second part of the Creepy Steeple well is a red block containing this badge.

Unsimplicifier

Description: This uses 1 BP and is supposed to make action commands harder, but earns you more star power, but it doesn't seem to work.

Location: In Rogueport, go to the upper level of the inn and through the door. Up here is the badge shop, where you can buy this badge for 35 coins.

W Emblem

Description: This changes Mario's clothes into Wario's clothes for 0 BP.

Location: In the center of Rogueport is a man with striped clothes, who will randomly sell this for 360 coins.

Zap Tap

Description: This uses 3 BP, and it makes enemies get hurt if they touch Mario.

Location: This is in the chest on level 30 of the Pit of 100 Trials.

8. Shine Sprite Locations

ROGUEPORT

#1: In east Rogueport are two buildings you can go between by holding R. Back here, jump over the water with Yoshi to get to a shine sprite.

#2: Go to the second part of the east side of town. Before the bridge, get on Yoshi and jump to the ledge across from you (in front of the fence after the bridge). Climb up the boxes and get onto the rooftops. A shine sprite is up here.

#3: In the back room of Bobbery's place is a shine sprite.

#4: Go into the far right building in west Rogueport. Upstairs, roll into the hole to find a shine sprite. (Roll through the other hole to get out of here.)

#5: Go to the left side of west side. Blow up the cracked wall with Bobbery to find a shine sprite.

ROGUEPORT SEWER

#6: Go to the room where the Blooper was (and the pipe leading to Petal Meadows). Use the boat panel to get to another boat panel. Get off to get to the shine sprite.

#7: In the same room as the Thousand-Year Door, go through bars on the right side by holding R. Use the spring to get to an airplane panel. Fly across the room and use the spring to get to another airplane panel and a shine sprite in a block.

#8: Go to the east side of town and down the pipe. Go to the room right before the one that had the key to the black chest. (It's a hallway with two levels.) Go down the steps and through the doorway on the left. Break the big block with the Super Hammer, and ride the moving thing up to get to a shine sprite.

#9: Go the west side of town and hold R to fall through the grate. Get on Yoshi and jump over to the area to the left. Get the shine sprite from the block.

#10-12: Go to the west side of town and fall down the grate into the sewer. Drop down and go down the pipe to a hallway. Go down the stairs, and blow away the weird wall with Flurrie. Now, there's a pipe, but don't go down. Go to it, but go left to find a boat panel. Use it to sail right. At the end room, you'll find shine sprites. Get the two easy to get shine sprites here, then, use a spring jump to get the higher up one.

#13: Go to the middle area with the shops. On an upper ledge, between two buildings, spring jump to grab onto a pipe. You can get to the tops of the buildings to the right. Go right and drop down onto the pillar behind Dazzle. Spring jump to get the shine sprite.

HOOKTAIL CASTLE

#14: In the room after the Red Bones (it's before a room with a save block), there's a shine sprite in the block.

#15: In the same room where you saw Ms. Mowz, the mouse thief, you'll find a shine sprite in a block.

#16: The very last area is an outside place with stairs, a save block, and a block that recovers HP and FP. In the previous room, next to the door that leads out here, is a shine sprite in a block.

BOGGLY WOODS

#17: A little bit past the pipe that leads to the Great Tree is a pipe that leads up to an airplane panel. Go forward past it and through the hole in the big ledge. Go back to the area farther from you and along the ledge back here in the trees. Go left and next to the blue block switch and hit it to raise the airplane platform. Get to it by using the pipe below it. Now look left and shoot Koops into a shine sprite block.

THE GREAT TREE

#18: In the room with the bubbles, drop down and get the shine sprite from the block.

#19: Go to the room with the bubbles, and go down the pipe on the right side of the room. Go left and use Flurrie to blow away the big black thing to reveal an airplane pad. Use it to fly to another airplane pad. Now fly over to the shine sprite.

#20: Go to the room right before the one containing the Super Boots. Spin jump to break the square on the ground. You'll land on some pillars. Up here is a shine sprite in a block.

#21: There's a room filled with water and after hitting a certain switch, the water will fill up the one below it. In this lower room, cross the lily pads to

get to the shine sprite.

GLITZVILLE

#22: Outside, use a spring jump to get to the shine sprite in front of the Glitz Pit.

#23: This shine sprite is on the second floor of the Glitz Pit's storage room.

TWILIGHT TRAIL

#24: Go to the area right before Creepy Steeple. After the big rock in your path is a tree with a shine sprite behind it. It may be hard to see, but if you jump around a bit, you'll find it.

CREEPY STEEPL

#25: In the main room, roll through the hole in the north wall to find a shine sprite.

#26: In the well is a shine sprite.

#27: Go into the well and along the path here. When you find a save block, you'll also find a shine sprite nearby.

KEELHAUL KEY

#28: In the second area after the place with the shop and the inn, on a higher ledge, to the left is a shine sprite. Use Yoshi to get to it.

#29: In the area with the bridge, there's a shine sprite on the right side of the bridge.

PIRATE'S GROTT

#30: In the same room as the gate handle is a shine sprite. (It's in a room with spikes coming out of the ground, too.) It's kind of hard to find. It's above the higher part of the little boat piece floating near the beginning of the room.

#31: Go to the room with the second save block (right after the winch) and climb up the ledges. When you're to the right of the shine sprite, hit Koops's shell to the left to reveal a block. Get on it and hit the shine sprite with your hammer to get it.

#32: Go to the second save block (right after the winch), then, climb up the ledges. Go through the doorway and along the path here until you get to the last room. Get on the moving box, and shoot Koops left when the box is to the right so he doesn't hit the wall. Hold him there as you get on the little platform at the back of the room and let Koops hit the switch to raise the platform. Jump onto the crate to the left. Wait for it to rise up, then, jump to the shine sprite to the left.

#33: Go to the room with the second save block (right after the winch). Unlock the door and go through it and the next doorway. Hit Koops's shell to the right to get the shine sprite.

#34: There's a room with waves and spikes you can roll under. Go to the room to the left of that, and use spring jump to get the shine sprite.

EXCESS EXPRESS

#35: There's a shine sprite in Mario's room.

#36: Bub will give you a shine sprite when you give him the autograph.

RIVERSIDE STATION

#37: After a few rooms, you end up outside. (The next door is covered by posters.) Out here is a shine sprite.

#38: Go to the room right before the one where you get the Ultra Boots. On the stairs, use Koops to get the shine sprite when you're standing to the right of it.

POSHLEY HEIGHTS

#39: Outside Poshley Sanctum, use spring jump to get to the shine sprite.

POSHLEY SANCTUM

#40: Go to the room with the real crystal star. Climb around a bit to find the shine sprite. (Remember, spring jump from the stars on the floors to get to the poles that you can cross.)

FAHR OUTPOST

#41: Go to the area right after the one with the pipe leading to Rogueport Sewers. At the first tree on the left closest to the screen, you can find a shine sprite behind it. It's hard to see, so just jump around until you get it.

#42: In the second part of the town is a shine sprite on the right side.

9. Star Piece Locations

ROGUEPORT

#1: At the harbor, go down the stairs. Next to the stairs, to the left and farther from the screen, spin jump to find a panel, which a star piece will come out of.

#2: Go to Rogueport harbor and use the boat panel. Go left to a hidden area. Get off at the boat panel. There's a star piece behind the barrels.

#3: Go into the inn and through the door upstairs. On Zess T.'s roof is a star piece. It is on the left side, on the side facing away from you.

#4: In middle Roguport, spin jump in front of the noose, a star piece will pop out of the panel.

#5: In middle Rogueport, there's a star piece behind the crates on the right side.

#6: Go behind the buildings in middle Rogueport and go right. Spin jump to find a panel in the ground. When you spin jump next to it, a star piece will pop out.

#7: Go behind the buildings in middle Rogueport and go left. Go in the building and get the star piece hidden on the left side of the room.

#8: On the east side of town, go to the wall next to Merlon's place to find a hidden opening. Go through here to the back, and you'll find a star piece hidden back where some boxes are.

#9: In front of Frankly's place, spin jump to find a panel in the ground. When you spin jump next to it, a star piece will pop out.

#10: On the east side of town, past the guy who makes you pay, hold R to go through the crack between the buildings. Behind the building is a hidden star piece.

#11: On the east side of town, at the bridge use Yoshi to get to the area in front of the fence. Climb up the boxes, then, spin jump to find a panel in the ground. When you spin jump next to it, a star piece will pop out.

#12: On the east side of town, at the bridge use Yoshi to get to the area in front of the fence. Use the boxes to get onto the rooftops. This star piece is behind the chimney.

#13: On the west side of town, there's a star piece behind the wall right next to the area that leads to middle Rogueport.

#14: On the west side of town, there is a star piece behind the trashcan by the shop.

#15: On the west side of town, there's a star piece behind the tall pipe.

#16: In front of the Pianta Parlor, spin jump to find a panel in the ground. When you spin jump next to it, a star piece will pop out.

#17: Go to the pipe that leads to the blimp. Behind it is a star piece.

#18: Outside the Excess Express, go to the left of the door. Spin jump to find a panel in the ground. When you spin jump next to it, a star piece will pop out.

ROGUEPORT SEWER

#19: Go down the pipe in east Rogueport to get to the sewer. Go right to the area below the moving platform. Spin jump to find a panel. Spin jump near it to make a star piece pop out.

#20: Go to where the Petal Meadow pipe is. Spring jump when standing at the pipe near the entrance to grab onto it. (Not the pipe you go down, but the very thing one.) Go right and drop at the end. Go down this pipe to get to the background. Inside the building is the star piece. It's a bit annoying leaving here. Back at the pipe in the foreground, keep using spring jump until you grab back onto the pipe. It worked for me when I was standing on the back edge of the platform.

#21: Go to the room where you found the black key to the black chest. Behind the big block to the left is a star piece.

#22: Go to the black chest and spin jump in front of it to make a star piece pop out of a panel.

#23: Go to the room with the Boggly Woods pipe. Near the pipe, spin jump to find a panel and flip a star piece out of it.

#24: In the middle area with the buildings, behind Dazzle is a pillar. A star piece is behind that.

#25: In the middle area with the buildings, go to the left side. Behind the pillar is a star piece.

#26: In the middle area with the buildings, go to the right side. Behind the broken pillars is a star piece.

#27: In the middle area with the buildings, go into the building to the left of the item shop. Spin jump to find a panel. Spin jump near it to make a star piece pop out.

#28: On the west side of town, hold R to fall through the grate. In the sewer, drop down and go to the left of the pipe that leads downward. Hidden over here is a star piece.

#29: Go the west side of town and hold R to fall through the grate. Get on Yoshi and jump over to the area to the left. Go through the pipe to get to the background. Cross the moving platforms to get to a star piece.

#30: Go to the area with the pipe to the Pit of 100 Trials. There's a star piece behind the steps.

#31: In the room with the Thousand-Year Door, at the front part of the room, in front of where the Door is, spin jump to flip a star piece out of a panel.

PETAL MEADOWS

#32: In the first part of Petal Meadows, hit the far left tree with a hammer to knock out a star piece.

#33: In the place with the bridge right before Petalburg, use the pipe to get to the background. Go right until you find the star piece.

#34: In the area right after Petalburg, you'll find a star piece in a bush.

PETALBURG

#35: Go to the first part of the Petalburg and go to Bub-ulber, the plant person thingy. Spin jump in front of Bub-ulber to make a star piece pop out of a panel.

#36: In the second part of Petalburg, spin jump in front of gate to make a star piece pop out of a panel. (Make sure you and your partner aren't standing on the panel, or it won't work.)

HOKKTAIL CASTLE

#37: Go to the second room after the bridge you fly over. Hold R to go through the vertical bars. To the left, spin jump next to it, a star piece will pop out.

#38: Go to the room right after the one with the Red Bones. There are lots of blocks here. Go up the steps and go to a lower ledge nearby. Hit the little purple block, and another little purple block will appear. Now, stand near the little yellow block and shoot Koops away from it. Hold him there and go over and get onto the big yellow block by climbing up onto the little purple block. Let go of X and Koops will hit the little yellow block. You'll rise up to a ledge with a star piece on it.

#39: Go to the room right before the one with the second save block. There's a purple block that rises and a purple switch. When the purple block is on the ground, shoot Koops away from the purple switch while standing next to it. Hold Koops as you get on the purple block, then, let him hit the purple switch. It will rise up to a doorway. Go through it to find a star piece on a ledge.

#40: There's a room where you have to jump out the window to go farther on. (You get to it after you learn how to go through narrow bars, and it is through a door higher up in the room with the second save block.) Go right to find a star piece.

#41: Not long after the room where you see Ms. Mowz (the mouse thief) is a room where you have to cross these thin things higher up to get to an airplane panel. Use the thin thing farther back in the room and go right to a star piece.

BOGGLY WOODS

#42: A little bit past the pipe that leads to the Great Tree is a pipe that leads up to an airplane panel. Go forward past it and through the hole in the big ledge. Go back to the area farther from you and along the ledge back here in the trees. Go left and next to the blue block switch is a star piece.

#43: In the same area as the pipe leading to Flurrie's house, one of the trees drops a star piece when you hit it with a hammer.

#44: To the left of the pipe leading to Flurrie's house is a star piece.

#45: In Flurrie's house, spin jump in front of the bed to flip a star piece out of a panel.

THE GREAT TREE

#46: From the first room, go through the pipe to the next room. Around the right half of the room, spin jump to find a panel. Spin jump next to it to flip out a star piece.

#47: In the room with the red and blue cages, spin jump in the middle of the blue one to flip a star piece out of a panel.

#48: Go to the room between the rooms with the Jabbis. Go to the lower part of it and get a star piece hidden in a bush.

#49: After the room with the 100 Jabbies, go through the pipe and get the star piece behind the pipe you just came through.

#50: Beneath the room where the Puniies get trapped (when you put the Puni Orb in the pedestal, and they all get stuck in a cage), there is a pipe you came in by. Behind it is a star piece.

#51: After the room where Lord Crump steals the crystal star, there's a star piece in a bush.

GLITZVILLE

#52: Outside, there's a star piece behind the phone booth.

#53: Go to the very front of the outside area, in front of where the blimp is floating. Spin jump to find a panel in the ground. When you spin jump next to it, a star piece will pop out.

#54: In front of the Glitz Pit are bushes. Behind the ones on the right is a star piece.

#55: Outside, go up the steps to a rooftop. Behind the spring is a star piece beneath a billboard. Roll under it to get the star piece.

#56: Behind the counter in the juice shop is a hidden star piece.

#57: In the first room of the Glitz Pit, where there are two sets of stairs, go to the right side of the left stairs, and spin jump next to it, a star piece will pop out.

#58: In the storage room, spin jump near the door on the ground floor to flip a star piece out of a panel.

#59: In the storage room is a locked door. Through that, you'll find some people. Behind the nearby boxes is a star piece.

#60: In the office (Mr. Grubba's at first), there's a star piece behind the plant to the left. (If you aren't being let in the office, you can get into it through the vent in the champ's room.)

#61: In the office (Mr. Grubba's at first), there's a star piece in the desk drawer closest to the door. (If you aren't being let in the office, you can get into it through the vent in the champ's room.)

TWILIGHT TOWN

#62: In the first area, shake the tall patches of grass to find a star piece.

#63: In the first area, there's a star piece hidden behind the far left building.

#64: In the second part of Twilight Town, there's a star piece behind part of the fence, near the tree.

TWILIGHT TRAIL

#65: Behind the log you roll under not far after Twilight Town is a star piece.

#66: Behind the pipe that leads to the first part of the forest is a star piece.

#67: Outside Creepy Steeple, a star piece is hidden behind part of the fence.

CREEPY STEEPLE

#68: In the main room, roll under the hole in the north wall. In the back of this room is a star piece.

#69: Go to the room with the stairs you can move. On the right, spin jump around the middle to flip a star piece out of a panel.

#70: Go to the room before the parrot (the upper level of the room where you free the Boos from the box). On the far right, between the first and second window is a hidden star piece.

#71: Go to the room with the parrot. Spin jump in the bottom right corner to flip a star piece out of a panel.

KEELHAUL KEY

#72: At the pier, go right of it. Spin jump to find a panel in the ground. When you spin jump next to it, a star piece will pop out.

#73: In the same area as the store is a star piece in the water.

#74: In the same area as the store is a star piece behind the rocks on the right side of the area.

#75: In the first area after the one with the shop is a star piece in a bush.

#76: In the second area after the one with the shop is a star piece hidden behind one of the roots.

#77: In the last part of the jungle, behind some rocks you'll find a hidden star piece.

PIRATE'S GROTTA

#78: In the same room as the gate handle is an easy to find star piece.

#79: Go to the second save block and up the ledges behind it. Go into the next

room. Next to where you came in by, spin jump to make a star piece pop out of a panel.

#80: Go to the second save block (right after the winch), then, climb up the ledges. Go through the doorway and along the path here until you get to the last room. Get on the moving box, and shoot Koops left when the box is to the right so he doesn't hit the wall. Hold him there as you get on the little platform at the back of the room and let Koops hit the switch to raise the platform. Jump onto the crate to the left. Wait for it to rise up, then, jump to the area to the left. Go into the open barrel to find a star piece.

#81: Go to the second save block and through the nearby door. Spin jump in the middle of the room to flip a star piece out of a panel.

EXCESS EXPRESS

#82: In the drawer in room 8 is a star piece.

#83: On the left side of room 4, spin jump next to the, a star piece will pop out of a panel.

#84: Go to the engine room, and spin jump to find a panel in the ground. When you spin jump next to it, a star piece will pop out.

#85: Return the stolen pot to the chef for a star piece.

#86: Give the shell earrings to the waitress for a star piece.

RIVERSIDE STATION

#87: From the first room, go through the door to the right then up the stairs. Go through the door there, and go to the second floor of this room. In the back right corner is a hidden star piece.

POSHLEY HEIGHTS

#88: In the first area, near the save block, spin jump to find a panel. Spin jump next to it, and a star piece will pop out.

#89: In the first area, go to the left side and get the star piece from behind the chair.

#90: In the first area, go to the right side. Go into the hole in the bushes, then away from the screen to find a star piece.

#91: In the area with the hotel, there's a star piece behind the hedges on the left side.

FAHR OUTPOST

#92: In the first area, go to the left of the pipe that leads to Rogueport sewers, and spin jump to flip a star piece out of a panel.

#93: From where the pipe is from Rogueport Sewers, go to the area after it. There's a star piece in plain sight behind a bush.

#94: In the area right before the town, there's a star piece behind the wall.

#95: In the first part of town, a star piece is hidden behind part of the wall.

#96: In the second part of the town, go in the building on the right side. A star piece is behind the boxes.

#97: In the second part of the town, spin jump to the left of the cannon statue

to flip a star piece out of a panel.

THE MOON

#98: In the same area as the pipe leading to the X-Naut Fortress is a star piece behind a small rock.

X-NAUT FORTRESS

#99: On Sublevel 1 is a crane room. In here, use the cog found in the teleporter room to fix the machine, then, press the buttons in the order: left, right, middle, to activate it. Press A at the nearby machine to use the crane. Use it to get a star piece.

#100: On Sublevel 2, go through the second door from the right on the back wall. Spring jump through the hole to get into the ceiling, then, go left to a star piece.

10. Pit of 100 Trials

The Pit of 100 Trials is in the room next to the Thousand-Year Door; it's easy to find. On random levels, you'll find a mover. They can move you down 2 levels (10 coins), down 5 level (30 coins), or to the entrance (10 coins). Every 10 levels is a place where you can use a pipe to return to the entrance if you want to. Sometimes, a guy is here selling stuff. Bump Attack and First ttask badges don't work here, by the way. So, here's a list of the enemies and the items you can get from the chests.

Level 1: Gloomba

Level 2: Spinia

Level 3: Spania

Level 4: Dull Bones

Level 5: Fuzzy

Level 6: Gloomba

Level 7: Spinia

Level 8: Spania

Level 9: Dull Bones

Level 10: There is a pipe leading to the entrance. Open the chest for a Sleepy Stomp badge. Hit the block to make the pipe to the next level appear.

Level 11: Paragloomba

Level 12: Cleft

Level 13: Pokey

Level 14: Dark Puff

Level 15: Pider

Level 16: Paragloomba

Level 17: Cleft

Level 18: Pokey

Level 19: Dark Puff

Level 20: There's a pipe leading to the entrance and a chest containing a Fire Drive badge. Hit the block to make a pipe appear.

Level 21: Spiky Gloomba

Level 22: Bandit

Level 23: Lakitu

Level 24: Bob-omb

Level 25: Boo

Level 26: Spiky Gloomba

Level 27: Bandit

Level 28: Lakitu

Level 29: Bob-omb

Level 30: There's a pipe leading to the entrance and a chest containing a Zap Tap badge. Hit the switch to make the next pipe appear.

Level 31: Dark Koopa

Level 32: Hyper Cleft

Level 33: Parabuzzy

Level 34: Shady Koopa

Level 35: Flower Fuzzy

Level 36: Dark Koopa

Level 37: Hyper Cleft

Level 38: Parabuzzy

Level 39: Shady Koopa

Level 40: There's a pipe leading to the entrance and a chest containing a Pity Flower badge. Hit the switch to make the next pipe appear.

Level 41: Dark Paratroopa

Level 42: Bulky Bob-omb

Level 43: Lava Bubble

Level 44: Poison Pokey

Level 45: Spiky Parabuzzy

Level 46: Dark Paratroopa

Level 47: Bulky Bob-omb

Level 48: Lava Bubble

Level 49: Poison Pokey

Level 50: There's a pipe leading to the entrance and a chest containing a Strange Sack, which lets you carry 20 items. Hit the switch to make the next pipe appear.

Level 51: Badge Bandit

Level 52: Ice Puff

Level 53: Dark Boo

Level 54: Red Chomp

Level 55: Moon Cleft

Level 56: Badge Bandit

Level 57: Ice Puff

Level 58: Dark Boo

Level 59: Red Chomp

Level 60: There's a pipe leading to the entrance and a chest containing a Double Dip badge. Hit the switch to make the next pipe appear.

Level 61: Dark Lakitu

Level 62: Dry Bones

Level 63: Dark Wizzerd

Level 64: Frost Piranha

Level 65: Dark Craw

Level 66: Dark Lakitu

Level 67: Dry Bones

Level 68: Dark Wizzerd

Level 69: Frost Piranha

Level 70: There's a pipe leading to the entrance and a chest containing a Double Dip P badge. Hit the switch to make the next pipe appear.

Level 71: Wizzerd

Level 72: Dark Koopatrol

Level 73: Phantom Ember

Level 74: Swoopula

Level 75: Chain-Chomp

Level 76: Wizzerd

Level 77: Dark Koopatrol

Level 78: Phantom Ember

Level 79: Swoopula

Level 80: There's a pipe leading to the entrance and a chest containing a Bump Attack badge. Hit the switch to make the next pipe appear.

Level 81: Spunia

Level 82: Dark Bristle

Level 83: Arantula

Level 84: Piranha Plant

Level 85: Spunia

Level 86: Spunia

Level 87: Dark Bristle

Level 88: Arantula

Level 89: Piranha Plant

Level 90: There's a pipe leading to the entrance and a chest containing a Lucky Day badge. Hit the switch to make the next pipe.

Besides what's listed here, levels 90-100 may have an Amazy Dayzee during battle.

Level 91: Elite Wizzerd

Level 92: Poison Puff

Level 93: Bob-ulk

Level 94: Swampire

Level 95: Elite Wizzerd

Level 96: Posion Puff

Level 97: Bob-ulk

Level 98: Swampire

Level 99: Elite Wizzerd

Level 100: Bonetail: This boss has a lot of HP and can recover some of it when its HP gets lower. It can do a lot of damage and do things like confuse you, freeze you, make you tiny, or make you fall asleep. It's supposed to be the hardest boss, but I can't think of any method besides to just keep fighting until you win. Make sure you have plenty of Super Shrooms and some Jammin' Jellies, or preferably Jelly Supers. Life Shrooms are useful, too. When you win, you'll get the Return Postage badge.

11. Trouble Center

In the east side of Rogueport, past the guy guarding the east side is the trouble center, where you can choose different problems to help people with. Don't forget that there are more troubles after you beat the game.

Garf-Need a key!

Go to the guy near the trouble center in front of the locked house and talk to him. Now go get the key, which is outside the badge shop. Get to it by going into the inn and threw the door upstairs. Give the key to Garf for 20 coins.

McGoomba-Safe Delivery

Go to the alley behind Zess T.'s place in Rogueport. Talk to McGoomba, and he'll give you a box. Go to Goomfrey, who is in front of Professor Frankly's place, and give him the box. Talk to McGoomba for 20 coins.

Arfur-Price Adjustment

Find the prices for a Fire Flower, Sleepy Sheep, and Tasty Tonic in the middle store in Rogueport and tell Arfur for 20 coins. He's outside the troublecenter, and the prices are: 10, 8, and 3.

Goomther-Find this guy!

Talk to Goomther, a Goomba in the middle part of town. You have to

go find and talk to a bandit named Larson. Go to the east side of town, and go to the wall to the left of Merlon's place. You'll find a hidden place where Larson is hiding. Talk to him, and he'll run. Go to the harbor and talk to him again. Then, go to the alley in the back of the main area and talk to him again. Goomther will come and give you 20 coins.

Mousimilian-Hit me, please!

Talk to him in front of Zess T.'s place in Roguprt, then, hit him with the hammer until he remembers something. Then, stop and he'll tell you a tip, which is you can buy Sleepy Sheep in Rogueprt and sell them or a 2 coin profit in Petalburg.

Bomberto-I'm hungry!

At the harbor, give Bomberto some food for 11 coins.

Koopkoop-Try to find me!

Koopkoop is hiding in Hooktail Castle. He is in the big room right before the one where the mouse thief was. (It's a big one, and you ride a big green block up, then, go left and fall off the back side to find Koopkoop.) Talk to him for a special card. (This lets you play the plane game at the Pianta Parlor.)

Mayor Kroop-Listen to me!

Talk to Mayor Kroop in Petalburg for a Turtley Leaf.

Plenn T.-Order me an item!

Talk to Plenn T. in the store in Rogueport (next to Zess T.'s place). Now go buy 5 courage shells from the shop in Petalburg and give them to Plenn T. for an Ultra Shroom.

Puni Elder-Emergency Shroom!

Give the Puni Elder a life shroom for 60 coins.

Lahla-Play with me!

She's the Boo in the Pianta Parlor. Talk to her for 10 pianta tokens.

Pine T. Jr.-Help my daddy!

Go to the entrance to the Pit of 100 Trials. It is to the left of the Thousand-Year Door. (Use the spring on the right side to get to an airplane panel. Fly to the left side. Go through the doorway to get here.) Talk to Pine T. Jr. You need to help his dad. He is on level 18 of the Pit. Talk to him, and he'll follow you until level 20, when he goes to the entrance. Leave the Pit and talk to the Toads for a silver card, which lets you play the Paper Mode game in the Pianta Parlor.

Jolene-Help wanted!

Go to the Glitz Pit and talk to Jolene, who s in Grubba's old office. You may need to talk to more then once so she mentions the trouble. Then, go into the storage room and pick up all the trash. Jolene wants you to give this to Goomfrey, so go to east Rogueport and give the trash to him. Talk to Jolene for 30 coins.

Merlee-Heartful Cake recipe...

Go into Rogueport sewer from the east side pipe. Go right to find a pipe you can only get to by holding R to go through the bars. Use it to get to the background. Go into the building to find Merlee. She wants you to talk to Toce T. in Petalburg, so do so. Then, return to Merlee. Give her cake mix for 30 coins. (You can get cake mix at the Pianta Parlor.)

Bub-ulber-The food I want.

Bub-ulber is in Petalburg. Talk to him (or her?), and he'll say he wants a hot dog. Go to Glitzville and buy two, since he'll ask for a second once you give him the first one. Then, cook cake mix (you can get it at the Pianta Parlor) for Mousse Cake. Give that to Bub-ulber for a Dried Bouquet.

???-Elusive badge!

Go onto to Zess T.'s rooftop. (Go into the inn and through the door upstairs to get up here.) Talk to Ms. Mowz, then, go to Hooktail Castle. Go to where Hooktail was and blow around the middle part with Flurrie until a chest is revealed. It is the Attack FX B badge. Give it to Ms. Mowz, and she'll give you the badge and join your party. She can sniff out hidden things with X.

Mayor Dour-Newsletter

Go to Twilight Town and talk to Mayor Dour for a routing slip. Then, talk to the Puni elder, then, the mayor or Petalburg. Now go back and talk to Mayor Dour for 30 coins.

Zess T.-Seeking legendary book!

In Creepy Steeple, in the main room, roll through the hole in the north wall. The cookbook is in one of the chests. Now talk to Zess T. twice to give this to her. Now she can cook two things at once. She'll give you a Honey Shroom.

Eve-Tell that person...

Go to Twiligt Town and talk to Eve, the woman in the house with the kids. Then, go to the inn in Rogueport and talk to Podley. Then, talk to Eve again. I told her the truth, but I don't know if it matters. She'll give you a Meteor Meal.

Goom Goom-Looking for a gal!

Go to Pirate's Grotto. Go to the second save block, then, climb up the ledges. Go through the doorway and along the path here until you get to the last room to find Goom Goom. Talk to him, then, with Goombella out, talk to him again. After talking t Goombella, he'll leave and you'll get a Couple's Cake.

Frankie-Important thing!

Talk to Frankie, who is outside, in west Rogueport. He lost his ring again, so go to east Rogueport. At the bridge, you'll see the ring. Get to it by jumping with Yoshi across the space in front of the bridge. Get it and give it to Frankie for a gold card, to play the Tube Game at the Pianta Parlor.

Chef Shimi-Get these ingredients!

Chef Shimi needs a Golden Leaf, Mystic Egg, and a Keel Mango. So get them. A Golden Leaf is at Creepy Steeple. From the main room, take the door farthest from the screen. At the gap in the fence, hold R to walk through. Go right to a gold tree. Hit it for a Golden Leaf. Now go to the Great Tree. Talk to Petuni and ask her an easy question, like "Which person does Mario like the most?" for a Mystic Egg. Now go to Keelhaul Key. Go to the first area after the little "town". Hit a nearby palm tree to get a Keel Mango. Now give these to Chef Shimi, the fish guy on the Excess Express, for 40 coins.

Toodles-I must have that book.

In a house in Poshley Heights is Toodles. Talk to her. Go to Jolene in Glitzville and talk to her to get a magazine. Give it to Toodles for a platinum card to play the boat game at the Pianta Parlor.

Businessman-Security code...

This guy is in Glitzville, so go talk to him. He needs you to count chairs in places to figure out his code. You need to count chairs at Kroop's

house in Petalburg, Flurrie's House in Boggly Woods, Don Pianta's office in Rogueport, and Toodle's house (including the chair outside) in Poshley Heights. The code is 2625. You'll get hot sauce. To get more from him, you have to pay 10 coins.

Goldbob-Delivery please!

Go talk to Goldbob in Poshley Heights for a package for General White. In a house in Fahr Outpost, a Bob-omb will tell you that General White went to the cola place in Rogueport. (Why can't he ever stay in one place?!) So go to the inn in Rogueport and talk to the innkeeper guy whatever he is, and he'll tell you that White went to Glitzville. All right, then, go to Glitzville. Of course, he's not there, so talk to the manager of the juice place to find that he went to talk to Goldbob. Talk to Goldbob, then, go to Fahr Outpost, where White went to sleep again. Wake him up like you did before and give him the package. Go and talk to Goldbob for 64 coins.

Gob-I can't speak!

Gob is in Fahr Outpost, in the last area, next to a snowman. You need to bring him Honey Candy, which is made by cooking cake mix and honey syrup. Give him the Candy for 20 coins.

Toadia-I wanna meet Luigi!

In Poshley Heights, talk to the Toad next to the fountain. She wants to see Luigi, obviously. When you talk to her again, she mentions something about someone dressing up like Luigi or something. So, equip the L Emblem badge to have on Luigi's clothes. Talk to her for Choco Cake. (The badge is found in the room with the real Crystal Star in Poshley Sanctum.)

Doe T.-Roust these cads!

Kill all the enemies in Boggly Woods between the Great Tree and the pipe from the sewer (the pipe on the far left side of the area), and Doe T. will then come and give you 20 coins.

Bub-Help me make up.

Outside Poshley Sanctum is Bub. Talk to him and when he asks what he should give his mum, Shroom Cake seems to be the best answer. You have to go get one, which is by giving Zess T. a cake mix and a mushroom to cook. After, give it to Bub, and he'll give you the present. Give that to his mum, then, talk to him for 3 coins.

Swob-Erase that graffiti!

Go to the last part of Fahr Outpost and talk to Swob, who is behind the cannon statue. Now, go to level 50 of the Pit of 100 Trials. There's graffiti here; use Bobbery to blow it up. Now talk to Swob for a snow bunny.

12. Recipes

After buying Zess T. a new contact lens and giving it to her, you can give her items to cook. Also, in the Creepy Steeple is a cookbook. In the trouble center section, I explained this more. Solving her trouble by giving her the cookbook will allow you to cook two items at once. These are all 57 recipes, but they are very likely not all the combinations.

Choco Cake

Ingredients: Cake Mix and Inky Sauce

Description: This restores 5 HP and 15 FP.

Coco Candy

Ingredient: Cake Mix and Coconut

Description: This restores 3 HP and 15 FP.

Coconut Bomb

Ingredients: Coconut and Fire Flower

Description: Throw this at an enemy to hurt it.

Couple's Cake

Ingredients: Snow Bunny and Spicy Soup

Description: This gradually restores HP, but seems like it can only be used by your partner.

Courage Meal

Ingredients: Courage Shell and Zess Dinner, Courage Shell and Zess Special

Description: You can throw this at an enemy to attack it.

Egg Bomb

Ingredients: Fire Flower and Mystic Egg

Description: Throw this at an enemy to hurt it.

Electro Pop

Ingredients: Cake Mix and Volt Shroom

Description: This restores 15 FP.

Fire Pop

Ingredients: Cake Mix and Fire Flower

Description: This restores 20 FP.

Fresh Juice

Ingredient: Gradual Syrup, Honey Syrup, Jammin' Jelly, Keel Mango, Peachy Peach

Description: This restores 5 FP and cures poison.

Fried Egg

Ingredient: Mystic Egg

Description: This restores 10 HP.

Fruit Parfait

Ingredients: Honey Syrup and Peachy Peach, Keel Mango and Peachy Peach

Description: This restores 10 HP and 2 FP.

Healthy Salad

Ingredients: Golden Leaf and Turtley Leaf, Horsetail and Turtley Leaf

Description: This restores 15 FP and cures poison.

Heartful Cake

Ingredient: Cake Mix and Ruin Powder

Description: This restores 20 HP, but also softens you.

Honey Candy

Ingredients: Cake Mix and Honey Syrup

Description: This restores 20 FP.

Honey Shroom

Ingredients: Honey Syrup and Mushroom

Description: This restores 5 HP and 5 FP.

Honey Super

Ingredients: Honey Syrup and Super Shroom

Description: This restores 10 HP and 5 FP.

Honey Ultra

Ingredients: Honey Syrup and Ultra Shroom
Description: This restores 50 HP and 5 FP.

Icicle Pop

Ingredients: Honey Syrup and Ice Storm
Description: This restores 10 HP.

Ink Pasta

Ingredients: Fresh Pasta and Inky Sauce
Description: This restores 10 HP and 30 FP.

Inky Sauce

Ingredients: Hot Sauce and Zess Tea
Description: This restores 30 FP.

Jelly Candy

Ingredients: Cake Mix and Jammin' Jelly
Description: This restores 64 FP.

Jelly Shroom

Ingredients: Jammin' Jelly and Mushroom
Description: This restores 5 HP and 50 FP.

Jelly Super

Ingredients: Jammin' Jelly and Super Shroom
Description: This restores 10 HP and 50 FP.

Jelly Ultra

Ingredients: Jammin' Jelly and Ultra Shroom
Description: This restores 50 HP and 50 FP.

Koopa Bun

Ingredients: Keel Mango and Turtley Leaf
Description: This restores 15 FP.

Koopasta

Ingredients: Fresh Pasta and Turtley Leaf
Description: This restores 7 HP and 7 FP.

Koopa Tea

Ingredient: Turtley Leaf
Description: This restores 7 FP.

Love Pudding

Ingredients: Mango Delight and Mystic Egg
Description: This makes you invisible, electrified, or sleepy.

Mango Delight

Ingredients: Cake Mix and Keel Mango
Description: This restores 10 HP and 3 FP.

Maple Shroom

Ingredients: Maple Syrup and Mushroom
Description: This restores 5 HP and 10 FP.

Maple Super

Ingredients: Maple Syrup and Super Shroom
Description: This restores 10 HP and 10 FP.

Maple Ultra

Ingredients: Maple Syrup and Ultra Shroom

Description: This restores 50 HP and 10 FP.

Meteor Meal

Ingredients: Shooting Star and Shroom Fry

Description: This restores 7 HP, then, gradually restores more.

Mistake

Ingredients: Most things, including: Hot Dog, Power Punch, POW Block, etc.

Description: This restores 1 HP and 1 FP.

Mousse Cake

Ingredient: Cake Mix

Description: This restores 15 FP.

Omelette Meal

Ingredients: Horsetail and Mystic Egg, Mushroom and Mystic Egg

Description: This restores 5 HP and 5 FP.

Peach Tart

Ingredients: Cake Mix and Peachy Peach

Description: This makes you electrified, dodgy, or sleepy.

Poison Shroom

Ingredients: Inky Sauce and Slow Shroom

Description: This will poison you.

Shroom Broth

Ingredients: Golden Leaf and Slow Shroom, Turtley Leaf and Slow Shroom

Description: This will gradually restore HP.

Shroom Cake

Ingredients: Cake Mix and Mushroom, Cake Mix and Super Shroom

Description: This restores 10 HP and 10 FP.

Shroom Crepe

Ingredients: Cake Mix and Ultra Shroom

Description: This restores 30 HP and 20 FP.

Shroom Fry

Ingredient: Mushroom, Super Shroom, Volt Shroom

Description: This restores 6 HP and 2 FP.

Shroom Roast

Ingredients: Life Shroom, Slow Shroom, Fire Flower and Mushroom, Gradual Syrup and Mushroom

Description: This restores 15 HP and 5 FP.

Shroom Steak

Ingredient: Ultra Shroom

Description: This restores 30 HP and 10 FP.

Snow Bunny

Ingredients: Golden Leaf and Ice Storm

Description: This restores 15 HP, but also freezes you.

Space Food

Ingredients: Dried Bouquet and Cake Mix (and other food items, as well)

Description: This restores 5 HP.

Spaghetti

Ingredient: Fresh Pasta

Description: This restores 6 HP and 4 FP.

Spicy Pasta

Ingredients: Fresh Pasta and Hot Sauce

Description: This restores 10 HP and 10 FP.

Spicy Soup

Ingredient: Dried Bouquet, Fire Flower

Description: This restores 4 HP and 4 FP.

Trial Stew

Ingredients: Couple's Cake and Poison Shroom

Description: This item reduced by HP to 1, my FP to 0, but seemed to restore my star power. Don't use it.

Zess Cookie

Ingredients: Cake Mix and Gradual Syrup, Cake Mix and Maple Syrup, Cake Mix and Mystic Egg

Description: This restores 15 HP and 15 FP.

Zess Deluxe

Ingredients: Fresh Pasta and Ultra Shroom, Golden Leaf and Whacka Bump

Description: This restores 40 HP and 40 FP.

Zess Dinner

Ingredients: Coconut and Fresh Pasta, Horsetail and Mushroom

Description: This restores 10 HP and 10 FP.

Zess Dynamite

Ingredients: Egg Bomb and Coconut Bomb

Description: Use this to attack all enemies.

Zess Frappe

Ingredients: Ice Storm and Maple Syrup

Description: This restores 20 HP.

Zess Special

Ingredient: Fresh Pasta and Mushroom, Slow Shroom and Ultra Shroom, Whacka Bump

Description: This restores 20 HP and 20 FP.

Zess Tea

Ingredient: Golden Leaf

Description: This restores 20 FP.

13. Copyright Stuff

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