

Paper Mario: The Thousand-Year Door Pit of 100 Trials Guide

by Chaosmaster00

Updated to v1.32 on May 27, 2011



By Chaosmaster00

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 0. Character Line Test [chlnrst]
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The mysterious section 0, where nothing comes back and nothing is truly gained from reading it or anything within...

...anyways, for the sole purpose of ensuring the maximum satisfactory of this guide and some of its inner-workings, you will need to make sure that all of

the dots and lines match up perfectly with each number below and above them, respectively. If they do not, you may need to change to a font that does, or you may not get the full experience that this guide was intended to give to the reader:

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If you are sure that these dots and lines are matching up with the numbers, then you may continue safely reading this guide without worries. If not, then as mentioned above, I would recommend swapping to a font in which it does, for your own satisfaction to be guaranteed.

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1. Version History [verhis]
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- 1.00 - 10/03/08 - Well, this is the first time I've written this Guide (or any other for that matter) so this is the first version.
- 1.01 - 10/05/08 - Updated, with fixes in grammatical and spelling errors (thanks to skawo90 of the PM2 board on GameFAQs's notice), as well as extra credits to those forgotten to in the first version.
- 1.02 - 10/29/08 - Fixed a minor error in the Questions and Answers section about doing the Pit of 100 Trials before Hooktail and the "first" Crystal Star (thanks to Flamer500's notice).
- 1.05 - 11/29/08 - Well, it's been a month since last update, so I thought I might edit it a bit again; I added in a spare bit of battle strategy for fighting Bonetail that doesn't involve using either of the "Time Bomb" or "Danger Mario", so that casual players may be able to fight Bonetail without the general "cheapness" that players usually get from using the previously mentioned strategies...
- 1.06 - 12/03/08 - Minor clerical errors fixed, such as misspelled words and minor grammatical errors.
- 1.07 - 01/04/09 - Added received badge data on another enemy that drops HP Plus (thanks to avengah of the PM2 board on GameFAQs).
- 1.10 - 01/08/09 - Added in another piece of badge data I forgot to add in before on Head Rattle, as well as the more useful info of which enemies are to be fought on which floors (very useful information, no doubt); also changed the position of the "Mover" section (didn't like where it was), as well as fitted the other sections accordingly. I also changed the Version History amounts into more fitting amounts, as well as I edited the ASCII image from "The Pit of 100 Trials FAQ" to "The Pit of 100 Trials Guide," as it is called on GameFAQs. This is probably my biggest update since this Guide's creation, no doubt.
- 1.11 - 01/09/09 - Third time this week, and STILL have minor errors to fix, enough of which actually entitled it to having an extra amount added on the Version History... Fixed many originally unnoticeable errors, as well some minor cleaning up in the enemies section, and other minor things done... Nothing too major, but enough to warrant another update.
- 1.12 - 01/21/09 - Added new badge data on Hammer Throw being dropped by Spike Tops and S. Parabuzzies (thanks to Rydon7 of the PM2 board on GameFAQs). Also made a few minor changes on "Enemies" section as well.
- 1.13 - 02/17/09 - Added new badge data for some enemies, like Super Appeal

(P) and FP Drain. Also re-added data tid-bits on Piders in regular run section (didn't know I had forgotten it), and re-edited the "Enemies" section again as well.

- 1.14 - 03/13/09 - Here for my (usual) monthly update: added new badge data on Lakitus and Tornado Jump, and tidied up the table of contents a bit...
- 1.15 - 03/16/09 - Well, another quick update that seemed worthy of a version addition; I have added several new badge datas, such as Heart Finder from Shady Koopas, Jumpman from Poison Puffs, and other assorted goodies, and have also tidied up the "Questions and Answers" section a bit, to make it easier on the eyes, and perhaps a couple of other things... Also, hooray for my 11th update! It seemed special to me. :P
- 1.20 - 04/11/09 - Fairly large update, adding in a great deal of enemy data, which includes, but is mostly not limited to, enemy sets for certain floors, putting what floor a certain enemy is seen as the base enemy in the Enemies section, and a few other details as well, which is why this update is large enough to be granted a .05 amount increase. Also, this will be counting as my monthly update as well, so yay on the timing of this update as well.
- 1.25 - 05/19/09 - A new section on items and their usefulness was added. This also accounts for my usual monthly update as well, but that's about it on the update, though. Still, I'd say it was definitely large enough to warrant the higher increase on the version number.
- 1.26 - 06/24/09 - Gah, another monthly update. Don't you just LOVE these? Anyways, edited a piece of data regarding the FP costs for Double/Triple Dip abilities, and... well, that's about it.
- 1.30 - 08/03/09 - Oh, geez, would you look at that? Another update! So, for this little bugger of an update, "we" (I mean, "I") added a whole brand-spanking new section on badges and their usefulness in the Pit. Hopefully, this will shed new light onto some new and wonderful strategies people may feel like using in their own runs. Aside from that, just a few clear-ups were changed, re-edited the atrocity that was my version history amount numbers, and that's about it. Also, about what I have to say about recently is "Happy 18th Birthday" to myself! :P
- 1.31 - 10/23/09 - What's this now? I haven't updated in over 2 and half months!? This cannot happen! I must stop it with this version increase! With which I briefly say that I have added new enemy-item data, such as Clefts with Mini Mr. Mini and Dark Wizzerds with Thunder Rage. Aside from that, I don't believe anything is actually new, aside from a few minor clerical errors fixed. Hope to see you all again soon! ;P
- 1.32 - 05/26/11 - Not much new has been found out about the Pit that could be used to further increase the amount of knowledge I could give to you, the readers, however I thank WayoshiM for allowing me to implement his video guide for the Pre-Hooktail Pit Run; look for it in chapter 12!

*COMING SOON: Partner Usefulness Rating Chart! With it, I will rate the partners and how useful they are in combo with Mario, teaming together and taking on the challenges within! (Look for it for my next update after this one; it may be up before you know it! :P)

(Updates may be added when necessary in the near future.)

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2. Introduction [intro]

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You are on your way to the Thousand Year Door, and you notice a pipe going into the ground. A sign nearby says "DO NOT ENTER!", labeling a warning of what would be to come if you enter it... This is the Pit of 100 Trials, a grueling labyrinth of 100 floors of traveling downward to reach the bottom, collecting treasures and defeating enemies as you go along. Here, some of the best items in the game, along with a few others, may be unearthed among the bounty below. To get the treasures, you must face trials through 9 floors before you can obtain the treasure at each tenth floors into the Pit of 100 Trials. This Guide is dedicated to help those in need of assistance to beat the Pit, so that they too can enjoy the thrills and challenges it can provide.

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3. The Pit of 100 Trials [tpo100t]

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Your main objective is to go all the way to the bottom without leaving, because if you do leave, you will have to start all over from floor 1 again. There are no saves on any floors, so you must complete it all within one run through. The only way to get to the bottom is to fight your way down, or use a Mover to lower you down several floor for a price (see section on Mover for more). After you reach the bottom for the first time, a certain boss appears to fight you, one of which may be more powerful than even the final boss (see "Bonetail" section for more)... After you beat him, you will have beaten one of the most challenging things available to be done in the game. So, with this I say, "Good luck to all!" Happy hunting!

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3.1 Treasures [trsr0]

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Well, for those who wanted to know, this section is dedicated to what you get for reaching each "10" floor, so here are the bounties you will receive! Most of them are badges, some of which can only be gotten here, so try your luck at getting them all!

Floor 10 [trsr1] --- Sleepy Stomp - Badge, 1 BP; If done correctly, puts the target enemy to sleep for 5 turns (enemies stay asleep longer if more are equipped, but FP is increased by 2 for each one after the first is equipped).

Floor 20 [trsr2] --- Fire Drive - Badge, 3 BP; If Action Command is successful, hits first ground enemy with 5 fire damage, and decreases in damage as it hits the enemies behind it, and also causes burn status to enemies hit with it for 3 turns (damage is dealt and the enemy stays burned longer if more are equipped, but FP is doubled for each one after the first is equipped).

Floor 30 [trsr3] --- Zap Tap - Badge, 3 BP; Afflicts Mario with Electrify at the start of battle, and doesn't wear off during battle either; direct attackers receive 1 damage, and "leeching" enemies (Fuzzies or Swoops) can't suck HP (or FP in the case of Flower Fuzzy) from Mario; if equipped with Return Postage, "leeching" enemies can still latch onto Mario, but they take half the damage they deal plus the 1 from Zap Tap.

Floor 40 [trsr4] --- Pity Flower - Badge, 3 BP; Heals 1 FP randomly whenever Mario is attacked and/or dealt damage (jumping on a

spiked foe without Spike Shield may cause it to activate as well).

- Floor 50 [trsr5] --- Strange Sack - Special Item; Permanently doubles the amount of items Mario can carry with him (from a previous max of 10 to a new maximum of 20).
- Floor 60 [trsr6] --- Double Dip - Badge, 3 BP; For 4 FP, Mario can use up to 2 items in one turn (if two are equipped, then, for 8 FP, Mario can also use up to 3 items in one turn).
- Floor 70 [trsr7] --- Double Dip P - Badge, 3 BP; For 4 FP, a partner can use up to 2 items in one turn (if two are equipped, then, for 8 FP, they can also use up to 3 items in one turn).
- Floor 80 [trsr8] --- Bump Attack - Badge, 5 BP; Touch a weaker foe on the field to defeat it without battling it (does not work in the Pit of 100 Trials); this only works on enemies on the field who do not give a base Star Point amount when defeated in battle, so only enemies who normally don't give any Star Points of their own are affected by this badge's effect.
- Floor 90 [trsr9] --- Lucky Day - Badge, 7 BP; Greatly increases Mario's chances that enemies' attacks will miss him.
- Floor 100 [trsr10] - Return Postage - Badge, 7 BP; Direct-attackers receive half the damage they deal to Mario (damage dealt back is rounded down when necessary).

The only one I feel I should address is the Strange Sack: this item (the only non-badge on the list) permanently DOUBLES your item capacity (to 20) after getting it, making it worthwhile to go down to at least floor 50 if you don't feel like going all the way down in your first shot. It is recommended to get this item whenever you feel it best to attempt to go that far to get it, which is usually after Chapter 4, when the Spike Shield badge is available to be obtained in Rogueport Sewers. Getting this item can make your next (if there is one) run a WHOLE lot easier with the extra space you get for items to bring in... I guarantee this item will grant many new options to the player after getting it!

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3.2 Enemies [enem0]
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Throughout the Pit of 100 Trials, you will be facing many different enemies, some of which can only be found here. Many of them are more powerful than most enemies that can be found outside the Pit as well, so most are not to be taken lightly, especially the ones after floor 50... That's when you start seeing the enemies changing in difficulty very fast. Though a lot of enemies can be found only here, you may see some familiar faces you've seen outside the Pit of 100 Trials, like Shady Koopas or Spinias. Though they are in the Pit, they're not more powerful or different than if you would have fought them outside of the Pit. Just defeat them as you would if you weren't in here, and you'll do fine, but there are some enemies in here that are even more powerful than any others you could ever imagine compared to the ones outside of the Pit, such as the Poison Puff or Arantula, which are more powerful than any others of their kind. Use caution when facing up against these titans...

Here are the enemies you will likely face in here, along with which level of floors has them and their stats, along with any other info that may be wanted, such as what it might have equipped with it in-battle, or what it might drop afterwards, or some useful info on the enemy (N/A simply means that it either doesn't have an item/badge or that it has not be

discovered or confirmed to have one yet).

(enemies marked with an asterisk (*) cannot be found outside of the Pit of 100 Trials)

:::Floors 1-9 [enem1]:::

Gloomba*

7 HP

3 ATK

0 DEF

Possible Items: Fire Flower, Spite Pouch, Super Shroom

Possible Badges: HP Plus (P), Multibounce (only after battle)

Base enemy on Floors: 1, 6

Dull Bones

1 HP

2 ATK

1 DEF

Other: May create allies if battle holds out too long.

Possible Items: Fire Flower, Mushroom

Possible Badges: Item Hog / HP Plus (both only after battle)

Base enemy on Floors: 4, 9

Fuzzy

3 HP

1 ATK

0 DEF

Other: When it attacks you, the damage it deals is added to its HP as healing.

Possible Items: HP Drain (item), Mushroom, Sleepy Sheep

Possible Badges: Sleepy Stomp / Head Rattle (both only after battle)

Base enemy on Floors: 5

Spania

3 HP

1 ATK

0 DEF

Possible Items: Fire Flower, Mushroom, Sleepy Sheep

Possible Badges: Pretty Lucky (P)

Base enemy on Floors: 3, 8

Spinia

3 HP

1 ATK

0 DEF

Possible Items: Fire Flower, Mushroom, Sleepy Sheep

Possible Badges: Pretty Lucky (P)

Base enemy on Floors: 2, 7

:::Floors 11-19 [enem2]:::

Paragloomba*

7 HP

3 ATK

0 DEF

Possible Items: Dizzy Dial, Fire Flower, Spite Pouch, Super Mushroom

Possible Badges: HP Plus (P), Multibounce / Sleepy Stomp

(both only after battle)

Base enemy on Floors: 11, 16

****Gloomba***

7 HP

3 ATK

0 DEF

Possible Items: Fire Flower, Super Shroom

Possible Badges: HP Plus (P), Multibounce (only after battle)

Base enemy on Floors: N/A

****Note:** Only appears if you stomp a Paragloomba and make it drop to the ground as a Gloomba.

Cleft

2 HP

2 ATK

2 DEF

Possible Items: Earth Quake, Mini Mr. Mini, Power Punch

Possible Badges: N/A

Base enemy on Floors: 12, 17

Dark Puff

3 HP

2 ATK

0 DEF

Other: This enemy may move from down (hammerable) to up (non-hammerable) at any time in-battle; touching it while it is storing energy for its electric attack will cause damage to the player if they are not currently afflicted with "Electrified" status as well.

Possible Items: Dizzy Dial, Thunder Bolt

Possible Badges: FP Drain

Base enemy on Floors: 14, 19

Pider

5 HP

2 ATK

0 DEF

Other: This enemy may move from down (hammerable) to up (non-hammerable) at any time in-battle.

Possible Items: N/A

Possible Badges: N/A

Base enemy on Floors: 15

Pokey

4 HP

3 ATK

0 DEF

Other: Touching it (ie Jump, Love Slap, Lip Lock, etc.) will deal damage to the character using the attack; superguarding it's "section fling" attack causes 3 damage instead of 1 like normal, and using Super Hammer causes it to lose one of its sections while also dealing 3 damage to all enemies behind him (near the ground) instead of 1 like normal (may not work if all that is left is the head); may summon more Pokies if the battle lingers on too long.

Possible Items: HP Drain (item), Life Shroom, Mr. Softener

Possible Badges: N/A

Base enemy on Floors: 13, 18

:::Floors 21-29 [enem3]:::

Spiky Gloomba*

7 HP

4 ATK

0 DEF

Possible Items: Fire Flower, Spite Pouch, Super Mushroom

Possible Badges: HP Plus (P), Multibounce (only after battle)

Base enemy on Floors: 21, 26

Bandit

5 HP

2 ATK

0 DEF

Other: If unsuccessfully guarded, it may steal some coins from you, and then run away the next turn. Defeat them to get your coins after battle, or you will have to fight the battle over again after beating them all.

Possible Items: Sleepy Sheep, Mushroom

Possible Badges: Pretty Lucky (P)

Base enemy on Floors: 22, 27

Bob-omb

4 HP

2 ATK

1 DEF

Other: After taking damage, they will attempt to ram into the front character for 5 damage instead, causing them to explode as well; any direct attackers that attack it while its fuse is lit will cause it to explode, dealing 1 damage to the attacker.

Possible Items: Repel Cape

Possible Badges: N/A

Base enemy on Floors: 24, 29

Boo

7 HP

3 ATK

0 DEF

Other: Can make itself or Boo allies invisible, as well as float and bring up all Boo allies into the air (making them un-hammerable).

Possible Items: Dizzy Dial, Fire Flower, Mushroom

Possible Badges: N/A

Base enemy on Floors: 25

Lakitu

5 HP

2 ATK

0 DEF

Other: May randomly throw out a Spiny when they attack; They may also take out a Spiny Egg after attacking and hold it above their head, preventing Mario and co. from jumping on it (unless equipped with Spike Shield [for Mario]), but drops it if damaged while holding one (doesn't turn into Spiny).

Possible Items: Thunder Rage, Volt Shroom.

Possible Badges: Tornado Jump (only after battle)

Base enemy on Floors: 23, 28

**Spiny

3 HP

3 ATK

3 DEF

Possible Items: N/A

Possible Badges: N/A

Base enemy on Floors: N/A

**Note: This is only fought in here if a Lakitu throws one in-battle.

:::Floors 31-39 [enem4]:::

Dark Koopa*

8 HP

4 ATK

2 DEF

Possible Items: Courage Shell, Dizzy Dial, Fire Flower,
Ice Storm, Mr. Softener

Possible Badges: Mega Rush (P), HP Plus (P)

Base enemy on Floors: 31, 36

Flower Fuzzy

6 HP

3 ATK

0 DEF

Other: When it attacks, it will drain FP instead of HP, and uses a magic-like attack after sucking 3 FP, but it will drain HP if FP is already at 0; if the person it attack's DEF is below 0 (due to the effects of P-Up D-Down), it will deal damage to HP, but it will not regain HP unless it is dealing HP damage (when FP is at 0).

Possible Items: Ice Storm, Sleepy Sheep, Slow Shroom, Spite Pouch

Possible Badges: Last Stand (P)

Base enemy on Floors: 35

Hyper Cleft

4 HP

3 ATK

3 DEF

Other: Because it is a Hyper enemy, it may skip one of its turns to Charge and increase its next attack's power to 9.

Possible Items: Earth Quake, Mini Mr. Mini

Possible Badges: Charge (P) (only after battle)

Base enemy on Floors: 32, 37

Parabuzzy

5 HP

3 ATK

4 DEF

Possible Items: Earth Quake, Power Punch, Slow Shroom

Possible Badges: Power Jump / Soft Stomp / Multibounce
(all only after battle)

Base enemy on Floors: 33, 38

**Buzzy Beetle

5 HP

3 ATK

4 DEF

Possible Items: Earth Quake, Power Punch, Slow Shroom

Possible Badges: Power Jump / Soft Stomp (both only after battle)

Base enemy on Floors: N/A

**Note: Only appears here if you stomp on a Parabuzzy and make it drop to the ground as a Buzzy Beetle.

Shady Koopa

8 HP

3 ATK

1 DEF

Other: If it is on its back when it is its turn for the turn after being flipped, it will use an attack that hits both Mario and partner for 6 damage.

Possible Items: Mushroom, Volt Shroom

Possible Badges: Happy Heart (P), Power Rush (P),
Heart Finder (only after battle)

Base enemy on Floors: 34, 39

:::Floors 41-49 [enem5]:::

Dark Paratroopa*

8 HP

4 ATK

2 DEF

Possible Items: Courage Shell, Dizzy Dial, Fire Flower,
Ice Storm, Mr. Softener

Possible Badges: Mega Rush (P), HP Plus (P)

Base enemy on Floors: 41, 46

**Dark Koopa*

8 HP

4 ATK

2 DEF

Possible Items: Courage Shell, Dizzy Dial, Fire Flower,
Ice Storm, Mr. Softener

Possible Badges: Mega Rush (P), HP Plus (P)

Base enemy on Floors: N/A

**Note: Only appears here if you stomp a Dark Paratroopa and make it drop
to the ground as a Dark Koopa.

Bulky Bob-omb

6 HP

2 ATK

1 DEF

Other: This enemy never (physically) attacks, but will power itself up until
its fuse goes out (after "Charging" itself), in which it will explode 4 turns
after the initial lighting of its fuse if not defeated before then, in which
it will explode on all allies and enemies on the field, dealing a total of 8
damage to both Mario and partner if not defeated prior; if hit with
fire-based attacks (or lightning attacks, like Thunder Rage), it will
automatically explode.

Possible Items: N/A

Possible Badges: Defend Plus (P)

Base enemy on Floors: 42, 47

Lava Bubble

6 HP

4 ATK

0 DEF

Other: Touching it (ie Jump, Love Slap, Lip Lock, etc.) will deal
damage to the character using the attack; Ice and Explosive attacks
deal 1 more damage though, and they're highly susceptible to being
frozen; fire-based attacks heal it in the same amount it would have
been damaged, and also make another Lava Bubble appear.

Possible Items: Life Shroom, Mushroom, Super Shroom

Possible Badges: Fire Drive (only after battle)

Base enemy on Floors: 43, 48

Poison Pokey

8 HP

4 ATK

0 DEF

Other: Touching it (ie Jump, Love Slap, Lip Lock, etc.) will deal

damage to the character using the attack; superguarding it's "section fling" attack causes 4 damage instead of 1 like normal, and using Super/Ultra Hammer causes it to lose one of its sections while also dealing 3 damage to all enemies behind him (near the ground) instead of 1 like normal (may not work if all that is left is the head); may summon more Poison Pokies if the battle lingers too long.

Possible Items: Earth Quake, Life Shroom, Mr. Softener

Possible Badges: FP Plus (only after battle)

Base enemy on Floors: 44, 49

S. Parabuzzy

5 HP

3 ATK

4 DEF

Other: Because it is flying and spiked, it may be hard to find attacks that work. It is best to either use an item or have Spike Shield for a fight with these.

Possible Items: Earth Quake, Power Punch, Slow Shroom

Possible Badges: Hammer Throw (only after battle)

Base enemy on Floors: 45

**Spike Top

5 HP

3 ATK

4 DEF

Possible Items: Earth Quake, Power Punch, Slow Shroom

Possible Badges: Hammer Throw (only after battle)

Base enemy on Floors: N/A

**Note: Only appears here if you stomp an S. Parabuzzy and make it drop to the ground as a Spike Top.

:::Floors 51-59 [enem6]::::

Badge Bandit*

12 HP

5 ATK

0 DEF

Other: If unsuccessfully guarded, it may steal coins, items, or even badges from you, and then run away the next turn. Defeat them to get your stuff after battle, or you will have to fight the battle over again after beating them all.

Possible Items: Sleepy Sheep, Super Mushroom

Possible Badges: Pretty Lucky (P)

Base enemy on Floors: 51, 56

Dark Boo

8 HP

5 ATK

0 DEF

Other: Can make itself or Boo allies invisible, as well as float and bring up all Boo allies into the air (making them un-hammerable).

Possible Items: Dizzy Dial, Sleepy Sheep, Slow Shroom, Thunder Rage

Possible Badges: Money Money / Super Appeal (P) (all only after battle)

Base enemy on Floors: 53, 58

Ice Puff

9 HP

4 ATK

0 DEF

Other: This enemy may move from down (hammerable) to up (non-hammerable) at

any time in-battle; touching it while it is storing energy for its ice-breath attack will cause damage to the player; fire-based attacks deal 1 more damage than normal.

Possible Items: Ice Storm, Super Mushroom

Possible Badges: Ice Smash (only after battle)

Base enemy on Floors: 52, 57

Moon Cleft

6 HP

5 ATK

5 DEF

Possible Items: Earth Quake

Possible Badges: N/A

Base enemy on Floors: 55

Red Chomp

6 HP

5 ATK

3 DEF

Possible Items: Power Punch

Possible Badges: Damage Dodge (P)

Base enemy on Floors: 54, 59

:::Floors 61-69 [enem7]::::

Dark Lakitu*

13 HP

5 ATK

0 DEF

Other: May randomly throw out a S. Blue Spiny when they attack; They may also take out a Pipe after attacking and hold it above their head, preventing Mario and co. from jumping on it (unless equipped with Spike Shield [for Mario]), but drops it if damaged while holding one (doesn't turn into S. Blue Spiny); can also charge power to increase ATK to 10.

Possible Items: Thunder Bolt, Thunder Rage, Volt Shroom

Possible Badges: N/A

Base enemy on Floors: 61, 66

**S. (Sky) Blue Spiny*

6 HP

6 ATK

4 DEF

Other: Can curl into a ball to completely nullify damage for 1-2 turns; can also charge power to increase ATK to 12.

Possible Items: N/A

Possible Badges: N/A

Base enemy on Floors: N/A

**Note: It is only fought if a Dark Lakitu throws one in-battle.

Dark Craw

20 HP

6 ATK

0 DEF

Possible Items: Life Shroom, Ruin Powder, Shooting Star, Spite Pouch

Possible Badges: P-Down D-Up (P)

Base enemy on Floors: 65

Dark Wizzerd

10 HP

4 ATK

2 DEF

Other: It's laser attack pierces DEF; it isn't affected by Super/Ultra Hammer moves, meaning that enemies behind it aren't hurt from the Dark Wizzerd being hit by this move.

Possible Items: Life Shroom, Shooting Star, Stopwatch, Super Shroom,
Thunder Rage

Possible Badges: Power Plus (P)

Base enemy on Floors: 63, 68

Dry Bones

8 HP

4 ATK

2 DEF

Other: If it is not defeated with fire or an explosion, or isn't attacked with fire or explosion after being KO'd, it will rise back with all 8 HP two turns after being KO'd; may create allies if the battle lingers too long.

Possible Items: N/A

Possible Badges: N/A

Base enemy on Floors: 62, 67

Frost Piranha

10 HP

5 ATK

0 DEF

Other: Its attacks may cause the character to be frozen for two turns if unguarded; fire-based attacks deal 1 more damage to it than normal.

Possible Items: N/A

Possible Badges: Pity Flower / Ice Smash (both only after battle)

Base enemy on Floors: 64, 69

:::Floors 71-79 [enem8]:::

Wizzerd*

10 HP

5 ATK

3 DEF

Other: It's laser attack pierces DEF, but it also has a different laser that looks exactly the same that deals no damage, but instead may inflict a random status ailment to a character; it isn't affected by Super/Ultra Hammer moves, meaning that enemies behind it aren't hurt from the Wizzerd being hit by this move.

Possible Items: Life Shroom, Shooting Star, Stopwatch, Super Shroom

Possible Badges: N/A

Base enemy on Floors: 71, 76

Chain Chomp

7 HP

6 ATK

5 DEF

Possible Items: Power Punch

Possible Badges: Defend Plus (P)

Base enemy on Floors: 75

Dark Koopatrol

25 HP

5 ATK

2 DEF

Other: May charge its power to 10 ATK.

Possible Items: Boo's Sheet, Courage Shell, Shooting Star, Super Shroom

Possible Badges: P-Up D-Down (P)

Base enemy on Floors: 72, 77

Phantom Ember

10 HP

5 ATK

0 DEF

Other: Touching it (ie Jump, Love Slap, Lip Lock, etc.) will deal damage to the character using the attack; Ice and Explosive attacks deal 1 more damage though, and they're highly susceptible to being frozen; fire-based attacks heal it in the same amount it would have been damaged, and also make another Phantom Ember appear.

Possible Items: Life Shroom, Ruin Powder, Super Shroom

Possible Badges: Fire Drive (only after battle)

Base enemy on Floors: 73, 78

Swoopula

9 HP

4 ATK

0 DEF

Other: It's attacks drain HP from target, healing itself in the same amount that it deals in damage to your character.

Possible Items: Boo's Sheet, Dizzy Dial, HP Drain (item)

Possible Badges: HP Drain (P) / Hammer Throw (all only after battle)

Base enemy on Floors: 74, 79

:::Floors 81-89 [enem9]:::

Arantula*

16 HP

7 ATK

0 DEF

Possible Items: N/A

Possible Badges: All Or Nothing (only after battle)

Base enemy on Floors: 83, 88

Dark Bristle*

8 HP

8 ATK

4 DEF

Other: Cannot be attacked directly because of spears, but can be flipped with Quake Hammer, explosion, or POW Block (only exception to this rule is using Super/Ultra Hammer move on it outside of battle for First Strike, but not when using a normal hammer attack for First Strike, or if you are equipped with Spike Shield).

Possible Items: N/A

Possible Badges: Hammerman (only after battle)

Base enemy on Floors: 82, 87

Piranha Plant*

15 HP

9 ATK

0 DEF

Possible Items: Sleepy Sheep

Possible Badges: Pity Flower / Flower Saver (P) (both only after battle)

Base enemy on Floors: 84, 89

Spunia (despite what the Tattle Log says, you can find them outside the Pit)

12 HP

7 ATK

2 DEF

Possible Items: Sleepy Sheep, Thunder Rage

Possible Badges: Pretty Lucky (P)

Base enemy on Floors: 81, 85, 86

:::Floors 91-99 [enem10]:::

Bob-Ulk*

10 HP

4 ATK

2 DEF

Other: This enemy never (physically) attacks, but will power itself up until its fuse goes out (after "Charging" itself), in which it will explode 4 turns after the initial lighting of its fuse if not defeated before then, in which it will explode on all allies and enemies on the field, dealing a total of 16 damage to both Mario and partner if not defeated prior; if hit with fire-based attacks (or lightning attacks, like Thunder Rage), it will automatically explode.

Possible Items: N/A

Possible Badges: Defend Plus (P)

Base enemy on Floors: 93, 97

Elite Wizzerd*

12 HP

8 ATK

5 DEF

Other: It's laser attack pierces DEF; it isn't affected by Super/Ultra Hammer moves, meaning that enemies behind it aren't hurt from the Elite Wizzerd being hit by this move.

Possible Items: Boo's Sheet, Life Shroom, Shooting Star, Stopwatch, Ultra Shroom

Possible Badges: Power Plus (P)

Base enemy on Floors: 91, 95, 99

Poison Puff*

15 HP

8 ATK

0 DEF

Other: This enemy may move from down (hammerable) to up (non-hammerable) at any time in-battle; touching it while it is storing energy for its poison-breath attack will cause damage to the player.

Possible Items: Power Punch, Thunder Rage

Possible Badges: Jumpman (only after battle)

Base enemy on Floors: 92, 96

Swampire*

20 HP

6 ATK

0 DEF

Other: It's attacks drain HP from target, healing itself in the same amount that it deals in damage to your character.

Possible Items: Ice Storm, Ruin Powder

Possible Badges: HP Drain (P) / Multibounce (all only after battle)

Base enemy on Floors: 94, 98

Amazy Dayzee

20 HP

20 ATK

1 DEF

Other: Being as quick as this is to get away normally, it sometimes runs away the first turn it gets, but more than likely in the Pit than outside,

it will attack rather than running, so be cautious when facing it; Amazy Dayzees can easily be put to sleep.

Possible Items: Shooting Star, Ultra Shroom

Possible Badges: N/A

Base enemy on Floors: N/A

+--+--+--+--+--+--+--+--+--+

4. Strategies [strat0]

+--+--+--+--+--+--+--+--+--+

I bet when you hear the word "Strategy", you might think of the game "Risk", right? Well, in this case, you will not be needing to take any risks at all, as I have already done the risking for you. In this part, I will be putting some fairly useful strategies to beat the certain floors you are on, such as what best to have on for fighting Dark Koopatrols, or what abilities to use when you encounter an Amazy Dayzee... I will try my best to give you the best strategies you may need to succeed through the Pit and help you go as far as you want to...

*Note: Some strategies I give for this may include parts for those who have all (or most of) Mario's best equipment (boots, hammer, and badges), as well as some of the partners to a certain Rank, so if you don't have the ability or badge I say, then just ignore it or improvise where needed if you want.

=====
Floors 1-9 [strat1]
=====

These floors are fairly simple. None of the enemies should give you real problems except maybe the Gloomba, but even they aren't very much more powerful than the others... Just use attacks like Spin Jump on Gloombas, Multibounce on Dull Bones (if you have the Super Boots or above), Fuzzies, and Spinias (and Spanias if you have Spike Shield), and Sweet Treat if you take some damage, as most enemies here can't really do much more than one or two damage at a time if you guard right... Just wade out these "kiddie-pool floors" and you'll be on the easy track for Floor 10. Claim your Sleepy Stomp, and head on down to floor 11.

:::Enemies by Floor:::

- Floor 1: Gloomba
- Floor 2: Spinia
- Floor 3: Spania
- Floor 4: Dull Bones
- Floor 5: Fuzzy
- Floor 6: Gloomba
- Floor 7: Spinia
- Floor 8: Spania
- Floor 9: Dull Bones

*Note that any floor in the Pit may contain a Mover, in which an enemy will not appear on that floor.

:::Enemy sets:::

*Enemies are listed in order by base enemy.

- Gloomba
- Gloomba, Spania
- Gloomba, Dull Bones

Spinia, Gloomba
Spinia, Spania, Spinia, Spania, Spinia
Spinia, Spinia, Spinia, Spinia, Spinia
Spania, Gloomba
Spania, Fuzzy, Spania, Fuzzy
Spania, Spania, Spania, Spania
Fuzzy, Gloomba, Fuzzy
Fuzzy, Dull Bones, Fuzzy, Dull Bones
Fuzzy, Fuzzy, Fuzzy, Fuzzy, Fuzzy
Dull Bones, Gloomba
Dull Bones, Spinia, Spinia
Dull Bones, Dull Bones, Spinia, Spinia
Dull Bones, Dull Bones, Dull Bones, Dull Bones

:::Floor Treasure:::

Floor 10 - Badge

Sleepy Stomp: 1 BP to equip; If done correctly, puts the target enemy to sleep for 5 turns (enemies stay asleep longer if more are equipped, but FP is increased by 2 for each one after the first is equipped).

=====
Floors 11-19 [strat2]
=====

Pretty much the same as the above, it'll be fairly easy in comparison to the floors below, so you don't really need much strategy going through this level... Just remember to jump on the Paragloombas to turn them into ordinary Gloombas, and make sure to defeat the Dark Puffs before they get the chance to zap you. Don't worry about the Clefts, as just a single Power Smash will KO it, even if your Hammer isn't levelled to Super yet, and you'll do fine...Piders aren't too hard, either; just Jump on them or use Spin Jump if you don't have the Ultra Boots or 3 jump ATK, and if they attack, just normally guard their multi-hit, as it only hits for 1 ATK, and if you really don't want the 1 damage (or more with P-Up D-Downs), use a superguard...Also, if you meet up with any Pokies, just hit it with a Super Hammer, and all the ground enemies behind will fall victim to the increased damage from Pokey's 3 damage Super Hammer hit. Just remember not to touch them, not even to steal from them, as their spikes will hurt you. Of course, you probably already knew that, but it doesn't hurt to remind... After these floors, you'll finally be on Floor 20! When you open the chest and get the Fire Drive, which is recommended you keep it (unless you already have one with you). It will be quite necessary in later battles if you aren't powerful enough to KO certain foes quickly enough.

:::Enemies by Floor:::

Floor 11: Paragloomba
Floor 12: Cleft
Floor 13: Pokey
Floor 14: Dark Puff
Floor 15: Pider
Floor 16: Paragloomba
Floor 17: Cleft
Floor 18: Pokey
Floor 19: Dark Puff

*Any Paragloombas you encounter, if jumped on, become normal Gloombas, so

if you missed the Tattle before coming to these floors, then now's your chance to retain them if you don't want to come back in.

*Note that any floor in the Pit may contain a Mover, in which an enemy will not appear on that floor.

:::Enemy sets:::

*Enemies are listed in order by base enemy.

Paragloomba, Paragloomba
Paragloomba, Pokey, Pokey
Paragloomba, Pider, Pider
Cleft, Cleft, Paragloomba
Cleft, Pider, Dark Puff
Cleft, Cleft, Cleft, Cleft
Pokey, Dark Puff
Pokey, Dark Puff, Dark Puff
Pokey, Pider, Pider, Pokey
Pokey, Pokey, Pokey, Pokey
Dark Puff, Paragloomba
Dark Puff, Pokey, Dark Puff
Dark Puff, Dark Puff, Dark Puff
Pider, Paragloomba
Pider, Pokey, Pider, Pokey
Pider, Pider, Pider, Pider

:::Floor Treasure:::

Floor 20 - Badge

Fire Drive: 3 BP to equip; If Action Command is successful, hits first ground enemy with 5 fire damage, and decreases in damage as it hits the enemies behind it, and also causes burn status to enemies hit with it for 3 turns (more damage is dealt and the enemy stays burned longer if more are equipped, but FP is doubled for each one after the first is equipped).

=====
Floors 21-29 [strat3]
=====

Well, it's finally starting to roll uphill a little, adding in more enemies with higher ATKs than the previous floors, as well as a few others who might be trouble, like Bob-ombs and Bandits. Bob-ombs, once you damage them, will explode on the front character for a whopping 5 damage (high for which floors you're on, but damage can accumulate faster than you think), so it is best to either take them out one-by-one, or hit them all with attacks at the same time, like Multibounce then Power Shell, just to get them out of your way... Bandits though, are a little trickier... If they hit you, and you don't guard their attack, they may steal some coins from you, and then run away next turn, and even once you beat the battle, if it ran away, you will have to fight the battle over again... While this may be good for "experience farming" (let them steal, kill all but one, let the other run, get experience, and do it all over again), the battles tend to get fairly boring when it's just one battle over and over again, and eventually it's not all that great overall (since you can do the same thing on floors 51-59 for more experience)... When the battle starts again, focus on defeating them one after another, so that this doesn't happen, and try to do your best to guard their attacks so your coins aren't stolen, and floors 21 through 29 will be over before you know

it! You'll get a free Zap Tap, a very flexible badge that will come in handy later, so make sure you keep it as well...

:::Enemies by Floor:::

Floor 21: Spiky Gloomba
Floor 22: Bandit
Floor 23: Lakitu
Floor 24: Bob-omb
Floor 25: Boo
Floor 26: Spiky Gloomba
Floor 27: Bandit
Floor 28: Lakitu
Floor 29: Bob-omb

*Spinies do not appear as enemies that can be encountered on the field prior to battle, and do not appear in battle unless one is thrown by a Lakitu, in which you will have to wait for one to be thrown to get its Tattle unless you either already have it or will get it from the battle they are normally found (in the Glitz Pit).

*Note that any floor in the Pit may contain a Mover, in which an enemy will not appear on that floor.

:::Enemy sets:::

*Enemies are listed in order by base enemy.

Spiky Gloomba, Spiky Gloomba, Boo
Spiky Gloomba, Spiky Gloomba, Bob-omb, Bandit
Spiky Gloomba, Spiky Gloomba, Spiky Gloomba
Spiky Gloomba, Spiky Gloomba, Spiky Gloomba
Bandit, Spiky Gloomba
Bandit, Boo, Bandit, Boo, Bandit
Bandit, Bandit, Bandit, Bandit, Bandit
Lakitu, Spiky Gloomba
Lakitu, Bob-omb, Bob-omb, Lakitu
Lakitu, Lakitu, Lakitu, Lakitu
Bob-omb, Spiky Gloomba, Bob-omb
Bob-omb, Boo, Bob-omb, Boo
Bob-omb, Bob-omb, Bob-omb, Bob-omb
Boo, Boo, Spiky Gloomba
Boo, Boo, Bandit, Bandit
Boo, Boo, Boo, Boo

:::Floor Treasure:::

Floor 30 - Badge

Zap Tap: 3 BP to equip; Afflicts Mario with Electrify at the start of battle, and doesn't wear off during battle either; direct attackers receive 1 damage, and "leeching" enemies (Fuzzies or Swoops) can't suck HP (or FP in the case of Flower Fuzzy) from Mario; if equipped with Return Postage, "leeching" enemies can still latch onto Mario, but they take half the damage they deal PLUS the 1 damage normally dealt from Zap Tap.

=====
Floors 31-39 [strat4]
=====

Now we're starting to see a slight change in difficulty. The Gloombas are gone, but only to be replaced by the even more powerful Dark Koopas. Shady Koopas and Hyper Cleft also make a return here, so watch out for them and their powerful attacks... It would be best to KO the Shady Koopas one at a time if you plan on jumping on them if you can't KO them before their turn, as I'm sure no one wants to get hit by their powerful "back-attack"... Just give 'em a good Spin Jump, and have your partner attack them again if they aren't dead, and it should be a piece of cake. As for Hyper Clefts, just use a good Quake Hammer to put them at a loss and take care of them with your partner while they're flipped, or just use Piercing Blow to take them out at once. Flower Fuzzies also pose a threat, as since they suck your FP if they hit you, you won't be able to use all your good moves, not to mention using a different attack the turn after it has stolen your FP, which hits both Mario and partner for decent damage. Just time a Superguard right (when they look like they're actually sucking the FP out of you, right before they release), use a Spin Jump (if you have Super Boots) or a normal jump (if you have Ultra Boots), and they won't be a problem. After all of that, Floor 40 will just be up ahead, and you can claim your... Pity Flower... u_u; Just keep it for now, and you can decide whether or not to keep it, because in the Pit of 100 Trials, you probably won't find many places it can easily fit into a strategy...

:::Enemies by Floor:::

Floor 31: Dark Koopa
Floor 32: Hyper Cleft
Floor 33: Parabuzzy
Floor 34: Shady Koopa
Floor 35: Flower Fuzzy
Floor 36: Dark Koopa
Floor 37: Hyper Cleft
Floor 38: Parabuzzy
Floor 39: Shady Koopa

*Parabuzzies, when jumped on, become Buzzy Beetles, so if you have missed the Tattle or have not gotten it, then now is your chance to get it (unless you have already gotten it).

*Note that any floor in the Pit may contain a Mover, in which an enemy will not appear on that floor.

:::Enemy sets:::

*Enemies are listed in order by base enemy.

Dark Koopa, Dark Koopa
Dark Koopa, Flower Fuzzy, Flower Fuzzy
Dark Koopa, Parabuzzy, Parabuzzy
Hyper Cleft, Shady Koopa, Hyper Cleft
Hyper Cleft, Hyper Cleft, Parabuzzy
Hyper Cleft, Hyper Cleft, Hyper Cleft
Parabuzzy, Shady Koopa, Parabuzzy, Shady Koopa
Parabuzzy, Parabuzzy, Parabuzzy, Parabuzzy
Shady Koopa, Flower Fuzzy, Flower Fuzzy
Shady Koopa, Shady Koopa, Parabuzzy
Shady Koopa, Dark Koopa, Shady Koopa
Shady Koopa, Shady Koopa, Shady Koopa, Shady Koopa
Flower Fuzzy, Hyper Cleft
Flower Fuzzy, Flower Fuzzy, Shady Koopa

Flower Fuzzy, Flower Fuzzy, Flower Fuzzy, Flower Fuzzy, Flower Fuzzy

:::Floor Treasure:::

Floor 40 - Badge

Pity Flower: 3 BP to equip; Heals 1 FP randomly whenever Mario is attacked and/or dealt damage (jumping on a spiked foe without Spike Shield or a fiery foe without Ice Power may cause it to activate as well).

=====
Floors 41-49 [strat5]
=====

Again, we see a slight contrast in difficulty, as we now are seeing a lot of enemies that can't normally be jumped on, like Poison Pokies, Lava Bubbles, and Spike Parabuzzies, but otherwise, it isn't too much different than the last level of floors... Dark Paratroopas should be grounded when it is possible, so that they don't pose as much of a possible threat (as, by now, their attack pattern as normal Koopas should be obvious), and just beat them quickly... Bulky Bob-ombs, though, it would just probably be best to use that time until they explode to heal, and when they "Charge" (jump in the air and change from multi-color and back to normal constantly on the field while running in circles), just use Vivian to hide in the shadows with Veil, and avoid the explosion entirely, which could be done fairly well if you took the time to heal prior to them exploding. If you don't have Vivian, then I would recommend just setting them off early so as to not take as much damage as if they had exploded on their own if you don't think you can take them all out before they set themselves off. Poison Pokies you should just be able to take care of just like normal Pokies: just hit them with Super Hammer if they're in front, and try your best to superguard their fling attack to deal a hardy 4 damage to the one that flinged it, and they'll be over with in a few turns, unless they summon more Poison Pokies, in which you'll have to just try and end the battle before that happens. Lava Bubble are fairly easy though, succumbing to a single jump with Ice Power equipped, or if you hit it with an Ultra Hammer, but if you don't have Ice Power, don't attempt to jump on them, as you'll get hurt. But, despite all those other enemies, the most annoying you'll probably ever meet, pretty much in the entire Pit of 100 Trials (if you don't have the right stuff) is the Spike Parabuzzy: it flies AND has a spike, making it a double threat... If you don't have the right stuff to equip to beat them, or an item like Thunder Rage with you, the only thing you'll be able to do is superguard them, or if you have Flurrie levelled up to at least Super Rank, you can just use Lip Lock to get rid of them. They're not so tough when their HP is drained and their wings proven useless against her attacks... After all these encounters, you will finally end up at the climax of the Pit of 100 Trials: Floor 50. If this is your first time, it is usually best to get the Strange Sack, and then leave and get more, better items with you for the REAL trip down into the Pit, but it's up to you what you decide to do. If you choose to stay, it doesn't mean you aren't going to be prepared, but you may find it slightly more difficult than if you did. Just try and persevere and go deeper. You're already halfway there...

:::Enemies by Floor:::

Floor 41: Dark Paratroopa
Floor 42: Bulky Bob-omb
Floor 43: Lava Bubble
Floor 44: Poison Pokey

Floor 45: S. Parabuzzy
Floor 46: Dark Paratroopa
Floor 47: Bulky Bob-omb
Floor 48: Lava Bubble
Floor 49: Poison Pokey

*Dark Paratroopas, when jumped on, become Dark Koopas, so if you missed the Tattle or do not have it yet, now's your chance (unless you either already have it or don't pan on getting it).

*S. Parabuzzies, when stomped on (with Spike Shield), become Spike Tops, so if you have missed the Tattle or do not have it yet, now is your chance to get it (unless you either don't have Spike Shield or already have the Tattle).

*Note that any floor in the Pit may contain a Mover, in which an enemy will not appear on that floor.

:::Enemy sets:::

*Enemies are listed in order by base enemy.

Dark Paratroopa, Dark Paratroopa, S. Parabuzzy
Dark Paratroopa, Dark Paratroopa, Bulky Bob-omb
Dark Paratroopa, Dark Paratroopa, Dark Paratroopa, Dark Paratroopa
Bulky Bob-omb, Bulky Bob-omb
Bulky Bob-omb, Poison Pokey, S. Parabuzzy
Bulky Bob-omb, Bulky Bob-omb, Bulky Bob-omb, Bulky Bob-omb
Lava Bubble, Lava Bubble, Lava Bubble
Lava Bubble, Lava Bubble, Dark Paratroopa
Lava Bubble, Poison Pokey, Lava Bubble, Bulky Bob-omb
Poison Pokey, Dark Paratroopa
Poison Pokey, S. Parabuzzy, Poison Pokey, S. Parabuzzy
Poison Pokey, Poison Pokey, Poison Pokey, Poison Pokey
S. Parabuzzy, S. Parabuzzy
S. Parabuzzy, S. Parabuzzy, Lava Bubble, Lava Bubble
S. Parabuzzy, S. Parabuzzy, S. Parabuzzy, S. Parabuzzy

:::Floor Treasure:::

Floor 50 - Special Item

Strange Sack: Permanently doubles the amount of items Mario can carry with him (from a previous max of 10 to a new maximum of 20).

=====
Floors 51-59 [strat6]
=====

And now, everything starts going uphill a little faster than usual... We start to see enemies with HPs over 10, like the Badge Bandit, and nearly all the enemies here have at least 5 ATK as well. This is where guarding and superguarding come into play often, especially against the Badge Bandits, since they are exactly the same as regular Bandits, except that they can steal coins, items, AND badges (separately, not all at once) if you don't guard correctly, which will again lead to the "fight, get stolen from, one runs, KO them all, and fight again" concept ust like with a normal Bandit... Try to beat them as fast as possible, and don't hold anything back; use Spin Jumps and even Spring Jumps if necessary to beat these guys before they take all your stuff (though it isn't permanent if you fail)! The only other one I should need to mention, other than the fact that not really any of these

enemies are as challenging as expected, is the Ice Puff. Once it charges its breath attack, and uses it on you, there is a fairly high chance you will get frozen, giving your enemies a huge advantage to attack you when you can't do anything back at them or even defend against their attacks. Use caution whenever fighting them, and use fire attacks like Fire Drive (one reason to keep it) or Fiery Jinx whenever possible on them, since they are highly susceptible to being damage by fire. Oddly enough, Tasty Tonics and Sweet Treat remove ice, so if one person is frozen while the other isn't, and you have one of these available to be used, you can use it to thaw them instantly. After all this has been done, you will soon reach Floor 60, which contains an Double Dip. Save it, as if it is the only one you have, then it may provide a fair bit of use later on...

:::Enemies by Floor:::

Floor 51: Badge Bandit
Floor 52: Ice Puff
Floor 53: Dark Boo
Floor 54: Red Chomp
Floor 55: Moon Cleft
Floor 56: Badge Bandit
Floor 57: Ice Puff
Floor 58: Dark Boo
Floor 59: Red Chomp

*Note that any floor in the Pit may contain a Mover, in which an enemy will not appear on that floor.

:::Enemy sets:::

*Enemies are listed in order by base enemy.

Badge Bandit, Badge Bandit, Dark Boo
Badge Bandit, Badge Bandit, Ice Puff
Badge Bandit, Badge Bandit, Badge Bandit
Ice Puff, Moon Cleft
Ice Puff, Dark Boo, Ice Puff
Ice Puff, Ice Puff, Ice Puff, Ice Puff
Red Chomp, Dark Boo, Red Chomp
Red Chomp, Ice Puff, Ice Puff
Red Chomp, Red Chomp, Red Chomp
Dark Boo, Badge Bandit, Dark Boo
Dark Boo, Dark Boo, Red Chomp
Dark Boo, Badge Bandit, Dark Boo
Dark Boo, Dark Boo, Dark Boo, Dark Boo
Moon Cleft, Dark Boo, Dark Boo
Moon Cleft, Moon Cleft, Red Chomp
Moon Cleft, Moon Cleft, Moon Cleft, Moon Cleft

:::Floor Treasure:::

Floor 60 - Badge

Double Dip: 3 BP to equip; For 5 FP, Mario can use 2 items in one turn (if two are equipped, then, for 10 FP, Mario can also use up to 3 items in one turn).

=====
Floors 61-69 [strat7]
=====

And the difficulty doesn't go down... Here we start seeing a few more enemies with rather high HP, but it can only get worse later on... There are Dark Lakitus, Dark Wizzerds, and Dark Craws, oh my! Dark Lakitus are quite annoying in the sense that their HP is fairly high, and sometimes they just try and cheaply attack you and immediately pull up a Pipe so you can't jump on them, which is why for here it would be best to have Spike Shield, but also keep it here for the Dark Craws and the Frost Piranhas, as they have pretty high HP and can't be jumped without it. There are still the Wizzerds that you should be concerned about as well, as they have a fairly large selection of attacks, ranging from a piercing move, a non-piercing move, a hit-all (which doesn't pierce), and several self-help attacks, like healing and making duplicates when it's the only enemy on the field. If that happens, it's usually best to just use a hit-all move you have like Fire Drive or Fiery Jinx to hit him, then hit him with a powerful move like Lip Lock or Piercing Blow to finish the job. Then we have Dry Bones, which, after their HP hits 0, they'll just end up in a pile on the ground, blocking the people behind it from being hammered; just use a powerful move and then an explosion or a fire-based attack to knock them out for good, or you can just hit them with the fiery move if it is powerful enough. You can even hit them with a fire/explosive move while they're on the ground to destroy them as well, so it could be better to KO them and then use the fire/explosion, like maybe Bomb or a Fire Flower if you have one (which may be better if there are more than one). The last enemy I have to mention here is the Frost Piranha, which by now, you should be able to know what they can do... They're not indifferent from Pale Piranhas in attack (as they don't have the breath attack Putrid Piranhas have), but they can also freeze you with it if you don't guard well, which can easily be an instant game over if not properly done well... Just use fire moves and guard if you can't superguard well to prevent freezing, and it'll be over fairly shortly... After those 9 floors, you'll meet face to face with yet another treasure, which is the Double Dip badge. Keep it for now, you might find a use for it sooner or later...

:::Enemies by Floor:::

Floor 61: Dark Lakitu
Floor 62: Dry Bones
Floor 63: Dark Wizzerd
Floor 64: Frost Piranha
Floor 65: Dark Craw
Floor 66: Dark Lakitu
Floor 67: Dry Bones
Floor 68: Dark Wizzerd
Floor 69: Frost Piranha

*S. Blue Spinies will only appear in the battles that have Dark Lakitus in them, and only if a Dark Lakitu throws one; it never appears as an enemy prior to one being thrown by a Dark Lakitu, so unless you don't want the Tattle entry, you'll have to wait for one to be thrown, as they only appear on these floors in the Pit of 100 Trials, and nowhere else...

*Note that any floor in the Pit may contain a Mover, in which an enemy will not appear on that floor.

:::Enemy sets:::

*Enemies are listed in order by base enemy.

Dark Lakitu, Dark Wizzerd

Dark Lakitu, Dark Lakitu, Dark Craw
Dark Lakitu, Dark Lakitu, Dark Lakitu
Dry Bones, Dark Craw
Dry Bones, Frost Pirahna, Frost Pirahna
Dry Bones, Dry Bones, Dry Bones, Dry Bones
Dark Wizzerd, Dry Bones, Dry Bones
Dark Wizzerd, Dark Craw, Dark Wizzerd
Dark Wizzerd, Dark Wizzerd, Dark Wizzerd
Frost Piranha. Dark Craw
Frost Piranha, Dark Lakitu, Dark Lakitu
Frost Piranha, Frost Piranha, Frost Piranha, Frost Piranha
Dark Craw, Dark Lakitu
Dark Craw, Dark Craw
Dark Craw, Cark Craw, Dark Craw

:::Floor Treasure:::

Floor 70 - Badge

Double Dip P: 3 BP to equip; For 5 FP, a partner can use 2 items in one turn
(if two are equipped, then, for 10 FP, they can also use up to
3 items in one turn).

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Floors 71-79 [strat8]
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Well, here's where the difficulty suddenly jumps out of the ordinary. Most of these enemies are the "creme de la creme" of the outside world... Here, you can find the all-powerful Dark Koopatrol, the rock-solid Chain-Chomp, and the fiery Phantom Embers, all of which are the most powerful of their species. These enemies should be battled cautiously, and don't underestimate them; a battle on this level can shift tides in a matter of turns if you are unprepared... Dark Koopatrols have one of the highest HPs of any normal enemy in the game (tied only to Dark Bones, who, fortunately, aren't in this), which is even higher than that of Hooktail the Dragon, and also have high ATK and are equipped with spikes on their head, though jumping on them with Spike Shield does flip them. Do that, and they shouldn't be too much of a real hassle, especially with Multibounce... If you have any POW Blocks at this point, using them may be beneficial, since using them flips them for you, so you can jump on them even if you don't have a Spike Shield yet (or at least equipped)... Chain-Chomps are also fairly strong, having one of the highest DEF of any enemy in the game (tied with a few others like Red Spike Top), and also have a high ATK too, but HP is fairly low for these levels in the Pit. Hit them with any kind of piercing move that might have (like Earth Tremor or Piercing Blow), and they shouldn't be too much of a hassle either. Phantom Embers, on the other hand, don't really have as many weaknesses as they do, and their ATK is also fairly decent, and only take one more damage from ice attacks and explosions, but can also regenerate and regroup if hit with fire. Their 10 HP is decent for these levels as well, but they aren't too hard if you use moves like Earth Tremor, Ice Smash, or Ultra Hammer, or even any explosives like Bomb Squad or Bob-ombast to clear them all out at once possibly. Wizzerds, on the other hand, are somewhat different... They have 10 HP, just like their Dark breatheren, and share some of the same moves as well, but the similarities stop there; they have more ATK, more DEF, and can use attacks that can alter your condition, but they cannot create clones of themselves (their biggest flaw)... Just hit them with piercing moves or high damaging moves and they shouldn't be much more of a threat than the other Dark Wizzerds previously encountered. Swoopulas are actually some of the easier enemies in these floors to beat; just use some powerful jump moves

and wear Zap Tap (and maybe use a Volt Shroom on your ally to help) and they should fall victim to getting electricuted when they attack, which could easily lead to a no-hit victory with Zap Tap--easy Star Points in the bag... After you've finally accomplished passing through those 9 floors, you'll get to a treasure chest with a Bump Attack badge, a nifty little badge when used outside of the Pit of 100 Trials to automatically destroy weak enemies just by touching them, but is utterly useless inside of it... Equipping it now is a waste, but is quite useful outside in defeating foes for you... Keep it for now, though equipping it is obviously not recommended... >_>

:::Enemies by Floor:::

Floor 71: Wizzerd
Floor 72: Dark Koopatrol
Floor 73: Phantom Ember
Floor 74: Swoopula
Floor 75: Chain Chomp
Floor 76: Wizzerd
Floor 77: Dark Koopatrol
Floor 78: Phantom Ember
Floor 79: Swoopula

*Note that any floor in the Pit may contain a Mover, in which an enemy will not appear on that floor.

:::Enemy sets:::

*Enemies are listed in order by base enemy.

Wizzerd, Chain Chomp, Chain Chomp
Wizzerd, Dark Koopatrol, Wizzerd
Wizzerd, Wizzerd, Wizzerd
Dark Koopatrol, Chain Chomp, Chain Chomp
Dark Koopatrol, Dark Koopatrol, Chain Chomp
Dark Koopatrol, Dark Koopatrol, Wizzerd
Dark Koopatrol, Dark Koopatrol, Dark Koopatrol
Phantom Ember, Swoopula, Chain Chomp, Dark Koopatrol
Phantom Ember, Phantom Ember, Phantom Ember, Wizzerd
Phantom Ember, Phantom Ember, Phantom Ember, Phantom Ember, Phantom Ember
Swoopula, Swoopula, Wizzerd, Wizzerd
Swoopula, Dark Koopatrol, Swoopula, Dark Koopatrol
Swoopula, Swoopula, Swoopula, Swoopula
Chain Chomp, Dark Koopatrol Dark Koopatrol
Chain Chomp, Chain-Chomp, Wizzerd
Chain Chomp, Chain Chomp, Chain Chomp, Chain Chomp

:::Floor Treasure:::

Floor 80 - Badge

Bump Attack: 5 BP to equip; Touch a weaker foe on the field to defeat it without battling it (does not work in the Pit of 100 Trials); this only works on enemies on the field who do not give a base Star Point amount when defeated in battle, so only enemies who normally don't give any Star Points of their own are affected by this badge's effect.

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Floors 81-89 [strat9]
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Well, here's where all the enemies don't hold anything back. In these floors and beyond, most of the enemies you meet you will probably never encounter outside of here, so they're obviously more powerful than you think... So far, we've now got Arantulas, Dark Bristles, Piranha Plants, and Spunias to add to the cast. Arantulas are quite powerful, not just ATK (which is high as well), but in its 16 HP, which is just high enough to not be KO'd from Supernova at maximum power... Not only that, but they can also hit you with their webs three times, causing up to a total of 12 damage compared to their normal 7 if they normally shoot their webs... It's getting obvious that the enemies don't want you here... Just try your best to defeat them as fast as you can, like with Fiery Jinx and Multibounce if you can to damage them by quite a bit, or use an item if your moves aren't powerful enough or you don't have the necessary moves. Dark Bristles are also a fairly large threat, since they can't be jumped on unless you have Spike Shield, and they can't be hammered normally either (except with Spike Shield), except with a First Strike Super/Ultra Hammer and Quake Hammer/Hammer Throw. Not only are they hard to attack, but they're fairly hard to damage as well, what with their 4 DEF, and can easily overpower you with their 8 ATK, but they're one weakness is that, if hit with a POW Block or Quake Hammer, they can be flipped upside down, but you'll still need Spike Shield to be able to jump on them, and they can still spear you if you try to hammer them while flipped, but at least their DEF drops to 0... The last I need to mention is the Piranha Plants, which have a base ATK of a whopping 9! They have the highest base ATK of any enemy (other than Amazy Dayzees, who rarely, if at all, attack), which means if you can't beat them quick, the damage starts racking up pretty quick... Fortunately, they are fairly easy to put to sleep, so try to put that to your advantage when fighting them as well... Spunias aren't much more different than the Spinias and Spanias on floors 1-9, just that they have higher ATK and DEF, with a load more HP as well. Use moves that can hit enemies with a lot of ATK power when taking them out, as their fairly high HP could pose some problems for certain people, and its attack is also fairly hard to superguard (or guard, for that matter) against... After these grueling 9 floors, you will be presented with a wonderful badge, the Lucky Day. It is recommended that, if you have the BP, to equip it almost immediately. This badge can help you dodge many of your opponents' attacks at a much higher rate than Pretty Lucky or Close Call... After that, once you go into the pipe, there will be no coming back, for they are the last ten... Make sure you are absolutely ready for them before going in, or you may get booted out pretty easily...

:::Enemies by Floor:::

Floor 81: Spunia
Floor 82: Dark Bristle
Floor 83: Arantula
Floor 84: Piranha Plant
Floor 85: Spunia
Floor 86: Spunia
Floor 87: Dark Bristle
Floor 88: Arantula
Floor 89: Piranha Plant

*Note that any floor in the Pit may contain a Mover, in which an enemy will not appear on that floor.

:::Enemy sets:::

*Enemies are listed in order by base enemy.

Spunia, Spunia, Spunia
Spunia, Piranha Plant, Dark Bristle
Spunia, Arantula, Spunia, Arantula
Spunia, Spunia, Spunia, Spunia
Spunia, Spunia, Spunia, Spunia, Spunia
Dark Bristle, Dark Bristle
Dark Bristle, Dark Bristle, Spunia
Dark Bristle, Arantula, Arantula, Arantula
Arantula, Arantula, Dark Bristle
Arantula, Piranha Plant, Arantula
Arantula, Arantula, Arantula, Arantula
Piranha Plant, Dark Bristle, Piranha Plant
Piranha Plant, Spunia, Spunia, Spunia
Piranha Plant, Piranha Plant, Piranha Plant, Piranha Plant

:::Floor Treasure:::

Floor 90 - Badge

Lucky Day: 7 BP to equip; Greatly increases Mario's chances that enemies' attacks will miss him.

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Floors 91-99 [strat10]
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This is it, the "final frontier" of the Pit of 100 Trials. In these 9 floors, you will face the most powerful enemies you will ever face in the game, such as Elite Wizzerds, Poison Puffs, and the dreaded Amazy Dayzees... Bob-ulks and Swampires stand out in this because they aren't too difficult, and use the same attack patterns as their other versions (use the heal then avoid tactic with Bob-ulks, and wear Zap Tap to prevent Swampires from hitting Mario just like with Swoopulas). Poison Puffs, in these floors, are fairly more annoying than challenging, as they tend to float up in the air, then on their first or second turn charge for their breath attack... Try to beat them with moves like Spring Jump or Stampede (if you have ATK raising badges for our partner) or even Fiery Jinx or Bob-ombast... Use whatever it should take to beat them before that happens, as that attack can deal serious damage in a short amount of time. If you do get hit, don't worry; just use a Sweet Treat/Feast to get rid of the poison status, as well as healing some of the damage you might have taken, or you can just equip Feeling Fine to prevent the poison entirely (but not the damage from the attack, obviously). Elite Wizzerds are some of the fiercest, weirdest, and most vicious foes you'll probably ever meet: they can use all the abilities of the other Wizzerds (except the Wizzerd's status-laser), such as healing by 10 HP, dealing large amounts of damage to both of your people with the Lightning attack, and can also make themselves Dodgy or Invisible for three turns (which lasts even longer than Boos can do), which can also make them a real pain when you're fighting about five of them at the same time. But, despite all this, the worst possible outcome you could ever have is getting a fight with a ton of these, and one have a Stopwatch: instant game over if you can't beat it in the first turn, or else you'll have about a 80% chance that he'll end up using the item, and then all of them just maul you with their mighty 8 ATK power (as well as being able to increase it by more with their abilities and pierce DEF), which obviously goes to show that they're no pushover. Fortunately, the main weakness they have is that their HP is only an above average amount of 12, which is very lucky because it is under the amount that Supernova can deal. Just use either that or Fire Drive, Fiery Jinx, Bob-ombast, Gulp, Piercing Blow, or ANYTHING else you might have to defeat them, and you could win the battle nearly scotch-free... but there's still

no guarantee on that... The last enemy I have yet to mention is the Amazy Dayzee: the most powerful normal enemy (ATK-wise, but only second in HP) in the game. They have such a high ATK power and HP, and run away almost immediately (or attack for an ungodly 20 damage, as well as putting you to sleep), that they are usually undefeatable without the right equipment. For them, it would be best to either use an Art Attack if you can, and follow up with either a fully powered Fiery Jinx or just have Goombella use Rally Wink to let Mario attack again, in which it is best to use a Spring Jump or Power Bounce if you have it (and can use it well) to KO them if the first hit wasn't enough to knock it out... If you can't seem to be able to KO them in the first turn, then just hope they don't attack you, or else this could be all over in a matter of turns... If you DO manage you to beat one, then you will obtain a massive amount of Star Points, higher than any enemy (or any boss, for that matter) gives you at any level. No matter what level you are, they should always give you more than one Star Point (unless maybe you are level 99, in which you don't get any or just get one anyways from beating it)... By the time you reach floor 99, you should have levelled up quite a bit, possibly ranging from about level 23-30, depending on what level you were when you came in, what battles you may or may not have used Fright Masks, and how many Movers you used on various levels of floors (which I won't be going into full detail about here), and which enemies you fought on each floor, as well as many other variables involved... After these 99 floors of the Pit, you will finally be able to get to the bottom of the Pit and be able to get one of the best treasures I would have ever imagined, though your tastes may say differently... ;)

:::Enemies by Floor:::

Floor 91: Elite Wizzerd
Floor 92: Poison Puff
Floor 93: Bob-ulk
Floor 94: Swampire
Floor 95: Elite Wizzerd
Floor 96: Poison Puff
Floor 97: Bob-ulk
Floor 98: Swampire
Floor 99: Elite Wizzerd

*Amazy Dayzees can be found in any of these battles, but it does not appear as an enemy on the field prior to battle.

*Note that any floor in the Pit may contain a Mover, in which an enemy will not appear on that floor.

:::Enemy sets:::

*Enemies are listed in order by base enemy.

Elite Wizzerd, Elite Wizzerd, Swampire
Elite Wizzerd, Poison Puff, Poison Puff
Elite Wizzerd, Elite Wizzerd, Elite Wizzerd, Elite Wizzerd, Elite Wizzerd
Poison Puff, Swampire, Poison Puff, Amazy Dayzee
Poison Puff, Poison Puff, Poison Puff, Bob-ulk
Poison Puff, Poison Puff, Poison Puff, Poison Puff
Bob-ulk, Bob-ulk, Elite Wizzerd
Bob-ulk, Bob-ulk, Bob-ulk, Amazy Dayzee
Bob-ulk, Bob-ulk, Bob-ulk, Bob-ulk
Swampire, Poison Puff, Poison Puff
Swampire, Elite Wizzerd, Amazy Dayzee, Amazy Dayzee

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Floor 100 - Bonetail [stratbt]
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BOSS BATTLE!

Bonetail
200 HP
8 ATK
2 DEF

That's right, a boss battle with the toughest of the tough, Bonetail, whose stats exceed even the final boss (whom I will not mention to save the spoilers)! He is a very deadly opponent, in more than one way: he's got extraordinarily high stats, and he's so old that he has already died and became a moving pile of dragon bones... He doesn't only look powerful, what with living after dying, but he really is, being able to use one of the only attacks in the game that is unsuperguardable (which, with its wording, means it can't be superguarded) and can also inflict a plethora of status ailments with its breath attacks, such as poison, freeze, sleep, and shrink (each with their own unique color to tell what status you'll get if you get hit by it). It would be wise to have Feeling Fine equipped for both Mario and partner, and if you don't have them, then try your best to either guard it, or you could try to superguard it if you are confident enough that you'll succeed, as these status ailments can only make a challenging fight even more challenging in a short amount of time, especially the sleep-inducing one. He has his breaths, a bite (which is the unsuperguardable one), a stomp attack, and a move that he uses only a few times in battle when he has lower than 100 or so HP, in which he uses to heal himself by 20 HP. He is definitely a force to be reckoned with in this game... Now, as for what best to use on him, there are several very good ways to beat him fairly easy... Normally, if you've gotten every partner and have them all to Ultra Rank, and most (or all) of the normally obtainable badges with you, then the best normal strategy to use would be to start off on Mario's first turn (if no one needs healing) to use Power Lift to increase your stats as much as possible (with either Yoshi or Goombella out for the best results), and, if you have Quick Change, to swap to Vivian to put a burn status on him with Fiery Jinx or Shade Fist, and preferably constantly try to KEEP that burn on him as long as possible (if you don't have Quick Change, then either use Ground Pound with Yoshi or Goombella's Multibonk, and then do the Vivian thing next turn), and then either use Yoshi or Goombella (depending on how many ATK increasing badges you have for your partner on) to wallop him with the most damage you can, or maybe Bobbery if you aren't too good at timing the commands for Multibonk or whatever, as he can inflict the highest damage with a single hit (generally). You could also use Flurrie and her Lip Lock move, which can deal piercing damage and heal Flurrie by the amount she deals to him. It would also be good to have a Quick Change on for this as well, so that way you don't accidentally keep a partner out too long without healing and have them either use one of your Life Shrooms or die on you... Koops's use is fairly limited in this, but for him, you could use his Shell Shield to protect Mario from Bonetail's powerful attacks, and Ms. Mowz's uses (if you have her) are generally outspoken, as the only thing you could do with her is use Love Slap to pierce Bonetail's DEF for damage, but not by any more than Bobbery could do on his own... One of the other good methods I've seen would be the "Ticking Time-Bomb" method of using Charge with Mario or partner (either Yoshi or Goombella for maximum effect) and hit him with a move that hits him

multiple times in a row, such as Power Bounce, Multibonk, or Ground Pound when you are charged enough. Another popular method is the "Danger Mario," which, despite how much I dislike it for making a challenge easy, it is a very effective way to beat him. To do this, you must get Mario/partner to 5 or less HP with Chet Ripppo prior to coming into the Pit of 100 Trials, have as many Power Rushes/Mega Rushes on as possible, and use as many powerful, multi-hitting attacks like the above mentioned Power Bounce and Multibonk for devastating results, which if put into good use, can beat him in a single turn. There are many different working ways to beat him, so try to use your best judgment when making set-ups against him. If you have any items with you still, don't be afraid to use them, as there won't be any more surprise battles after this one, so you can use all you want and just be able to go and possibly get more after the fight is over. This fight is brutal and intense, and could very easily last about a half an hour even if you were prepared to face him. Just try your best, use good judgment on what to use when, and heal when necessary, and he should fall to your onslaught assault against his incredibly high amount of HP...

After finally taking down this powerhouse of a brute, he will spit up the Return Postage badge, a nice little addition that causes direct attackers to take half the damage they deal, which, in my opinion, is a little bit of a letdown... Once you have claimed your prize, as well as your victory over one of the toughest challenges in this game, you may leave and continue your game as a changed player... Do what you want with your spoils as you see fit, as it is up to you whether or not they are useful to you, though usually selling Return Postage is a bad idea since it costs 999 coins to buy it back if it isn't a special deal... Either way, do what you want, you have beaten the Pit, or will soon...

:::Floor Treasure:::

Floor 100 - Badge

Return Postage: 7 BP to equip; Direct-attackers receive half the damage they deal to Mario (damage dealt back is rounded down when necessary).

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5. Pre-Hooktail Pit-Run Strategy [phtprs]
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Here, I will give you some of the best stratgies you will need to complete these quite challenging runs into the Pit, having completed them myself. If you need help on what to equip, or what items to bring in, this is where you should look when doing these kinds of things.

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5.1 Pre Pre-Hooktail Preparations [pphprp]
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In this run of the Pit, it is customary to fight and defeat Bonetail in the bottom of the Pit of 100 Trials BEFORE you ever fight Hooktail. To do so, you must progress through the game until you get the Paper Mode ability from Hooktail Castle, and then go into the room where the Thousand-Year Door is, and slip between the cracks of the bars near the door on the right, using the spring to jump on a flight panel, and using the flight panel to fly to the left, and slip between the bars over there, and go into the room that is to the left of where you landed, which turns out to be the room with the pipe leading to the Pit of 100 Trials. This is, while not THE hardest run of the Pit, one of the hardest runs you can do going into the Pit of 100 Trials.

You can only go into it with Goombella and Koops, and a max of one of them being levelled (since only a total of four Shine Sprites are available at that time), and with them, you must traverse the Pit of 100 Trials in one fell swoop, without leaving to restock to get more items after getting the Strange Sack, and here is a great strategy that you will be able to use to accomplish such a feat.

This strategy is mostly designed for those who fully prepare themselves for the run, such as getting all the best badges and items you can before then, but if you don't feel that way, then you can improvise with your file to have whatever you DO have to get through the Pit in any way you can. For all those who are, the first thing you should do is buy a ton of Sleepy Sheeps after fighting Lord Crump, storing some as needed, and then sell them once you go to Petalburg, and then keep doing that as much as possible until you have gotten enough points to get a Jammin' Jelly (or Ultra Shroom if FP isn't important, which usually it isn't), and use your spare money to buy the badges in the badge shop (available after going to Petalburg). There's also the getting of all the Star Pieces before going in, all 15 of them. With those, you'll need to get a "Heart Finder" badge and most preferably an "Item Hog", but you can swap that for a "Flower Finder" if you want, but keep in mind that some items you might get from it may help tremendously... After you go through the game far enough to get Paper Mode, don't forget to stop by at Petalburg and grab the Mega Rush P by Mayor Kroop's house, but also don't forget to continue through Hooktail's Castle to get the last few badges and Star Pieces, or you'll be out of luck... And, if you ever see Luigi in a fight, don't finish the battle right away; kill all but one of the enemies, preferably the one that can be defended against without taking or dealing damage to it (by "Defend-Guarding" [using Defend in the Tactics menu and then using an A-guarding on an enemy's attack to negate up to 2 damage at once]), and wait for Luigi to throw you something; it's usually best to want a Shooting Star or Maple Syrup, and possibly an Ultra Shroom or Jammin' Jelly whenever possible, but the one you'll want most is the Shooting Star. If it doesn't seem likely he'll give it, just do the Sleepy Sheep thing until you get a second one, because it will be highly likely you'll need two near the end... You will also need to bring a POW Block, because you'll likely never feel the pain of three Dark Koopatrols' Charged attacks outside of that place, and you'll want to be safe... Super Shrooms instead of normal Mushrooms are important, and don't forget to come into the Pit with a bunch of spare change (about 300 coins), because you never know when you'll see Charlieton, so you want to be safer by having an amount of coins that can get you any items you might want to buy. The recommended (not entirely necessary, but useful) items to bring into the Pit are usually (only ten examples are given because you're not supposed to leave the Pit of 100 Trials, even after getting Strange Sack):

- 2 Mushrooms (Super/Ultra Shrooms if you can get them instead)
- 2 Honey Syrups (Maple Syrups/Jammin' Jellies if you can get them instead)
- 1 Thunder Rage (Two words: Spike Parabuzzies; very much necessary unless you want a bigger challenge, or unless you have better attack items)
- 2 Shooting Stars (70 shop points from buying and selling Sleepy Sheeps, and the other can be gotten either the same way or from audience member throwing it you, but you'll almost certainly need two for some Elite Wizzerds near the bottom)
- 1 POW Block (for Dark Koopatrols or Dark Bristles, whichever are a bigger threat to you)
- 2 Life Shrooms (1 from Hooktail Castle, the other from getting 150 shop points; not needed, as your partner may use it early, but can be helpful)

And as for the locations of all 15 of the Star Pieces prior to going into the Pit of 100 Trials, here are their locations:

1. Behind some barrels in Central Rogueport; they're to the right of when you first get there, a little ways south of the giant chest on the pedestal-like structure.
2. Inside the house of the thief who took half of your money, behind a thing that looks like a mattress to the left; his house can be found by going to the back alleys of Central Rogueport, and then when the screen straightens out, go left and enter the door there.
3. On the roof of Zess T.'s house, to the far left of the roof and behind it slightly; you can reach the roof by going into the area with the bar and the Inn, and going up stairs and exiting the door to the left. If you continue going left, you will eventually pass by the badge shop and jump onto her roof. The Star Piece is all the way to the left and a little ways behind the top part of the roof.
4. Behind the "trick wall" in East Rogueport (the one that looks like this: _-_), behind the houses near Darkly, on some barrels to the right side at the end of the back alley where you see him.
5. Right behind where Dazzle usually is, behind the broken pillar.
6. Behind the gigantic yellow block that is near the door to the Thousand Year Door, right next to the pipe you get out of when you come into the room. There is also a Pretty Lucky badge if you go as far to the south wall and jump when you are vertically lined up with the hole that Punio runs into earlier on when you had Frankly around.
7. Behind the staircase to the right of the pipe leading to the Pit of 100 Trials.
8. Hit a tree to the left of when you come out of the pipe from Rogueport to Petal Meadows.
9. After hitting the block that makes the bridge to Petalburg be created, keep going to the right and you'll find one.
10. Shake some grass in the area East of Petalburg to find one.
11. After lowering the small purple moving block in Hooktail Castle, use Koops' ability and hold him in place where he'll hit the block again if you release the X button; get on the purple block, release Koops, and go into the door to the right to find it.
12. Jump into the broken window in the room to the left of the lower part of the staircase above the giant floating green block; after going into the window, go right to find it.
13. After climbing out of the window you used to get the above piece, fall off the ledge to the right when you come out and you'll be right next to another; it's best to save this piece for later, when you're leaving the castle to do your other preparations.
14. Next to the Plane Panel you need to go to the upper part of the giant staircase in Hooktail Castle, you go up as far as you can without falling off, then go to the right to get it.
15. After getting Paper Mode, go to East Rogueport, past Gus (whether you beat him or not, it doesn't matter), and slip behind the crack in the wall by the Trouble Center. Go to the right between some houses and a stack of barrels and get one.

With all that advice, you'd probably think it ended there with the the help I could offer, huh? Well, if you did think that, well... you'd be wrong! In this part of the section, I will be giving you some solid advice to help you in your Pre-Hooktail run, and to my knowledge, it should be quite effective, but only if you are confident in how it should work. Just have faith in your run, no matter how the tides have turned, and believe that you'll win no matter what. Here are some fairly good strategies to use on each level of floors that I have found to be quite useful in my travels (if you think you might have a better strategy, or would like to point out a flaw in one of mine, please feel free to contact me here on the Paper Mario 2 message board on GameFAQs or via e-mail on contact info):

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5.2 Pre-Hooktail Strategy [phtstrat]
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Being one of the hardest runs you could probably imagine, and considering how early you'll be going into the Pit of 100 Trials to do this, you'll likely need assistance if this is your first time attempting it, and maybe even if it is your 1000th time, I don't know how many times you may have done it, successfully or unsuccessfully, but this is the place where I can try to help you as best I can in the field of... well, giving you a strategy to use in the Pit of 100 Trials in a Pre-Hooktail Pit-run... A good piece of advice I would like to say is this: If you have a partner at 1 HP, if you are using the (100% recommended) Mega Rush P, NEVER GRAB HEARTS (the ones that appear after a battle or during battle [the ones audience members throw]) WHILE THAT PARTNER IS OUT! They will gain that HP and will not be given the +5 ATK from Mega Rush P; take out your other partner (whoever is not the main attacker with Mega Rush P's effect) after the battle is done and grab the hearts with them instead! If you have a partner that is KO'd that was or you would like to have as your attacker, then grab a heart with that partner out, and either avoid all other hearts or grab any for your other partner, so that the partner you want is always at 1 HP! Hope it helps!

*Note: Some strategies I give for this may include parts for those who have all (or most of) Mario's best equipment (boots, hammer, and badges), as well as some of the partners to a certain Rank (usually Goombella being at Super Rank), so if you don't have the ability or badge I say, then just ignore or improvise where needed if you want.

:::Floors 1-9 [phtstr1]::

Normally, these floors wouldn't be too hard for you if you were possibly a higher level or better equipped when doing this, but now, with yourself being at a usually low level (best around 2-3), and without many of the resources you might have had before (being straight out of chapter 1 without any additives), these aren't as big of pushovers as before... Gloombas might be a pain, but if you have Mega Rush P on, and your partner at 1 HP (or 0 if it is Koops, as partners that can make first attacks and are at 0 HP are still awarded the +5 from Mega Rush P while they are KO'd if they make a First Strike); It shouldn't take more than one hit of either if you have that on, and then these floors won't seem to be so much of a problem. Just stick to a Mega Rush P'd Koops and flow through these floors with Power Shell... If you have a Life Shroom with you, try all attempts you can to superguard if your partner is the one to be attacked, as with 1 HP, damage won't be a real factor in whether they survive or not... Dull Bones, Fuzzies, Spinias, and Spanias shouldn't mean too much to you, and are usually taken care of in a few short turns at most... You'll be at 10 in no time, but this only just the beginning of a very painful journey... It's about to get worse VERY quickly...

:::Floors 11-19 [phtstr2]::

Okay, now we have Paragloombas, the pesky high ATK Goombas with wings... This time around, it may not be bad to equip Mario with Multibounce and have Koops with 1 HP and Mega Rush P, and then do that in order, and they shouldn't be too bad... Clefts may seem tough, but they've only got 2 HP, and go down with one Piercing Blow or Power Smash, both of which cost 2 FP and (should) deal the same damage to it. Do whichever you want, or use Koops and Mega Rush, maybe Power Shell if things are getting crowded... Puffs are a little nastier, as they can go up or down, and their 3 HP makes it a pain to kill them in one

hit with regular attacks. Just use a Power Jump or Koops's Shell Toss if you find these pesky enemies, and they'll be gone before long... Piders also are a threat, having a stronger 5 HP, but are still taken out fairly easily with Power Jump or Koops. Heck, you can just guard with Mario from the "Tactics" menu, and use Koops to attack, and they can't harm you if you use the A button guard on their attacks. Cheap and effective, plus, if you do this, you may have solved your future problems... Well, then there's the Pokies... Annoying little creatures, but they still stand no chance against Koops' Mega Rush (it'll be a lot more repetitive in the future, so you'll have to bear with him for a while). Just try your best to superguard their fling attacks to hurt them significantly, and then use Koops or Mario's Power Smash to hurt them or kill them, depending on if you succeeded in the action command (which you should by now). After that, you'll soon be on floor 20, awaiting the more challenging foes that await you beyond the pipe...

:::Floors 21-29 [phtstr3]::

These floors are bit more difficult... Adding in higher ATK Spiky Gloombas, their really not much different than other normal Gloombas, just that they can't be jumped because of that nasty spike on their head... Just give 'em the ol' one-two strike and knock them out for good... Bandits are somewhat trickier... With their stealing of your coins and having a decent HP of 5 (which is above average at this point), they can be trouble, but again, they can be "harvested" for experience (see [strat3] without the spaces)... But, because their HP is a little lower than that of Spiky Gloombas, and don't have as much ATK, they should pose too much of a problem... Koops with Mega Rush P is still lethal to use, so just spam him with Power Shell and take them out for good... Bob-ombs are also strange enemies, but aren't too difficult... For easy experience, you can just hit them with Fire Drive and kill them, or you can just attack one and attack the same one again with a partner (preferably Koops, who can't be damaged by the resulting explosion) to kill them without (majorly) hurting yourself... Boos als have fairly high HP, and have the ability to make themselves invisible at any time, but because they start out near the ground, using Koops should make this kind of fight easier with his Power Shell and Mega Rush P... If they go invisible, don't panic; they can still be superguarded, and can also suffer from burn damage if you hit them with Fire Drive... just try and beat them before that happens though, as 5 invisible Boos can make this fairly difficult in a short amount of time... Lakitu's are also fairly tricky because they always hover in the air and can't be hit by Koops, and also fling Spinies at you, so it would probably be best to use Goombella with Mega Rush for these fights if you can, or (if you levelled her, which was recommended) to use Multibonk on their 5 HP... Just try to do so before they become a nuisance with their Spiny-throwing, as well as the fact they might hold Spiny Eggs over their head just so you can't jump on them... Spinies though are easy if you have Piercing Blow, so just use that to take care of them... After that, you should be on floor 30 fairly soon, and be able to continue down into this treacherous place...

:::Floors 31-39 [phtstr4]::

Finally, the Gloombas are gone (which should have been one of the bigger threats of those floors), but only to be replaced by Dark Koopas, who are quite powerful, what with 8 HP, 4 ATK, and 2 DEF, which is twice the strength a normal Koopa has... Just use Mario's Jump or Multibounce on it/them and have Koops rip through them with Power Shell, preferably with Mega Rush P, but despite how much you'll hate them, you might actually thank them, as they are the bearers of even MORE Mega Rush P badges! If you can get lucky enough to get another, you might as well have already beaten this thing, as a +10 ATK partner pretty much owns all else... Flower Fuzzies

are quite annoying in the sense that they suck FP (and HP when FP is 0), but their attack is easy to superguard, so you can easily take these wimps out... Just bear in mind that, if you are unfortunate to have one attack you, KILL IT FIRST! You DON'T want to get hit by that magical attack of its, especially not in a place like this... Basically, if you know the timing, or equip the ZAP TAP badge, you'll have a 100% chance of free Star Points at the end of the battle... Hyper Clefts are also fairly easy enemies to superguard, but make sure you absolutely know it if you can't kill them before they hit you with a charged attack, as 9 damage is quite a lot of damage at once... Just use Piercing Blow or Mega Rush P'd Koops to knock their blocks off... Parabuzzies are a little tricky because of their DEF, and that they also immediately get up after they are flipped, but that doesn't mean you can't just spam Multibounce and knock them all to the ground... ;) Just do that and use either partner and they shouldn't be too hard, plus their attack is similar to that of Koopas, so you shouldn't have too much trouble with them on the ground, but try to ground them early, as their flying attack is hard to dodge... Another tricky enemy here is the Shady Koopa, who, despite being a Koopa, is able to attack if it is flipped on its back, and that's not good... To beat them before they do this, try using Power Bounce with Mario, then hit them with whichever partner has enough ATK to kill them before they attack, or if you want to play it safe, just use Koops and Power Smash, and you'll be able to just attack them without ever having to fear their back-attack... After all those guys, you'll meet up with floor 40, in which, if you haven't done so before (if you could or have the room or coins) would be to buy as many Thunder Rages as you can, as the next lot will get pretty tough without them...

:::Floors 41-49 [phtstr5]:::

Okay, this is where it starts to seem like these floors were meant to try and prevent a Mario version of this, since there are quite a few spiked foes here, one of which is flying! Okay, let's get all this straight... Dark Paratroopas make an appearance, which are just flying Dark Koopas, so just Multibounce to knock them to the ground and use whichever partner is powered up to kill them easily, especially if you Multibounce them twice... Again, they're also the bearers of Mega Rush P, so wish with all your might you get one... Now, we have Bulky Bob-ombs, which are just giant pink Bob-ombs that, after a set amount of turns they are in battle (4), they explode with a reckoning force of 8 damage to both you and your partner for piercing damage! That's a combined 16 if you look at the total amount dealt, and that's no wimpy explosion, no sirree... try and take them out with the Mega Rush P'd partner, or try to get them into Peril for it to happen, because I'm pretty sure you don't want to get hit by that (even though the enemies get hurt by it too), so just do that and have Mario just use Power Smash, or if you can't seem to hurt them fast enough, just take the quick path and use Fire Drive to set them off early to deal only 2 damage to you and your partner instead of the usual 8 (if you do it before it ups its ATK the third turn after lighting). With those moves, Bulky Bob-ombs are a little easier, but their explosion is just one of those things you try to avoid like the plague in this run... Lava Bubbles are fairly new to the strategy, so let's see what we can dig up; they can't be jumped on or touched, and heal and multiply if hit with Fire... hmmm... not very good, I'd say, even without their 4 ATK, though their 6 HP is a good deal... Well, the only real way I can help make them easier would be to tell you to just use Koops with Mega Rush P and slaughter them with Power Shell before they have a chance to attack, and just use Power Smash with Mario if you can't use Koops like that (since Goombella is useless against these guys)... Poison Pokies are here, and stronger than their orange brothers, and have the ability to poison you with their attacks as well, making them a double threat in comparison to Pokies... Of course, hitting them with Koops knocks off segments, and

superguarding their body-lob attack deals a hefty 4 damage in retaliation to their attack, which is extremely high for this early, especially with it just being a general superguard... Just remember not to touch it with Jumps or Goombella, and Koops with Mega Rush P and Power Smash are the best moves to use on it (Fire Drive if there are more than 1, but not if there are any Lava Bubbles). And now, for the hard part: Spiked Parabuzzies (S. Parabuzzies is its shortened name), the spiked beast in the sky, in which no Hammer can reach (without Hammer Throw, which isn't normally available at this time) nor no Jump can hit (unless with Spike shield, but again, is not available)... At this point, the best thing to do is to either kill it with any possible Thunder Rage(s) you may have, or anything along those lines if you have other items, and the only other piece of advice I can give is to learn the timing for their superguard... In all honesty, these guys are probably the most challenging enemy in the Pit in this thing, mostly because of the flying-spikedness of it, not because of its low HP or incredible DEF... Though it may seem hard to beat them with what you have now, it isn't impossible... Just keep at it and you'll get it/them eventually... After those encounters, you'll meet face-to-face with the floor of the Strange Sack. HOWEVER in this run, because of its limits and prohibitions, YOU MUST NOT LEAVE AFTER GETTING THE STRANGE SACK, OR IT WILL NOT COUNT! You must continue on after getting it and hope you don't die before you leave this place, though having 20 Fire Flowers on Hooktail does kinda shift the tables around, not to mention the possibly insanely high level you'll be when you leave this place (usually around 23-26 depending on when you enter)...

:::Floors 51-59 [phtstr6]::

High HP and ATK enemies are going to be making appearances, so all your previous encounters are basically forgotten memories at this point. Here, we have Badge Bandits, who, like normal Bandits, can steal your stuff (which, for them includes Badges and items, so be wary) and then make a quick getaway. Of course, like the normal Bandits, defeating them gets you your stuff back, but the problem here is their whopping 12 HP, not to mention their 5 ATK! Equipping Zap Tap to prevent them from taking your stuff and running (along with damaging them if you don't superguard them) may be necessary, but just try and be persistent with your attacks, and it wouldn't be too bad of an idea to just focus on these guys if there are other enemies in the battle as well; if there are more than one, focus on the one in front with Koops and Mega Rush P activated, and possibly Goombella if available to take them out individually (when available, which is just having her in front at max HP and getting hit with a normal one of their attacks [or three if you levelled her] and guarding a second [or fourth if she is Super Rank] with the A button to knock her to 1 HP) and you should have an easier time fighting them, but probably not enough to where you'll look down upon them as weaklings, though... Dark Boos are also a pain, with their 5 ATK as well, and let's not forget the abilities a normal Boo has, like invisibility, floating (and its allies), and are usually teamed up with other enemies rather than just fighting Dark Boos. Just do what you would have done with normal Boos (since the only real difference is 1 HP and 2 ATK) and you should do well... Ice Puffs are also in the "more of annoying than powerful" factor, as freezing can essentially be a game over if you can't guard it or kill it fast enough... If you find these guys, try to "arrange" the battle (battling and then running instantly if the battle isn't what you want it to be) to make them all float to the ground, then use a Fire Drive or something, and have Koops out as well to maximize damage with Power Shell (better with Mega Rush P). Do that, and they shouldn't be too big of a hassle, but you still won't be in the clear yet... We also have Moon Clefts, which tie with about 3 or 4 others in having the highest DEF of any enemy in the game (most of which live in the Pit, of all places), but they are actually not that hard. Just use Piercing Blow to deal damage with Mario, and having Koops

with Mega Rush P is pretty much a must at this point (or any point at all, pretty much). Try to superguard their attack as best you can, as 5 damage each can add up pretty badly for what level you may be... And then, the only one of these floors yet to be mentioned is the Red Chomp, which I actually have to admit probably might be one of the weaker enemies of these parts... I mean, yeah, it has 5 ATK and 3 DEF, but 6 HP is pretty low, and their attacks are immensely easy to superguard if you know the timing... Using Piercing Blow and a Mega Rush P'd partner makes battles with these easier than most around here, but they're still not actual easy enemies, since they were obviously put on floors 51-59 for a reason (somewhat beyond me >_>)... After these obsessively compulsive floors, you'll be on floor 60, which is doing fairly good if this is your first try, but it'll only get worse...

:::Floors 61-69 [phtstr7]:::

Well, from here on out, you'll be encountering lots of enemies with lots of HP, so try not to be overwhelmed by them all... We have Dark Lakitu, who by far is more annoyance than fighter, with 13 HP and 5 ATK, along with the ability to bring in reinforcements of Sky Blue Spinies, who alone are stronger than half the things in the Pit, and also can pull out Pipes (basically blue Spiny Eggs, which leads me to wonder why Nintendo would call them Pipes...) above their heads just so you can't jump on them... yeah, these guys are bad... Not only that, but they obviously can't be hit by Koops either, so using him is useless, and because of the "holding-the-pipe-above-their-head-spam" thing, they sometimes make it almost impossible for you to even attack them, not to mention not even superguarding them damages them either (since they just throw Pipes)... Using Power Bounce or Multibonk on these floors may not so bad of an idea, along with having Mega Rush P with Goombella... These guys are just plain nasty, and can cause a great deal of irritation if left battling for a while... Next, we have Dark Craw, one of the many newer and to-be-seen-in-the-near-future enemies with exceptional HP, and are no laughing matter in most cases... You can't jump on them because of their spear, so don't try it, and they can use an attack that can be superguarded for damage and another that can't deal damage (it throwing its spear), which may come into play more often than you'd like... Their high ATK also makes them one of the first enemies that you'd like to take out of the battle, which is fairly reasonable... Just try to use powerful moves, like Fire Drive and Power Smash, as well as Mega Rush P with Koops (since Goombella can't hurt them with her attacks), so don't feel bad about using a lot of FP in the battles with these guys involved, mostly because they'll be giving you fairly high amounts of Star Points (based on your level), not to mention these guys can also carry a fairly wide variety of useful/painful items with them as well, such as Shooting Stars and Ruin Powders... Try to survive these fights, and that's about it for them; after a while though, you'll get the hang of these guys (since, if you know Gus, they're exactly the same as him, only with double the ATK), and they shouldn't pose as much of a threat as before... And now, for a quick change of pace, we have a Wizzerd enemy, Dark Wizzerd to be precise... They can use a LOT of different kinds of moves, like healing and piercing damage, as well as stat changing, so these guys may cause trouble to you in the future... Though they might seem tough at first, they may not be if you just follow one simple attack pattern: Fire Drive, then Mega Rush P'd Koops with Power Shell... It really is a simple strategy, yet it will instantly dispose of the first one closest to you in battle, and the burn inflicted on them all will end up killing the second (one that got hit) enemy, in which you can just pick off the rest, but when combined with other enemies, like Dark Craws, they may be deadly... Aside from all that, they can also carry the unthinkable: a Stopwatch... Basically, if you see this on a back row enemy, and you know you can't kill it, you've pretty much lost the battle if you can't survive being hit by the enemies while being stopped... It's one of

those things you'll learn to hate about later on, especially when you're fighting their most powerful brethren across floors 91-99, but we'll cover that later... Just remember, using Fire Drive and any partner that is in Peril with Mega Rush P pretty much becomes the main attack of your party in this kind of battle, except that Mario uses Fire Drive or heals when necessary... Dry Bones are also fairly annoying enemies, but nothing a little Fire Drive couldn't solve... Once these guys are defeated, instead of dying, they lay on the ground unless killed by a fire or explosion... Your best bet would be to hit with Fire Drive then attack with Koops (which would be better if he is in Peril with Mega Rush P, which should be obvious by now). Do that and you should be fine, just try to persevere through them... Frost Piranhas are one of those kind of enemies that are easily spammed into making your run a little more challenging, since their normal attack can freeze you (and deal 5 damage from the hit), which can be pretty nasty if you get frozen while there are multiples of them on the field... Just use Fire Drive to deal major damage to them and use Koops, since Goombella can't attack them regularly... Once all of these floors are done, you'll soon be on your way to floors 71-79, some of the hardest floors here for the level you'll likely be at...

:::Floors 71-79 [phtstr8]::

Well, here you are, at level 71-79, where some of the most powerful enemies (one of which has the highest HP of any normal enemy) reside... Once you hit these floors, difficulty spikes once again, but it shouldn't increase by too much after this... Here, we can find the oddly colored, yet still powerful Wizzerd, not to be confused with Dark Wizzerd (though in color, that would be hard to do)... They are also slightly more powerful than Dark Wizzerds as well, but not by enough to make it all that noticeable... They have the same amount of HP, so killing them shouldn't be much harder, but they also have one more DEF than Dark Wizzerds, so maybe defeating them may be a little harder, and their increased ATK doesn't help much either... They can also inflict a random status ailment on a player instead of dealing damage with their laser attack, which can vary from Dizzy, Confuse, and Shrink (as far as I have witnessed), and are all definitely not the kind of ailments you want on you for very long. Use Sweet Treat when and if you get hit by these, and try to beat them just as you would a Dark Wizzerd... Chain Chomps also make an appearance here, but this isn't their home-location... They are also one of the select enemies in the Pit that have the 5 DEF, and also have a 6 ATK and 7 HP to back their bark with bite... Though they are more powerful than their Red siblings, attack method should still be the same: Piercing Blow and a Mega Rush P'd partner can take these guys out fairly easily... Just try and refrain from using Fire Drive though, as it doesn't seem to work on these guys (or their Red-colored brethren either, for that matter)... And now, for the big daddy of pretty much most of the enemies in the entire Pit (HP-wise): the Dark Koopatrol. A massive 25 HP, 5 ATK (which is fairly normal, until they charge), and 2 DEF (fairly average as well) set him apart from the rest, and he can easily just overpower most people on its own in battle (hence the title "The Koopinotor" in the Glitz Pit). Defeating these guys is no simple task, especially if you're dealing with more than one, which will be common... If you have any POW Blocks (like the one I told you to bring SPECIFICALLY for this), do not hesitate to use it on the first turn, though usually it is best to use when there are two or three, so if you're only fighting one, save it for next time (there will be one, no doubt), and use it when opportunity is at its best, then just use a Mega Rush P'd partner and have Mario just Multibounce (if possible) to prevent them all from getting up (since being jumped on makes them stay on their backs longer), hopefully while it is just the Koopatrols left on the stage at the time to prevent damage... If you DON'T have any POW Blocks left (or any at all, which is uncommon to not bring one, unless you already

used it in a previous encounter), then I suggest just using Piercing Blow, Fire Drive, and Koops with Mega Rush P... Try your best against them to learn the timing for a superguard, as 25 HP is a lot to try and get down at once, especially when they're wailing on you at the same time... Next up are Phantom Embers, the devilishly blazing foes most people will love to hate... Being pretty much the same as a Lava Bubble, except with more HP and ATK, tactics against it shouldn't really change, so just do what you would against them that you would do to Lava Bubbles, or at least try to make powerful attacks against them, like Koops with Mega Rush P and Power Smash... With these guys around, battles with other enemies in the same battle can get annoying, especially when they're in the front... If this kind of thing happens, it is usually best to try and get them early on, so as to not be killed by their assistive onslaught of burning attacks... Lastly for these floors, we have the cute little Swoopula, who is pretty much just asking for a beatdown... Seriously, all you need to do against them is equip Zap Tap and the battle against them is already won... Your partner shouldn't be of too much concern here, since if they die, you'll likely get a heart after the battle (especially if you have Heart Finder) and grab it to heal them to 1 HP, which is useful for Mega Rush P... Usually, at this point, you may have or had access to getting a Volt Shroom after a battle if you've been keeping that Item Hog equipped, so if you have any, you may use some, but maybe saving them for later would be better (you'll see why)... After these guys, you'll end up on floor 80, where everything seems to just get darker... You're already 80% the way there! Don't give up!

:::Floors 81-89 [phtstr9]:::

High ATK enemies appear quite often here, so keeping your HP up may be a bit difficult... In this sector of the Pit, you can find the powerful Arantula, which has a fairly high amount of HP and high ATK as well, not to mention the ability to attack multiple times at once (the total being more than a single powerful shot), which is pretty bad at this point in the game... Defeating these guys will be hard, but not the hardest. If possible, use Goombella with Mega Rush P equipped to deal large amounts of damage, especially if she has Multibonk (from being levelled to Super Rank, in which she is the recommended partner to level) to easily KO them before they can do anything majorly harmful, and have Mario wail on them with Power Jump and Power Smash. These guys are no joke, so handle them with caution in battle... Another new appearance in here is the Dark Bristle, an enemy you may recognize from Petal Meadows... well, almost the same... These guys have 4 times as much HP and 8 times more ATK than those guys, and are just as difficult in battle... If you have any POW Blocks left from the previous floors, you can use them to knock these guys on their backs so they can't attack you, but because of the spikes on their belly, jumping is still not an option, though their DEF does drop to 0... Once that happens, use Koops to attack them, or you can try and superguard their attacks if you can time it well, as there really isn't a lot of ways you can attack these foes... Items and Koops are pretty much the only things, other than superguarding, since the spikes in them prevent jumping, and the spears they have poke you if you try to use a hammer on it... Among those fiends are the top plant, the Piranha Plant, who has a high amount of HP and also boasts the highest regular ATK of any enemy in the game (even Bonetail doesn't deal this much damage)... Trying to beat these guys before they beat you can be difficult, but not impossible. Use hammer force and Koops to deal serious blows, and they should be taken care of easily. A tip I can give for you at superguarding them is to hit B right when they shut their mouth when they attack the person, so learn it well and use it good! And last, but certainly not least, we have Spunias, who look almost identical to their floors 1-9 counterparts, only it is pink, and has incredibly higher ATK (and DEF) than

the others. Because of its DEF, you'll have to use Power Smash, Fire Drive, or Piercing Blow to be able to damage them, or superguard their attacks or use Koops with Mega Rush P. These guys are no pushover, so try to beat them quick... Once you've overcome those nine floors, the "Final Countdown" begins: floors 91-99... and then, after that, the almighty Bonetail... Hope you've been prepared, because here we go!

:::Floors 91-99 [phtstr10]:::

Here we are: the final ten... On these floors, the most powerful enemies in the game roam (except HP-wise, since Dark Koopatrols are on 71-79 and Dark Bones aren't in here), so you must always be on your guard... Try not to lose hope here, as this is about as real as it'll ever get in here. Well, as for enemies, we'll start off with Bob-Ulks, the humungous purple Bob-ombs that like to explode themselves to kill you... Now, one or two isn't too bad, but three or more, and they become a problem... Because of their somewhat high (lowest of any enemy on these floors though) HP, and their 2 DEF, sufficient damage to defeat them before they go off may be difficult... Remember, you can always just take the quick way out with Fire Drive if you have the HP to survive the resulting explosion (4 damage each), so that they don't have the chance to use their 16 damage explosion, but it's not all that wise unless you know for a fact that you won't be able to beat them. Usually, for this battle, it would just be best (if they are alone) to just take the time to use Sweet Treat, heal, Appeal, and continue the cycle, running away when they are nearing detonation, so that you may be prepared for what will be to come. Other than that, Piercing Blow, Power Jump, Power Smash, and a Mega Rush P'd partner all make these foes feel the pain, so try and vary your moves depending on the situation... Next up is none other than the infamous Elite Wizzerd. It has caused many players to have lost their Pre-Hooktail runs because of their uncommon need of holding Stopwatches and lingering at the back of the line of battle, making it very hard to kill it before it can kill you... Not only that, but they have incredible stats, such as their fairly high HP of 12, a worthy 8 ATK, and an immense 5 DEF, making these some pretty tough foes. All in all, it'll usually be these guys who determine whether you pass or fail this run, no joke... As for defeating them, Piercing Blow and Fire Drive are both great moves to use, and a Mega Rush'd partner is essentially a must at this point, in which, if you want to KO a specific one, Goombella would probably be better, but if you need to damage all of them, then perhaps Koops would be better. These fellas are the cream of the crop when it comes to the Pit, so it would probably be best not to toy around with them at all. Kill them the first opportunity you get! Poison Puffs also make their first appearance here, and being the last in their line, they're obviously no pushovers... With their fairly high 15 HP, and the ability to poison you with their breath attack, not to mention the attack itself deals quite a hefty damage amount (10 to each), so these guys can be a real pain in these floors... Because of their ability to randomly swap positions in the air, it would probably not be wise to rely on using Koops for this battle, unless one of them charges for their breath, in which Koops will be the one you'll want to attack them with, since the only attacks that work against them are non-direct... With that said, the best ways to beat them quick (or nearly as quick) as you'll want, just use a Mega Rush P'd Goombella or Koops (depending on the position of the Poison Puffs in the air), and just have Mario Fire Drive the ones on the ground or Power Jump on the ones in the air... Other than that, learning to superguard against their breath may be useful, but it's also very difficult to learn since only they use that kind of attack... Use caution when facing them... Fortunately for these floors, they wouldn't be anything without the spammy easy-to-kill enemy, which for these floors is the Swampire... For this type of fight, just equip the usual Zap Tap and watch them fall victim to their stupidity from trying

to attack Mario (though you'll need a Volt Shroom to spare your partner the pain, or else they'll still be able to be hit). Pretty much, these guys are free Star Points when separate from any other fighters, but they can be pretty bad when combined with, say, a couple Elite Wizzerds and a Poison Puff... If that happens, just use all the powerful jump attacks you might have, like Sleep Stomp to put them out of commission, and take out the others without having to worry all that much about these guys... And last of all, but most DEFINITELY not least, the Amazy Dayzee... Yeah, this is one of those enemies that can really affect the outcome of the entire run, and I am not even kidding one bit... If you can't defeat them fast enough (within one turn), it/they (yes, you can find more than one in a battle here) will either run or attack, and you definitely don't want to be hit by that... 20 damage and being put to sleep is definitely not what you would call "homely"... For this, I can't be of too much help other than for telling you to use Goombella's Super Rank attack Multibonk while she is in Peril from Mega Rush P, and use Mario's Fire Drive to finish it if it's still alive... If you can't do that, then you may be outta luck if it decides to attack, as you can't have anything to prevent that much damage, and you can't get the badge needed to prevent the sleep status until after chapter 7, so you'll just have to hope they spare you and run away instead of attacking... You can also try to put them to sleep with Sleep Stomp, since you don't even have to deal damage to put them to sleep, but perhaps you shouldn't rely on the chances that it may or may not be put to sleep, but it could be a risk worth taking if you can hold out the battle long enough to kill it and gain an ungodly amount of Star Points... Well, whichever path you take in trying to beat them, it would also not be too bad of an idea if you equip any Pretty Luckies or the Lucky Day you got from floor 90 you might have from your previous adventures before entering the Pit of 100 Trials, and just hope that, if they attack, they will just miss Mario (your partner will probably stand no chance unless you can superguard the attack)... After the relentless fighting prior to floor 100, you'll probably have wanted to be fully healed at the end of the match, like by using Sweet Treat before the battle ended, so that you are better prepared for what's to come... The best stuff to have would probably Fire Drive, Mega Rush P (unless your partner[s] is/are dead), and as many "Lucky" badges as you might have, and any other good badges you might have for him, and don't forget to unequip the badges you have on that affect things that happen after a battle is finished, like Heart Finder and Item Hog, and use that BP for things that may be more useful... This is it... the final battle before the end... You must then enter the pipe before you, and you will meet face to face with Bonetail...

:::Floor 100-Bonetail [phtstrbt]:::

BOSS BATTLE!

Bonetail
200 HP
8 ATK
2 DEF

Well, you got this far, and now it's time to end it already: the boss battle with Bonetail! Like any optional boss, it's probably going to be harder than most of what you faced before, and this is not exception to that rule. Because of what you are stuck with (limited items and badges, not to mention level as well), he is much more challenging than he was if you would have normally gone through the Pit of 100 Trials... Now, for this fight, it would be much easier if you have levelled Goombella to Super Rank, as a

Multibonking, Mega Rush P'd Goomba can cause some major damage to him, especially if you might have gotten any Power Punches from any drops from the enemies around in the rest of the Pit (it's possible, but not likely), and she will be your main attacking unit... that is, until she gets attacked by Bonetail... Unless you have Life Shrooms or keep your partners out of Peril, you'll likely end up fighting this battle alone in the end... When that happens, just use Fire Drives and use Star Power when necessary to heal your HP and FP. At this point, if you have followed the basic needs for stats, you should probably have about 60+ HP, 20-25 FP (based on tastes), and about 24-30 BP, which is all fairly necessary to keep a long battle like this going, and if you already have all those as high as they are on the list, then just increase HP more, as it'll likely be the winning factor in this fight... Superguarding is also a must, as his attacks can be quite a pain if you can't, though it's not even worth it to try and superguard against his quick Bite attack, as that is unsuperguardable... The rest of his attacks, however, are superguardable, though you won't be able to deal any damage to him on your own by superguarding alone. You'll need to pick up the pace with Piercing Blows (if FP get low and you have it on) or Fire Drive, until he starts using his healing, in which it would probably be best to do the same unless your stats are good enough as well, which pretty much makes it a free turn to attack him without any downsides. Persevere with the onslaughts of Fire Dives and possible Power Smash or Piercing Blows until he is finally felled... Once you have done this, you will finally obtain the Return Postage badge and be able to leave this place once and for all... that is, until next time you get that urge, and come back to this place... Until then, you will be recognized as a part of the elites of the Paper Mario: The Thousand-Year Door game, being one of a handful of people who have achieved such an... uh, achievement... ^_^;

Congratulations!

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6. About the Mover [abmov]
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So you're going through the Pit, and you come into a room that is almost completely empty, except that there is a guy who looks like a Puni walking around like nothing's really going on, and there's a blue "!" block next to where the pipe would be. This is a Mover floor. Here, you can choose to go down one floor for free, no cost, no fighting, just hit the block to go down to the next floor, OR you can pay Mover to "move" you to another floor or even out of the Pit entirely, all by paying a certain amount, based on the quality of the service you are asking for, which are:

2 floors down - 10 coins
5 floors down - 30 coins
Leave the Pit - 10 coins

Mover will not move you directly to a 10's floor if you choose an amount that goes over it (i.e. go down 5 while you are on floor 66, in which you'll end up on floor 71, not 70; you will still have to go down 2 floors with mover and fight another two fights to get to 70). You must get there yourself, unless your amount leads you straight to it (i.e. going down 2 from floor 28 will bring you to 30). The usefulness of Movers are fairly limited though, as there is no definite way to tell when one's about to come, so you have to just either be good at guessing or be very lucky to get him when you actually want him. Try to use him to your best advantage; if you are severely weakened, it would probably be best to get out of there as fast as possible, so you should try and make yourself as close to the next 10's as possible to limit the amount of battles so you can still have the chance of levelling up

and continuing, or if you aren't confident that you can even do that, then you may just pay him 10 coins to leave the Pit entirely. Other than that, he is usually best to be used in moderation if you want experience... Try to think carefully whether or not to actually use him or not if he does appear.

Well, I hope with all that special info, using what you may or may not have found out already with the rest of my Guide prior to this, or whatever knowledge you had of this prior to reading it, you will most certainly be able to stand a chance at beating the Pit of 100 Trials, perhaps even before you beat Hooktail! I wish you all the best, especially if this is the first time for you! Good luck!

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7. Items Recommendation List [itemrl]
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Now, as you may know, the Pit is a fairly big challenge for most people, and although badges may help a lot, items also play a huge role in the successes of many who enter, especially when trying to go all the way down. The purpose of this section is to list all the (regular) items that can be used in this game, and then list them by their usefulness.

The usefulness levels go on a scale from X to *****, with each representing their usefulness by how many asterisks they have for them. Here's what each level means in terms of usefulness:

- X - WHY DID YOU BRING THIS IN?!
- * - usually a waste of space
- ** - not useful in many situations
- *** - occasionally useful
- **** - usually wanted
- ***** - totally worth bringing

Here is the list of items and their usefulness. If you would like to find a specific item, press CTRL and F, and then type in the name of the item you would like to find.

Item	General Description	Usefulness	General Reason(s)
Boo's Sheet	Become invisible for 2 turns.	*****	Not needed every time, but extremely helpful in the times it is brought.
Cake Mix	Heals 1 FP	*	Cook for better results.
Choco Cake	Heals 5 HP and 15 FP.	***	A nice item, but there are better items too.
Coco Candy	Heals 3 HP and 15 FP.	**	Nice, but there are plenty of better things.
Coconut	Heals 5 HP.	*	Essentially useless by the time you get it...
Coconut Bomb	Deals 7 damage to 1 foe (explosion-based).	**	Damage is nice, but only targeting one foe is hardly useful.
Couple's Cake	HP heals by 2 every turn	**	A Slow Shroom is the

	for the next 10 turns.		same, but isn't as hard to get.
Courage Meal	Deals 4 damage to 1 foe.	*	I honestly don't see much potential in this; get a Thunder Bolt if you want to damage only 1 foe instead...
Courage Shell	Increases DEF by 2 for 3 turns.	**	Useful only for enemies with lower ATKs, but not as much so with higher ATK and DEF-piercers.
Dizzy Dial	Makes foes Dizzy for the next 3 turns.	*	Rarely useful in many situations, and in some, isn't worth the risk that it might miss.
Dried Bouquet	Heals 1 FP.	*	One word: why?
Dried Shroom	Heals 1 HP.	**	You'd think it'd be useless, but when you have a KO'd partner and a Mega Rush P, this helps a lot. Otherwise, yeah, it is fairly useless...
Earth Quake	Deals 5 damage to all ground-bound (or ceiling-bound) foes.	***	This can be quite helpful, but later on, Thunder Rages are better for being able to hit the fliers.
Egg Bomb	Deals 7 damage to 1 foe (explosion-based).	**	Good for damage, but being a single-target, it's not overly helpful.
Electro Pop	Heals 15 FP.	**	Good for a slight FP heal, but there are better out there.
Fire Flower	Deals 3 damage to all foes (fire-based).	**	Not overly useful because of fire-based damage and a lot of tough enemies resisiting fire damage.
Fire Pop	Heals 20 FP.	**	A decent FP heal at a usually affordable rate; however, not being able to be cooked until later in-game is a downside.
Fresh Juice	Heals 5 FP and cures most status ailments in-battle.	**	Pretty much a Honey Syrup and a Tasty Tonic in one item; slightly useful in battles where statuses are concerned,

			like Bonetail.
Fresh Pasta	Heals 10 HP and 5 FP.	*	A fairly decent uncooked item that heals a small amount of HP and FP. Due to its cost, however, it's unrecommended.
Fried Egg	Heals 10 HP.	*	Better than uncooked, but not great overall.
Fright Mask	May scare foes, causing some to flee the battle (enemies that flee do not give Star Points, nor do they drop items or coins after battle).	**	Only really good if you want to skip a battle or two, but the experience is generally a reason why it's not so useful for some fights.
Fruit Parfait	Heals 10 HP and 2 FP.	**	A decent HP heal, but probably isn't worth the FP heal alone.
Gold Bar	N/A (sells for 100 coins at any shop)	X	I question your intelligence if you bring this with you...
Gold Bar x3	N/A (sells for 300 coins at any shop)	X	If you think this is useful, you may as well try Hammering a foe in-battle while equipped with the Jumpman badge.
Golden Leaf	Heals 10 FP.	**	A decent FP healer, only not as easy to get in quantities, but is free.
Gradual Syrup	Heals 2 FP per turn for 10 turns.	**	Good for duration, since it's cheap and can heal up to 20 FP.
Healthy Salad	Heals 15 FP and cures most status ailments in-battle.	***	Easy to get and good on the healing, plus the status-removal is nice.
Heartful Cake	Heals 20 FP and induces Soft status for 3 turns if used in-battle.	**	A nice FP heal, but unwise to be used in-battle, of course.
Honey Candy	Heals 20 FP.	***	A nice FP heal with no real down-side.
Honey Shroom	Heals 5 HP and 5 FP.	*	Only 5 HP and FP? By then, most single-item cooks are better than that...
Honey Super	Heals 10 HP and 5 FP.	**	Basically a cheaper Fresh Pasta, only you can get it slightly earlier.

Honey Syrup	Heals 5 FP.		*	Low-dose and unreliable later on, but at least it's fairly cheap.

Honey Ultra	Heals 50 HP and 5 FP.		***	High HP heal is great, but due to the lower FP heal, it's not much different from a regular Ultra Shroom.

Horsetail	Heals 3 HP.		*	Not usually enough to even warrant CONSIDERING bringing it in...

Hot Dog	Heals 5 HP and 5 FP.		**	Heals a fairly small amount of HP, but since it's an earlier version of Honey Shroom and only costs 10 coins, it's a plus.

Hot Sauce	Increase ATK by 1 temporarily.		*	Power Punch is better, although more expensive, and lasts longer.

HP Drain	Deal 5 damage to an enemy and heal 5 HP.		***	The fact you can kill an enemy and heal yourself is a nice benefit, if the enemy has a small enough HP amount.

Ice Storm	Deals 3 damage to all foes (ice-based).		**	Not many enemies are resistant, and can freeze certain ones, but only 3 damage is a downside.

Icicle Pop	Heals 20 FP.		**	Heals a decent FP amount, but I'd say to probably just make it easier by instead cooking the Honey Syrup with a Cake Mix for Honey Candy, as it is generally easier to make than this.

Ink Pasta	Heals 10 HP and 30 FP.		***	Not hard to get, heals a lot of FP and a little HP, but can be expensive.

Inky Sauce	Heals 30 FP.		***	Easy to get AND heals a lot of FP.

Inn Coupon	N/A (allows one free stay at any Inn, no matter where or the cost of a usual stay)		X	If this is actually useful in the Pit at all, then my name is Juliet... and it's not.

Jammin' Jelly	Heals 50 FP.		***	Heals an awesome FP amount, but is rather expensive.

Jelly Candy	Heals 64 FP.		****	Heals a fantastic FP amount, but is also a tad expensive.
Jelly Shroom	Heals 5 HP and 50 FP.		***	Awesome FP heal with a little HP, but costly.
Jelly Super	Heals 10 HP and 50 FP.		***	Heals a decent amount of HP and a great amount of FP, but pricey.
Jelly Ultra	Heals 50 HP and 50 FP.		*****	The best HP healer and second-best FP healer, only probably the most expensive to make.
Keel Mango	Heals 5 HP.		*	Essentially a free Mushroom, only not as simple to get.
Koopa Bun	Heals 15 FP.		**	A nice FP-healer, but requires two items to make, which is a downside.
Koopasta	Heals 7 HP and 7 FP		*	Fresh Pasta was better, only this heals slightly more FP at the cost of more HP.
Koopa Tea	Heals 7 FP.		**	Easy to get and easy to make, but not a great healer.
Life Shroom	Revives fallen party member when s/he is KO'd and heals to 10 HP, or heals 10 HP when used as a normal item.		*****	Many times you will come around and see that this is probably the single best item for bringing into the Pit. No joke.
Love Pudding	Makes you Invisible for 3 turns, Electrified for 5 turns, or Sleepy for 5 turns.		*	To me, it's not worth the risk, plus it requires two items to make.
Mango Delight	Heals 10 HP and 3 FP.		**	Only slightly better than a Super Shroom, only it requires two items to cook as well.
Maple Shroom	Heals 5 HP and 10 FP.		*	A little HP and FP healed for requiring two items to make isn't great...
Maple Super	Heals 10 HP and 10 FP.		**	A step up from Maple Shroom, but not by much.
Maple Syrup	Heals 10 FP.		**	Heals a decent FP amount for cheap amount.

Maple Ultra	Heals 50 HP and 10 FP. 	*** 	Great HP healer, mild FP heal, but the price is high to make.
Meteor Meal	Heals 7 HP, and then 2 more each turn for 3 turns. 	* 	Since it requires a Shooting Star, and also doesn't heal much besides the continuous heal, it's not very good at all to me.
Mini Mr. Mini	Shrinks foes for 3 turns, decreasing their ATK by 2. 	** 	Really only useful against low-ATK enemies, but can work on some others as well, but is really limited in use.
Mistake	Heals 1 HP and 1 FP. 	** 	Same as Dried Shroom, only it heals an FP as well, making it one step above it.
Mousse Cake	Heals 15 FP. 	** 	Cheap, easy to get, and heals decently, but probably not as good in the long run as some other things.
Mr. Softener	Softens enemies for 3 turns, decreasing their DEF by 2. 	** 	Helps in killing those high-DEF monsters, but is limited in usage at certain points.
Mushroom	Heals 5 HP. 	* 	One of the lowest HP healers; cheap, but there are so many better items out there.
Mystery	N/A (activates random item effect in-battle) 	* 	Once again, I probably wouldn't risk it, but in some times, it can be kind of helpful.
Mystic Egg	Heals 5 HP. 	* 	Another free, but harder to get, Mushroom variant.
Omelette Meal	Heals 5 HP and 5 FP. 	* 	Not easy to get, doesn't heal much, and can be a pain to make in sufficient quantities.
Peachy Peach	Heals 1 HP and 2 FP. 	* 	It'd be better off made into Fresh Juice...
Peach Tart	Makes you Electrified for 5 turns, Dodgy for 4 turns, or Sleepy for 5 turns.	* 	Risk factor makes it unlikely to be useful unless you're either lucky or know your stuff.

Point Swap	Swaps current HP with current FP (max of the lesser amount, if any, cannot be exceeded in this way, however). 	* 	If you have excess of a stat, but are doing poor in another, swap for better options. Otherwise, I wouldn't recommend it.
Poison Shroom	Poisons the target; if used while equipped with Feeling Fine, it will instead either halve your current HP (up to 99 damage) or heal all of target's HP. 	** 	Bad normally, but with Feeling Fine, it's either the best healer or your worst nightmare. If you decide to bring it with you, I hope you're lucky!
POW Block	Deals 2 damage to all foes, flipping foes that can be flipped (like Koopas and Bristles); using this item also increases the chances a stage-involved incident occurs upon using it. 	** 	Great for flipping certain enemies like Dark Koopatrols and Dark Bristles, but then again, Quake Hammer beats this after you get it in Chapter 2.
Power Punch	Increases ATK by 2 for 3 turns. 	**** 	Perfect for multi-hitters like Power Bounce, most of Yoshi's attacks, or Multibonk; combos well with Power Lift.
Repel Cape	Makes the target Dodgy for 4 turns. 	** 	Since it lasts a while, it can be good, but why risk the chances of being hit when you can avoid them with a Boo's Sheet?
Ruin Powder	Confuses foes. 	** 	Useful with the higher ATK enemies, but isn't effective enough to warrant prime usage, not to mention Vivian's Infatuate is the same for a little FP.
Shooting Star	Deals 6 damage to all foes. 	***** 	Easy to get, a heavy damage-all, non-elemental, a tad pricey, but definitely worth it! Bring plenty.
Shroom Broth	Heals 1 HP, and 2 more each turn for a total of 5(?) turns. 	* 	Only heals 1 HP when used, and slowly heals for a little while, and requires two items to make it, which is not really a good thing.
Shroom Cake	Heals 10 HP and 10 FP. 	** 	Nice healer, but there's usually better out there by the time you can cook

			it yourself.
Shroom Crepe	Heals 30 HP and 20 FP.	***	A great HP healer, and a good FP healer, but hits the wallet a little.
Shroom Fry	Heals 6 HP and 2 FP.	**	Simple and easy to make, but the healing is low.
Shroom Roast	Heals 15 HP and 5 FP.	***	Easy to make, and heals a decent amount of HP, but FP healing is a tad lower, but at least its generally affordable.
Shroom Steak	Heals 30 HP and 10 FP.	***	Great healer; not as good on FP, and costly (unless you cook a Life Shroom and a Mushroom together to make it), but normally good.
Sleepy Sheep	Makes foes Sleepy for 5 turns.	**	Usually effective, cheap, and lasts long, but not reliable that, once the enemy is attacked, it might awaken.
Slow Shroom	Heal 2 HP each turn for 10 turns.	*	Can overall heal a total of 20 HP, but since you have to wait 10 turns for the full effect... yeah, not as good.
Snow Bunny	Heals 15 HP, but freezes you for 2 turns if used in-battle.	*	There are easier to make, better healers, and I wouldn't ever consider using this in-battle either, mind you.
Space Food	Heals 5 HP and inflicts "Allergic" status on you, preventing all good status ailments for the next 3 turns if used in-battle if you're not on the moon.	*	Not too difficult to make, but a task to actually be able to, not to mention the low heal, and Allergic status isn't a good thing for you either.
Spaghetti	Heals 6 HP and 4 FP.	*	Fresh Pasta was way better than this...
Spicy Soup	Heals 4 HP and 4 FP.	*	Easy-to-make dual healer, only because it heals so little, it's not as useful further in.
Spicy Pasta	Heals 10 HP and 10 FP.	*	An expensive-ish version of a Zess Dinner, which would make it slightly unrecommended, to me.

Spite Pouch	Gives the target "Payback" status, which makes all direct-attacking foes take half the damage they deal, rounded down.	*	As the point of bringing items is to help avoid damage or heal it, getting hit is usually the last thing you want to do, which is all this is good for.
Stopwatch	Stops foes in time for 3 turns.	****	It would be better if more enemies were affected, but this item is great here.
Super Shroom	Heals 10 HP.	**	Easy to get and a decent healer in HP, but don't cook it.
Tasty Tonic	Cures most status ailments in-battle (cannot be used outside of battle).	*	Relatively few times is this actually useful, specifically being frozen.
Thunder Bolt	Deals 5 damage to 1 foe (electric-based).	*	Hitting only one enemy is a downside that Thunder Rage fixed, and this isn't very good to use against Bulky Bob-ombs, if you know what I mean.
Thunder Rage	Deals 5 damage to all foes (electric-based).	***	A target-all version of Thunder Bolt, which really makes it a step up. Still not good on the big Bob-omb enemies, though.
Trial Stew	Drop target's HP to 1 and reduces FP to 0, but recovers Star Power to max.	**	Only good if you plan on using Mega Rush, and even then, healing your FP back up is going to be a pain, but it can be helpful, perhaps.
Turtley Leaf	Heals 3 FP.	*	Cook before bringing.
Ultra Shroom	Heals 50 HP.	***	Awesome healer, but can cost a lot to get it.
Volt Shroom	Gives the target "Electrified" status for 5 turns, which makes most direct-attackers take 1 damage, and prevents leeching foes from touching the target. Unfortunately, when stacked with "Payback" status, it loses it's	***	Makes a lot of enemies useless against you, as well as damaging a great deal of them, and also allows the ability to jump on electric enemies (like a powered-up Dark Puff), and not too costly to get. Not many downsides, if I say so.

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|zap, and leeching foes |
|can then be able to |
|attack the target as |
|if it weren't |
|Electrified, although |
|they still take an |
|extra 1 point of damage |
|as if it were still |
|Electrified. |

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Whacka Bump |Heals 25 HP and 25 FP. | *** |The fact that it's
| | | |limited in supply is
| | | |probably its only
| | | |downside.

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Zess Cookie |Heals 15 HP and 15 FP. | ** |Easy to make, and a nice
| | | |healer in both HP and FP.

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Zess Deluxe |Heals 40 HP and 40 FP. | ***** |Quite easy to make, heals
| | | |a lot, and affordable,
| | | |so not many complaints
| | | |here on this one!

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Zess Dinner |Heald 10 HP and 10 FP. | ** |A decent healer that
| | | |isn't hard to make, but
| | | |overall, it doesn't heal
| | | |as much as hoped for
| | | |later on.

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Zess Dynamite |Deals 7 damage to all | ***** |The only downside to it
|foes (explosion-based). | | |is that, being explosive,
| | | |it can have "explosive"
| | | |results on Bulky
| | | |Bob-ombs and Bob-ulks.

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Zess Frappe |Heals 20 FP. | ** |Good FP healer that isn't
| | | |too hard to make, if you
| | | |have the ingredients, that
| | | |is... you might see
| | | |better resulsts cooking
| | | |that Maple Syrup with a
| | | |Cake Mix.

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Zess Special |Heals 20 HP and 20 FP. | *** |A cookable (if only
| | | |slightly weaker) version
| | | |of a Whacka Bump, making
| | | |it a generally good item
| | | |to bring, and seems about
| | | |above-average in healing.

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Zess Tea |Heals 20 FP. | ** |Easy to make, only
| | | |requires one item, but
| | | |being the item is only
| | | |found in one place, it's
| | | |not so useful to try and
| | | |get large amounts.

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7. Badge Recommendation List [badgerl]

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So, you may already have searched around the PAper Mario world, and thought "what would be some good suggestions for bringing into the Pit?" Well, I have good news for you: a badge usefulness section! Here, you'll figure from the testing of some experts of the Pit and other players (although mostly me) and how well they think the badges stack up to each other in how well they work together or separately in the Pit.

The usefulness levels go on a scale from X to *****, just as it was with items and their recommendations, with each representing their usefulness by how many asterisks they have for them. Here's what each level means in terms of usefulness (in case you skipped the items section or forgot):

X - WHY DID YOU BRING THIS IN?!
 * - usually a waste of space
 ** - not useful in many situations
 *** - occasionally useful
 **** - usually wanted
 ***** - totally worth bringing
 E - entertaining, but no use

Here is the list of badges and their usefulness. If you would like to find a specific item, press CTRL and F, and then type in the name of the item you would like to find.

Badge	General Description	Usefulness	General Reason(s)
All Or Nothing (BP cost: 4)	Increase Mario's ATK by 1, but if he fails the Action Command, he does 0 damage.	****	Unless you're not very good at Action Commands, which you should be by the time you get it, I would sorely recommend it's 4BP 1 ATK increase.
Attack FX B (BP cost: 0)	Changes Mario's attacks' sound effects.	E	Er, I don't see why you would need this, but it IS fun, perhaps...
Attack FX G (BP cost: 0)	Changes Mario's attacks' sound effects.	E	It's certainly a little entertaining, but no use whatsoever.
Attack FX P (BP cost: 0)	Changes Mario's attacks' sound effects.	E	Do I have to add anything from the above statements?
Attack FX R (BP cost: 0)	Changes Mario's attacks' sound effects.	E	The C-beginning, ricket-ending badge, useful only on Hooktail, but useless on Bonetail.
Attack FX Y (BP cost: 0)	Changes Mario's attacks' sound effects.	E	Like this would help much more than any of the other Attack FX badges...
Bump Attack	Touch a weaker enemy on	X	5 Words: IT DOESN'T WORK

(BP cost: 5)	the field to defeat it without a battle (does not work in the Pit of 100 Trials).		IN HERE! So, why bring it if it has no use, and you have to go to floor 80 just to get it?
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Charge (BP cost: 1)	Adds Charge to Mario's Tactics menu, which for 1 FP, he can increase his ATK by 2 (FP doubles for every badge after the first, and ATK increasing increases by 1).	**	There are usually better badges out there. With maybe 1 or 2, it can be useful in a few turns with multi-hit attacks, but in general, not too useful in all kinds of situations.
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Charge P (BP cost: 1)	Adds Charge to your partner's Tactics menu, which for 1 FP, they can increase their ATK by 2 (FP doubles for every badge after the first, and ATK increasing increases by 1).	**	Same as above, but for partners.
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Close Call (BP cost: 1)	When Mario's in Danger, enemy attacks have a chance to miss him.	**	Only particularly useful if you plan on getting Mario to 5 HP or less, or plan on him getting to it mid-battle, which honestly, though it might be good to plan for it, you don't want that (unless you're using Danger Mario).
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Close Call P (BP cost: 1)	When your partner's in Danger, enemy attacks have a chance to miss.	**	Same as above, but for partners.
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Chill Out (BP cost: 1)	Prevents enemies from getting a First Strike on you.	**	Can be beneficial to someone who just can't help but get hit by an enemy attack.
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Damage Dodge (BP cost: 2)	Increases Mario DEF when by 1 when using the Guard command.	**	Good for defenders, but usually, because I like superguarding, its use is limited. Useful for badge-hunting, though.
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Damage Dodge P (BP cost: 2)	Increases your partner's DEF by 1 when using the Guard command.	**	Same as above, but for partners.
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Defend Plus (BP cost: 5)	Increases Mario's DEF by 1 point (pierceable).	***	Helps a fair amount for early on, being able to prevent small damage, has a slight cost to it, and can still be pierced, but it is at least helpful.
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Defend Plus P (BP cost: 5)	Increases your partner's DEF by 1 (pierceable).	***	Same as above, but for partners.
Double Dip (BP cost: 3)	For 4 FP, Mario can use up to two items in the same turn; if two are equipped, then for 8 FP, Mario can use up to three items in the same turn.	**	Useful in some few situations where two items won't do enough, or you need to use two in one turn (or even three), but not as useful as you'd think...
Double Dip P (BP cost: 3)	For 4 FP, your partner can use up to two items in the same turn; if two are equipped, then for 8 FP, your partner can use up to three items in the same turn.	**	Same as above, but for partners.
Double Pain (BP cost: 0)	Double the damage Mario receives in battle.	*	It's only real use is in making the damage dealt by Return Postage increase, but since you need to go into the Pit to get it in the first place, it's otherwise almost completely useless.
Feeling Fine (BP cost: 4)	Prevent Mario from being afflicted by most (if not all) status effects.	****	Since most status effects in here are going to tip the scales easily (such as being hit with Ruin Powder in the later levels), this will be a big help. It also helps prevent the statuses from Bonetail's breath attacks, which is a HUGE help.
Feeling Fine P (BP cost: 4)	Prevent your partner from being afflicted by most (if not all) status effects.	****	Same as above, but for partners.
Fire Drive (BP cost: 3)	For 5 FP, if done correctly, Mario can deal 5 (piercing) fire-based damage to the first ground-bound foe, decreasing in damage by 1 for each ground-bound foe it hits behind it, and inflicting a 3-turn burn that deals 1 damage to the burned foe at the end of their turn. For each	*****	Considering you get this at floor 20, it can hit all the ground-bound foes, can burn them for 3 turns, deals a set damage regardless of your Hammer's original ATK (ATK-affecting badges do affect this ability's damage though), and pierces enemy DEF? This badge is

	badge equipped past the first, damage dealt increases by 1, the foe(s) stay burned for 2 turns longer, and the FP cost to use this move doubles. This move also deals 1 extra point of damage to icy foes.		incredibly useful, and a must for almost any Pre-Hooktail run. The only downside is that if you want to use more than one badge, it's already-high FP cost doubles for each badge equipped.

First Attack (BP cost: 1)	Defeat a weaker foe instantly without battling it by initiating a First Strike on it (does not work in the Pit of 100 Trials).	X	One word: USELESS!

Flower Finder (BP cost: 3)	Increases the amount of Flowers that appear after defeating a foe.	***	Surprisingly useful when you're low on FP, as just by beating an enemy, you're almost guaranteed some free FP healing.

Flower Saver (BP cost: 4)	Decrease the FP cost of all of Mario's moves by 1 (cannot make the cost of any move become 0 FP).	****	Quite useful for cutting the cost of even low FP-costing moves such as Kiss Thief, allowing many more moves to be used with the same FP amount. Even better when more are equipped beyond the first.

Flower Saver P (BP cost: 4)	Decrease the FP cost of all of your partners' moves by 1 (cannot make the cost of any moves become 0 FP).	****	Same as above, but for partners, however I'd say this one is probably more useful due to the fact there's so many partner moves and most aren't too high on FP cost, and even one can make a world of difference later on.

FP Drain (BP cost: 1)	Decreases Mario ATK by 1, but he heals 1 FP for every time he attacks.	***	Despite the loss of ATK from this badge, when combined with Flower Savers, you can make many attacks become nearly (or literally) free of any FP costs they had before.

FP Plus (BP cost: 3)	Increase Mario's max FP by 5 points.	*	It's only use is for the versatility of swapping a level's worth of BP into an interchangeable level's worth of FP, only if you really

			more FP, just go and level-up if you need it that bad.
Hammerman (BP cost: 2)	Increase Mario's Hammer ATK by 1, but lose the ability to use Jump moves in battle.	**	Good if you REALLY like to use your Hammer, but Jump and Jumpman combos are usually better.
Hammer Throw (BP cost: 1)	For 2 FP, Mario can throw a Hammer at a foe, no matter where it is. For every badge equipped past the first, damage is increased by 1, and the FP cost is doubled.	*	Not a lot of foes that a Jump couldn't do more than a Hammer could. Jump with Spike Shield is better in here.
Happy Flower (BP cost: 2)	Occasionally heal 1 FP between turns in-battle. Effects stack when more are equipped at once.	**	Helps with the random free FP it gives, but most battles shouldn't get too much use if they're too short. It's mostly useful for badge-hunting, as the occasional FP-heal helps allow more turns to steal.
Happy Heart (BP cost: 2)	Occasionally heal 1 HP from Mario between turns in-battle. Effects stack when more are equipped at once.	**	1 HP between turns isn't going to match up to the usual cases where you would take a lot of hits during a battle, but it does prove worthwhile during long battles when you accidentally take a hit and want a small amount healed during the time.
Happy Heart P (BP cost: 2)	Occasionally heal 1 HP from your partner between turns in-battle. Effects stack when more are equipped at once.	**	Same as above, but for partners.
Head Rattle (BP cost: 1)	For 2 FP, Mario can Hammer a foe and have a chance at confusing it for 3 turns. For each badge equipped past the first, the foe stays confused for 2 turns more and the FP cost to use this move increases by 2.	**	Useful for some foes and some painful battles, where the availability to have foes attack other foes exists, but a great deal of them are usually resistant to this, which can be pretty bad... Still, Confuse is a nice ailment to inflict on an unsuspecting foe, and can easily turn the tables when used right.

Heart Finder (BP cost: 3)	Increase the amount of Hearts that appear after defeating a foe. 	****	Free HP healing after almost every battle? I'd say this badge could be VERY helpful in a lot of situations, and probably one of the best badges to bring on a Pre-Hooktail run.
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HP Drain (BP cost: 1)	Decrease Mario's ATK by 1, but Mario heals 1 HP every time he attacks. 	**	It is kind of a pain to have to lose ATK for this badge, but, hey, that 1 HP you heal could help... maybe...
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HP Drain P (BP cost: 1)	Decrease your partner's ATK by 1, but they heal 1 HP every time they attack. 	**	Same as above, but for partners.
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HP Plus (BP cost: 3)	Increase Mario's max HP by 5. 	*	Just level-up and level HP instead, as all this badge is is a minorly flexible HP increase that can revert back to BP at any time, but even then, your BP is usually more important than your HP.
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HP Plus P (BP cost: 6)	Increase all of your partners' HP by 5. 	***	Even though this badge costs more BP to equip than Mario's, it gives a potential for a total of 35 HP increase overall, which is a fairly decent increase.
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Ice Power (BP cost: 1)	Increases the damage of Mario's attacks to and decrease the damage dealt from fiery foes by 1, and also allows Mario to Jump on fiery enemies as well. 	**	This badge is a cheap and effective way to make any fiery enemy (such as Lava Bubbles or Phantom Embers) become easier; the only problem here is that those are the only two enemies it's any good for.
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Ice Smash (BP cost: 1)	For 2 FP, Mario can Hammer a foe and have a chance to freeze it for 2 turns as well. For each badge equipped past the first, the foe stays frozen for 2 more turns, and the FP cost to use this move increases by 2. This move also deals an extra point of damage to 	**	Good on a fair few of enemies, and deals extra damage to fiery foes, but usually, Sleepy Stomp's effect is mostly better, and only works on ground-bound foes. Overall, has some uses, but not too many.
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|fiery foes. | |

Item Hog (BP cost: 3)	Increases the likelihood that an item drops after battle. 	*** 	Helps decently in any runthrough, and also to have that random item some foes might have in-battle drop more often, as well as the occasional Dried Shroom, Fright Mask, POW block, Tasty Tonic, or Volt Shroom. The only problem I could see with this is that, in theory, it has the chance to lower badge drops from after a battle (unless an enemy had it equipped in-battle), and I am a guy who likes to get my grubby hands on those badges...
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Jumpman (BP cost: 2)	Increases Mario's Jump ATK by 1, but lose the ability to use Hammer moves in battle. 	*** 	Has a slight bit more use to it than the Hammerman badge, but, just as with its twin, it also cuts Mario's versatility down. Good for strategies revolving around dealing lots of damage with Mario's multi-hitting Jumps.
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Last Stand (BP cost: 1)	When Mario's HP is 5 or less, any damage he takes is halved. For each badge equipped past the first, damage is then decreased by 1 (after halving), but does not make damage taken become 0. 	*** 	Good for if you plan on going into Danger with Mario in-battle, or if you're using a Danger Mario set-up. My only fair complaint is that you need to be in Danger to get its effects, means any normal attack that deals any decent damage could still have the chance to kill Mario in just one or two hits.
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Last Stand P (BP cost: 1)	When your partner's HP is 5 or less, any damage he or she takes is halved. For each badge equipped past the first, damage is then decreased by 1 (after halving), but does not make damage taken become 0. 	*** 	Same as above, but for partners.
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L Emblem (BP cost: 0)	Make Mario's outfit look like Luigi's; when 	E 	ZOMG IT'S LUIGI!!!!!!1! Or, if equipped with W
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|combined with the W
|Emblem, it makes Mario's
|outfit look like
|Waluigi's.

|Emblem: ZOMG IT'S
|WALUIGI!!!!!!!1!
|
|

Lucky Day
(BP cost: 7)

|Greatly increase the
|chances that an enemy's
|attack will miss Mario.
|
|

|A very handy badge that
|makes enemies miss
|fairly often, but it
|does come with a fairly
|high price at 7 BP.

Lucky Start
(BP cost: 4)

|Randomly inflicts a good
|status on Mario for 3
|turns, which includes:
|Electrify (does not stack
|with Zap Tap's or Volt
|Shroom's effects), Dodgy,
|HP-regen, or FP-regen.
|
|

|For a 4 BP badge that
|gives Mario a random
|useful status effect at
|the start of battle for
|a short while, this
|badge has quite the
|potential to be useful,
|but mostly only if you
|get the right effect at
|the right time.

Mega Rush
(BP cost: 1)

|When Mario's HP is 1,
|his ATK is increased by
|5.
|
|

*

|I would pretty much say
|right now, getting Mario
|to 1 HP to get this
|badge to work would be
|nearly suicide for the
|Pit. But, a 5 ATK
|increase is a 5 ATK
|increase... I would
|still recommend against
|using it here.

Mega Rush P
(BP cost: 1)

|When your partner's HP is
|1, his or her ATK is
|increased by 5.
|
|

|Same as above, but for
|partners, only I'd say
|this is probably much
|more useful due to the
|fact that if your
|partner dies, it isn't a
|Game Over, and the fact
|you can swap them out in
|battle to prevent them
|from dying at their low
|HP. Combos awesomely
|multihitting attacks
|like Goombella's
|Multibonk or your
|Yoshi's Stampede and
|Ground Pound moves.

Money Money
(BP cost: 5)

|Increases the amount of
|coins that may appear
|after battle. The effect
|is increased if more are
|equipped.
|
|

**

|Great for some major
|coinage after nearly
|every battle, and helps
|make Charlieton's lower-
|level pricing easier to
|get to. At the lower
|levels of the Pit, the
|amount of coins you may
|get with just one of
|these is almost uncanny.

Multibounce (BP cost: 1)	For 2 FP, Mario can Jump on all (non-ceiling) foes once in a row. For each badge equipped past the first, the ATK of this increases by 1, but the FP cost to use this move doubles.	***	For a multi-enemy attack, this move is one of Mario's best, and combos well with a high-ATK Mario and Spike Shield/Ice Power to be able to kill several enemies at once.
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P-Down D-Up (BP cost: 2)	Decrease Mario's ATK by 1, but gives him 1 (unpierceable) DEF. 	***	With its unpierceable DEF point it gives, I'd say the trade-off of ATK is fairly okay. With a enough on at once, you can make a Mario that is invincible to every enemies' attacks...
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P-Down D-Up P (BP cost: 2)	Decrease your partners' ATK by 1, but gives them 1 (unpierceable) DEF.	***	Same as above, but for partners.
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Peekaboo (BP cost: 2)	Makes all enemies' current HP visible. 	*	I would probably go so far as to say simply Tattling the enemies for 0 FP seems to be a better solution, since you can see their HP forever with the badge, and is also necessary to complete the Tattle Log anyways. I mean, if it a 1 BP badge, it might be more useful, but not much more so than it is now...
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Piercing Blow (BP cost: 1)	For 2 FP, Mario can Hammer a foe, ignoring their DEF. 	***	With the ability to cheaply and effectively cut through any enemy DEF, this badge makes its mark, especially in a Pre-Hooktail run, when a Fire Drive is either too much or too costly (or doesn't work).
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Pity Flower (BP cost: 3)	Each time Mario takes damage, he has a chance to heal 1 FP. 	*	1 FP every time you're damaged (not for every HP, just damage), and you HAVE to be damaged for it to work? I'd probably just settle with Happy Flower instead, since it also costs less BP than this and doesn't force Mario to take damage to work.
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Power Bounce (BP cost: 3)	For 3 FP, Mario can Jump on a foe until the Action Command is missed. 	***	Great for pounding on a single foe with a high amount of ATK or hits, it can easily make any normally powerful foe feel a lot of pain fast if done right.
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Power Jump (BP cost: 1)	For 2 FP, Mario can stomp on a foe once for his total Jump ATK+2. For each badge equipped after the first, the ATK of this move increases by 2, but the FP cost to use this move doubles. This move's ATK is based on the Boots Mario currently has, having an original ATK of 4 with Normal Boots, 6 with Super Boots, and 8 with Ultra Boots.	*	Great for early on, when Mario can't normally deal much damage with a regular Jump, but later on, Spin Jump is better doesn't require a badge to be used.
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Power Plus (BP cost: 6)	Increase Mario's ATK by 1. 	****	The most convenient way to increase Mario's ATK, since there is no draw to it besides its 6 BP cost to equip.
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Power Plus P (BP cost: 6)	Increase your partners' ATK by 1. 	****	Same as above, but for partners.
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Power Rush (BP cost: 1)	While Mario's HP is 5 or less, his ATK is increased by 2. 	***	The badge that makes any Danger Mario setup possible, but I would honestly say, aside from being able to tear a path between your foes, it's abusably effective. Still, a bage is a badge, and I shouldn't disregard it for being more cheap than useful.
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Power Rush P (BP cost: 1)	While your partner's HP is 5 or less, his or her ATK is increased by 2. 	***	Same as above, but for partners.
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Power Smash (BP cost: 1)	For 2 FP, Mario can Hammer a foe for his Hammer ATK+2. For each badge equipped past the first, the ATK of this move increases by 2, but the FP cost to use this move doubles. This move also has a slight chance to make a stage effect	**	Good early on, but at some point, Jumps are more effective, and Piercing Blow is better against enemies with even decent DEF.
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	happen.		

Pretty Lucky (BP cost: 2)	Slightly increase the chances that an enemy's attack will miss Mario.		*** With the chances of any enemy attacks to miss, it's obvious that even just one of these can be a big help in some situations.

Pretty Lucky P (BP cost: 2)	Slightly increase the chances that an enemy's attack will miss your partner.		*** Same as above, but for partners.

P-Up D-Down (BP cost: 2)	Increase Mario's ATK by 1, but decrease his DEF by 1.		**** When stacked with a ton of themselves, you can instantly make a Mario that can just annihilate enemies in just one or two attacks. Only downside is if an enemy attacks him, and you don't superguard, you may need t prepare for a lot of pain, even from wimps like Spinias...

P-Up D-Down P (BP cost: 2)	Increase your partners' ATK by 1, but decrease their DEF by 1.		**** Same as above, but for partners.

Quake Hammer (BP cost: 2)	For 3 FP, Mario can Hammer all enemies that are touching the ground or ceiling by 2 (that also pierces their DEF). For each badge equipped past the first, the ATK of this move increases by 1, but the FP cost to use this move doubles. This move also has a slight chance to make a stage effect happen, as well as the ability to flip all flippable enemies it hits.		*** A hit-all that flips flippables and pierces all ground-touching enemies' DEF for only 3 FP? This has its uses for a deal of the time, but there will likely be a point when either Fire Drive is better or other multihitters like Multibounce surpass it in damage or effect.

Quick Change (BP cost: 7)	Swap your partner in battle without wasting a turn to do so.		***** This badge, in itself, essentially makes all of your partners become a single being, allowing for almost an entire WORLD of customization and strategy. Even with its high 7 BP cost to equip, I'd definitely go so far as to say this is the single greatest badge in the game.

Refund (BP cost: 1)	Gain (roughly) 3/10 of the base cost of an item that is being used in a battle. Effect increases slightly if more badges are equipped. 	* 	Useful for situations where you have a lot of items you don't need but can't go and sell, so having this on and using useless items in battle for free money is a fairly neat combo.
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Return Postage (BP cost: 7)	Deals damage to direct- attackers equal to 1/2 of the damage they deal to Mario with an attack (rounded down). However, if equipped with Zap Tap, it nullifies the effect of the electrification that prevents "leeching" foes from attacking Mario. As a side-note, this badge's effect does actually stack with a Spite Pouch's effect as well, somehow... 	* 	I have quite a few beefs with this badge, so here's the lowdown on the low rating: it costs an ungodly 7 BP to wear, Mario has to take damage for it to work, and even then, only direct attackers receive the damage, which is only 1/2 the damage they deal to you, and it even goes so far to tweak with the player as to nullify Zap Tap's ability to prevent leeching foes from being able to attack Mario. Yeah, you could probaly say I would say this is one of the worst badges to bring in, not to mention the fact you have to have already BEATEN the Pit to even get it, so there are relatively few good things going its way. So far, the only pro I'd say it has is creating a few laughable instances where enemies KO themselves by attacking Mario, but even then, it's hardly much compared to its wave of cons...
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Shrink Stomp (BP cost: 1)	For 2 FP, Mario can Jump on a foe with a chance to decrease its ATK by 2 for three turns. For each badge equipped past the first, the foe stays shrunk for 2 more turns, but the FP cost to use this move increases by 2. 	** 	Helps to limit the damage you might take from a select few foes that are weak to it/you would want to use it on, I guess, but I would say lowering its ATK is probably not as useful as increasing the damage YOU deal to it.
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Simplifier (BP cost: 1)	Decrease the difficulty of Action Commands, but	* 	Helps make easy commands even easier, with the
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	decreases the amount of Star Power gotten when attacking.		cost of lowering Star Power gotten from your attacks... yeah, I'd probably say that only beginners should ever use this badge, and all others, either don't use it or use Unsimplifier.
Sleepy Stomp (BP cost: 1)	For 2 FP, Mario can Jump on a foe with a chance to put it to sleep for five turns. For each badge equipped past the first, foe stays asleep for 2 more turns, but the FP cost to use this move increases by 2.	***	Helps to incapacitate a great deal of foes for a fairly decent amount of time, as well as its high amount of usefulness in badge- hunting. However, the only problem I could see is that even dealing only 1 damage to the foe has a chance to wake it right back up.
Slow Go (BP cost: 0)	Prevent Mario from being able to run outside of battle.	X	Why would you actually want him to move any slower than he already goes? Honestly...
Soft Stomp (BP cost: 1)	For 2 FP, Mario can Jump on a foe with a chance to decrease its DEF by 2 for three turns. For each badge equipped past the first, the enemy stays soft for 2 more turns, but the FP cost to use this move increases by 2.	**	Helps those enemies who have annoyingly higher DEF amounts become less difficult, but I'd probably say Piercing Blow or any other move like it would probably be better.
Spike Shield (BP cost: 3)	Allow Mario to Jump on spiked foes; this also allows Mario to Hammer Bristle enemies for some reason...	****	Pretty much removes the spikes from all the foes in the game when worn. Helps to make a high-ATK Jumpman strategy quite useful, or even just a strategy to jump on any foe. No matter where your jumping needs are with spiked foes (or even hammering with Dark Bristles), this badge is there to help make things better for you.
Super Appeal (BP cost: 1)	Increase the Star Power gotten when Mario attacks or Appeals. The effect increases if more are equipped.	***	With the amount of Star Power you an get with a single badge and a single Appeal, and once you consider how effective even more are, this badge will make all

			your Star Power troubles almost vanish for good.

Super Appeal P (BP cost: 1)	Increase the Star Power gotten when your partners attack or Appeal. The effect increases if more are equipped.	***	Same as above, but for partners.

Timing Tutor (BP cost: 1)	Make the timing for Stylish Commands noticeable with brief "!" when Mario or your partners attack.	*	I'd say to just practice your Stylish Commands elsewhere, so that this badge isn't needed to be used to do Stylishes as often as you'd need.

Tornado Jump (BP cost: 2)	For 3 FP, Mario can Jump on a foe once, and if the random commands are done correctly, this move deals 2 (piercing) damage to all airborne foes. For each badge equipped past the first, this move's ATK is increased by 1, but the FP cost to use this move doubles.	**	You may think that because this attack can pierce all airborne foes' DEF for damage is pretty useful, but you'd probably be wrong in most cases. Multibounce is usually the superior choice in most cases, this one's major uses for against Parabuzzies and the like. Still, I can't help but laugh at its Stylish Command... DO A BARREL ROLL! XD

Unsimplifier (BP cost: 1)	Make Action Commands more difficult, but increase the amount of Star Power gotten when attacking.	**	Easy extra Star Power if you know your Action Commands well enough, but is unrecommended for some moves to equip more than one at a time, such as for Kiss Thief or Shell Shield.

W Emblem (BP cost: 0)	Make Mario's outfit look like Wario's; when combined with the L Emblem, it makes Mario's outfit look like Waluigi's	E	ZOMG IT'S WARIO!!!!!!1! ...wait, do you really want to make Mario look like HIM? Well, either way, mixing with the L Emblem to make Mario look like Waluigi is pretty cool, especially if you ride on a black Yoshi. ;P

Zap Tap (BP cost: 3)	Electrifies Mario, making all enemies that attack Mario directly receive 1 damage. "Leeching" enemies, such Fuzzies or Swoopulas, are also unable to attack Mario while this is	****	A very flexible badge that does a fairly wide variety of things, such as preventing leeching foes from even touching Mario, or preventing Bandits from stealing anything from you, and

equipped. However, if		even allowing Mario to
Return Postage is also		Jump on any other
equipped at the same time		electrified foes (and
as this badge, leeching		even Dark/Ruff Puffs
foes are still able to		that are storing their
attack Mario, but do not		energy for their
drain any HP (or FP), and		lightning attack). The
still take 1 damage when		ONLY problem I could
attacking him. This badge		really find is the bad
also allows Mario to jump		glitch with the effects
on electrified foes.		of return Postage...
		Aside from that, with
		badge's flexibility and
		decent BP cost, this is
		easily a recommended
		badge to bring and wear
		almost all the time.

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9. Badge-Hunting in the Pit [bhitp]
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Despite the challenges presented in the Pit of 100 Trials, it is also one of the greatest places to go "badge-hunting", where you would go in and find a certain enemy that has a chance of carrying a certain badge that you would want, such as P-Up D-Downs, which can be stolen from Dark Koopatrols if you try hard enough in your stealing (using Ms. Mowz's "Kiss Thief" ability) to be able to obtain one or more from it. Enemies that have a chance of carrying a certain item or badge will always give you the chance to steal one from it if you use Kiss Thief on them, even if they currently have nothing on them, like the above mentioned situation, it could have a Boo Sheet on it, then you steal it, turn around, and steal from it again, in which it would have nothing, and actually end up giving you a P-Up D-Down badge from it, even though it had nothing on it when you stole from it that time. Utilizing this technique, you should be able to steal any amount of badges from even a single enemy, as long as the enemy has a chance of carrying the equipped badge. There are a great deal of enemies here in the Pit that often carry great badges, even ones that can be stolen repeatedly, so here is a list of all the badges that enemies in the Pit of 100 Trials have a chance of carrying (if it says "after battle", then it can't be stolen, and you must defeat that enemy to have a chance at it being dropped after the battle is over):

- All or Nothing -- Arantula (after battle)
- Charge -- Hyper Cleft (after battle)
- Charge P -- Hyper Cleft (after battle)
- Damage Dodge -- Red Chomp
- Damage Dodge P -- Red Chomp
- Defend Plus -- Chain-Chomp, Bob-ulk, Bulky Bob-omb
- Defend Plus P -- Chain-Chomp, Bob-ulk, Bulky Bob-omb
- Fire Drive -- Lava Bubble / Phantom Ember (after battle)
- Flower Saver -- Amazy Dayzee / Piranha Plant (both after battle)
- Flower Saver P -- Amazy Dayzee / Piranha Plant (both after battle)
- FP Drain -- Dark Puff (after battle)
- FP Plus -- Poison Pokey (after battle)
- Hammerman -- Dark Bristle (after battle)
- Hammer Throw -- S. Buzzy family* / Swoopula (after battle)
- Happy Heart -- Shady Koopa

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Happy Heart P -- Shady Koopa
Head Rattle -- Fuzzy (after battle)
Heart Finder -- Shady Koopa (after battle)
HP Plus -- Gloomba family, Dark Koopa family, Dull Bones (after battle)
HP Plus P -- Gloomba family, Dark Koopa family
HP Drain -- Swoopula (after battle)
HP Drain P -- Swoopula (after battle)
Ice Smash -- Ice Puff / Frost Piranha (both after battle)
Item Hog -- Dull Bones (after battle)
Jumpman -- Poison Puff (after battle)
Last Stand -- Flower Fuzzy
Last Stand P -- Flower Fuzzy
Mega Rush -- Dark Koopa
Mega Rush P -- Dark Koopa
Money Money -- Dark Boo (after battle)
Multibounce -- Gloomba Family / Parabuzzy / Swampire (after battle)
P-Down, D-Up -- Dark Craw
P-Down, D-Up P -- Dark Craw
Pity Flower -- Frost Piranha, Piranha Plant (after battle)
Power Jump -- Buzzy Beetle (after battle)
Power Plus -- Dark Wizzerd, Elite Wizzerd
Power Plus P -- Dark Wizzerd, Elite Wizzerd
Power Rush -- Shady Koopa
Power Rush P -- Shady Koopa
Power Smash -- Spunia (after battle)
Pretty Lucky -- Bandit family, Spinia family
Pretty Lucky P -- Bandit family, Spinia family
P-Up, D-Down -- Dark Koopatrol
P-Up, D-Down P -- Dark Koopatrol
Quake Hammer -- Moon Cleft (after battle)
Refund -- Badge Bandit (after battle)
Shrink Stomp -- Buzzy Beetle (after battle)
Super Appeal -- Dark Boo (after battle)
Super Appeal P -- Dark Boo (after battle)
Sleepy Stomp -- Fuzzy / Paragloomba (both after battle)
Tornado Jump -- Lakitu (after battle)

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*S. Buzzy family meaning the "Spike Top" and "S. Parabuzzy" enemies.

With this, I hope you too become successful in your badge stealing, and are able to one day fulfill the perfect set-up that owns all your foes for you... ;) Happy hunting!

/Credit to many wonderful people on the PM2 board on GameFAQs for a great\
 \ deal of the badges found from most of the enemies. I thank you all! /

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10. Questions and Answers [queandans]
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In this section, I will be answering a few frequently asked questions about the Pit of 100 Trials, which some of you may have at one time thought about yourself...

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10.1 What to ask [qanda1]
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Here is where I answer some common questions a lot of people have about the Pit, in which I will show 10 of them:

Question 1: Are enemies preset on each floor, like you'll fight the same one on the same level each time you go into the Pit of 100 Trials?

Answer: Well, fortunately and unfortunately, no. You should encounter enemies at a random pace, but usually you may encounter the same kinds of battles with the same enemy layout in-battle, though usually at varying floors, such as fighting 5 Elite Wizzerds. There's very good reasons for me to believe that, no matter how many times you go into the Pit of 100 Trials, this battle will always be in there, though which floor you fight them on may be different each time. The enemy you find on each floor, however, IS preset, but the enemy layout in that battle may not be the same every time you visit.

Question 2: Once I go inside, is there any way to leave?

Answer: Yes. On every tenth floor (like 10, 20, 30, etc.), there is a pipe on the right side of the room that leads you to the room where the pipe to the Pit of 100 Trials is. You can also exit the Pit whenever you encounter a Mover by giving him 10 coins, and he'll send you to the same area as mentioned above. If you can't pay him though, you'll have to battle until you reach the next tenth floor...

Question 3: If I go into the Pit of 100 Trials again, can I keep getting the badges at each tenth floor?

Answer: Unfortunately, no, you can't. Once you get a badge from the treasure chest, you can't get another from the same chest...

Question 4: If I have already beat the Pit of 100 Trials already, can I go in and fight Bonetail again if I wanted to?

Answer: Again, I'm afraid not. Just like all the other bosses in this game, once it is beaten, you can't fight it again. I wish I could, it would be awesome to fight him again, but no.

Question 5: Are there any Heart/Save Blocks inside the Pit of 100 Trials?

Answer: Nope; you must survive on what you have brought with you to last throughout the entire Pit.

Question 6: When is the earliest that I can enter the Pit?

Answer: You can go in as soon as you get the Paper Mode from Hooktail castle, in which you will be attempting what is formally known as a "Pre-Hooktail Pit-run" if you try to do it before defeating Hooktail and getting the first Crystal Star. If you so choose to do so, you may look in the Pre-Hooktail section for more information on it.

Question 7: If I leave, will I be able to go back to the same floor I left on?

Answer: No, I'm afraid not. Once you leave, you must start all over again from floor 1 and go back to where you left if you want to continue.

Question 8: When is it recommended that I go into the Pit?

Answer: Usually, the best time to go into it would be to go in after or before Chapter 4, just to go and get the Strange Sack, or go further if you want, but it is recommended to wait until you have at least the Ultra Hammer to go in, which is right after chapter 6.

Question 9: What level should I be at before going in the Pit?

Answer: It all really depends on what kind of gameplay you do when you go in. If you are attempting a normal run of the Pit, then it would be best to go in when you are about level 20 or so, just to be prepared,

but if you are attempting a Pre-Hooktail, the best level to go in would be is level 2 or 3. The lower the level, the better the experience you get, and the faster you level up, which is basically free healing for you, so there's no real definite level you should be when going in... Just try when you feel like you'll be ready.

Question 10: Is there any way I can thank you for making this?

Answer: Yes, and that is just by telling me that you liked it, and that is all I wanted to hear... And I thank anyone else who would like to give my Guide good feedback. I thank you all!

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10.2 What NOT to ask [qanda2]
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These are 10 questions that I can easily deem unnecessary for you to ask:

Question 1: Am I on floor 100 yet?

Answer: You have to turn the game on first...

Question 2: If Bonetail could be a summon in Final Fantasy, what would his ability be?

Answer: How about the ability to corrupt your save file and delete all memory? >_>

Question 3: What is the meaning of life?

Answer: Ask a philosopher; they'll ask you the same question...

Question 4: Am I on floor 100 yet?

Answer: You have to enter the Pit of 100 Trials to get there...

Question 5: If I beat Bonetail 100 times, can I be the boss of you?

Answer: Maybe.

Question 6: If Mario had 7 Power Pluses, 3 All or Nothings, 17 Jumpmans, and 22 Power Rush badges on, how many Goombas would there be left in the Pit of 100 Trials?

Answer: Divide by zero error.

Question 7: Am I on floor 100 yet?

Answer: Stop dying in battle and maybe you might reach floor 2...

Question 8: What floor can I fight Wracktail?

Answer: Wrong game...

Question 9: How fast could Chuck Norris do this by himself, if he were in the game?

Answer: Well, as soon as he gets near the Pit, it collapses from his awesomeness, thereby allowing him to just walk in and take what is left, so I'd say pretty quickly...

Question 10: If you had to fight all the bosses in the entire game, including Bonetail, at the end, would you still win?

Answer: Yes, yes I would.

Question 11: Am I on floor 100 yet?

Answer: Hey, wait a second, there's only supposed to be 10 questions!
HOW DID YOU DO THAT?!

Well, I hope with this section, I have answered all of YOUR questions as well, but I still hope that I may get some new ones in the near future... Please, don't hesitate to ask if you want to know something... You can always attempt to reach me at (see contact info section below for details), and I'll try to get to you as quick as I can, although you may want to simply try contacting me on the PM2 GameFAQs message board, since I'm more commonly found there than most other places anyways. :P

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11. Contact Info [continfo]
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If anyone has any questions, or you would like me to add something to my Guide, please feel free to e-mail me at whoopswrongboard@aim.com. You can ask me whatever you want, but please try and refrain from asking questions that have already been answered in this Guide. I will be accepting all positive messages and e-mails, such as new and useful strategies, good set-ups or moves to use on certain levels of floors or on certain enemies, and whatever else may be reasonable to add, and I'm open to suggestions all the time, so feel free to contact me if you think you have something you would like for me to add. The one thing I will not tolerate is if you to send any hateful messages or feedback, send me spam or viruses through my e-mail (in which I WILL notify the correct authorities if you do), or, in a sense, send me an "unintelligent" remark, like asking for the stat of an enemy that is listed here already... Until then, the "polls" are open and welcoming to all who wish to make my Guide better.

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12. Pre-Hooktail Pit Run Video Guide by WayoshiM [phprvgbw]
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A very grateful thank you to the GameFAQs user WayoshiM for making his very own Pre-Hooktail Pit Run video guide for all of us to use! He has made his videos of very good quality, both audibly and visually, and will allow the public to be able to see some of the methods listed in this FAQ in action! You can view the entire series by copying the link below and pasting it into your web address. For public knowledge, the videos are uploaded onto Youtube, and you must be capable of watching youtube videos to watch them. Not all of the tactics I gave are used, and some I didn't give here are used as well, so use these videos, and his time and effort, to your utmost advantage. ;P

Link: <https://www.youtube.com/user/WayoshiM?feature=mhee#g/c/1B5E6F0E5C3365A4>

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13. Special Thanks [specthks]
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In this section I would like to thank all these people for their contributions to my Guide, no matter how big or small their find was:

skawo93 - For the inspiration while I was completing the "extreme difficulty" runs, as well as a lot of other stuff too numerable to name here, like the discovery of the "unsuper-guardable bite" Bonetail uses (proved by using the Debug Badge), the confirmation on the locations of Multibounce from Paragloombas, Item Hogs from Dull Bones, Head Rattle from Fuzzies, and much more...
You were a big help!

RockChalk19 - For his help on a few things here and there, like with a few questions and such, and also helping inspire me to complete my challenge runs as well. I thank you as well!

JPKilla - For his Badge Set-up FAQ, which helped me to discover many of the badge-stealing opportunities in the "badge-hunting" section. I thank you much for your own efforts!

TheOthin - For the confirmation on Frost Piranhas dropping Ice Smash, of Shady Koopas dropping Heart Finder, and Multibounce from Parabuzzies and Swoops. I also thank you for your help in finding the enemy sets for what enemies you might fight when you encounter an enemy on a floor. It was extremely helpful to this Guide!

avengah - For the confirmation on HP Plus from Dark Koopas, and nagging me on other parts of the Guide, such as my misspelling of "Pokey" and my misconception on the FP amounts of Double Dip and Triple Dip.

Bladeof_Shadows - For a few good questions to add to the list; the Chuck Norris one was a definite win...

Chronoman17 - For the confirmation on Dark Wizzerds carrying Power Pluses.

Darksamus89 - For more info on the enemy sets, which was quite helpful to this Guide.

fate311 - For his contribution on Piranha Plants dropping Flower Saver badges after battle

Flamer500 - For pointing out an error, in which I said that a Pre-Hooktail was "before beating Hooktail and getting the second Crystal Star," in which I actually meant the first Crystal Star... Thanks for reminding me about that mistake! ^_^; Also confirmed Hammer Throws being dropped by Swoopulas.

Lolo_Guru - For the confirmation on Dark Boos dropping Money Money's.

lostaname - For the confirmation on Sleepy Stomp dropping from Fuzzies after battle.

marc5third3 - For a lot of info on the enemy sets, which was a lot of help to the success of this Guide!

Rydon7 - For the confirmation on Hammer Throw being dropped by Spike Tops and S. Parabuzzies after battle.

Toadettefanboy - For confirming Hammerman from Dark Bristles; didn't think you could get more than one until I heard about that...

WayoshiM - For telling me about Bulky Bob-ombs having Defend Pluses, and for his very generous donation of one fully-functional video guide of a Pre-Hooktail Pit Run. I thank you very much, WayoshiM! :D

X-Naut_P - For confirming that HP Drain badges can be gotten from Swoopulas and Swampires.

Zero_Destroyer - For your contribution about Lakitus dropping Tornado Jump after battle and Jumpman from Poison Puffs.

ZeroN_Tsukaima - For the confirmation on FP Plus being dropped from Poison Pokies after battle.

Nintendo - For making such a wonderful game... You deserve at least some credit in my Guide for all the time and effort you put into such a magnificent game, and I hope you also make a third "RPG" Paper Mario (like this game and Paper Mario 1, but hopefully not like SPM, since it's more of a platformer than an RPG, so I would consider it a "platformer Paper Mario" instead).

Myself - For without my tiring effort and perseverance

throughout the making of this Guide, it wouldn't exist (in this dimension, at least); I heartily thank myself for a job well done. ^_^

...and many others whose name I have either forgotten or could not find to give the appropriate credit to. Forgive me if I might have missed you... I'm still human, of course... ^_^;

If your name is not on the list, and would like to claim credit on a find that you KNOW (and I might recall) was you who found it, then contact me via e-mail or the Paper Mario 2 message board on GameFAQS so that I know whether to assign the credit to you or not.

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14. Legality Issues [legal]
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Well, to be safe, I'm adding this, as I would like for this to remain untouched elsewhere, and would rather not have to gripe at someone arguing that I didn't tell them not to take this for their own greedy business and not give individual credits to the creator (me) and anyone else responsible in the creation of this Guide, however that may be...

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15. End of Guide [endgde]
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Well, I thank you all for taking the time to read this Guide, and hope you got what you needed out of it! Know that I will be rooting for you on the sidelines, even if I don't actually know you, and that I hope your adventure never falters far from success! Good luck on beating the Pit of 100 Trials, and good day!