

# Paper Mario FAQ/Walkthrough (w/ spazzypeanut)

by Banjo2553

Updated to vFinal on Jun 15, 2012

```

            MMMMMMMMMM                MMMMMMMMMM
      MM      MMM8      MMM      MMM      $MMM      MM
      M 'MMMMM'"           MM MM           "IMMMM' M
      M           M           M           M
IM  | \  / \  | \  | \  | \  | \  | \  | \  | \  | \  | \  | \  | \  | \
M  | \  | \  | \  | \  | \  | \  | \  | \  | \  | \  | \  | \  | \  | \
8  | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
M  | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
M
=
M
M          A U T H O R S          M
II  / \ / \  / \  | \  | \  / \  | \  | \  | \  | \  | \  | \  | \  | \  | \
M  | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
I  | | | | | | | | | | | \ | | | | | | | | | | | | | | | | | | | |
M  | | | | | | | | | | \ | | | | | | | | | | | | | | | | | | | |
M
M
M
M          &          M
M          :$          M
M          Banjo2553          M
M          \          /          M
M
:          M          M
M
II              MMMMMM          M          =MMMM~          M
M          =M888MMMMMM88M8          M          M88NMMMMMM88MM          Copyright          M
8          MN8MM88NMMMM888M8M          M          M8NM88NMMMM88MM88M$          2009          :M
M,          MM88MM88M888888888M88N8M8MM8M8M8888888888M88MN8MM          MI
M88MMM8MMM888MM88M888888888888888MMMM8MMN8MM8888888888888888MM8NMM88MMM8MMN8MI
M8NMMMMMMN88NMM8MM8I          $MMMM,          , $MMMMMMMM888MMMMMMMM8MM
          MMMMMM          $MMMMMM
-----
Thank you for choosing to read my Paper Mario guide for the Nintendo 64.
This was made in concern for the people who need help in the game. The walk-
through will be pretty much the first thing listed. If you need to look for
something seperate, but don't want to look in the walkthrough, check the
Appendix near the back of the FAQ.

Paper Mario is a unique Mario RPG that's not like traditional RPGs. Other than
SMRPG, which was just a traditional RPG with Mario characters slapped in, Paper
Mario is a Mario game with RPG elements added in. Makes sense? Good. The
main thing that distinguishes this game, is that pretty much all the characters
in the game are paper-thin, walking around in a 3D environment. Though the
"paper" aspect of the game isn't expanded on until the one on the Gamecube,
it's a fairly interesting art style. I will explain more about the game and
how it plays in the "Game Basics" of the Preliminary section. For quick access
to certain sections, there will be tags in brackets. Ctrl + F to bring up a
search window, then type in what's in the brackets for the section you want.
-----

```

/	Table of	
\	Contents	
/		

---

I.	Preliminary	
a.	Game Basics .....	[Bsics]
b.	Story Intro .....	[Stry]
c.	Legal Notices .....	[Legal]
II.	Walkthrough	
a.	Prologue .....	[Pro]
b.	Chapter 1 .....	[1Chap]
c.	Chapter 2 .....	[2Chap]
d.	Chapter 3 .....	[3Chap]
e.	Chapter 4 .....	[4Chap]
f.	Chapter 5 .....	[5Chap]
g.	Chapter 6 .....	[6Chap]
h.	Chapter 7 .....	[7Chap]
i.	Chapter 8 .....	[8Chap]
j.	Epilogue .....	[Epil]
III.	Appendix	
a.	Star Piece Locations ..	[Strpcs]
b.	Badges .....	[Bdg]
c.	Super Blocks .....	[Spblk]
d.	Lost Letters .....	[Ltr]
e.	Items .....	[Itm]
f.	Quest Items .....	[Qstitm]
g.	Quizzes .....	[Quzz]
h.	Favors .....	[Fvrs]
i.	Recipes .....	[Recp]
j.	Tattle List .....	[Tttl]
k.	Partners .....	[Prt]
IV.	Credits .....	[Cred]

---

O/	_____		\O
/	Preliminary		[Bsics]  \
	-----	G A M E B A S I C S	
\			/
O\	_____		/O

---

This game is basically a unique RPG with Mario characters. Pretty much already explained up above the Table of Contents. Here, we'll focus on detailing the mechanics of the game and the controls.

-----  
 Controls:

I'll be referencing the N64 controls and buttons, for the original title on the N64. For the most part, the controls are the same on the Virtual Console with a few changes. For more information on which buttons are where if you're playing on the Virtual Console, load up the game, bring up the Home Menu, and look at the Operations Manual.

- A Button: Confirm selection/Jump/Talk/Investigate/Scroll message
- B Button: Cancel/Hammer/Scroll message quickly
- Control Stick: Select menu item/Move (walk, run)/Select command
- D-Pad: Not used
- Start Button: View pause menus
- R Button: Scroll through pages

L Button: Not used  
Z Button: Spin/View previous message/Change order of attack  
C Button Up: Toggle Status Bar  
C Button Down: Utilize partner's ability  
C Button Left: Bring up quick item menu  
C Button Right: Bring up quick partner switch menu

Further descriptions for actions is displayed below.

#### A Button:

When in a menu, you can use this to confirm a selection. When in the field, use it to jump. When you're beside a character, a little text bubble with "... " appears above the character's head, and you can press A to talk to them. A button when in a conversation scrolls to the next message in the conversation. When you're next to an object of interest, a red "!" will appear above Mario's head. Press A to investigate the object.

#### B Button:

When in a menu, you can use this to cancel a menu selection. When in the field, use it to slam the Hammer down. (Only when you have the Hammer.) When you want to speed through a conversation, hold B to scroll through the conversation quickly.

#### Control Stick:

When in a menu, you can use this to cycle through various options before choosing. When in the field, you can also use it to move. You will move slowly and create less noise if you lightly tilt the stick in the direction you want. To run, fully tilt the stick as far as it can in any direction.

#### Start button:

Self-explanatory. It brings up menus when pressed while in the field. This is not necessarily a pause button, as it still counts down the total time spent in the game when the menus are up, but it's better than nothing. I will explain the different menus from the Start button a little later on in this section.

#### Z Button:

When used in the field, Mario will spin. If used while running, he performs a Spin Dash (not like Sonic's, silly) which makes him move faster temporarily. However, with a Spin Dash, Mario stops at the end of it. To prevent the stop, you can jump out of it. When in battle, you can switch the order that Mario and his partner attack for one turn. When in a conversation, press the button to view the previous message.

#### C Button Up:

The Status Bar appears at the top of the screen when in the field when this button is pressed. In this, it details your health (current/max), your Flower Points (current/max), your Star Points, and your money by how many coins you collected.

-----  
Basics:

As you might have figured out by now, this game has two modes of play. Field mode is basically where you traverse the world, where you can visit towns/villages, talk to people, etc. When you encounter an enemy, you enter Battle mode. How you enter Battle mode can be different, however. If you Jump and land on an enemy in the Field, or smack it with the Hammer, you can start the battle off by attacking right away! However, if you mistime your "First Strike," the enemy can have the First Strike and attack you first. If you touch an enemy when they're not attacking, a battle starts out normally. Now, in

battle, you have a variety of options to choose from. My buddy spazzy covered these options in great detail, so here they are.

#### Status Bar:

The menu that appears when you're wandering and in battle. Your Health, Flower Points, Star Points, and Coins appear here. This lets you know how much HP and FP you have, so you know how many special attacks you can do with your FP, and when you are in Danger and Peril with your HP. Pay attention to it. About Star Points, you gain them when you defeat a foe in battle, and then you gain some. Bosses give you a lot, and regular battles give you some, every time you hit 100 Star Points, you level up! When you level up, you are granted a choice to Add +5 HP, +5 FP, or +3 BP. You can only choose one, so you may want to balance it out with each time you level up. BP is Badge Points, which revolves around how many badges you can put on at once. We'll get to that shortly.

(Banjo's Note: With each level-up, the amount of Star Points enemies give you will decrease. If you're just normally progressing, you won't notice it too much, but if you fight weaker enemies while at a high level, you'll notice that they will hardly give you Star Points or none at all. Another note, the maximum level that Mario can go is Level 27, which maxes all his stats at 50 HP, 50 FP, and 30 BP. HP and FP Plus Badges can increase those respective stats further, however.)

#### Jump:

This is your jump attack. Here, you get your many jumping attacks that come in badges here. We'll get to those shortly, for now, that's the only attack you have, beware, you can't jump on enemies with spikes on their head. (Bowser and some are exceptions, though.) When you jump, if you press the action button just as you land, you will jump and damage them extra. (Banjo's Note: Only after a certain point in the game when you have the Lucky Star quest item.)

#### Hammer:

This is your hammer attack. When you have a hammer, and you select this, you are taken to your hammer attacks, given by badges. When you attack, you pull back your control stick, and then you release with good timing to do extra damage. (Banjo's Note: Again, only after you have the Lucky Star item.) Hammers can't attack flying enemies (with exceptions, such as Hammer Throw) or enemies on the ceiling (except with something like Quake Hammer.) However, they are the alternative to more power, and attacking spike enemies.

#### Items:

This is where your battle items are stored. You can use healing items, attack items, and etc. Items will come in handy in many tough battles.

#### Strategies:

In here, there's defend, flee, and switch partners. Defending means your character does not attack, but they tuck and gain defense for the turn. Fleeing means you can escape from some generic battle, but more important ones you can not escape from. Fleeing makes you lose coins, coins which you can gather as you exit, but you run risk of running into the enemy again. Switching partners means you switch the partner who is assisting you at the moment, with another one. You'll get to that when you have multiple partners. Mario and his partner can also switch off positions so the partner can attack first by pressing Z for one round.

#### Defense:

This is not an option, but more something to mention. When an enemy attacks, with good timing, pressing the action button will make you guard against it, and take less to no damage. (Banjo's Note: Bear in mind that any action commands cannot be performed until you have the Lucky Star item.)

#### Star Power:

This is the option that revolves around all the special abilities granted by the star spirits, but you will get to those abilities, and this option when you gain a star spirit's power. You can also select the option to pray, and charge your star power, instead of attacking.

Alright, that's spazzy's runthrough of the battle mechanics. I think there's nothing left to say much about it, really.

-----

#### Pause Menus:

When you pause the game, a total of six menus appear on the screen. Here I will explain each menu.

#### Stats:

The default menu. This is a bit self-explanatory, but it essentially lists all kinds of stats about Mario, like his current level, his current HP (current/max), current FP (current/max), and BP. It also tells you what kind of Boots Mario's wearing, and what kind of Hammer he has. They can be upgraded as you progress through the game. Finally, it tells you how many Star Points you got from battles, your current coins, the number of Star Pieces you're holding, and how long you've been playing. (The last two digits being minutes.)

#### Badges:

The next menu. This basically shows how many Badges you have. They are in some kind of order, but not necessarily alphabetical. There are two options of viewing badges in this menu, one showing All Badges, another showing Active Badges, which are equipped Badges. How much BP you have out of your maximum is also shown here, as well as how much BP each badge takes. To equip/unequip a badge, highlight it and press A.

#### Items:

This is your basic items list. It has two lists: Key Items, and regular Items. Key Items are basically items you find that aren't always readily available, but are essential to the story/any sidequests. You can hold an unlimited amount of Key Items, but for regular usable Items, you can only hold 10. This menu is really only used for viewing, as you can't use items from here.

#### Party:

This shows your party members in detail. Partners are shown to the left, and can be scrolled through. When a party member is highlighted, you can scroll through his/her information through the Up and Down C buttons, and you can view his/her Battle abilities by pressing A.

#### Spirits:

This is a basic story progress screen, really. It shows how many Star Spirits you've rescued, and when one's highlighted, it will give you information about where the Star Spirit was found, what ability you can use with that Spirit, etc.

#### Map:

Finally the all-inclusive map. I never really use it, but it's nice to have a broad view of how every location in the game connects to each other. Any places you've visited already are shown as red dots. When one is highlighted, it does give brief information about the area.

That's about all of the basics in the game, I believe!

---

```
|O/ _____ \O|
|/ |Preliminary      | [Stry]| \|
| |-----          S T O R Y I N T R O | |
|\ | _____ | /|
|O\ _____ /O|
```

Hey everyone, Spazzy here to give you an intro to the game, and do the prologue. We're going to complete one of the greatest games ever released on the Virtual Console, and on the Nintendo 64, with all the details and anything you can imagine about this game! Let's get the show on the road!

"Ahem..Today"...

This fun intro which seems to be made of paper cutouts speaks of the Seven Star Spirits and how they guarded the Star Rod, a rod of infinite power which can grant the wish of the holder, used to provide wishes in shooting stars to the pure of heart...but then. Bowser comes in, and steals the Star Rod by force, with Kammy Koopa taking the Star Rod...Oh my. This is terrible. What are we going to do?! That star rod is intended to grant the wishes of the needy, the pure, and the good! It will be misused under Bowser's control...I can't imagine what sinister deeds he will do....We have to do something. Here we go!

```
|O/ _____ \O|
|/ |Preliminary      | [Legal]| \|
| |-----          L E G A L N O T I C E S | |
|\ | _____ | /|
|O\ _____ /O|
```

The words in this FAQ are copyrighted. Do not copy this FAQ and claim it as your own, or else you'll meet severe penalties. ONLY GameFAQs, Neoseeker, and SuperCheats are allowed to host and/or display this FAQ, no exceptions. Nothing personal, it just gets confusing to keep track of which FAQ is up-to-date and which is not, so I will decline any requests to put my FAQ on your site. Again, nothing personal.

My e-mail address is gmaster2647@gmail.com, spazzypeanut's is zachy8s@yahoo.com . You can email us for questions, comments, or even suggestions, just make sure your emails are coherent. I will not accept spam or hate mail, as they will get deleted. I will also delete any emails that are not coherent. In other words, do not use l33t internet speak or chatroom shortened words. I'm sure spazzy agrees to this as well, so the same rules apply if you wish to email him. Also be sure to check out Frequently Asked Questions section, your question might be quickly answered there.

```
|O/ _____ \O|
|/ |Walkthrough      | [Pro]| \|
| |-----          P R O L O G U E | |
|\ | _____ | /|
|O\ _____ /O|
```

Get ready for one of the simplest, pleasing, and not to mention, one of the most treasured Mario games ever conceived by good ole Nintendo.

Make your file name. My planned name was Dragon Master Unholy Lightning God Nighthawk Sorcerer Sir Junksalot. But that was before I knew you could only have 8 characters. So I went with a classic file name of mine, instead. It's DZHASTAR, but, I'm going by Spazzy, here. Enter your name, and let's get going.

-----  
Push aside those trees! It's Mario's house! It's a pleasant little cottage isn't it? The mail Koopa, Parakarry, delivers the mail to his mailbox, and calls to them. He then flies away. Luigi comes out and gets the mail, unfortunately, Luigi does not have much appearance in this game. Turns out, the letter is from Peach! Luigi reads the letter to you, and it says she's holding a huge bash over at the Castle, and it'd be an honor for Mario and Luigi to attend. Sweet! Mad booze, sexy ladies, wild crazy disco dancing bash!...Eh. Probably more civil than that, actually. Anyway, there's gonna be guests from all around the world, tasty sweets, and entertainment! I can't wait to go!

Luigi and Mario step into a pipe, and are taken to Toad Town, passing the Item Shop, the Dojo, The Fortune Teller House, and the Post Office. They both enter the castle through the star door and the courtyard. Wow, this is a sweet crib, lotta Toads, too. Well, we're gonna go see Peach, and tell her that we're here. Alright, this is the first time you move. I'm using the Gamecube controller, so use your control stick, and head up the stairs in front of you, and through the door.

More guests, head up the steps on the right or left, and go into the star door at the north of the room. Head up the stairs here, past an altar and some couches, and enter the door. Head down this hallway, and you'll come to Peach! Mmm...nice and private...huh, Peachy babe? I mean...lovely day, isn't it? HOLY CRAP! There's a huge rumble...wait, WTF?! The castle, it's rising! And...Bowser's Castle...it was under it! How did he do that anyway? That's a sinister looking building, and we're being lifted into a very ominous, dark sky.

Suddenly, Bowser crashes in, with Kammy. Uh oh. We gotta take care of him! We chat, and then we fight!

=====  
=====\  
BOSS: Bowser

(Banjo's Note: This is your first battle! For more info on the battle system of the game, check out Spazzy's coverage at the Game Basics.)

Most of those options are not accessible to you during this fight with Bowser, so your only option is to jump attack him, and the extra damage and defense here is not accessible, so you are just attacking and getting attacked until...

He pulls out the star rod! Uh oh...this is gonna be...painful. He uses the Star Rod's power to make himself all glowing, and give himself an aura of stars. Feh, your light show won't stop my plumber power! He attacks... OH OUCH MAN! That really hurt...your attacks are buffed...hmpf. So what?! We'll just stomp you like always!

\*dink\*

That's not good. Are you telling me he's invincible?! ...That's...not good. He attacks...OUCH! Again! We're almost finished...and there's nothing we can do! All you can do is try again...and nothing happens! He pulls up and OOOOH...OUCH! He roasted us, he toasted our Italian behind until it was golden brown. We're defeated...He beat us...He uses the star power, and lightning fires us clear out of the castle!

=====  
=====/  
=====

Man...I can't believe it...we're finished. We tumble to the earth through the

sky...(love the music), through the clouds...and it's the title. Now our adventure begins!

(Banjo's Note: Now the Prologue REALLY starts! If you keep the game at the Prologue screen for a while, [as well as any other Chapter screens] the retro Super Mario Bros. theme plays!)

Oh man...Rough fall, whoo...can't believe we survived. There's Mario. And, the seven star spirits. They seem to just be ghosts of them though, their power must be weak. The spirits grant us what power they can give, and then they vanish. Hopefully that helps. Well, we're still passed out, but a young female Goomba comes. Hey, whaddya know, she knows us! She goes and gets her family to come get Mario. Huh...it's another star spirit. We're in an inn now though, so that's good. He's Eldstar. We have to meet him at Shooting Star Summit. I guess we got some business.

-----< Goomba Village |

Anyway, we wake up in this nice Toad Inn. Inns are places where you sleep for what seems like ten seconds, and then you wake up with full HP, FP, and Star Power. It's pretty sweet stuff, they're even free to rest in at any time! So this Toad comes in and checks on us, turns out we are in Goomba Village, just west of Toad Town. Seems like a pretty sweet digs, huh? Exit the Inn, and here we are, Goomba Village. Just to the right is the Goomba Family's house, and there's a rainbow block with an S, in it. Hit it. It's a save block, which saves your progress up to that point, that way you can turn off and play something else, for example.

Anyway, talk to Goompapa, the Goomba with the 'stache by the gate to the right. He says the gate needs to be fixed, and he's gonna fix it up. Cool, cool. Head into the house, and out the door to the back, onto the veranda where Goompa is. He's fixing the veranda, and he's a little busy, so head out, and talk to Goompapa again, by the gate at the right. Sweet, looks like we can get going to Shooting Star Summit...uh oh...who's that? Oh dear, it's Kammy Koopa. Goombaria calls her out, the little Goomba in the pink bow. And to stop us dead in our tracks, she materializes a huge yellow block and puts it smack in front of the gate! Now we can't leave! Drat! But Goompapa says Goompa has a hammer that could smash through it. So head through the house and out to the veranda.

Hmmm...is it just me...or does something seem like it's miss-IIING.....!!!

You fall from a thousand-foot cliff to your untimely demise! Game over! Too bad! You chose poorly!

Nah, not really, since we're made of paper, we float harmlessly down. Talk to Goompa, he says he was fixing the veranda and it just fell! Turns out, a block is blocking us here, too. We gotta find that hammer, it's gotta be around. So just head to the left area.

Press A in front of the bushes to search them, the hammer is in one of the far left bushes. You got the [[HAMMER]]! Now you can do the hammer attack. The "Hammer" option is viewable in the battle screen, now. You can now access many hammer attacks! Sweet! Outside of battle, you can now press B to get first strike on enemies with your hammer, and hit trees and switches with it. Sometimes, if you hit trees or other objects, items will fall out! You can also hit blocks close to the ground. So many possibilities come from simply smashing stuff.



The tree next to you holds a coin if you hit it. A save block is also in this area, so I recommend hitting it. Before you exit, the rightmost tree just above the fence holds a [[DOLLY]], which belongs to Goombaria. We'll have to return it to her. Head out. Goomba is first to exit the area, but something is there! He thwacks Goomba back to you! Turns out it's some punk baby Koopa, he's still in his egg! Turns out, he is really mean and he talks a mean game. Though, he's kind of a wimp. He's Jr. Troopa. Looks like we're gonna battle him.

---

=====\

MINI-BOSS: Jr. Troopa

---

This punk Koopa won't let us pass! Looks like we have to give this brat a spanking. You can use your new hammer option, and Gramps over here encourages us. Eh, just keep wailing on him, right now, it's a hit and get hit world, 'cept you're gonna kill him first. Jump and hammer him until he cries.

HP: 5

He's really easy. Just keep hitting him. He has one special ability he'll do with 1 HP left, where he yells "FULL POWER!" and charges at you for a whopping 2 damage! Yeowch! That's like...one more damage than what he's been doing before! Finish him off.

You also get your first taste of Star Points, twenty of them to be exact. When you get 100 of these from defeating enemies in battle, you level up! Good stuff! So you should farm enemies constantly and always try to level up!

---

=====/  

---

He declares that he will have his vengeance and he will return! No, seriously, he means it! And he does come back, a lot.

Anyway, continue to the right, smashing blocks and trees along your way. In the tree by the block, there lies a mushroom. Smash the block and onward you go! This block with the heart in it has a very original name called the Heart Block! These restore your HP and FP. You should always hit these when you see them. This big gray cement block to the south you can return to later in the game when you have a stronger hammer, so forget about it for now. Hop on that spring up there to find a Fire Flower on a high ledge! This is a very powerful attacking item, and I would save it for the upcoming Boss Fight.

This next area has some baddies, there are Goombas, standard enemies with 2HP. Spike goombas, Goombas you can only kill with a hammer that also have 2HP, and Paragoombas, ones you can only kill by jumping. They also have 2HP. Gramps here will walk you through the fights as you progress and kill them. There is a Star Piece you can get in this same area. To grab it, take the path up when you reach the fork. You'll pass an enemy, a tree that has a coin, and you'll finally see the Piece. This is a shard of a star that you can trade to someone in the game for some of the more valuable badges. There are tons of these in the world. Once you've gotten the Piece, exit the area through the right.

---

/ STAR PIECE #01 /  
/ COLLECTED /

---

Now, you have returned to the village, thankfully. Gramps has something for you, so wait outside. Goombario notices the dolly you have, and you should give it to Goombaria, in exchange, she will give you a Star Piece. She gives you a big smooch too, how nice.

/ STAR PIECE #02 /  
/ COLLECTED /

Turns out Goombario is pretty tough, and he's a huge fan of yours! Y'know, M-ario, Goomb-ario...coincidence? Gramps comes out, and he presents you with a gift, the Power Jump Badge! This is your first badge! In the start menu, you go to the badge section, and can equip badges based on the amount of BP you have. For example, this badge takes up 1BP, so you can have 3 1BP badges at this point, or maybe a 1BP badge and a 2BP badge. More powerful badges take up more space, so you need to purchase BP with each level up. But you have to balance out your level up rewards with HP, FP, and BP if you want a balanced difficulty. Gramps' tutorial on the art of the badge covers it, though you don't need it if you're experienced. Gramps also recommends that Goombario accompany you on your adventure, he has a mean headbonk, and a wicked brain! He can tattler on enemies and tell you their HP and such. If you also use his ability outside of a battle, he'll tell you about the area. Comes in handy.

~~:!) GOOMBARIO JOINED THE PARTY! (|:~~

Now with our new partner, we're ready to face the world! Talk to Goompapa, and smash the block covering the gate. Let's get out of this village! I would recommend using the Inn if you are low on HP, which you definitely are. So use the Inn! Do as I command! (Banjo's Note: Smack the tree by the gate to get a Goomnut, an item that restores 3 FP.)

-----< Goomba Road |

Now, exit the village, so long, I guess. We're on the path to Toad Town now. If you check that sign about the common creature around here, the Goomba, a Goomba does appear and battles you! Wow! That's...a really incredible disguise...how did they do that? Goombario tells you about how you can switch orders of partners with Z, or L, or whatever. It comes in handy if you need a partner to take a hit or something. All forms of Goombas are easy. They mostly all have 2HP, and they have a long line of family, some of which are much tougher such as Gloombas, and Super Goombas. But these ones so far are:

Goomba: The butt of the Mario world, only 2HP, no defense, easy pickings.  
Spike Goomba: Cooler, meaner, don't jump on them. Use your hammer, or anything that doesn't involve touching that spike. 2HP though.  
Paragoombas: They seem like they'd be jerks. You have to jump on them to hit and reach them. 2HP also.

Anyway, continue on, there are more Goombas to kill, some of these battles have two of them. After every battle, when you go into real time, coins, flower points, hearts, items, and sometimes even badges fall from the enemies as they vanish! This proves to be an easy way to get some quick points. It helps out a lot. There is also a Paragoomba battle on this path. Anywho, this path is very easy and simple. Get some points here. Next area.

Spike Goomba right here, beat it real quick. The red ? blocks always hold a badge, so be sure to look out for them. Sometimes they're even invisible, but they're usually indicated by some form of clue underneath them. You have to jump up and hit the invisible ones. This one here holds Close Call Badge! This badge makes enemies miss their attacks sometimes when Mario is in

/ BADGE FOUND \  
|~~~~~|  
| Close Call |

the "Danger Zone" of health. Comes in handy sometimes, but it's upgraded later, so no real use. The mushroom sign here, does in fact give you a mushroom. This is a healing item, you can use these in battle to replenish HP, or outside of battle to do the same thing. Mushrooms and items ranging from them increase HP by some amounts, while other items increase FP, such as a Honey Syrup, and can also be done outside or inside battle. More battles, blah blah blah. Hit the heal block at the end of this path and enter to the next area.

Alright! Now we're getting somewhere, go hop on that spri-what? Who is that? What punk is stopping us? Uhm...multi-colored, oversized Goombas..? Huh...real threatening. These are the Ultra Super Mega Hyper Turbo Goomba Bros.! Red is the older, bossier one, and Blue is the younger, weaker one. Looks like we gotta battle them. This is going to be so easy.

---

=====\  
MINI-BOSS: Goomba Bros.

The Goomba Bros. here are not so super. They are just a bit more powerful Goombas. If you tattle with Goombario, you'll find out that Red here has 7HP, and Blue has 6. I'd take out red first, use your power jump. If you kill one, the other gets upset. So it doesn't really matter, finish them off and continue.

Red: 7 HP, 1 ATK, 0 DEF

Blue: 6 HP, 1 ATK, 0 DEF  
=====/  

---

That was really easy. You may want to backtrack and hit the heal block again, just in case you're low. Now, they said something about orders from the Goomba King. Looks like we're gonna dethrone this king. After healing, hit the save block to the bottom right of the spring, then spring up and head to the next area. Hey look! Another mushroom sign! Sweet!... AGHGHGHGH! It's was a goomba! What a brilliant disguise! Anyway, you can skip it, or whatever. That was it for that area. Goomba King's Fortress up next!

...That's a surprisingly lame fortress, wow. Red and Blue are crying like little babies back to King. The castle rumbles, and the king emerges. Holy crap, he's big. He's also really crazy looking, I would not want to mess with him. But we gotta throw down! (Banjo's Note: We constantly joke about Goomba King being high...off his rocker. >\_>)

---

=====\  
BOSS: Goomba King

This battle is the main battle of the Prologue, as it's more just wandering to the next destination for the rest of it after this battle. This battle is quite easy. Red and Blue join in, but they're weak from our last tussle, leaving them each with a measly 2 HP each. The king, however, has an ATK of 1, and 10 HP. There is another target here, a coconut tree. If you thwack the coconut tree, the big coconut will fall, and hit King for a whopping three damage. I recommend using that Fire Flower we saved to eliminate Red and Blue, and damage the King. Then I recommend going for the coconut tree, and then jump on him. That should take them out, and siege King Goomba Fortress!

King Goomba: 10 HP, 1 ATK, 0 DEF

Blue Goomba: 2 HP, 1 ATK, 0 DEF

Red Goomba: 2 HP, 1 ATK, 0 DEF

You get a whopping 30 Star points for defeating him, which should level you up, and leave you with an extra 17 star points if you defeated all the enemies to this point. Now you have the selection to add +5 HP, +5 FP, or +3 BP. I usually go with HP at this point, then I do FP, then BP, then back to HP, and the cycle continues as I level up. Do whatever you think is right.

=====/  
\_\_\_\_\_

That was quite easy. The King and his minions flee into the fortress and cower in fear of my plumber might. King asks Red if he hid the switch. The switch to lower the bridge, I imagine. Red hid the switch outside in the grass? What a moron. Anyway, before you smack the switch, go to the tree outside the fortress, thwack it with your hammer and pick up the Star Piece.

\_\_\_\_\_  
/ STAR PIECE #03 /  
/ COLLECTED /  
\_\_\_\_\_

Now, go to the bush by the fortress and search it, a switch will pop out, smack it and the King will tell us not to press a switch if we found one...you're a bit too late. That can't be good for him. The whole fortress shakes, as the top folds away, revealing the crumpled bridge, which flings out, launching King Goomba into the distance. Team Goomba is blasting of agaaaaaaaaaaaaain!  
\*twinkle\*

Anyway, with that, cross the bridge. Before you enter the next area, head south, past the fence, and to the left, and down the ledge. Smack that block to trigger a ? Block's appearance. Hit it for a Super Shroom! A buffed up mushroom. It recovers even more HP! Awesome! Save this for later! Now, exit the area.

-----< Enter Peach |  
\_\_\_\_\_

Kammy seems to have saw everything...

Here, you can save and continue, save and quit, or continue without saving. Do what'cha need.

Anyway, now we're flashed to Peach's Castle, held captive by Bowser. Kammy is reporting to King Koopa about how Mario dethroned the King of all Goombas. Turns out he begged to be a King, and he was a big wimp. Eh, not surprised here. Turns out, all the seven star spirits are being held captive by hand picked henchman. The nearest one is in Koopa Bros. Fortress, huh? Well, thanks for the information. Who was that?

Some flashy music, huh, a bunch of colorful ninja koopas? Real scary. They're the Koopa Bros., guardians of the first star spirit. They don't look so tough. Turns out, they apparently have a really shiny, super special awesome super ultra mega teamwork move that it is so incredible, we can't even view it on screen. Bowser is in awe, as a matter of fact.

...must be pretty damn impressive...

Anyway, they skedaddle back to the Fortress to resume guarding the Star Spirit.

Looks like we have to raid Koopa Bros. Fortress.

-----< Exit Peach |

Back to game play, walk down these ledges, and then to the left to find a block with a Sleepy Sheep, a battle item, you can't miss it. Whack the tree here at Toad Town Gate, and then the spring will fall from the tree. Jump on the spring, and get sprung up to the top of the gate, where you open a chest and obtain the Hammer Throw Badge! This Hammer attack allows you to hit an enemy flying, on the ceiling or whatever by tossing a hammer at them! This is very handy, so I recommend equipping it as well as the Power Jump. Now hop down and enter Toad Town.

/ BADGE FOUND \  
| ~~~~~ |  
| Hammer Throw |

-----< Toad Town |

Welcome to Toad Town! This is a main hub of the Paper Mario game, offering the means of transportation, the sewers, the train station, item shops, inns, entrances to chapters, Merlon's place, the place where the castle was supposed to be, the entrance to Shooting Star Summit, and much, much, much more. We'll cover parts of the town as we venture through it, but for now, this is where we are. You are greeted by a Toad, who was worried about you. The item shop is right here, and I recommend purchasing some stuff.

```

+-----+
|      Shroom Grocery      |
| ~~~~~ |
|  Item      | Cost      |
|-----|
|Fright Jar  - 5 coins  |
|Sleepy Sheep - 10 coins |
|POW Block   - 5 coins  |
|Fire Flower - 10 coins  |
|Honey Syrup - 10 coins  |
|Mushroom    - 5 coins   |
+-----+

```

I recommend buying a fire flower, some pow blocks, some mushrooms, and maybe a fright jar. We'll come across some more items anyway. Exit. This area also holds the Dojo, a place we'll cover later in the guide. Head to the next area of Toad Town to the right. This area holds Merlon's House, The Post Office, The Inn and a Save Block, as well as a flower gate (which will serve a major purpose much later). But first, hit the tree to the left of Merlon's (the weird house with a spinning roof), and obtain a Star Piece!

/ STAR PIECE #04 /  
/ COLLECTED /

Enter the star door to the north to enter the wreckage of Peach's Castle Courtyard. Man, what a ruin...head right from here, and enter the area of Shooting Star Summit. Falling stars and mystic music greet us here, before you reach the spiraling steps up the mountain, head north of / STAR PIECE #05 / there to locate a Star Piece. Now, head up the spiraling / COLLECTED / hill to meet the spirit of Eldstar at the peak. He has

---

some words of wisdom you should know.

The seven star spirits gather here, to tell us of the adventure that awaits us. They tell us of Bowser's capturing of the Star Rod, and the evil that could befall the Mushroom Kingdom if his plan is to succeed. Their presence is weak, we gotta help them. Another saving option. Do whatcha gotta do.

---

-----< Enter Peach |

Enter Peach. She's very upset and lonely up in her room of the isolated castle, worrying for her people, and for Mario. Bowser and Kammy enter. They mock her with Bowser's stolen power, then leave. Hey there, a little star kid at the window. Cute. This adorable little star kid's name is Twink. That's a fitting name, Twink. He's here to grant a wish for Peach. Sadly, he can not fulfill the greater tasks, such as nabbing the Star Rod or getting her away from the castle, so Peach puts it upon him to deliver a star shaped amulet and a message to Mario, telling him not to worry about her. That amulet is a Lucky Star, the thing that grants us the ability to use Action Commands, such as the extra damage with good timing stuff, or the double jump. As well as the ability to guard with good timing.

---

-----< Exit Peach |

Back to Mario, proceed left and exit Shooting Star Summit. Just as you are exiting, Twink flies down and smacks you right against the back of your skull. Ouch. He delivers us the message, and the [[LUCKY STAR]], prompting us about our new found action commands. You should take the tutorial if you're not used to this already. But an uninvited guest appears, a Magikoopa! Looks like we have to take out the trash.

This Magikoopa is very easy. You jump on him to make him fall off his broom, and then proceed to wail on him with your new action commands. Such an easy fight, his magic only does 3 damage, so you can guard against it now! I believe he has 8 HP and 3 ATK, so he's not much of a deal, finish him quickly. Two power jumps is all it takes.

After all that, head to Toad town, turns out Merlon is looking for you, so enter his place. He says he's out, but just check again. He slams the door on you and flattens you. Awww man. Anyway, he's been expecting you so enter. His name is Merlon, and he's a wizard. He tells a really long...really really long...strange...boring story. Mario even nods off. So anyway, he's gonna help us out by predicting our future for small prices, and giving us advice. He tells us to head east to Koopa Bros. Fortress. Save, and talk to the shady looking Red, Yellow, Green and Black Toads blocking your way. Where have I seen those colors before? Anyway, they're not letting us pass. They even say not to ask Merlon for help.

So what do we do?

Well, we ask Merlon for help, of course. You have to walk around the crystal ball and talk to him directly for him to exit his house, and reveal the Toad's true identities as the Koopa Bros! Man! Those fiends! Now, Merlon says something about needing help from a turtle with a blue shell. Sounds interesting enough. Well, let's get moving. This is where my part ends, for now, and the adventure truly unfolds! Banjo will be taking you through the next two chapters! Yeah guys! Good luck! Save the world!

---

In case you haven't figured it by now, the both of us will be doing four chapters of the game each, not counting the Prologue. I will be doing Chapters 1, 2, 5, and 8, while spazzy takes care of the others. Anyway, enough rambling, let's move on to the actual chapter!

-----< Pleasant Path |

Here on Pleasant Path, it's not so pleasant, as there are Koopas and all types of Goombas running rampant through here. Nonetheless, they are still quite easy enemies. Koopas are the first enemy you face that have Defense, but they can be knocked over with a Jump in battle to null their Defense. So, just go on through this particular area, killing enemies (Man, the game is so much more interesting with action commands!) along the way. There are a few blocks on the path, namely a red ? Block. Jump at it to get the Dizzy Attack badge! Continue to the next area after getting the Fright Jar from the last ? Block.

```

/   BADGE FOUND   \
|~~~~~|
|   Dizzy Attack   |

```

Here, we have to build a bridge. First of all, get rid of the Koopa, and hit the ? Block for a POW Block item. Now, smack the tree with the Hammer to make a switch fall down. Smack the switch and the bridge will appear! Cross it. There are a few Goombas next up, including a Spiked Goomba hiding on top of the brick block. Kill them all if you wish, and ignore the path leading downward for now. Hop up the ledges, killing the Koopa there. Make sure to get the Sleepy Sheep behind one of the fences, and hit the last brick block, as it's a multi-coin block. Just keep hitting it for the coins! Head to the next area.

Ah, a fork in the road. We need to head to Koopa Village first, so take the path downward. Right before you enter, you'll notice three brick blocks on the ground. You have to hit them with the Hammer in a specific order. Hit the left, then the right, then the last one and a red ? Block will appear. Hit it for the Attack FX BBadge. This is just a silly badge that costs no BP, but changes the sound effects used whenever Mario attacks. The "B" indicates that there are multiple different Attack FX Badges, so having them all equipped randomizes the sounds used. At any rate, enter the village.

-----< Koopa Village |

Oh no, horrors! The village is in an uproar! Fuzzies are looking for new trendy styles and stealing every Koopa's shell! Even the gatekeeper has lost his shell just recently! What should we do? Why, help the Koopas get their shells back, of course! Just watch your own clothes... At any rate, the gatekeeper's shell can be gotten very easily by hopping on or hammering the Fuzzy that has it. Next, knock out the two Fuzzies bouncing around here. Get the shells for the other two Koopas by breaking the mid-air brick block, and hammering the tree. Save if you want to, and head to the village's next area.

Here, knock out the Fuzzy that's bouncing around. The tree that's here can be Hammered to make a Fuzzy drop from it, but that's only if you want an extra coin. To get the shell from the Fuzzy that the Koopa is chasing, you'll have to sneak up to the Fuzzy slowly and then Hammer it. The other shell that's on a high brick block, just push the blue block until it's below it, hop on, and break the block. Finally, knock on the door of the house that's shaking. A Koopa with a scarf will walk out. He says that he's having trouble with a Fuzzy, and asks if you could take care of it for him. Sure thing. Enter the house, and the Fuzzy will leave through the back door. Follow it!

This linear path is just following the Fuzzy that has the blue shell. A few other Fuzzies may appear and try to battle you, but you can either battle them or just keep moving. Ignore the badge that's on one of the stumps since you can't get it just yet. Keep moving to the next area, which is a deep wood. Here you will have to play a little game of hide-and-seek. The Fuzzy's buddies will hide in each of the trees, and they'll hop to each tree. You must smack the tree that has the Fuzzy with the blue shell once they stop hopping. This must be done three times, and each time gets harder. If you've gotten it all three times, you're rewarded with Kooper's Shell! Attempt to head back and Kooper will be there. Give him the shell, and agree to let him be your partner. Yippee! New partner tiem!

~~~~~  
~::~|) KOOPER JOINED THE PARTY! (|::~~  
~~~~~

Attempt to leave again and the Fuzzy will want revenge. Battle tiem with your new partner! Just use a POW Block and Kooper's Power Shell to take down all four Fuzzies, no biggie. Start to return to Koopa Village, but stop when you get to those stumps. Get on the tallest one on the right, and use Kooper's ability to grab an HP Plus badge. This badge ups your HP by 5 when equipped, but costs 3 BP. It's not recommended to equip just yet. Head back to Koopa Village.

Alright, now that the Fuzzy crisis is averted, let's take a look at what the village has in store for us, starting with its first area (the one where you enter from Pleasant Path.)

A Toad Inn is the first house you see. The second house is a shop! The item list will be given in a minute. The third house is a Koopa who listens to a radio. You can change the channels of the radio in case you just want to listen to other music. Occasionally, you may get to find out about a contest that you can participate in for neat prizes! Make sure to check after every chapter! Finally, the leftmost bush nearest the Save Block almost always hides a Koopa Leaf. Chuck Quizmo also appears near the Save Block.

In the second area, the first house is Kolorado's house. The second house is Kooper's (obviously), and the third is Koopa Koot's house. He constantly asks for favors and has new ones every time a chapter is completed, and most of the time the rewards are, to tell the honest truth, crap. But there are a few gems here and there, so he's worth checking out.

All that said, in the second area, remember that Koopa shell that was on a high brick block? Well, a Star Piece is on there now. Get it the exact same way as with the shell. Head to the shop now. There are a couple of interesting items here...

~~~~~  
/ STAR PIECE #06 /  
/ COLLECTED /  
~~~~~

+-----+



Koopa's Shop		
Item		Cost
Dizzy Dial	-	10 coins
POW Block	-	4 coins
Fire Flower	-	8 coins
Honey Syrup	-	8 coins
Volt Shroom	-	15 coins
Mushroom	-	4 coins

The Volt Shroom is pretty expensive. I suggest buying a couple of Mushrooms and some Honey Syrups, maybe a Fire Flower or POW Block if you don't have any attack items. Also, you may be able to sell a Sleepy Sheep. I dunno, I just find Sleepy Sheeps to be a bit useless items because they don't always work. It is good to have one though in case you're in a pinch. Go rest at the Inn, since your HP and FP are likely low. Before we move on, head to Koopa Koot's house. He has a few favors that we can do. Just check the Favors section in this FAQ for details if you need help. After finishing his two favors, you'll get a [[SILVER CREDIT]]. I'll tell you where to find the Playroom that's mentioned there later on in the walkthrough. For now, head out of Koopa Village.

-----< Pleasant Path |

Back on the road to Koopa Bros. Fortress! You may have noticed that one of the blue candy cane...things by the sign at the fork in the road watches you...if you circle around it, it will spit out hearts! Quite neat, but a bit useless since an Inn is just nearby with no enemies in this area, but whatever.

Backtrack an area. Remember that lower path I mentioned  
 / STAR PIECE #07 / before? Go down the ledges and take that path. At the end  
 / COLLECTED / is a Star Piece on a little island. Grab it with Kooper's  
 ability, then head back to the fork. Grab the Honey Syrup  
 behind one of the canes and follow the bridge to the next area.

You'll see five coins grouped together, but when you approach them, a Koopa jumps at you from the bushes in the background. Nothing too difficult though, so take him out. Before heading down, head right to the very edge of this ledge to find a high brick block. Use Kooper's ability to break it and knock down the Thunder Bolt item, so drop down and grab it. Kill the Spiked Goomba here, then look for a switch across the river here. Hit it with Kooper's ability and a bridge will pop up. Cross it and face your first Paratroopas! Might be good to have Goombario out before you cross the bridge so you can knock both of the Paratroopas down in the battle. Before heading into the next area, jump between the two brick blocks to hit an invisible ? Block, which contains a Fire Flower.

Next area, kill the Koopa and smack the tree to make a Star Piece fall out! Continue on past the next battle and you / STAR PIECE #08 / will see a pipe behind a cracked wall. Can't blow open / COLLECTED / walls yet, so hit the Heart Block and enter the next area, which is the Koopa Bros. Fortress! Hit the Save Block and approach the door. The Black Ninjakoopa will appear, then quickly get back in the Fortress after seeing you. Heh. Follow him in.

-----< Koopa Bros. Fortress |

In this beginning room, head around the pool of water and you'll see a Koopa guarding a locked door. Defeat him and he will drop a Fortress Key. Use it to

unlock the door and move on. The next room is just filled with nothing but Bob-ombs, so take them out. Enter the next room.

! It's Green Ninjakoopa! He placed a Fortress Key inside a cell, so we're gonna have to get it. He skedaddles, leaving you to fight a regular Koopa. After the fight, head right some more to find a cell with a cracked wall, with a Koopa and a badge inside. The Koopa gets out of the cell somehow and goes to fight you. (You can actually glitch yourself into that cell he was in by going through where he exited, just so you can get the Badge earlier.) Go right more after the battle to see another cracked cell wall, and another Koopa. Fight it and head into the next room. In here, another Koopa guards a locked door. Defeat him and a switch will appear. Hit it with the Hammer and the staircase in here will lower. Go downstairs, ignore the door, and head left to another room.

In a weird turn of events, the exits will block themselves by making them unreachable. To get the exits back the way they were, you have to defeat all the enemies in this room. Shouldn't be a big deal. After the battles, head left some more. Jump the fire bars (if you play a little game of hopscotch with them and keep jumping them, they'll eventually disappear, leaving a bunch of coins.) At the end, you'll find a Fortress Key! Backtrack to that locked door and open it.

Yellow Ninjakoopa! Looks like he set up a trap... Before heading up, take the door to outside down here, where a Save Block is. Save if need be, then head back inside and go up the spiral ramp. Go to that ? Block and hit it...and you will fall into a Bob-omb jail cell below floor! Ouch. But we totally knew that was going to happen...right? Anyway, you'll meet a friendly pink Bob-omb named Bombette. She'll join your party after a bit of conversation! Yay, another partner!

~~~~~  
~~:|) BOMBETTE JOINED THE PARTY! (|:~~  
~~~~~

She tells you to find a way out of here, then demonstrates her ability. She finds out moments later that the demonstration got us out of this cell! Awesome. Attempt to head out, and a Koopa with two Bob-ombs comes to find you out, and attempts to battle you. Shouldn't be too hard as long as you take the Bob-ombs cautiously. After the battle, exit this room.

Backtrack to that hall of jail cells. The first one you see has a Fortress Key  
\_\_\_\_\_ inside. Blast open the cracked wall with Bombette and get  
/ BADGE FOUND \ inside to grab the Key. Do the same thing with the middle  
|~~~~~| cell and grab the Power Bounce Badge from it! Head back  
| Power Bounce | right, enter the door. (Don't go downstairs.) Back at  
\_\_\_\_\_ the room with a spiral path, go around counterclockwise  
down here until you reach an end. The wall here can be  
blasted open. Do so and head outside. Open the chest for / BADGE FOUND \  
the Refund Badge. It's a badge that gives you some coins |~~~~~|  
whenever you use an item in battle. Great if you need | Refund |  
the money for a shop that's down the road. Head back  
inside, go save if you want to, and head upstairs, into the door to the next  
room.

Get rid of the enemy up here and open the locked door to get to the next room. You're above the cells in that cell hall! Use Kooper's ability to hit the switch. Move left as far as you can, hit the switch again. Move left, repeat the process again, enter the next room. Get rid of the enemy here, and hit the switch to lower the stairs. Go downstairs, jump to the cracked wall, and blow it up. Head through, grab the Fortress Key, go back and upstairs. Open the locked door and head into the next room, which is an upper floor of the

entrance room! Head around the path and hit the switch to make a staircase rise from the water, waking up a couple of Koopas who were bathing. Kill them and just start climbing. Ignore the door that you see, just keep climbing.

```
_____ Eventually you'll see a bridge and a Bob-omb guarding it.
/  BADGE FOUND  \  Take care of that enemy and grab the Smash Charge Badge.
|~~~~~|  Wearing this allows you to charge your Hammer attack
|  Smash Charge  |  power for one attack. Subsequent charges will stack onto
_____ your attack power. Head back down and through that door.
```

You'll find out that this is the Koopa Bros. last line of defense! They will send out Bullet Bill Blasters to constantly fire Bullet Bills after you. It's your job to dodge and weave around the Bullet Bills until you get to the Blasters. Before doing that, head into the little alcove nearby. Bomb the rock and hit the ? Block for a Maple Syrup. It'll help a lot. Now, dodge and weave around those Bullet Bills like I said before. When you get to the end, if you have already encountered some Bullet Bills in battles, head into the alcove to heal and save, then go battle the Blasters. This is your toughest enemy yet, as the Bill Blasters have high defense. It may be good to use that Smash Charge badge that you got before here. After the battle, heal and save, and enter the big doors.

The Koopa Bros. see you, and finish working on something. Then, a giant statue resembling Bowser comes rolling in. Pfft.

```
_____
=====\  
BOSS: Bowser???
```

HP: 10  
Attack: 1  
Defense: 1

This isn't really Bowser, you should know that. Just Power Jump him to death or Hammer. You can also use Bombette's Bomb. Either way, he's a piece of cake, just a warm-up for the true battle!

```
~~~~~  
BOSS: Koopa Bros.
```

HP: 5 (each)  
Attack: 1 (each)  
Defense: 1 (each)

Finally some semblance of a challenge! There's one thing you have to worry about, and it's their super special attack that they showed Bowser earlier during the Prologue. They stack on top of each other and move like a whirling Koopa tower of destruction. It hurts! Thankfully, depending on how many of the Ninjakoopas are on there, that determines how powerful the attack gets. So, the highest it can go is 4.

To knock them off their tower, hit them twice. Once with a Hammer to knock them off balance, then a hit from either Kooper or Bombette to knock them flat on their backs. Bombette's Bomb can do the trick in one attack though, but it might be good to save FP to actually damage them. If you kept that Thunder Bolt item, it would be good to instantly waste one of the Ninjakoopas with it once they're knocked down. When it gets down to just one Ninjakoopa left, you can down him like a regular Koopa.

```
=====/  
_____
```

After the battle, a speck appears...it explodes, then reforms as a card. Touch the card and the Star Spirit of this chapter will be freed! Yay!

```

( _____ )
=====) END OF CHAPTER (=====
( _____ )

```

```
-----< Enter Peach |
```

So...congrats on freeing the Star Spirit. Of course, you had my help, but you did all the work! Either way, you will be given the usual saving option. After that, you'll find out what Peach is up to. She determines that in order to do something to help Mario, that she must try to get her way out of here. So...you get to play as Peach! How neat. First things first, finding a way out of her room. Notice the fireplace? Well, you can peel away the painting right beside it. It hides a button! Pressing it will make the fireplace fizzle out, and you can walk through it. Do so to find a secret passage. In here, head to the end and press the button to turn the wall around to a certain room...

In here, walk to the table on the left to find a diary. Read it (naughty princess...!) to find out that another Star Spirit is held in Dry Dry Ruins at Dry Dry Desert. Well, now that we know that, Twink needs to head to Mario to officially tell him of this. However, Bowser comes in (at the worst possible moment!) and sends Peach back to her room.

```
-----< Exit Peach |
```

Cue back to Mario, with Eldstar, the Star Spirit you just freed, talking to you. He bestows you his power, and tells you that you may now use the Star Spirits' powers in battle. He offers you a small tutorial on how it works, so if it's your first time, go ahead. Either way, after talking with him, make your way to Koopa Village. On the way though, remember that cracked wall that a pipe was hiding behind in the area right next to this Fortress area? Well, blast that open and head down the pipe. You'll appear on a high ledge. Head right to the next area and you'll see a chest. Open it for an FP Plus badge! Head back left and drop off back down, backtrack all the way to Koopa Village.

```

/   BADGE FOUND   \
| ~~~~~~ |
|   FP Plus   |

```

Once there, stock up on items if need be, rest at the inn, and head towards Toad Town. On the way, you'll see a familiar face... it's Jr. Troopa! He wants to battle you again. He shouldn't be much more difficult than from the first fight, right?

```

=====
=====\  

MINI-BOSS: Jr. Troopa

```

HP: 15  
Attack: 2  
Defense: 1

He's got higher attack power and HP, but the only thing he's learned is hiding in his egg for higher defense. Well, since you have stronger methods of attack

now, he's not a big problem at all. Power Jumps and Charged hammer attacks should do the trick.

=====/  
\_\_\_\_\_

After Jr. Troopa's knocked out, head back to Koopa Village. Prepare yourself again, and visit the radio house. Change the channel to the Information Station, and you'll have tuned in to a contest. You need to take a Koopa Leaf to a certain fellow waiting at Toad Town's front gate, in five minutes. So, if you don't have a Koopa Leaf, grab one from a nearby bush and get your ass moving! There's no time for battles, so you'll have to dodge enemies and run from battles until you get there. You remember the main gate, right? It's the area where you first entered Toad Town from Goomba Road. Standing there is a Toad dressed in pink...yes he's male. Give him the Koopa Leaf and he will give you a Maple Syrup item. So yeah...a male pink Toad, who is said to be eccentric. Really, Nintendo?

-----< Toad Town |

Anyway, something I forgot to mention, Twink greets you once you reach Toad Town and tells Mario where the next Star Spirit is held. Anyway, since we can access all of Toad Town now, I'll take you for a tour!

#### Main Gate:

The very north house is home of Russ T., a scholar Toad who can teach you a lot about the world. He gets new things to teach you after each chapter, so it may be worthwhile to stop by his house every once in a while. The pipe beside Russ T.'s gets you back to your house. I'm sure Luigi has been worried about you... At your house, you can check detailed battle stats on the blackboard, can sleep at your house, or read any mail you've gotten. The southwest house is just a regular Toad family, and the little lake has a pipe that's of interest. We can't get there until much later, unfortunately. And again, there's a shop here and the Dojo. There's not really much of a point to the Dojo, but if you wish to get the highest rank on it, check the strategies for the bosses there at the Tattle section.

#### Town Plaza:

The house with the spinning roof is Merlon's house, as you know already. You can pay a nominal fee to find out where to go, in case you forget. The Post Office is also here, where you can check to see if your partners got any mail for them. There's no purpose in reading them, like the letters Mario gets, but it's nice to have something extra to do. There's an Inn here as well, as well as a flower garden and the newly-opened Rowf Badge Shop. The north exit takes you where Peach's castle used to be and the way to Shooting Star Summit.

#### Rural Area:

South of Town Plaza is the peaceful rural area. The yellow house is Tayce T.'s abode. She's a master cook, and will cook almost any item you bring her into something really nice. The blue house here is pretty mysterious and is locked from the inside...so we can't see what's inside until later. The east side has the entrance to Forever Forest. We don't need to head that way yet though. Finally, there's a pipe here that leads to the Toad Town Sewers. It's basically what you would call a sub-dungeon. It's its own area and you can get lots of optional stuff down there.

#### Residential:

West of the rural area is the residential. The buildings of note are an item shop (list will come later), a fancy house with two female Toads, and an oddly empty yellow house next door. Chet Rippo sometimes appears by the Item Shop.



Gloombas as new enemies! Go through the battle and afterwards, look at the brick blocks. Notice that one seems to be missing? Jump up there to reveal a hidden block that contains a Super Shroom. Now you can hit the other blocks. A Spiked Gloomba hides in one, and another block is a multi-coin block. Head right to the next room, and you'll fight a Blooper!

---

=====\  
MINI-BOSS: Blooper

HP: 30  
Attack: 3  
Defense: 0

Blooper's not too hard of a mini-boss. Just constant Power Jumps and Power Bounces, and Goombario is your partner of choice here since he's the only one who can hit the enemy. He has two attacks. One is an ink shot which is hard to dodge, and the physical attack. They both have the same attack power. Rely on Eldstar's power for the majority of this match.

=====/  
After the battle, you'll find a chest. Open it for the Shrink Stomp Badge! Now, since that's all you could do here for now, exit.

```
      /  BADGE FOUND  \  
    |~~~~~|  
    |  Shrink Stomp  |
```

---

-----< Toad Town |

Go rest at a Toad Inn, save, and head to the train station. We could do Koopa Koot's new favors, but they require a lot of backtracking, and it would be easier when we are able to warp to other areas. So just head to the train station area. Along the way though, in the rural area, you may find a strange flower on the ground. "Talk" to it to pull it up. It's a Bub-ulb! He gives you a [[MAGICAL SEED]]. This is one of many. What are they for? Well, you'll find out later. Once at the train station, if you haven't opened the Playroom yet, do so, and head in. Show them your Silver Credit and you can play a minigame for coins. This is Jump Attack. You basically hit brick blocks to get differing panels. Different panels have different coin values, but if you hit the one that has a Bowser panel on it, you lose any coins you gained.

At any rate, back to our original business. We need to take the train towards the desert, but a rock is blocking the track. Blast it with Bombette and the train will be free to head off! Talk to the conductor to get on board, and ride the train to the desert! Yay!

---

```
|O/ _____ \O|  
|/ |Walkthrough | [2Chap]| \ |  
| |-----| C H A P T E R 2 | |  
|\ | _____ | The Mystery of Dry Dry Ruins| / |  
|O\ _____ /O|
```

Welcome to Mt. Rugged, the scenic rocky peaks that lead to the desert. Let's get to work! Head left and north behind the train to start climbing. Before that, you can check the nearby bushes for an Egg item. It's basically a Mushroom, with how much it heals. Anyway, keep climbing, passing the stone

block, and you should find a Paratroopa mailman named Parakarry. He apparently lost a letter that he needs to deliver, and he wants it back. He can't seem to find it though, so we'll have to help him. So head right to the next area.

Keep heading right (you can go down the slide for a few coins after climbing, or do it on the return trip), and watch out for Monty Moles. There's a lower path you can take, it has an item block, another Monty Mole, and a Whacka. Whackas are harmless little creatures. They're an endangered species for one reason...hitting them makes them drop Whacka's Bumps. You can take one if you need a good healing item, but be mindful...after 10 Whacka's Bumps, the Whacka will die, and you won't be able to get any more. Either way, head right to the next area.

Save block! Hit it and head right. Avoid the various Monty Moles if need be, and you'll eventually find a badge and a Letter on ledges. Get on the ledge to the right of the letter, grab it with Kooper, and backtrack to Parakarry. Hand it to him, and he will regret to inform you that that isn't the only Letter he lost...he lost two others. Oh that Parakarry...! Backtrack to where you found that Letter, and head right to the next area. All you have to do here is just climb. Take a right once at the top, and head to the next area. Drop down here and you'll find another Letter! And also a Cleft enemy. These things are HARD. And by that, I mean they're so hard that they're hard. ...High defense. Yeah. You need Bombette's Bomb and the Smash Charge badge for these guys. Or, if you bought the D-Down Pound badge like I recommended, have it on. Clefts are hard, but they have low HP, so one D-Down Pound will get rid of one. At any rate, tips for battles aside, grab the Letter, spring back up, and take a complete left this time.

```

| \ LETTER / |
| \ #01 / |
| /-----\ |
|/ FOUND \ |

```

After heading left from the fork, you'll pass a "rock face"...literally. They're like two holes for eyes. Drop off the west eye carefully to land on a wooden board that has a Star Piece sitting on it! Grab it, go back up, and head left to the next area. Head down the slide here to fly to a higher ledge back where that save block was. Avoid the Cleft if you can and continue left. In the next area, you'll catch a glimpse of that last Letter you need! Head left, kill the Cleft, and hit the item block for a Mushroom. Keep heading left, and you will see two openings in the cliff. Enter one and head left within it to find a secret passage. You'll emerge at an alcove with a chest. Open it for a Damage Dodge Badge!

```

/ STAR PIECE #09 /
/ COLLECTED /

```

```

/ BADGE FOUND \
|~~~~~|
| Damage Dodge |

```

Sweet. Having this on improves your defense when you do a dodge action command in battle. Wait until you upgrade your BP for it first. Go back and spring yourself high with the red spring. Up here, there are two ? Blocks, one on each end. The one on the right holds a Honey Syrup. Anyway, slide down the ramp here and you will land on the ledge that holds that last Letter. Finally! Backtrack to Parakarry and give him those Letters. He'll thank you a lot for finding them, and will admit that he actually lost a lot more Letters than that. Um...why did they hire this guy again? Anyway, he'll help you look for them all, so he'll join your party!

```

~::~|) PARAKARRY JOINED THE PARTY! (|::~~

```



Now that you have Parakarry, you're basically an on-foot postman now! Whenever you are facing a character who has a Letter that you picked up, have Parakarry out and talk to him to deliver the Letter. Most times the reward is a Star Piece. Also, Parakarry can carry you across small gaps that you can't jump over. Now that you have him, return to where you found that first Letter. Remember the badge? Use him to carry you across the ledges and grab it, which is a Quake Hammer Badge! Now go right to the fork in the road. Instead of climbing all the way up, just hop up a notch and head right. Fly across the gap with Parakarry and you should see another of those Bub-ulbs. Grab the [[MAGICAL SEED]] from him. Now return to the area where you got the Damage Dodge Badge/third Letter. At the very left you may have noticed a Star Piece surrounded by Coins. Fly across the gap and collect them all. Now head the way you went to get the second Letter, but fly over the gap. You'll see a vulture. This vulture is looking for Mario, and thinks he may have found you. You can actually fool him by saying you're Luigi, and you won't battle him. However, everytime you cross the bridge, you'll encounter the vulture every time...so it's best to fight him now and get it over with.

=====\  
 MINI-BOSS: Buzzar

HP: 40  
 Attack: 3  
 Defense: 0

Buzzar has a lot of dangerous attacks, but they can mostly be avoided for minimal damage. If he grabs you by the talons, you'll have to rapidly press A to avoid getting damaged and to break free, assuming the icon stops on the green part of the meter that appears. He also has a wing attack that damages both you and your partner. Here is something I should mention right now...when a partner takes damage, depending on how high the attack power was, that partner will be out for that many turns. Thankfully you can reduce the damage of the wind attack by repeatedly pressing A until it goes to 1. Another attack he has is throwing sharp feathers at you, but it only does 2 damage. Knowing this, the only attack you really need to worry about is his basic attack, which will do 3 damage, 2 at the least if you guard it. Power Jumps and Parakarry's Shell Shot should take down his HP pretty fast.

=====/  
 =====

Not many Star Points as a reward for getting rid of this guy, but he's gone nonetheless. Continue on to the next area and you will find a Heart Block and a Save Block. Get to the next area and...we're finally in Dry Dry Desert! Something to note here, the desert is in numerous areas, in a 7x7 grid. Knowing that, the desert is fairly big, but almost every area has something interesting to note about. I will show the desert grid with letters and numbers corresponding to each area. Like, area D1 is the area you entered Dry Dry Desert. After the map, I will detail each area and what you can find in them. If you don't want to explore the desert right now, just follow the "D" sectors east until you reach Dry Dry Outpost. However, the most important areas to note are: G2, C5, and F7.

-----< Dry Dry Desert
 1 2 3 4 5 6 7  
 A|\_|\_|\_|\_|\_|\_|\_|

B|\_|\_|\_|\_|\_|\_|\_|\_|\_|\_|  
C|\_|\_|\_|\_|\_|\_|\_|\_|\_|\_|  
D|\_|\_|\_|\_|\_|\_|\_|\_|\_|\_|  
E|\_|\_|\_|\_|\_|\_|\_|\_|\_|\_|  
F|\_|\_|\_|\_|\_|\_|\_|\_|\_|\_|  
G|\_|\_|\_|\_|\_|\_|\_|\_|\_|\_|  
- - - - -

Sector A1:

Two Pokeys, and two ? Blocks. Pokeys are evil cactus enemies, and they can hurt. Thankfully, Kooper has the ability to damage them without getting hurt, and to knock off pieces of their bodies. So...Kooper is the best partner to use in this area. The left ? Block contains a Fright Jar, and the right contains a Coin.

Sector A2:

Two Pokeys, and dead cacti. Yeah.

Sector A3:

Nothing but a rock with a circle imprint on it. \*SPOILERS\* This is where Dry Ruins appears. \*END SPOILERS\*

Sector A4:

Cactus Attack! Four Pokeys reside here.

Sector A5:

Two Pokeys are here. Nothing interesting.

Sector A6:

Aaah! This place has more spikes than a punk rocker's convention! Ten Pokeys await here. A Fire Flower also hides behind one of the small dead cacti.

Sector A7:

A Bandit and 6 brick blocks. Only one of the blocks is a multi-coin block. Bandits are dangerous to your wallet's health, as they can steal 10 Coins from you each in battle. You can damage them to get your coins back, but you can prevent coin theft from happening if you guard all their attacks.

Sector B1:

Empty. At least it seems that way. The rock on the right hides a hidden ? Block. Stand on the rock and jump to reveal it, dropping a Thunder Rage item.

Sector B2:

A Pokey and a Bandit. Nothing special about this place.

Sector B3:

Three Pokeys. There's something I forgot to point out. Pokeys sometimes drop Dried Fruit items. These are very valuable items that restore 15 HP each, so be sure to grab them if you find them!

Sector B4:

Two Pokeys and a Bandit. Nothing like thieving pricks, eh?

Sector B5:

Two ? Blocks, a brick block, and a Tweester. The right ? Block contains a Honey Syrup, the other just a coin. The brick block is a multi-coin block. Tweesters are things to avoid, pretty much. Get caught in one and you'll be blown to another area in the desert. You can get lost easily if you get caught in one.

Sector B6:

Nothing but two Pokeys here.

Sector B7:

Nothing but two trees. Nothing else.

Sector C1:

Two Bandits. See the block in the top left corner that appears to be used already? Well, hit it once and a ? Block will appear. Hit that for a Mushroom. Hit the one on the ground numerous times until another ? Block appears. That one contains a Super Shroom. Hit the same block 100 times and a hidden block containing an Ultra Shroom appears.

Sector C2:

Empty except for some rocks. Nothing special.

Sector C3:

Pokey, Bandit, and five ? Blocks. The middle one contains a Fire Flower. The rest just have a single coin in each.

Sector C4:

Some dead cacti and a Tweester.

Sector C5:

Nothing but three trees in a triangle. If you jump up in the middle of the trees, a red ? Block will be revealed, dropping the Runaway Pay badge.

```
      /      BADGE FOUND      \  
    |~~~~~|  
    |      Runaway Pay      |
```

Sector C6:

Two Bandits and 7 brick blocks. Two of them are multi-coin blocks.

Sector C7:

A Pokey and a Bandit. Yeah. Bleh.

Sector D1:

The entrance to Dry Dry Desert. This is also where Kolorado and his crew have set up camp. You have a Letter for Kolorado, so deliver it to get a [[STAR PIECE.]]

Sector D2:

Just a Bandit. Nothing too interesting.

Sector D3:

Two Pokeys and a Bandit. Should be careful here...

Sector D4:

A Stone Cactus and a Tweester. The Stone Cactus is basically a landmark to help you find Dry Dry Ruins.

Sector D5:

A Nomadimouse is resting by a tree. He just tells you where Dry Dry Outpost is, nothing too special. He does have a Letter for him later on in the game, so remember his location.

Sector D6:

Just a Bandit. It's a dangerous battle though.

Sector D7:

Just a path lined with trees. Just east of here is Dry Dry Outpost. Hit the very right tree with a Hammer attack to make a Letter drop down. Pick it up.

```

  _____
 | \ LETTER / |
 | \ #04 / |
 | /_____ \ |
 | / FOUND \ |
  _____

```

Sector E1:

Two Bandits, four visible brick blocks. The only block worth mentioning is the middle, which is a multi-coin block.

Sector E2:

Just rocks and a Tweester.

Sector E3:

Two Bandits. Don't let them steal stuff!

Sector E4:

Nothing but some cacti and a ? Block that contains a single coin.

Sector E5:

Two Pokeys and a Bandit. This grouping seems to be common in the desert.

Sector E6:

One of the more interesting areas. This place is filled with small plateaus. The one on the left has a brick block sitting on it, and a high block to the left that has a Stop Watch item on it. Stand on the block and use Kooper's ability to break that high block so you can grab the item. There's a badge on a really high plateau here as well. To reach it, you'll have to get caught by the Tweester in the blue cacti area. You'll land on that plateau from the sky. Grab that Spin Attack badge.

```

  _____
 /  BADGE FOUND  \
 | ~~~~~~ |
 |  Spin Attack  |
  _____

```

Sector E7:

Two Bandits and a Pokey. There's also a ? Block here, but it just has a coin.

Sector F1:

Nothing of interest, the place is barren.

Sector F2:

A Pokey and a Bandit. Nothing of interest, basically.

Sector F3:

Three visible brick blocks. The northern block is a multi-coin block. The others are empty.

Sector F4:

Three Pokeys! There's also a bunch of regular cacti here as well.

Sector F5:

Two blue cacti and a Tweester. The blue cacti are supposed to be a landmark, showing that the Oasis is just two areas east from here.

Sector F6:

Two Pokeys, a tree, and a brick block. There's a Tasty Tonic hiding behind one of the bushes to the east. Hitting the tree drops a coin, and the block is a multi-coin block.

Sector F7:

The Oasis! This is a refresh area. It has a Heart Block, two big trees that drop a Lemon (left one) and a Lime (right one) when hit. There's also a Super Block here! You can upgrade one of your party members to have higher attack power, and to also learn a new attack. You can upgrade any of your party members, but Bombette is recommended, at least for Dry Dry Ruins.

```

  _____
  || _____ ||
  || SUPER BLOCK ||
  ||   FOUND   ||
  || _____ ||
  
```

Sector G1:

Just a single Pokey (which has four of them in battle). A few cacti, but nothing else.

Sector G2:

Nothing except a single rock. Stand on it and jump to reveal a hidden red ? Block. Inside is the Attack FX C Badge.

```

  _____
  /  BADGE FOUND  \
  | ~~~~~~ |
  |  Attack FX C  |
  _____
  
```

Sector G3:

Three Pokeys and nothing else.

Sector G4:

Two Pokeys. Nothing much.

Sector G5:

A single ? Block with some cacti. The block just holds a coin, nothing good at all.

Sector G6:

Nothing here except some cacti.

Sector G7:

Six Bandits and six brick blocks. All of the blocks are multi-coin blocks. Hm...judging by the contents of this area, I'd say this is a Bandit hideout where all the loot they steal is stored here.

```

  _____
  -----< Dry Dry Outpost |
  _____
  
```

Alright, that's all the areas. Head to Dry Dry Outpost. Head right and you will spot a mouse leaving the item shop, then dashing off at high speed. Follow that mouse! At the other end of the outpost, you'll find him talking to a green mouse in a cloak, and will then dash back to the shop. Alright. Before we get to business, let me detail what's at this Outpost.

West area:

The first building is just a house. The next building is an item shop, which



at the Nomadimouse and deliver his Letter to him. Yay for a [[STAR PIECE!]]  
Anyway, head straight north from the stone cactus until you can't, then head west. You will reach a lone stone with a circle engraving on the top of it. Place the Pulse Stone on that engraving and it will sink into the ground. Dry Dry Ruins will rise from the sands... Heal if you need to, and head inside...

-----< Dry Dry Ruins |

As soon as you enter, a spooky spirit will tell you to leave this place. Ha! We're not scared, right? ...Right? Um...yeah. Hit the Save Block and move forward. Here in this hallway, you'll have to face various Pokey Mummies that emerge from the wall coffins. Pokey Mummies are basically Pokeys, but they can also poison you. As long as you guard properly, you'll be  
/ BADGE FOUND \ alright. One of you coffins also contains a Spike Shield  
|~~~~~| Badge. When it's equipped, it allows you to Jump on  
| Spike Shield | enemies that have spikes. At the end, you'll come across  
a locked door and another path leading down. Take that low path. You'll find a [[RUINS KEY]] in here. Go back and use it to open the locked door.

In the new room, step on the switch to drain the sand into the room below. Go back, take the low path, cross the sand, enter the next room. The spirit will speak to you again. There's like, four paths to take here. Let's take the highest path. Go upstairs, kill the Buzzy Beetle, and fly across to the ledge with the cracked wall. Blast open that wall and head through. Inside, step on the switch to lower the sand to the room below. When the view gets back to your room, you'll see a Star Piece! Grab / STAR PIECE #11 / it, then exit the room. Enter the room below and grab the / COLLECTED / [[RUINS KEY]], then head downstairs. Kill the Buzzy Beetle, then open the locked door to the left.

This is a peculiar room. Head left until you see a ? Block. It ends up being a trap, and all the wall coffins open up, revealing Pokey Mummies! Kill them all and a [[RUINS KEY]] will appear. Grab it. (Note that some of the Pokey Mummy battles have Swoopers, so you need either Hammer Throw, Quake Hammer, POW Block, or Parakarry to subdue them.) Use the Key to open the locked door, and head through. You've got three paths now. For now, fly across to the left with Parakarry and enter the room to the left.

The spirit will talk to you again in a rather uncharacteristic manner. Now, this is a bit of a tricky puzzle. You need to get the green staircases and the red staircases to both face horizontally up-left. To do that, get onto the ledge from either the red or green stair, and step the switch to turn the green stairs. Climb, step the switch to turn the green stairs again. Head left and down the red stairs, step the switch to turn the red stairs. Now, climb the green stairs, then the red stairs to get to the top. Before dropping...move around to the left side, and drop. You'll land on a small ledge. Move around to  
/ BADGE FOUND \ the left wall and you'll find you can walk through it.  
|~~~~~| Inside is a chest containing the Slow Go Badge. Now drop  
| Slow Go | HAMMER!! Now your Hammer attacks are more powerful, and  
you can destroy stone blocks! Break the stone block here and go back a couple of rooms, back to that one that had the trap ? Block. In here is another of those flipping stairs. Climb them, step the switch to flip them, then climb them again. Break the stone block and grab the [[ARTIFACT]]. Head back right again, then right once more.

In here, have Bombette out. Break the stone block and the door will shut, with a Stone Chomp emerging from the wall. Hurry and grab the [[PYRAMID STONE]],

then battle the Stone Chomp. They go down easily with either the Super Hammer or Bombette's Power Bomb. Once that stone is gotten, backtrack to the room where you have three paths to take. Once there, head downstairs. Right leads to the area where we have to deposit the three stones we get, so bomb the cracked wall and head through. Drop down and you'll spot a red spring to get back up, and a Super Block! Upgrade any partner that you wish. Goombario is a good recommendation though. There's also a cracked wall down here. Blast it with Bombette and head through. Break the stone block, and a Stone Chomp will automatically attack. No big deal. After the battle, grab the `[[DIAMOND STONE]]` and exit. Head to the next room to the right.

```
_____  
|| _____ ||  
|| SUPER BLOCK ||  
||     FOUND     ||  
|| _____ ||
```

In this hall, there are Buzzy Beetles galore. Some of them stay on ceilings. In battle, the ceiling Buzzy Beetles start their attack by dropping on you, which does a painful (at this point, anyway) 3 damage. You'll also catch a glimpse of a map of Dry Dry Ruins. Right now you're in the deepest hall of the Ruins. At the end of the hall, you'll find a stone block. Break it to reveal a switch! Step on it and parts of the wall will move out, creating a staircase to the Ruins Key. Backtrack all the way to the red spring, spring back up, and go right this time.

The spirit will talk to you again. He doesn't want to give up! But so does Mario. Ignore the six Chomp statues for now and take the high path with the locked door. Inside, drain the sand by stepping on the switch. There are six smaller Chomp statues with engravings, showing which stone you have to put in which Chomp statue. Exit, take the low path, cross the sand, enter the next room. In here, grab the `[[LUNAR STONE]]`, and a Stone Chomp will fall right on you. Another easy battle. Afterwards, go back to those six statues and place the stones in their right places. (Triangle, left; Diamond, middle; Lunar, right) Doing this will make a staircase lower to the last part of Dry Dry Ruins. The music changed as well to an even spookier tone. Go downstairs, healing along the way. In the next room, the spirit will talk to you again. Hit the Save Block and enter the next room. It's...very dark. OH MY GOD, a ghost! This thing is Tutankooopa. Once his body forms, he looks...kind of like a doofus. At least, not as scary as I would've imagined him to be. Let us fight!

```
_____  
=====\  
BOSS: Tutankooopa
```

HP: 30  
Attack: 3  
Defense: 0

At first, Tutankooopa is on a ledge with some Buzzy Beetle shells. You unfortunately cannot use Kooper or Bombette to damage Tutankooopa. He attacks by throwing those Buzzy Beetle shells at you. He has only three, so once those are gone, he resorts to magic attacks. He also summons a Chomp every once in a while. Those things have hefty attack and defense, so it's a good idea if you have Bombette out and upgraded with a Super Block. (Use Bomb ability) Power Jumps work well against Tutankooopa. His magic attack consists of summoning a tremor, making debris fall on you and your partner for two damage each.

You had better be careful and make sure you guard well, especially with your partner, because if your partner gets hit, Tutankooopa may keep doing that magic attack and render your partner completely useless for the whole fight. (It happened to me once. It sucked. A lot.) There are times when his magic attack may make debris fall on him, causing two damage and knocking him off his perch, dazing him. It is here where you can haul some serious damage on him for a single turn. Knowing these, Tutankooopa should go down fairly fast, especially



since he has less HP than the mini-boss of this chapter. (Which was Buzzar.)

=====  
\_\_\_\_\_

Tutankooa defeated, a Chomp comes out to greet him. Not in a friendly manner though, as it starts chasing him around! Haha! The Star Spirit card will appear, so touch it to finish this Chapter!

( \_\_\_\_\_ )  
=====) END OF CHAPTER (-----  
( \_\_\_\_\_ )

-----< Enter Peach |  
\_\_\_\_\_

You will get a choice to save. Afterwards, we meet Peach again. Bowser is trying to sweet-talk Peach into smiling. After she refuses, Bowser gets mad and decides to sic Invincible Tubba Blubba on Mario. Kammy Koopa barges in and tells Bowser that the Star Spirit flew away from Tubba Blubba's Castle. Huh, maybe this next one will be easy! Bowser and Kammy leave to discuss the details, and Twink comes out of hiding. We need to do more sneaking around! Use the same fireplace path as before, and get to the room where that diary used to be. Exit into the second-floor lobby from here.

You need to be careful here. Koopatrols guard this floor and have flashlights. If you get caught in their flashlight light, you'll get sent back to your room. So...as long as you stay in the dark and away from guards, you'll be fine. Your destination is actually the next door down, but head to / BADGE FOUND \ the other side. One of the doors contains a specially- |~~~~~| designed chest, and a Badge here. It's a Deep Focus | Deep Focus | badge, but you can't use it or equip it as Peach. We need to send it to Mario. How do we do that? Well, put it in this chest here. There's only two of these chests in the game, and when you put something in it here, it can be picked up from the other chest. Where is it? Well, I'll tell you later. For now, put the badge in the chest and exit the room. Head to that door I told you about to enter the library.

Time to be stealthy. This place is lighted, so you need to sneak past guards. Head forward, wait until the Koopatrol is looking the other way, and move behind the file cabinet. When he's moving right, head left some more. The next Koopatrol circles the table in a clockwise motion. Basically, follow behind him past the table. Another Koopatrol guards these halls of bookcases. There's also another Badge here. Go and pick / BADGE FOUND \ it up. Now, you can wait until the next Peach section to |~~~~~| put the badge in the chest, or do it now to get it over | Power Rush | with. I suggest doing it now. You can either backtrack or get caught, then head back to that chest room. Put the Power Rush badge in there, then head through the library again. At the end, you'll spot a Hammer Bro. and a Koopatrol talking with each other. Eavesdrop, and you'll learn where Tubba Blubba is stationed, and that he has a secret that might ruin him if it ever gets out. Interesting.

Twink speaks a little too loudly, and Peach ends up being caught by those two guards. Aw well. Back to Mario! (You may have noticed a peculiar item upstairs...well, we can't get it as Peach, unfortunately.)

-----< Exit Peach |  
\_\_\_\_\_

Mamar, the new Star Spirit, grants Mario a new power! This power, Lullaby,

makes some enemies sleep during battle. She'll fly off, back to Star Haven. Alright, time to travel back to Toad Town. Just head south until you find the path, then head west. Stop at Kolorado's camp first, and talk to him. Give him the Artifact and you'll get a Star Piece as a reward! Exit the desert.

\_\_\_\_\_  
/ STAR PIECE #12 /  
/ COLLECTED /  
\_\_\_\_\_

Go back through Mt. Rugged until you get to the train station. You'll pass a stone block. Break it and head through to find another Super Block! Upgrade any partner you want, I don't have any real recommendations. Take the train back to Toad Town. Phew....now that we're back here, we can do some stuff. You can have Tayce T. cook up some recipes, buy badges from Rowf's Badge Shop, trade Star Pieces for Badges back at Shooting Star Summit (the other adorned chest I told you about is in the Shooting Star Summit house, open it to grab your Power Rush and Deep Focus Badges), check your mail at Mario's house and the Post Office, and maybe even do some more of the Dojo. The most important thing to do though is exploring Toad Town Tunnels/Sewers further. Spazzy actually covered the rest of the sewers, so you'll be seeing his words down below. Make sure you bring some good healing items though...

-----< Toad Town Tunnels |

Head left and break away the Stone Block with your new Hammer. Enter, and you will be faced with Electro Blooper!

=====\  
MINI-BOSS: Electro Blooper

HP: 50  
Attack: 4  
Defense: 0

Electro Blooper is a bit more buffed Blooper, who will occasionally generate a Volt Shield, as if it had eaten a Volt Shroom. You can still hurt it, but at the cost of 1 HP every time you make physical contact with its shield. When he is electrified though, his attack jumps to 6. When hit, his electricity stops. As such, either a Hammer Throw attack or someone like Parakarry is good to have around this match. Other than that, it seems like you may need a lot of healing items.

=====/  
\_\_\_\_\_  
After Electro Blooper is defeated, a switch appears. When you hit the switch, three pipes will appear. The right pipe takes you to Goomba Village, the middle pipe takes you to Koopa Village, and the left pipe takes you to Dry Dry Outpost.

In the area to the left of the pipe area, (break the Stone Block) there is an elevator, take it to reach a pipe. If you take the pipe here, you are taken to a new area. (In this room, there are three ? Blocks. One has a Snowman Doll item.) Head left again to enter another room.

In this new area, head left, past the Spike Gloombas. Hit the brick block, take the spring to jump up and open a chest for the Power Smash Badge! Head back.

```

/   BADGE FOUND   \
|~~~~~|
|   Power Smash   |

```

Here, you have to jump on the high platform to make it fall, and make the other one rise, Spiked Gloombas will arrive, but you can dodge them, you must line up the platforms and jump on them quickly to head right into the next area.

Here, if you jump on the elevator, and take it all the way up, you will notice that there is a hole in the ceiling, where you can head right and fall through the hole into a new area, where there is a Super Block! You can head down the pipe here to head back to the area you were just in. In this area, use Parakarry to fly between the platforms and grab a Star Piece! Now you can exit Toad Town Tunnels if you're so inclined.

```

||-----||
|| SUPER BLOCK ||
||   FOUND   ||
||-----||

```

```

/ STAR PIECE #13 /
/   COLLECTED   /

```

-----< Toad Town |

Thanks for doing that for me! Now that warp pipes have been made to every area we've been through so far, it's time to do Koopa Koot's favors, since they're more convenient now. You can also do some Letter delivery, including starting the chain Letter thing. Once you've done all you can, (getting three Star Pieces from Koopa Koot, delivering the Letters, and getting to Franky's letter with the Chain Letter business) head to Toad Town's rural area, and cross the bridge to the east, towards Forever Forest. You'll hear someone cry out. It's the Toad guard! He's spooked by a ghost. The ghost plays games with Mario, then heads to the forest. Follow that ghost! Hit the Save Block, and that same ghost will appear. He'll tell you that you're needed at Boo's Mansion, and leave...but not without scaring the crap out of you! Keep going, and Chapter 3 will start. I won't be going with you during this Chapter, so Spazzy will guide you along. See ya at Chapter 5!

```

|O/ _____ \O|
|/ |Walkthrough      | _____ [3Chap]| \| |
| |-----|          C H A P T E R  3   | |
|\ | _____      The "Invincible" Tubba Blubba| /|
|O\ _____ /O|

```

Hey there guys, I trust you made it safely through Koopa Bros. Fortress and Dry Dry Ruins? Well, nice job. I trust Banjo was very good? Anyway, that butler ghost wants us to go to the Boo House. Well, we got nothing to lose, and besides, maybe that'll take us to the "Invincible Tubba Blubba" guy. Alright, let's get moving. Man...that ghost is scary.

First off, we have to tread through the illusion filled maze known as Forever Forest, this place can be very difficult, so I'll try to make it simple for you, and give you directions. Forever Forest is a complex, and creepy maze. The only way to tell which way to go here is to look carefully at your surroundings, and decipher which path has different surroundings, and only that will lead you to your destination. We also have to survive the ghostly enemies, and get a few treasures on the way. (Sometimes you may have to "investigate" certain spots in the background.)

1. At the beginning, go left, circle this area until you come to a bush that shakes and laughs at you, and enter the path in front of it.
2. This will lead you to a fuzzy looking old man, who warns us of the dangers in these woods. We tell him we're going to Boo's Mansion, and he lets us pass, providing us with some words of wisdom you should heed. Look carefully at your surroundings. Our next path to take is the one with the tree that holds some strange glowing eyes. You'll have to deal with such things as Forest Fuzzies, Piranha Plants, and such. Come to the hollow tree with orange, shrieking eyes in it, and enter the path in front of it.
3. Head left here, and enter the center of the area through the path, and talk to the Fuzzy old man. He gives us more words of wisdom, exit the center, and circle left some more. Circle until you come to the bush with the thicker lips than others. It should be noticeable. Enter the path in front of it.
4. Circle left in this area until you reach the center, and talk to the Bub-ulb. He'll give you your third Magical Seed, which will help us out later in the game, exit the center and circle until you find the tree which grows a laughing, red face, and enter that path.
5. Circle right, and enter the first gate you see.

Bonus area: In here, circle around until you find a path that leads to the center. There, is a red ? Block. Hit it and grab the HP Plus badge that falls out. The way back is marked by a tree with a beehive on it. However, don't hit that tree. A Bzzap! enemy will pop out of the hive and attack you. You're not supposed to face these enemies until much later in the game. They have low HP, but they are PAINFUL.

```

      /      BADGE FOUND      \
    |~~~~~|
    |      HP Plus      |
      ~~~~~
  
```

5. Circle to the left, taking care of the Piranha Plant. Enter the gate with the extra amount of mushrooms in front of it.
6. This area is based off of searching the bushes with lips. The path you must enter is in front of the bush that, when you search it, the flowers with lips do not return into the bush, and merely shake. Enter that path.
7. This area is easy. There is a sign that points to the path! Hooray! You made it! First though, find a rock that you can "investigate" that grows a creepy face. Take the path near it.

Bonus area #2: In here, circle around until you find a path that leads to the center. There, is a red ? Block. Hit it and grab the FP Plus badge that falls out. The way back is marked by a bush that you can investigate, that spawns laughing flower buds.

```

      /      BADGE FOUND      \
    |~~~~~|
    |      FP Plus      |
      ~~~~~
  
```

7. Take the path with the sign to get to Boo's Mansion.

Well, you navigated Forever Forest. That's not an easy task, to be quite honest. Now, you can heal, save, and enter Boo's Mansion. Open the gate, save, and heal and you may enter! (Banjo's Note: Before the gate is a ? Block sort of hidden from sight that contains a Volt Shroom.) The butler greets us, saying the master who we have some business with is in the highest room of the mansion. Alright, thanks sir, you're not so bad, after all.

Now you're on the first floor of the mansion, correct? Scale the steps to the left, and enter the second door on the second floor. A large Boo will surprise you, but it's harmless. Enter. This room seems empty, but go to the left and open the cabinet in the middle, the paler colored one. Holy! Look at all those Boos! Apparently they've been expecting us, and that one has a record, you never know, that may come in handy. We have to guess which Boo holds the record, so we can obtain it. Looks like we're playing their little game.

The game isn't very difficult, the Boo will drop the record into another Boo, who floats in a circle, you just have to pay some attention, and whack the Boo when he tells you to. You got the [[RECORD]]! Now we can hear some of our classic favorite tunes. Well, no, we're putting it to a much more productive use. Exit this room, and enter the door to the far left on this floor.

In this room, there is a lone Boo, guarding a chest, which I imagine we need. So we're going to distract him. Go over to the classic record playing machine in the top left corner, and place the record on it. Now we have to tap A to play the record, and we have to have rhythm, so don't play too fast or slow! If you press B, the recorder will stop. So mash A until you get in the "OK" area of the bar, and soon the Boo will come over, when he starts dancing, quick stop the record, sneak past him, and open the chest for the [[WEIGHT]]! This will come in handy in the strangest of ways.

Before we return to the first floor, go all the way right on this floor, and notice the shaking picture frame? Search it, and it will talk to you, If we find what's missing from the portrait, he'll let us go upstairs. So we have to find the...essence of a picture...? Y'know, when it comes to a mansion filled with ghosts, sometimes you just stop asking questions, and go with it. Return to the first floor.

Now, you think you'd use that weight to y'know, balance out a scale or something? But no, you're going to open a new path involving a couch cushion, a chandelier, and a book case. Sounds crazy huh? Well it's not just crazy, it's absolutely ridiculous. On the first floor, go to the green couch on the right side, and see that brown cushion? Jump on it, and ZOOM! You'll be rocketed upwards, catching the chandelier, and then with your weight, you lower it, sliding across a bookcase, revealing a secret entrance. Holy. But if we hop off, the entrance will be covered, so we put that weight on the chandelier to keep the passageway open. Awesome! I told you that stuff was insane. Enter your newly found passage.

Open the chest in this room and OMG! Phew, that was a gag chest. Oh well, so I guess, head down the stairs on the left side and enter the door at the bottom of this room.

Nothing special here yet, just enter the next room to the right.

Huh, look at that big chest in the top right corner, let's open it! Uh oh, more Boos. This one is holding the Super Boots! Man! We need those! I think you now know how to play this game, so just watch carefully, as this time they pass the prize around, whack the Boo that is holding it, and you will gain the [[SUPER



giggle. Hey, it's the butler, and a pretty hot greenish female ghost. Her name is Bow. Lady Bow, around here. AHAH, and the butler's name is Bootler! That's adorable!

It seems Bow wants us to rid the Boos of the ghost-eating menace, Tubba Blubba! She's sick of having him eat her Boo brethren! Oh man! If we beat Tubba Blubba, she'll let us have the Star Spirit, Skolar! Oh man! Looks like we gotta beat Tubba Blubba. Well, if we do that, we free the Boos, and we get a Star Spirit! It's a win win situation! Looks like it's about time we put the "Invincible" Tubba Blubba's name, to the test.

With that, turns out Lady Bow will be joining us, against Bootler's wishes, though. Awesome! Turns out, Bow has a pretty sick power. She can turn us invisible, and make enemies pass by us, and miss their attacks! What more could you ask for?! She also has a pretty mean slap attack which can do a pretty good amount of damage, I think we're gonna get along just fine.

~~~~~  
~::~|) BOW JOINED THE PARTY! (|:~~  
~~~~~

Exit this room. Fall down to the first floor and exit the mansion. You can also go back to that shop in the basement and purchase some things if you would. Save here. From the Save Block, take the path right, and we are on our way to Gusty Gulch!

-----< Gusty Gulch |

Man, it's dry here. Already we are greeted by new enemies, the Hyper Goomba family. These Goombas take a turn to charge their attack, and when that hits, it really hurts. Knocking away 8 HP. Anyway, keep on going, defeating what you have to. Hmm, that windmill is locked, but oh well. Continue onward, until you reach a village of Boos. These Boos are tanner, and I like to picture them as Mexican Boos. (No offense.) These Boos are constantly threatened by Tubba Blubba's appetite for them, and we have to do something about it. We are going to invade his castle at the top of Gusty Gulch, find out his weak point, and take it to him! He won't be invincible forever! We have to avenge Herbert!

Oh man...Tubba Blubba! He's raiding the village! GOOD LORD! He just ate that innocent Boo whole! That's awful! Not Stanley! Good lord no! I shall avenge you Stanley! Anyway, exit this village, and it's time to scale Gusty Gulch. Flying with Parakarry from that ledge will let you obtain that Dizzy Dial! In one ?

Block on the way up, there is a Repel Gel, an extremely useful  
|\ LETTER /| item to use later in this chapter, for a certain battle.  
| \ #06 / | Anyway, continue scaling the gulch. Pick up the letter to Fice  
| / \ | T. on the way up there, too. After flying over a gap in the  
|/ FOUND \| path with Parakarry, head behind a patch of rocks for a Star  
Piece!

\_\_\_\_\_  
/ STAR PIECE #15 /  
/ COLLECTED /  
\_\_\_\_\_

Eventually, after climbing, you will come to a fortress, with a save block in front of it. This fortress is Tubba Blubba's castle, and we have to get some information about his dark secret. Enter the door, I recommend taking out Bow, as well.

-----< Tubba Blubba's Castle |

You're now in the lobby, and these little UFO enemies will throw you out of the mansion if they catch you, so when they spot you, use Bow. You can slowly make your way to the left hallway, avoiding them by going invisible. Enter the door to the left of the lobby.

These are Clubbas, they're tough enemies, so try to sneak by them by walking slowly. The first door holds a badge which you can not access from here. Enter the smaller door on the left side of the hall, and jump on the chair, and then onto the table to obtain a Star Piece! Exit this room, and enter the large door at the end of the hall.

```
_____  
/ STAR PIECE #16 /  
/ COLLECTED /  
_____
```

In this room with the...very large dinner table...carefully sneak by the Clubba guarding the northern door, when he is on the right side, he looks around for a bit, and quietly sneak by him, using Bow to your advantage.

Sneak down this stairway, carefully past the Clubba at the turn, and the Clubba guarding the panel. (I feel like Solid Snake...) Ground pound the panel.

Open the chest here for a [[CASTLE KEY]], awesome. Turns out there are some Boo refugees here, who have some important info. There's something very important hidden in Tubba Blubba's room on the highest floor of this place. It's extremely precious to him, probably concerning his weak point. There's also a heal block here, which is pretty handy. Exit this area through the door to your left. There's a Super Block here! Oh man! This gets better and better! Hit it, and upgrade whatever partner you please. Watch out for the UFO thing as you scale these stairs. Some prefer to get thrown out, but try to avoid it.

```
_____  
|| _____ ||  
|| SUPER BLOCK ||  
|| FOUND ||  
|| _____ ||  
_____
```

Now, exit this dinner table room to the right. Head down the hall, and into the lobby, and inch your way to the right of the room, avoiding the UFOs. Unlock the door with your new [[CASTLE KEY]], and enter.

Dodge these Clubbas in this big hallway, or slaughter them, whichever you prefer, dodge the Clubba on the stairs, or slaughter him, and continue your way upwards. Definitely do not get thrown out by the UFO guy here. Be careful. Enter the door at the right side of this level.

You're now above the lobby, cross the overpass thing, and enter the door.

Sneak past the Clubba, the UFO and the patrolling Clubba, and enter the small door at the far end of this hall. (Banjo's Note: Behind the first Clubba in the hall is a cracked wall. Bomb it, and enter. There are three wooden patches on the floor. Spin Jump onto the left one first, then spring back up. Spin Jump onto the top right one to break it and land on a table in the room below. Use

```
_____ Parakarry to take you across to the other table, and grab  
/ BADGE FOUND \ the D-Down Jump Badge. Spring back up, exit the room. Go  
|~~~~~| through the hall and enter the small door like spazzy  
| D-Down Jump | mentioned.) You'll see a pathway, guarded by thrusting  
_____ spikes from the floor. But we can clear this, no problem.
```

We'll just walk on each spike easily with our mad ninja skills. And by that, go invisible with Bow just as the spikes are about to rise, and you will not be harmed, when they are down, you can make your way to the chest, which contains a [[CASTLE KEY]]. Make your way back, exit, and enter the large door to your left.



Turns out, up here, we're just above the dinner table. If you fall through an opening in the handrails, you can fall onto the table and obtain a Star Piece! But you have to walk all the way back...so eh. (Banjo's Note: If you opened up that wooden panel above the spring in that badge room, it'll be much easier.) Up here, you actually have to kill the Clubba guarding the door, so take care of him, unlock the door, and enter.

(Banjo's Note: If you push aside the grandfather clock, you'll reveal a hidden room. Enter it. In this bedroom, go to the drawers and open one. Hop on it, then onto the higher drawer, and fly across to the bed using Parakarry. Grab the coins, and climb the bookshelves. Go down the hidden staircase to find the Mega Rush badge. Exit.)

```
      /  BADGE FOUND  \
     | ~~~~~~ |
     |   Mega Rush   |
     | ~~~~~~ |
```

More steps here, climb them and enter the door at the top. OH MAN! It's Tubba Blubba! We gotta hide! Quick, turn transparent with Bow, and slowly inch by him while turning invisible if he sees you, and then wait for him to pass by you. Be very careful here, cause right now, we can't touch him. Enter the smaller door here at the end of this hallway.

Oh geeze...it's a Clubba slumber party...all these Clubbas are snoozing, and wake one, you wake them all, and I doubt you want that on your hands. So walk by them, very slowly and very gingerly, and obtain the [[CASTLE KEY]] at the end of the hall, then sneak back, and exit.

Quickly, avoiding Tubba Blubba, enter the large door with your new key. Heal block, and save block here. That usually means something, but I can't put my finger on it. Oh well, use the blocks here, and enter the large door here. Cross the overpass here. Enter the door at the end.

Oh man..what's that book say? Can you spell temptation? We must be getting closer to Tubby's private quarters. We just have to find out his secret. This is his room! And ohhhh man...Tubby is here. We have to hide...he smells our fear. Fortunately, Mario is an expert tactical espionage master. Hiding behind the bed, that's brilliant. Anyway, Tubby here drifts off to Dreamland. Open the chest, and whoa...is that...a talking key?

Yes, yes it is a talking key. I've come to stop asking questions. Any how, this is Yakkey. He's the faithful...and chatty follower of Tubba Blubba. He's the key to guard his valuables...uh oh...did you say chatty? Apparently he's the magic key that unlocks Windy Mill at the foot of Gusty Gulch. He think we're gonna steal him...well...he's right. And yes, our secret is to find out the secret inside Windy Mill. This key is good. WAIT, WHAT?! YOU SNITCH! He screams out to Tubba Blubba, and the chase is on! He's totally untouchable, and if you run into him, you're in a losing battle until you flee! Don't try Bow either, cause he'll linger. Grab that key, and we have to do what we do best! Bolt it! Escape this castle with all your speed! This should be fairly self explanatory, just get the hell out of there. He's on your tail the whole way! He even breaks apart the castle! Man! We gotta haul ass!

```
-----< Gusty Gulch |
```

When you exit the castle, the chase isn't up yet, this is a race to Windy Mill. And if you get caught, you're dead meat. But thankfully, the Boo Villagers are

here to stall him! Thank you brave soldiers! We have to get to the windmill with the time we've been given here. Run man! Run all the way to Windy Mill! Downhill, all the way! Dodge the enemies! Just bolt it!

Hit any save and heal blocks you may need in the village, as we got a pretty big fight coming up...well...the boss fight to be exact. When you reach Windy Mill, unlock the door with Yakkey, that snitch. Enter the door. Ground pound this panel to make it into the depths of Windy Mill. Hyper Goombas are their only defense? They must be pretty bored down here. No entry allowed? Pssh! Continue onward! We're so close to the secret of Tubba Blubba!

Really! No entry allowed! Ignore these stupid signs! We're nearing the secret!

What...what is that? It looks like...a heart! A real, beating, living heart! That's...Tubba Blubba's heart! Of course! That's why he's invincible! Bowser separated him from his heart, and that's why he can't be harmed! Looks like we have to take this heart out so he's not invincible. Time to give a heart attack...get it...hehe...

=====  
BOSS: Tubba's Heart

HP: 50  
Attack: 6  
Defense: 0

Yes, as the name suggests, this is Tubba Blubba's heart. His main secret, and that the body was just a shell this heart, the true Tubba Blubba is controlling. That explains the patch on Tubby's chest. Anyway, for just an organ, this heart packs a punch. As Goombario's tattle suggests, you should use Bow's special ability, Outta Sight, to make his ultimate, very dangerous attack miss you completely. Otherwise, he just has a generic attack, but you should try to guard against it. Just keep wailing on him, dodging his attacks.

Eventually, his HP will drop very low, and when he hits 5HP, he hops out of here! Hey! Get back here! This isn't over yet! Neither is the boss fight. This is just getting started. Chase him!

We chase him all the way out of Windy Mill...what is he planning? Oh man! He wants to reunite with his body! That can't be good!

~~~~~  
BOSS: Tubba Blubba

HP: 10  
Attack: 4 (Hip Drop is 6)  
Defense: 0

Well, they're reunited now, this is the hardest part of the battle...NOT! A tattle isn't even necessary here. He has only 10HP, and does 4 or 6 damage each hit. So you can finish him off with a couple easy badge hits!

Congratulations! You defeated the "Invincible" Tubba Blubba! So much for invincible! Pah!

=====  
\_\_\_\_\_

Once the battle has ended...awww...it turns out Tubba Blubba was really a softy at "heart"...hehe...get it? Awww, this isn't the time for jokes. He's a

sensitive guy trapped in a bulky body, I feel bad now, I'm the same way.  
-sniffle- He doesn't wanna be invincible anymore, and he runs off crying! That makes me feel bad! Aww! C'mere big guy! You can be my friend...well...he's off. He released all the Boos he munched, so they're free, which is good. And even better, Bow is gonna stick around!

Bootler arrives, and he grants us Skolar, our next Star Spirit! Awesome! Now we have three star spirits! Only four more!

( \_\_\_\_\_ )  
=====) END OF CHAPTER (-----  
( \_\_\_\_\_ )

-----< Enter Peach |

Enter Peach, and it's time to do a bit more sneaking. Hit the switch behind the portrait, go through the fireplace, and exit! Time to find out what's on the up and up.

Bowser is in shock that Tubby was defeated. Oh dear...this is bad timing to appear...So...Shy Guy's Toybox you say? Sounds intriguing enough to check it out...maybe nab a Star Spirit? He hasn't noticed us yet? Oh wait. They want to find out what Mario hates, from us. Hmmm...OH NO! NOT A MUSHROOM! WE HATE THOSE THINGS! (pick it...wink wink...) OH GOOD LORD MAN! NOT THUNDER RAGES! ANYTHING BUT THAT! (You catching my drift?) NOOOOO! DON'T TORTURE ME WITH SUPER SODAS! (You oughta get it by now...) Select those items...I hope we're ready for those horrific things.

-----< Exit Peach |

Well, now that we're reunited with Skolar, we have obtained the power of Star Storm! A very useful, and powerful attack! He leaves, and I guess we have to find this Shy Guy Toybox place. Anyway, let's get moving. We have to head back to Toad Town, first off. So take the path back to Boo's Mansion and Forever Forest. In the bush in front of the mansion, there is a Strange Leaf, if you want it. Exit the mansion to Forever Forest.

Someone yells to you, and what do you know? It's that little shrimp Jr. Troopa. He was happy to see us! Hah! Well, let's fight him.

=====  
MINI-BOSS: Jr. Troopa

HP: 40  
Attack: 5  
Defense: 1

Well, what do you know? That brat grew some wings! Now maybe he's not so hopeless, oh wait. He still is. He's as simple as ever, just that Kooper or Bombette won't help us here. So keep on attacking him. His attacks do 5 damage, so try to guard as much as you can. When he falls down, he's finished. Easy as ever. He'll be back. He always does come back.

=====  
=====

Anyway, take virtually any path here, and any other area. You will eventually return to just about the entrance. From there, you're home free to Toad Town!

You'll even come to the sign that says so! Exiting was much easier than entering, huh? Anyway, Jr is happy to be back. Remember to deliver your letter to the gatekeeper Toad here for a Star Piece. Is it just me, or does the music seem much faster? That's probably because OMG! Shy Guys are ransacking the town! (Banjo's Note: If you explore Toad Town, you'll find that a lot of Shy Guys are stealing things from others! Looks like you'll have to bring back people's possessions! Also, Merlon has something interesting to say...finally, there's currently a radio contest going on, so check the radio at Koopa Village!)

-----< Toad Town |

That Shy Guy, taking the frying pan of that poor lady. We have to find out where these guys are coming from. From the area north of the train station, head west, and Twink will call to you. Turns out, it's quite brilliant as to where this Shy Guy Toy Box is. Twink says one of the star spirits is held there, so we have to get there. Head west some more, see that yellow building with the papers on it? Go in it and turn invisible with Bow. Sooner or later, a Pink Shy Guy comes in, and...jumps through the wall...? Good god... Go there! Whoa! A spring...and a big present box! WAIT WTF IS GOING ON?! Anyway, guys, congrats on conquering chapter 3, now it's time to take on Shy Guy's Toybox, one of mine, and Banjo's favorite chapters in this game. It's a colorful, complex, challenging, and fun chapter where you get one of the best partners in the game, and complete some of the most entertaining puzzles! I'll be covering this with you, so I'll see you there guys!

|O/ \_\_\_\_\_ \O|  
|/ |Walkthrough | [4Chap]| \| |
| |-----| C H A P T E R 4 | |  
|\ | \_\_\_\_\_ Trials in the Toy Box| /|  
|O\ \_\_\_\_\_ /O|

Hey guys, Spazzy here, guiding you through chapter four. This is one of mine and Banjo's favorite chapter's in the game, mainly for the fact that it's a giant, colorful Toy Box! Turns out, one of the honorable Star Spirits is being held in this Toy Box, and we have to get him back!

It was pretty easy, getting here, wasn't it? We just had to wait in an abandoned building and turn invisible, waiting for a tiny pink guy with a mask to jump through a wall, so we can do the same, then jump on a spring and shrink to the size of an action figure into a Toy Box where a star is being held.

Yeah, no problem.

-----< Toy Box - Blue Station |

Anyway, welcome to Shy Guy's Toybox. The main form of transportation around here is by train, which is managed by some Toads. Right now, you're at the blue station. It turns out, you can exit the Toybox at any time by jumping on the spring, which makes things easier considering you can pop back to Toad Town to rest at an Inn, or purchase more items.

Anyhow, if you talk to the Blue Toad here, turns out the train is out of order for the mean time, so we have to do something about it, I suppose.

Head down and to the right into the next area, and there's Kammy. HAH! OH NO! NOT MUSHROOMS! GOOD LORD NO! See our trick? She's laying down all the things we

"hate" and since we said helpful things, we get helpful things! Everyone is happy in the end, huh?

Your first enemy here is a pink Shy Guy. As you can guess, the main enemies here...are Shy Guys...There are a wide variety of them, all coming in different colors with different HP, ATK, and special abilities. Get used to them, I suppose. Here, if you jump on the block with coins above it, and then hit it with your hammer, a strange spring guy launches you into the air. You should check these boxes occasionally, as they sometimes have stuff in them. Jump on the box by the wall and whack it to get sprung up. Repeat for the next box to gain some coins, and then continue right. There is a Sky Guy here, who can hit you from a distance, so watch out here.

After the Sky Guy, continue right, but behind a small  
/ STAR PIECE #18 / yellow block that is round-ish, lies a Star Piece! When  
/ COLLECTED / you come to large block blocks with openings in them,  
enter the middle one, and climb through it, and up it to be  
on top of the buildings. (Banjo's Note: Use Parakarry to fly to the roof of the left building to grab another Star / STAR PIECE #19 /  
Piece.) Hop along them to the right and over the small / COLLECTED /  
wall. If you land on the small wall, try jumping on the  
block, to the 3 Block, and then hit the ? block above it for a Thunder Bolt! If  
you miss, you can use the spring box at the bottom left of this area, by the  
wall to hop up and try again. Continue right from here and meet your dreaded  
mushroom! Oh no! ...yeah...defeat/obtain whatever you selected, and open the  
chest for a [[STOREROOM KEY]]! This is a key to a Toad Town shop, which was  
stolen by the Shy Guy's, it's gonna help us later. Exit this area by using the  
spring blocks, and return to the Blue Station.

Head left from the Blue Station, and head left, eventually, you come to a Black Shy Guy, known as an Anti-Guy, who is guarding a chest. You can fight him, but at this point, it's way too hard. He's ridiculously powerful. I'm dead serious, you don't even want to mess with this guy. He will destroy your face. However, you can get him to move by giving him his favorite food. His favorite food is a Lemon Candy! You have to get Tayce T. in Toad Town to cook it for you. She's the lady whose frying pan was stolen, and you have to get it back, along with her Cook Book... The frying pan and the book is stashed in this Toy Box, and I'll cover how to make the Lemon Candy when we get it. Continue left, and if you battle the Groove Guy, I should tell you about him. He's nothing special, but if you let him live for too long, he'll call in reinforcements. He also can make you dazed and unable to move, so try not to let him attack you. Enter the left area.

Here, this is Shy Guy's Playpen. All the Shy Guy's run around and play here. And these Shy Guys did I mention, all hold stolen items that we want? Oh? I didn't? Well these Shy Guys hold stolen items that we want. So we have to beat them here so we can get them back. Run around, defeating them and you should come across some items:

Two Cake Mixes (For the Lemon Candy Later)  
A Calculator (Return it to the Badge Shop's Owner)  
A Mushroom  
A Fireflower

Be sure to return the [[CALCULATOR]], and save the Cake Mix for the Lemon Candy or other recipes, if you want to use it. Anyway, head back to the Blue Station.

Now, you're probably wondering, what's the point of having a key to Toad Town storage? Well, I'll show you, head back to Toad Town by spring. Enter the item shop to the right of this building. If you talk to the owner, he'll let you select the Storeroom key, and treat us to anything we want in there! Awesome! Now...remember how the Toy Train was missing so we couldn't advance? Well...in this storeroom, lies the [[TOY TRAIN]], plus a Snowman Doll, a Volt Shroom, and a Dizzy Dial! Be sure to grab the Toy Train, and stock up on items, also, head back to the badge shop, and return the Calculator to the

```

/  BADGE FOUND  \
|~~~~~|
|  I Spy      |

```

owner for the I Spy Badge, a badge that will alert you of a hidden panel, of which you ground pound, and then you find a Star Piece! I also recommend going to the Inn, so you can heal up. After all that, head to the Toy Box, but don't quite enter. Walk up to the box, and throw the Toy Train into the box, what was now small in the storeroom, is now a full sized train in the Toy Box! Enough to ride to the next station!

Enter the Toy Box, hit the small spinning arrow thing on the right, and then talk to the yellow Toad, and he'll transport you to the Pink Station! A new area!

```

-----< Toy Box - Pink Station |

```

I recommend saving at this station, and head left from here, into the next area. Head left, the funny looking camouflaged guy is a Spy Guy, who changes their weapon each time they're attacked. The mallet will make you lose a command briefly, and their slingshot is difficult to time, so be careful. Head left into the next area.

Continue left until you reach a big fat Shy Guy. This guy's name is Gourmet Guy, and he's actually nice, oddly enough. He's hungry, and he wants cake. We don't have any, so we will have to make him some to let us pass. And we have to get that Frying Pan and Cookbook to let Tayce T. make us some cake. We'll get those items in a bit. There's nothing from here on, so head back to the pink station.

Open the chest at the right of the Pink Station, to obtain the [[MAILBAG]]. Be sure to return it to the Post Office in Toad Town next time we are there. Head down and to the right into the next area. Kammy is planting some more stuff, OH NO! NOT A THUNDER RAGE...Yeah. Head right, and use the Spring Box to get sprung up to the higher level, and head left to find a chest, and obtain the Defend Plus Badge! A handy badge that ups our defense 1 notch. Head right, and jump on the other spring box on this level and use it to bounce to the lower level.

```

/  BADGE FOUND  \
|~~~~~|
|  Defend Plus  |

```

Here, you must wait for a Shy Guy to pass through the small course, and he will come to the large blue door. Stand up against it, and when the Shy Guy comes out, you will be flipped into the course, where you can then advance east, and when you emerge, open that chest just above you for the Ice Power Badge! This badge will increase your power against fire enemies. It will come in handy now and then in this chapter, and a whole lot in the fifth chapter, so I recommend putting it on. Head right, and come to a chest to find the [[FRYING PAN]]! Awesome! Now Tayce T. can cook some simple stuff for you, like cake! Head back to the Pink Station!

Hit the switch on the left of the station steps, and let the engineer take you to the Blue Station, exit the Toybox, and head back to Toad Town.

```
-----< Toad Town |
```

Return to the yellow house at the curb of South Toad Town, by the bridge to Forever Forest, and enter. Talk to the lady, and return the frying pan to her. Out of good will, she bakes you a lovely cake! That's her famous cake. Go to the Inn if you need, and while you're here, return the bag of letters to the Post Office in Toad Town centre, for your help, the old Koopa there gives you a Star Piece! Head back to the Toybox, and the Pink Station after healing and such.

```
          / STAR PIECE #20 /  
          /  COLLECTED    /
```

```
-----< Toy Box - Pink Station |
```

Remember Gourmet Guy? Head back to him, and give him the cake! Hmmm...well... I wonder if he liked it...Hey. Look. He left the [[COOKBOOK]]. Sweet. Now, if you take Cake Mix, and a Lemon from the Dry Dry Oasis, and bring them to Tayce T., she'll cook you up a Lemon Candy! Take that to Anti Guy whenever you

```
          / BADGE FOUND \ will abandon the chest, and let you open it. In there,  
|~~~~~| lies a Power Plus Badge! I guess we'll show this Cook  
| Power Plus | book to Tayce T. and she'll learn some new recipes.
```

Awesome. Anyway, head down the railroad, and head to the right, passing the enemies, into the new area, but before that, in between the two coin blocks after the Groove Guy, in a hidden block lies a Dizzy Dial.

Head all the way right, past the Pyro Guy, and then into the next area. In this area, walk up to the pink lever, and pull it, then the railroad to the green station will return. Head back to the Pink Station after that, and then hit the switch on the right side of the steps, and head to the green station.

```
-----< Toy Box - Green Station |
```

Save at this station, see those colored boxes over there? Red, Blue, Yellow, Green? Well, there is a very subtle hint in this station that tells us how to get the railroad back.

Head down and right from here, into the next area.

OH NO! NOT A SUPER SODA! GOOD LORD! Anyway, oh geeze, look, conveyor belts. It's hard to control here, but make your way right, when you come to a wall, pull out Bow and turn transparent so you phase through the grate, and come out. Attack the Shy Guy holding the note.

Hey, in this battle, notice the colors of Shy Guys here? Yellow, Green, Red, Blue? Remember those boxes? Yeah. Hit those boxes in the order, Yellow, Green, Red, and Blue when we get back there, but for now, we have to get that chest over there. After the battle, obtain the note. You were supposed to get the order for the boxes by taking the note to the Toad Scholar in Toad Town centre, and he will read you the order, and tell you of Anti Guy's love for lemon candy. Anyway, head to the right until you arrive at a big slot machine.

Here, it's a chance to get some good stuff.

If you get at least two Shy Guys, a Shy Guy will pop out and take you into battle.

If you get at least a coin, a coin will pop out.

Three Shy Guys will get a whole bunch of Shy Guys to pop out, and you can get rid of all of them...that's a hassle.

Et cetera, et cetera.

Experiment here, after all, we love to gamble.

After you're done, head right some more and come to the shifting blocks. On the last block before the platform, fall through the red opening, into the building, and obtain some coins and a STAR PIECE #21 Star Piece! To get to the top platform, you must get on COLLECTED the double-tiered blue block, and use Parakarry to float over to the platform when it's at its highest point. To get to the blue block, hop on the dark green block at the start, get to it's highest point, then use Parakarry to get onto the pink block, then use Parakarry to get on the light blue block, then onto the platform. Open the chest here for a Dictionary. Return it to Russ T. in Toad Town. Which we will do next time around.

Head back to the Pink Station, and hit the boxes here in the order, Yellow, Green, Red, and then Blue to let the rail road fall. Hit the switch on the right on the steps of the station, and go to the red station, the final station, to be exact. (Banjo's Note: If you choose to go back to Blue Station, you will be stopped by a broken railroad. You'll get off by a blue lever, so pull it. Now all the stations can be accessed, so you can get to Red Station from Blue Station! Nice shortcut. If you want, you can return the Dictionary to Russ T. for a Star Piece, and the Cookbook and Mystery Note if you haven't already.)

STAR PIECE #22  
COLLECTED

-----< Toy Box - Red Station |

The boss is here. Save and heal here to the right. Head down and to the LEFT into the new area.

Jump onto the rising panel here, and onto the Ferris Wheel. The brick block at the top of it is simply a coin block, so don't worry about it and jump onto the other side. Fall down from this ledge, and in between the BADGE FOUND \ two ? Blocks, lies an invisible block with a Deep Focus |~~~~~| Badge inside! This badge, while wearing it, will conjure | Deep Focus | more Star Energy when you use the "Focus" comand in battle. It comes in handy. Hop onto the next rising platform, and walk north on this ledge, and hop onto the rising platform, use Parakarry to fly across at the peak of its rise to the blocks, and then walk right to a Super Block! Save this for later though. Enter the strange house at the left end of this area.

Man...it's dark here. And who is that? Whoa, is that...a ghost? We have to fight him? Oh dear.

=====  
MINI-BOSS: Big Lantern Ghost



Attack: 5  
Defense: 0

First off, the area is very dark, so you have to whack the lantern to make the light envelop the room, then the boss's identity is revealed, and you can attack him. Occasionally, he'll flash light on the both of you, hurting you for two damage, and injuring your partner. His ground pound really hurts, for a whopping five damage, so watch out. He has pretty basic attacks, and he'll blow out the lantern if it's brighter, so just hit the lantern a few times, block his attacks, and hit him. Lather, rinse, repeat. He's not that difficult, just powerful, defeat him as quick as you can. Bow really helps as her attack does many hits, and will instantly illuminate the room. So swap with her, let her hit, and then attack the ghost with Mario.

=====  
\_\_\_\_\_

Once you defeat him, talk to the lantern. Turns out, his name is Watt. He was trapped there by Big Lantern Ghost and the Shy Guy's, forcing Watt to use his power as a lantern. So whack the lantern with your hammer and AAAAAAAAAAAAAAAAAAAAA. It's only a baby! Look! She has a pacifier! She's a baby sun. But don't be fooled. Watt is one of the strongest, if not the strongest partner in this game. Her battle abilities not only include paralyzing people and strong attack power, but she can penetrate all defenses with her attack. Her out of battle ability allows us to illuminate dark areas, and see invisible blocks with Watt's power!

~~~~~  
~~~:|) WATT JOINED THE PARTY! (|:~~~  
~~~~~

If you use Watt's power, you will illuminate the area, allowing you to exit, and if you hang onto her, right out of the building, you'll see an invisible block! Awesome! Hit it for a Snowman Doll! Now with our new found partner, we're ready to save the Mushroom Kingdom! || \_\_\_\_\_ ||  
(Make sure you upgrade Watt immediately with that Super || SUPER BLOCK ||  
Block!) Head back to the Red Station. That shouldn't be too || FOUND ||  
hard. Before you enter the station, at the entrance to this || \_\_\_\_\_ ||  
area, to the right of the flower block that hoists you to the rising platform, is an invisible block with a Volt Shroom. Now, enter the Red Station.

Heal up, save, and enter the bottom right area. There is also, in this station area, a hidden block with a Super Shroom. Use Watt to find it.

It seems a Shy Guy has spotted us here, he jumps back into his Fort. Looks like we're storming this place. Blow up the crack in the front of the wall with Bombette, and the fort has tumbled? HAHA. THAT ONE TRIPPED. Where are they running to? Anyway, continue to the right, if you spring up to the large green box, and use Watt, you'll see there's a hidden block below you, fall down and hit it, then return and jump back to the green block, and then use Kooper to break the block, and obtain that Shooting Star item. Enter the fort at the end of the area.

It's very dark here, so use Watt to illuminate the area. Those Shy Guys bust down the wall here, so let's follow them.

A Toy Arena huh? Well, if it isn't General Guy. He's the commander of the Shy Guy Brigade, and he is a veteran of hundreds of battles, against action figures, stuffed animals, plushies, and other toy related foes. He has many medals of honor amongst the many soldiers of the Shy Guy Army. Except they're rather tiny, so there's not much competition. ANYWAY, this guy has been sent by Bowser to guard the fourth star spirit, Muskular. Looks like we have to take

care of this guy. We'll fight this guy with our own army! Gamers! Forward march! Wait till you see the whites of their eyes! Gamers! Ready your controllers! Arm your A and B buttons! Prepare your D-Pads! Gamers! Today we make our stand against the Shy Guy Empire! Live with no regrets! And die with honor! Gamers! Prepare for a war! My fellow gamers, ATTACK!

---

=====\  
BOSS: General Guy's Army

This fight starts off with General Guy sending his men out first. First up...

~~~~~  
Shy Squad

HP: 15  
Attack: 1 (each Shy Guy)  
Defense: 0

The Shy Squad will relentlessly attack you until all their soldiers have finished, and it really hurts. So, be careful. Finish them off with a couple of strong hits, and we will be fine. When the Squad is down to a measly number, the big guns roll in.

A Shy Guy pulls in General Guy, in a very fancy toy carriage. I wouldn't take him so lightly though. General Guy will call in Stilt Guys, who you must finish off first.

~~~~~  
Stilt Guy

HP: 7  
Attack: 4  
Defense: 0

Stilt Guys are simply Shy Guys on stilts, with a little extra attack power. I would recommend using Quake Hammer to knock them off, or something that attacks all enemies.

Once you defeat the Stilt Guys, General Guy calls in the "Special Battalion", The Shy Stack, a deadly formation of soldier fortitude.

~~~~~  
Shy Stack

HP: 10  
Attack: 1  
Defense: 0

It's not really that special, actually. It's more like a Shy Guy with 10 HP and 4 ATK. Just dispose of them nice and quick. Two Thunder Rages should do it. After that, General Guy is angry. He finally decides to fight us himself, let's see how strong the General truly is.

~~~~~  
General Guy

HP: 30  
Attack: 4  
Defense: 2

First off, break that bulb. The electric attack is really a pain. When that is broken, you can start focusing on General Guy's tank. It has pretty good defense, so use FP moves, or an upgraded partner or attack. Slowly deplete his health. Soon his tank crumbles and we emerge victorious! Hurrah my soldiers of the television! We have finally won!

=====  
\_\_\_\_\_

Finally, the fourth Star Spirit, the young lad Muskular appears. We are getting closer to defeating Bowser! Awesome! End of Chapter! Congratulations! Wasn't that fun guys?

\_\_\_\_\_ )  
=====) END OF CHAPTER (-----  
\_\_\_\_\_ )

-----< Enter Peach |

Enter Peach. Look like it's time to do some more snooping around. Take the secret passage out of here!

Exit this room, too.

Avoiding the guards, make your way to the other side of this room, they can't see you if you stay out of their lights, so be careful. Enter the bottom right door of this room.

Hey, look who it is! It's Gourmet Guy! How did he get up here? That cake must be pretty damn good. I'll have what he's having.

Anyway, he won't rat us to King Bowser if we make him something good...I imagine cake...oh dear. He gives us a key to go down one floor, so we can enter the kitchen. Head out of this room, and to the south of this room, and unlock the door and enter.

Head down the steps here, careful of the guards, and make your way to the right of this room. Head up the steps here, and enter the door. In this room, locked

\_\_\_\_\_ in the cabinet lies a Toad! He must have hid here when the  
/ BADGE FOUND \ place was taken to the skies. He goes back to hiding.  
|~~~~~| Unlock that chest there for a Last Stand Badge! Go ahead  
| Last Stand | and drop that off at the chest and come back. Enter the  
\_\_\_\_\_ door between that room you got the badge and the stairs.

Welcome to the kitchen. It's time to be just like Martha Stewart. Twink fetches a cook book, and reads us the recipe for "Special Strawberry Cake." He'll read us the recipe.

|~-----~

|1. Put Sugar and Eggs in a bowl. Gather up the eggs and the sugar at the  
| counter, you're notified as to what is what, and place them in the green bowl  
| on the table. If you mess up, talk to Twink and you can restart. Talk to him  
| when you've completed this step.

|  
|2. Mix and whip the ingredients in the bowl. When Twink says "Start" mash the  
| A Button as fast as you can for ten seconds, and you'll have whipped the  
| ingredients. It's a good thing.

|  
|3. Put Flour and Butter in the bowl. Take the flower and the butter from the

| counter, and place it in the bowl. Be careful you don't take the wrong item.

| Talk to Twink when you're finished.

|

|4. Pour it into the pan.

|

|5. Bake the batter in the oven for 30 seconds. This is usually where people  
| mess up, doing too little, or too much time in the oven. This is critical. Do  
| this carefully. Start the oven with A, and then, count "1-Mississippi, 2-  
| Mississippi..." and so on, until you get to thirty. Then press A again to stop  
| the oven. Hopefully it works out. Maybe you want to get someone to time it  
| for you. Don't mess up here, as you can't redo this part.

|

|6. Decorate it with cream and strawberries! Yay! Time to make it pretty! Take  
| the cream, and the strawberries and place them on the cake. Doesn't it look  
| nice? Talk to Twink when you're finished decorating.

|

|7. Time to take it to Gourmet Guy.

|~-----~

Fortunately, it takes you to Gourmet Guy automatically. Now, you have to see if  
you made it right. If he spits it out...well...you messed up, and you have to  
try it again. Maybe this time you shouldn't put cleanser instead of flour,  
dummy!

If he likes it, then he'll...y'know...really like it some more...glad you liked  
it, bud. And with that, he gives us some valuable information! The next Star  
Spirit is inside Mt. Lavalava on Lavalava Island! This island is what Banjo and  
I call, Yoshi's Island for an obvious reason. However, there's a Lava Piranha  
guarding it, so we got our work cut out for us. Twink flies off to inform Mario  
of this missive from a fat guy!

Uh oh, Kammy pops in and calls the guards to take us back to our room. Oh well,  
at least we got what we came for.

-----< Exit Peach |

The Star Spirit's name us Muskular, he heals us and grants us the power of  
Chill Out! With this, we can lower the attack power of all enemies on the  
field! Wow! Cool! Hah...get it...Chill...cool...? Man, where do I come up with  
this stuff? Twink flies down, and he is in shock to be face to face with an  
Honorable Star Spirit. Muskular flies away, what a great guy. Anyway, Twink  
informs us of the Star Spirit's location, Lavalava Island to the south.

Well, looks like our adventure through the Toybox is up, but we're not finished  
yet! Not by a long shot! But for now...It's Banjo's turn to take over. I'll see  
you guys soon, in Chapter six! Go on Banjo! Take it! Save the world guys!

~ Spazzy

Alright. That must've been a lot of work, spazzy! I'm gonna be taking you  
through Chapter 5, but first we must (well, we don't HAVE to...) do some things  
before we head there. First, let's go through a bit more of Toad Town Tunnels.  
Head to the pipe for it, and enter. Spazzy is going to be taking you through  
the available areas.

-----< Toad Town Tunnels |

Spin Jump the panel here, to fall down to a lower level. If you head left from here, you will be locked in this area, and you will have to rid the field of the Dark Koopas here. With that, a switch falls, and with that, you uncover the pipe to Boo's Mansion!

In the area left of this pipe, there are hidden blocks touching each ends the gap, and in the middle of them. Use the Blue Block to reach them, and Watt to help you find them. Cross the blocks here for a Super Block! You can't use it yet, so keep it in mind. Head back and exit the Tunnels.

-----< Toad Town |

Thank ya, spazzy. Alright, so after that's done, time to catch up. We can check the mail for Mario and the partners, to start off. Something added though, is in Mario's house, there's a panel in the bedroom which looks...off...from the rest of the floor. If you Spin Jump that panel, you'll reach a secret basement where Luigi's diary is! You can read entries on it, if you're into that kind of stuff. New entries are written on it after every chapter (except Chapter 8), so you can come back to read more. You can also trade some Star Pieces for Badges (Zap Tap is actually well recommended), and you can also get that Last Stand badge that Peach got, if you put it in that chest in the castle. You can also purchase some badges from Rowf's Shop. Now, if you explored Toad Town before Chapter 4 during the Shy Guy raid, you may have noticed Merlon standing outside his house. Well, if you talked to him, he revealed that an oracle spoke to him. It told him to "circle the red tree in a distant desert town and something good will happen."

Well, this seems like it might be hint enough, right? Warp to Dry Dry Outpost, and circle the red tree until a nearby Toad talks to you. He tells you that he had a dream a while ago, about Spin Jumping three times inside a house with a swirling roof. That's Merlon's! Head back there and enter his house. Spin Jump three times, and a badge will appear! Merlon remembers that \_\_\_\_\_ he stored that up in his attic and forgot all about it. / BADGE FOUND \ We can have it. Yay! Pick up this Quick Change Badge. |~~~~~| With this on, it allows you to change party members mid- | Quick Change | battle without losing a turn. That's extremely useful, so \_\_\_\_\_ find some room to put that on. Also, make sure you have Zap Tap on.

Continue delivering Letters. You probably still have that one you need to deliver to Franky at Boo's Mansion, right? Well, he's not hard to find at all. \_\_\_\_\_ Once you enter Boo's Mansion, he's right there by the staircase. | \ LETTER / | There's also a new Letter you can get! At Dry Dry Desert, | \ #07 / | remember where Kolorado's camp was stationed? Well, it's gone | / \_\_\_\_\_ \ | now. Hit the tree there to make a Letter drop! Deliver that one | / FOUND \ | as well. You can also finish up doing Koopa Koot's favors. Once \_\_\_\_\_ you've caught up with his favors, (the one with Koopasta should be the last one) there's one last thing you can do. Well, two things. The first one is restoring Chanterelle's singing voice! Remember that Composer at Dry Dry Outpost? He's great at writing melodies, but not so great with Lyrics. Well, if you talk to the Master Poet at Club 64 in Toad Town Port around this time, he'll figure out his last line and give you Lyrics! Take the Lyrics to the Composer, and he'll make a Melody out of it! Return it to the Master Poet...

Chanterelle, her voice is swell! We've cured her lack of voice, so let us rejoice! You will be rewarded the Attack / BADGE FOUND \ FX D Badge! Now, that last thing you can do, if you so |~~~~~| desire, is to find all the Star Pieces from hidden | Attack FX D | panels all around the Mushroom Kingdom. If you're un- \_\_\_\_\_ familiar with these, basically there are hidden panels around the Paper Mario

world that kinda pop up when a nearby tremor occurs. These "tremors" can be made by Spin Jumping, or smashing the Ultra Hammer onto the ground (and you don't have the Ultra Hammer yet). Get beside the panel and Super Jump to make the panel flip, and a Star Piece fly out! You might have gotten a special badge that helps you find these things. It's called I Spy, and it flashes a Star Piece above Mario's head, and gives a little jingle when it spots one of those hidden panels in your current area. You can put it on, but I will have a bullet-point list of the panels you can find currently down below.

|~-----~

- |1. On the grass west of Goomba Village, in the area with the Heart Block.  
| While you're here, smash the stone block to be able to hit a hidden ? Block  
| for a Repel Gel.  
|
- |2. A panel is in the glade where Goombaria found you back in the Prologue.  
|
- |3. There's a hidden panel on Goomba Road, where the bridge and Goomba King's  
| fortress is. East side.  
|
- |4. A panel is in the grass south of the Dojo in Toad Town.  
|
- |5. A panel is beside the guard house, close to Forever Forest's entrance.  
|
- |6. There's a panel by the Train Station, east side, on the walking path.  
|
- |7. There's a panel by the Save Block in Toad Town Port.  
|
- |8. At Shooting Star Summit, a panel can be found just before the path splits.  
|
- |9. There's a panel beside Merlurvee's house.  
|
- |10. A panel hides in the first ledge when climbing Shooting Star Summit.  
|
- |11. There's a panel among the candy canes at the fork in Pleasant Path.  
|
- |12. A panel sits by the Bob-ombs, south of the item shop in Koopa Village.  
|
- |13. Head towards Koopa Bros. Fortress. Right after the fork in the road area,  
| Spin Jump around on that ledge.  
|
- |14. After the second Save Block in Mt. Rugged, Spin Jump around near the ramp  
| to find this panel.  
|
- |15. In Dry Dry Desert. A panel resides by the stone cactus.  
|
- |16. In Dry Dry Outpost. Act like you're climbing to see Moustafa, but Spin  
| Jump  
| on the very first roof.  
|
- |17. A panel hides in the rug in the first floor lobby of Boo's Mansion.  
|
- |18. There's another panel hiding in a rug. This time it's the eastern room on  
| the second floor.  
|
- |19. Go downstairs from the trap chest, and find the panel in front of the  
| grandfather clock.  
|
- |20. Go to the room where you acquired the Super Boots. A hidden panel rests on  
| the room's west side.  
|

- |21. At Gusty Gulch, this panel is near the gate that borders between Boo's  
| Mansion and the Gulch.
- |
- |22. There's a panel by the Blue Station at Shy Guy's Toy Box.
- |
- |23. There's a panel by the Pink Station at Shy Guy's Toy Box.
- |
- |24. There's a panel by the Green Station at Shy Guy's Toy Box.
- |
- |25. There's a panel by the Red Station at Shy Guy's Toy Box.
- |~-----~

And that's all of them! Well, we've caught up at least. Now you can use those new Star Pieces to trade for more Badges. And yes, during the guide, me and spazzy will note of future Star Piece panels. Anyway, that has been quite a lot to cover, and I'm sure you're more than ready to start the next Chapter. So let us get to it! Make your way to Toad Town Port. If you look around, you'll notice Kolorado! (There's also a multi-coin block that you can reach.) Talk to him, and he'll mention that his next destination is Lavalava Island, far to the south. Hey, that's where we're going! Anyway, he says that there's no way to get there, but that the blue shaking island is peculiar. Blue shaking island? Well, you can get on it right from the dock. Spin Jump to find out it's a giant tuna--I mean, a whale!

He has a stomach ache, and it feels like something is hopping around in there. He asks you to go inside to investigate. Uh...are you serious? I don't want to go in there...but I guess we have to. Get Watt out, as it's pretty dark down there. Use her ability to see where you're going as you walk down into her belly. Aha, something IS in this whale's belly! Start a battle with it.

=====\  
 =====\  
 MINI-BOSS: Fuzzipede

HP: 18 (?)  
 Attack: 3  
 Defense: 0

This ornery little rascal needs to be stopped. This is one battle that you can't use any partners other than Watt, as Watt creates light. So...you'll pretty much be "in the dark" as to how much HP he has, haha! He has two attacks, each which do three damage. At times, he may stick to the ceiling, making Mario's hits useless unless he uses Quake Hammer. At least Watt can still hit him.

=====/  
 =====/

After the battle, the whale will spout all of you out and feel refreshed! In return for your kindness (and braveness), the whale will take you anywhere you wish. Kolorado speaks up and mentions Lavalava Island, and the whale agrees to take you there! Hop on and set sail.

|O/ \_\_\_\_\_ \O|  
/	Walkthrough	[5Chap]	\|
	-----	C H A P T E R 5	
\	\_\_\_\_\_ Hot Hot Times on Lavalava Island	/	
O\ \_\_\_\_\_ /O			

You'll arrive safely on the island! What a trip. Kolorado will move on ahead.

While you're here, take some time to enjoy the new surroundings in this new area. There are special Heart Plants here that unfurl when investigated. Like their name, some of them drop free hearts! The palm trees here almost always drop Coconuts, which are simply throwing items. There's also a Stop Watch hidden behind some of the bushes. Also of note...if you climb on the rocks left of the bushes, you can get behind them and find a secret entrance/exit to Jade Jungle. It's not recommended to go there just yet. Finally, there's a weird purple flower that makes Mario float on it when you get him to jump on it. If you do a Spin while on it, he'll fly straight up and grab coins in the air! After taking in the scenery and seeing what all there is, follow Kolorado east, along the beach.

You'll hear Kolorado yelling for help. Move right and you'll see a Jungle Fuzzy beating poor Kolorado up. Start a battle with it. Now, these Jungle Fuzzies are dangerous, but if you have Zap Tap on, they can't even latch on to do damage!

That's why I recommend the badge for this Chapter. After the battle, Kolorao will thank you, and will proceed onward. You might have noticed that Letter placed precariously on that high rock. Well, go grab it before you move on. Just before you enter the next area though, hit the last palm tree and a Star Piece will fall from it! Grab it then head off to the next area, which is Yoshi's Village!

/ STAR PIECE #48 /  
/ COLLECTED /

-----< Yoshi's Village |

Yay for Yoshis! They look a bit more...serious? They still look cute, especially the adorable Yoshi Kids! Anyway, at this little area, there's some small island-ish things off the beach, connected by small bridges. One of the islands has a statue. In front of the statue is a hidden panel, so Spin Jump that Star Piece out of there. Head east to the next area of Yoshi's Village, which simply features an item shop and a Toad Inn. I'll go ahead and list the shop items and prices.

Yoshi's Cabana		
Item		Cost
Snowman Doll	-	15 coins
Thunder Rage	-	15 coins
Fire Flower	-	5 coins
Tasty Tonic	-	2 coins
Honey Syrup	-	6 coins
Super Shroom	-	15 coins

Nothing truly new, but the items are a bit cheap. The most notable item is Snowman Doll, which will come in handy in the later half of this Chapter. For now, keep following Kolorado. He passed Yoshi's Village and continued eastward. You'll hear him screaming for help again. Move right and you'll see a Spear Guy smacking Kolorado on the head repeatedly. Time for another battle...! After the fact, Kolorado heads forward to see the volcano...but there's no visible entrance from here. He heads back to Yoshi's Village to see if there's clues to get inside the volcano. Head back, but go behind the tree you see to find a



hidden Jammin' Jelly item! This super item restores 50 FP when used!

...However, you're likely not at a high-enough level to have a maximum of 50 FP, so using it would be a waste at the moment. So, go ahead and store it at the Yoshi's village shop. (Talk to the Yoshi running it, ask to Check items.) As you head back, Kolorado will scream for help again. Again? Well, get up to him and you'll notice he's in no danger. It was simply a joke he played on his helplessness. Hm. Enter the village!

And...what's this? The music has changed, and all the adult Yoshis are in an uproar...and the Child Yoshis are nowhere to be found. Talking to any of the distraught Yoshis reveals that the children wandered off into the dangerous Jade Jungle, and who KNOWS what could happen to them? Check the Jelly at the shop, heal up, and save, then head into the Jungle straight north from here.

-----< Jade Jungle |

Ah, you've entered Jade Jungle. This place is like a maze, and it's pretty dangerous. At the moment, it seems like you're at a dead-end. Only Heart Plants (one is a Hurt Plant, an enemy variation of the Heart Plant), bushes, and a cymbal bush that crushes you when you stand on it. However, the north bushes get pushed aside if you investigate them. Aha! Be careful when investigating bright blue bushes though...those are M. Bushes and are basically enemies that disguise themselves as bushes. Both of those enemies have poisonous attacks, so guard well. At the moment, you can only head right, so take it. In this next area, you'll hear someone calling out on what appears to be the Child Yoshis.

Head right and you'll find a fish up in a tree. This fish is Sushie, and she's basically the "nanny," keeping charge of watching over the children. Unfortunately she has found herself up a tree without a pole, so-to-speak, so she needs down. Hit the tree with the Hammer three times and Sushie will fall down to the ground. After some talk, Sushie will join you to help you find the Yoshi Kids! With Sushie, you can now swim along water and dive briefly, but the only time you can start swimming is if you find a small wooden dock, then her ability can be used.

~~~~~< SUSHIE JOINED THE PARTY! (|:~~

So, for starters, there's an island with a lone tree around here, and another of those Bub-ulbs. If you talk to the Bub-ulb, he says that his seed isn't ready to give out just yet, so we'll have to wait. M'kay.

/ STAR PIECE #50 / Head to that island with the lone tree.  
/ COLLECTED / Grab the Star Piece, then smack the tree | \ LETTER / |  
to get a Letter. Return back to the screen | \ #09 / |  
you entered the jungle at. With Sushie in our party, the rest | / \ |  
of Jade Jungle is now available to us! Swim to the center isle | / FOUND \ |  
there with the Spear Guy, take him out, and hit the red ? Block  
for the Power Quake badge. I suggest putting this on and making it replace  
Quake Hammer, if you still have that badge on. Swim to the next area to the  
west after diving from the log bridge.

/ BADGE FOUND \  
| ~~~~~~ |  
| Power Quake |

Here, as you swim left, you'll catch a glimpse of a Super Block. Jackpot! First thing though, get on the west piece of land. You'll see Heart Plants, a lot of bushes, a path back to the whale, and a Trumpet Plant that makes noise when you investigate it. Sometimes those drop coins. Anyway, you'll have heard a Yoshi

Kid crying for help once you got on this place. Push away the bushes, fight an M. Bush, and check the bushes to find a Yoshi Kid! Yay! We still have others to find...so swim onto the series of islands connected by bridges. Follow the bridges to the Super Block and upgrade Sushie! Head into the next area via the north path.

```

  _____
  || _____ ||
  || SUPER BLOCK ||
  ||   FOUND   ||
  || _____ ||
  _____

```

This new area has a high ledge area and a very noticeable river flowing through here. There's also a strange plant with a coin on it. This Munchlesia tries to lure unsuspecting prey with shiny objects. Once the prey is in its mouth, it sucks the life out of it. As such...I recommend avoiding this thing. Push away the bushes here. Hit the tree here for a Fright Jar (in case of emergencies) and start swimming to the north ledge. get on the purple Spinning Flower, use the Spin to get you up to the higher part. Get rid of the Spear Guy, and push away the north bushes to reveal a pipe. Go down it. It's dark down here, so shed a little Wattage on the subject. Aha, another Yoshi Kid! Climb up to him, talk to him, and get out of here. Drop from the ledge, and start swimming west to the next area.

\_\_\_\_\_ Before getting back on land here, swim past the small  
/ STAR PIECE #51 / island to find a Star Piece submerged. Dive to grab it,  
/ COLLECTED / then get on land. Hammer the stump here to make it pop out  
\_\_\_\_\_ and create a wooden bridge across. (It doesn't make sense, but this is a Mario game, so what do you expect?) Cross it and talk to the Yoshi Kid. Only a couple more! The tree that was behind him contains a Jungle Fuzzy if whacked...kinda funny, and kinda creepy, considering a monster was watching the Yoshi and could've easily attacked him...Anyway, exit this area, and get back on the east land. Head east to the next area.

Head east here, past the Spear Guy, and Hammer the stump to make a bridge. Cross, head east more to the next area. You'll hear another Yoshi Kid, and OH MY GOD, he's about to be devoured by Putrid Piranhas! Hurry up and save that Kid! These Putrid Piranhas are dangerous, poisonous enemies. It's good to make use of that Star Spirit power Chill Out here to lower their attack. After the battle, the Yoshi Kid will be freed! Just one more. Head back, and swim to the southern part of this area. Walk south to the next area, which is actually another area we didn't explore in the entrance area of this Jungle. The last Yoshi Kid is sleeping peacefully within a tree here, so smack the one he's in so he can drop. He'll go back to the Village safely. Hurrah! We're a successful child rescue squad! Head south, and hit the stump to create a shortcut back to the Village. Take it, since you probably need a heal-up at the Inn. Save while you're at it.

-----< Yoshi's Village |

Anyway, Kolorado says that the village chief has been looking for you. In case he's not too obvious, he's the quite-obese green Yoshi with a feather on his head. He's waiting by the Raven statue where that hidden panel was at. He tells you that our friend Kolorado told him of where we wish to go, and he gives us a [[JADE RAVEN]] to help us get there, since we were so nice to rescue the Yoshi Kids. Yay! Where do we put this, though? Well, head back and enter Jade Jungle. Cross the log bridge, and head north. See the big Raven statue ahead? Swim there, and place the Jade Raven into the slot. The statue will move aside, revealing the way deeper into Jade Jungle.

-----< Deep Jade Jungle |

Right as you enter, you can find a hidden ? Block by using Watt. It contains a Stone Cap, which will actually come in handy. Now, these trees here are unique...for the most part, they don't drop anything if hit, but they do have ivy growing from them. If you jump on the ivy, you'll pull it, and something will jar loose from the tree. There's only one of these trees here, and it contains an Egg. Get rid of the Spear Guy here, and push away the thick bushes to head to the next area.

This is a puzzle area, but it's easy to solve. There are multiple blue blocks and holes in the ground. What you need to do is plug up any holes that spout water. Keep doing it until water spouts from under a rock, pushing it out of the way. Now, we can't head into the next area with that water flowing, so plug it up then continue.

More ivytrees! The far right one contains a Mushroom, middle one of the left group contains a Fire Flower, and the second right tree reveals the way out. The other two just contain Jungle Fuzzies. Onward! At this next area, there's a hidden panel. Spin Jump around the / STAR PIECE #52 / giant root to find it. After, you will face more Putrid / COLLECTED / Piranhas. Along with them in the battle is a White Magikoopa, which is a healer. It's best to kill the Magikoopa first. Afterwards, Chill Out and the battle will be a cinch. After the battle, head forward to see a GIANT tree. This must be where Raphael the Raven resides. Enter the tree, save, and start climbing. Once you exit onto a vine wrapping around the tree, keep climbing, even after you find the / BADGE FOUND \ next way in. Why? You'll find a Happy Heart Badge! Head |~~~~~| back and just keep climbing. At the top, you'll see | Happy Heart | Raphael's nest. Talk to him and he will lead you to the way inside Mt. Lavalava...starting by falling off the nest. Don't worry, you'll land on something safe. (Mario endured worse falls in this game anyway.)

Raphael will pound the ground, making a root spring up from the ground, allowing a path. Follow him and his minions. You'll end up in a familiar place...hey, isn't this just east of Yoshi's Village? Follow him, and his minions will make a lift and zipline system on the tree to take you across. He will also give you the [[ULTRA STONE]], which enables you to upgrade all your partners another time, increasing their attack even more, and giving them another new ability. Now we just need to find Super Blocks. I know of two already in Toad Town Tunnels. Anyway, now that we got that awesome item, take the lift and zipline over to the volcano, and enter. (This won't be the first time Mario knowingly entered an active volcano...) Beforehand though, it may be wise to pick up a few Snowman Dolls at the item shop...

-----< Mt. Lavalava |

Phew, it's hot in here already! Head down the hall, and a Putrid Piranha will emerge. Apparently this is a guard, because it's going to alert "the boss." Enter in the next area to find Kolorado. At his expense, this scene basically tells you to be quick in this area, as most of the rock platforms here sink into the lava. Jump across to get to a solid platform. Wait for another platform to scroll to you, and take it to the next platform, where a Lava Bubble awaits! Note that these guys are especially painful, but they are especially easy if you have the Ice Power badge equipped. After the battle, just jump across to the next area.

Take the zipline down, and take a right. In this new area, pass or "kill" the fire fars (remember, defeat them by jumping over them enough times), and hit the Super Block! Upgrade whoever, but I actually recommend Sushie. Head back. Use Kooper here while standing on the block to knock down the POW Block. Grab it, and get rid of the Spike Top with it. Keep going down, killing those hard Spike Tops, (Watt is recommended against them due to her penetration power) and you will see a Save Block and a zipline, along with a block that you can't break yet. Take the zipline, but start counting right when you grab on. After about two seconds, jump off, and you may land on a pillar that has the Fire Shield Badge. It's recommended to have this on, since you'll be exposed to fire attacks a lot here. Drop off and head left to the next area.

Head down the hall, enter the next room. Right away, jump up to the higher ledge. Fly across the lava river with Parakarry, and push the blue blocks in a way that they block the flow of lava a bit, lowering the lava flow below. Go below, and you can fly across. Head left to the next area. There's a large chest there! We need to get across. Push the blue blocks to create a partial narrow bridge on the lava, then fly across. If you messed up, just exit the room and re-enter, and the blocks should be reset. Fight the Lava Bubbles and head to the chest. Open it for the coveted [[ULTRA HAMMER]]! Now your Hammer attack power is increased, and you can now break Metal (red) Blocks. Break the Metal Block and head back. In that small lava river area, there's a lower path with a Metal Block. Break it and head into a totally new room.

Fly across the river lava here, and bust a cap on that Putrid Piranha. Climb to the chest and open it for the Dizzy Stomp Badge. Exit the room, then head out through the other right exit, and out of the hall. Go right along the ground here, killing enemies, and head into the next area. Avoid the red spring for now. In here, clear off the enemies. See the Super Block? We can't reach it from here...but Spin Jump around the right side of the Block's ledge to find a hidden panel with a Star Piece! Exit this room and take the red spring up to find Kolorado. Break the Metal Block and head through. After a humorous scene with Kolorado once again, grab onto the zipline, and watch the background. As soon as you're at a lighter streak of the background, jump off. You'll land on the ledge with that Super Block! Upgrade whoever you want (though Goombario is a good choice), go back and spring up, and take the zipline all the way across.

```

|| _____ ||
|| SUPER BLOCK ||
||   FOUND   ||
|| _____ ||

```

In the next area, which is a hall, go down and WOH, HOLY CHRIST, RUUUUNNN!!! Spin Dash right out of there at the end to just barely avoid it! Phew...that was a close one. Take the platform across, and deal with some fire bars and Lava Bubbles. After those, take the next platform across, into the next area. You'll see Spike Tops and Putrid Piranhas up here, while you see a very lengthy line of Metal Blocks below. Just take out the enemies and move all the way to the east. Kolorado will catch up with you. After his blabber, push the blue block all the way left, climb on it, and start breaking all the Metal Blocks. Start moving quickly right after you break the last one to escape the Spiny Tromp, one of the same things that chased you down that hall a moment ago.

Kolorado will get in the way and get run over (xD) and the wall ahead will be opened. Just head onward.

He'll rush past you, seemingly to have instantly recovered. He'll head right, so follow him, I suppose. It's a dead-end though. At least there's a Super Shroom and Maple Syrup in that hall though. Heal up at the Heart Block, and Spin Jump around to find another hidden panel. Before heading down, I recommend putting on the Multibounce badge if you don't have it already. Head down and save, and head right. Another guard Putrid Piranha appears to warn the boss. Keep going...and you'll face Lava Piranha. With the way it looks, it looks oddly similar to Naval Piranha from Yoshi's Island...too bad there isn't a similar easy kill method. Time to kill this menacing plant!

=====  
=====\  
BOSS: Lava Piranha

HP: 40  
Attack: 5  
Defense: 0

-----  
Lava Bud Stats  
HP: 8  
Attack: 4  
Defense: 0  
-----

Lava Piranha doesn't have much health actually, but his attack power packs a punch, especially paired with his Lava Buds. Use Chill Out to make things easier. Snow and ice attacks aren't too effective against him, surprisingly. Just use powerful attacks, like Power Jumps, or an upgraded Goombario's attack. I suggest "killing" the Lava Buds first. (They aren't actually killed when their HP goes out, they just wilt.) With their lowered attack power and the Lava Buds taken out, Lava Piranha should be a cinch. Another Star Spirit acquired after his health is depleted!

...Or is it really?

~~~~~  
PHASE TWO

Lava Piranha is revived, and now both he and the Lava Buds are covered in fire! Damn! The Lava Piranha has a new flamethrower attack that hits both Mario and his buddy, and the Lava Bud seeds get spit out and actively attack on their own! Even more trouble! On the bright side, with them being covered in fire, they are now more susceptible to snow/ice and water attacks. Not only that, but when exposed to such attacks, they actually wilt for a few turns, which renders them unable to attack. Free damage! Multibounce w/ Ice Power Badge and Sushie's Tidal Wave (must be ultra-rank) are valuable here. After Lava Piranha's health is depleted this time, he will finally die. Stubborn beast!

=====  
=====

After the battle, Kolorado will move on to find the treasure. Well, apparently what he's looking for, we aren't. Let's get our treasure, the Star Spirit!

( )  
=====) END OF CHAPTER (-----

Alright now we get to Peach...soon. We're still playing as Mario. And...uh oh! The floor is collapsing...I think the volcano's about ready to blow! We need to get out of here, fast! Follow Misstar up to a crack in the wall. After the scene, you'll find out that the lava is rising...the volcano IS about to blow! Quickly blast open that wall with Bombette, and hurry. Keep going, that lava is rising right below you...! Ahaha, the treasure is right there, and Kolorado can't reach it. But...this is a dead end. Misstar has no choice but to take us all out of here, leaving the treasure behind.

...And we escape just in time! Damn, that was a bit too close for comfort. As you can see, the treasure flies off to a part of Jade Jungle that we'll have to go back to. But for now, a saving option appears. Whatever you choose, next will be Peach's time to shine.

-----< Enter Peach |

Peach decides to try to sneak out again. So, take the exact same way as before, and head down to the first floor. This time, take the left door. Some Koopatrols and a Hammer Bro. are setting up a little quiz type of thing. You'll get spotted here, but instead of throwing you back to your room, they decide that you can participate in their quiz. Yeah, this is a multi-question quiz, and each one you get right, you gain a point, as indicated by the meter behind each player. After a set number of questions, the score is tallied...and whoever has the most wins the grand prize! It doesn't matter if you win though, as you'll see after the list of answers I'm about to give. You must press the buzzer quickly if you wish to answer the questions. Here are the answers to each of the questions.

- 1 - Lava Piranha
- 2 - Flower Fields
- 3 - Chomp
- 4 - Pass Flower Gate
- 5 - Princess Peach
- 6 - Flower
- 7 - Bowser
- 8 - Boo
- 9 - The Flower Garden
- 10 - On Bowser's Castle

For winning the quiz, you get a Jammin' Jelly! Obviously Peach can't use it, so we need to put it in that chest for Mario. As a prize for participating, you get the Sneaky Parasol. Its use is...if you face someone and press B, Peach will turn into that person. I think this could come in handy...Hammer Bro is such a dunce for giving us this. Alright, so let's head back to that che--oh crap. Bowser is here. Peach tries to hide and escape while Bowser learns what was going on here. He turns around just in time to spot Peach, and orders for her to be taken back to her room. Aw well...at least we got information on where the next Star Spirit is...(In the form of some of the questions).

-----< Exit Peach |

Misstar takes us safely at the foot of Mt. Lavalava, and Kolorado pities himself for not getting that treasure. After Misstar scolds him for thinking of something as petty as that, she grants Mario her power. Now you have Smooch! With her power, you can restore 20 HP instantly! Judging by the name, I think you know how it's accomplished...hehe...

Kolorado heads off with his head hung low, back to Yoshi's Village...man, he's really depressed about that treasure. I think we should get it for him. Enter the jungle from the village, and head east. Open the chest for the [[VOLCANO VASE]]! Oh yeah, the Bub-ulb is here. Get to him, and he says that he already gave it to some Kolorado fellow. Huh. Return to Kolorado and give him the Vase. In return, he'll give you the [[MAGICAL SEED]] he was holding. The last one, sweet! Kolorado is heading back to the whale, so let's follow him, considering we're also done here. Oh yeah, you can take off Zap Tap, Ice Power, and Fire Shield and put some more worthy badges on, especially Hammer Throw, for something later on.

Back at the whale, hop on to get back to Toad Town...and Jr. Troopa arrives. Ha, too late, little loser, we're already gone! And the little twerp swims back after us. Haha. After we arrive at Toad Town Port, Kolorado makes his leave... and before we can get moving, Jr. Troopa catches us, starting yet another battle with him.

=====  
=====\  
MINI-BOSS: Jr. Troopa

HP: 40  
Attack: 6  
Defense: 1

This little jerk thinks he's outsmarted us. He's flying, got defense, AND a spike on his head. Well, bad for him, we've got Hammer Throw and/or Spike Shield badges! Also Watt! Another bad thing for Jr. Troopa...his swimming tired him out so much that his HP dropped in half. (So he actually just has 20 HP!) There's not much I can say except to use Hammer Throws or Spike Shielded Power Jumps as Mario, and Watt for your partner.

=====  
=====

After the battle, Jr. Troopa has a stunning revelation...since he has wings now, he could've just flown instead of swimming and not wasted any HP...what an idiot. Anyway, save and exit the port area. Let's do the next thing on our agenda. That's right, Super Blocks down at Toad Town Tunnels! Be sure to bring Super Shrooms and Stone Caps with you.

-----< Toad Town Tunnels |

Head west from the entrance, then west again. West once more and you will find yourself at the weight-influenced platforms room. If you take the steps down one area, and head down the pipe, you will come to an area where you can smash some Metal Blocks to reach a Super Block! Head back up the pipe, and back to the entrance.

=====  
	\_\_\_\_\_	
	SUPER BLOCK	
	FOUND	
	\_\_\_\_\_	

Take the pit drop down, and head left, all the way, past the blocks for another Super Block. Upgrade whoever you choose. Head back to where you dropped. Now that you have obtained Sushie, you can swim across the area here to be interrupted by Super Blooper!

=====  
	\_\_\_\_\_	
	SUPER BLOCK	
	FOUND	
	\_\_\_\_\_	

---

---

=====\  
MINI-BOSS: Super Blooper

---

HP: 70  
Attack: 5  
Defense: 0

-----  
Blooper Baby

HP: 6  
Attack: 2  
Defense: 0

-----

Super Blooper is a different story. He has great attack and great HP. He will release draining Blooper Babies, where you definitely need to use an "All Enemy" attack. Super Blooper will grow angry, and turn red for an attack, where he will do a double attack for TWENTY damage. For that, you should use Outta Sight. Overall, I just recommend powerful attacks and an ultra-ranked Goombario. Also, Chill Out would be recommended. Constantly. Whenever it runs out, use it.

=====/  

---

---

When you defeat the Super Blooper, a switch falls. Hit the switch for a blue pipe to appear, and this pipe takes you to Yoshi's Village at Lavalava Island! Head right. Here, ignore the spikes up there, and head through the bottom path, clearing enemies. Enter through to the next area. In here, the blocks are too high for you at the moment, so go down and head right to find a pipe. Go down it. In this seemingly empty room, blast the east wall to reveal it is weak. Head through.

This fuzzy guy here is Rip Cheato. Here, you buy stuff from him, from star pieces to dry shrooms, and badges. If you want some of his stuff, you have to pay him in coin amounts of 64 each purchase.

His stock is like this:

1st Purchase: Star Piece  
2nd Purchase: Life Shroom  
3rd Purchase: Bump Attack Badge  
4th Purchase: Repel Gel  
5th Purchase: Star Piece  
6th Purchase: Super Shroom  
7th Purchase: Mushroom  
8th Purchase: Dried Shroom  
9th Purchase: Dried Shroom  
10th Purchase: Star Piece

Any purchase after the third star piece is Dried Shrooms, so don't buy from him after. That's 640 coins needed to buy all three Star Pieces, as well as some goodies.

If you head up through his pipe behind him, you will emerge in a warehouse, locked from the inside, fortunately, the key is right there. Unlock it, and bam! You're back in Toad Town!



-----< Toad Town |

Now that those are taken care of, there's another extra thing we can do. Remember the water on the south side of the main gate area? Well, now that we have Sushie, we can swim around it. Skip the pope for now / STAR PIECE #55 / and swim to the west to get a Star Piece previously / COLLECTED / unreachable. Now head down the pipe. Down in this one-room area of Toad Town Tunnels, just head down it to find another Super Block! Upgrade whoever, and exit. Now that most of the important stuff is out of the way, you can check Mario's and his partners' mail, Luigi's diary, buy more badges at Rowf's, and trade Star Pieces for badges with Merlow, if you can. (If you've been buying all you could each chapter, chances are you are slim on Star Pieces compared to his prices.) Finally, you can deliver the Letters that you acquired, including continuing on with that Chain Letter business.

```
||-----||
|| SUPER BLOCK ||
|| FOUND ||
||-----||
```

After all that's taken care of, you can do things outside of Toad Town. Like, if you exit Toad Town via Pleasant Path like in Chapter 1, you'll meet Kent C. Koopa. This giant Koopa with glasses has an ingenious plan to be basically a roadblock. He charges 100 coins from anyone who wishes to pass. Yikes, way too much. You can choose to fight him, however. When you beat him, he will no longer be a nuisance and flee. He's optional, so you can actually access any place behind him if you use the Toad Town Tunnel warps. Nevertheless, I will post his battle details here.

=====\n  
MINI-BOSS: Kent C. Koopa

HP: 70  
Attack: 10  
Defense: 6

He has immense defense, immense attack, and immense HP. Watt is good here, but considering his attack, you can be dead in no time. The catch to this seemingly difficult battle? He is extremely susceptible to sleep-inducing attacks. Sleep Stomp, or better yet, the Star Spirit power Lullaby, is your key to winning this battle, as not only does he have a 99% chance of sleeping when influenced by either, he sleeps for four whole turns! Yeah. Seems cheap, but considering the guy's stats, it's pretty much necessary. The only way Mario can decently damage the guy is if he uses a Smash Charged Power Smash...Ultra Hammer, obviously. Watt can pierce defense no matter how high, so she's essential.  
=====/  
=====

After the battle, you can freely explore Pleasant Path again! Emphasis on "free"! Kolorado will also thank you for getting rid of that giant Koopa, and will return back to his home and his waiting wife. You can follow him and do more Koopa Koot favors if you also wish. After all of the stuff is done, it is time to say goodbye. We will meet again on Chapter 8, but spazzy is going to be taking you through Chapter 6 and 7 before then. See ya then!

~ Banjo

Hey guys, Spazzy here. Banjo led you safely through Lavalava Island? That chapter was cool, wasn't it? Slowly but surely, we are coming closer to saving Peach! The vital information we needed was leaked in that Game Show with Peach.

Turns out, the next Star Spirit is held captive in Flowery Fields. However, there's only one way to get there, and that's through the Mystic Flower Arch. You'd think it'd be in some far away fancy place that involves some crazy method to get there, but no. It's in fact, in Toad Town.

South of the Inn is an arch, surrounded by spots for flowers. Remember those "Magical" seeds we collected in our journey? Well, they finally serve a purpose here. If you talk to the young, pink girl Toad by the arch, she'll mention that the Bub-ulbs come from Flower Fields, and that's where we have to go. In our journey, we covered the locations of the seeds, but here's a recap.

|~-----~

|(Pink) Magical Seed 1: Located in South Toad Town, received from a Bub-ulb  
| just south of the bridge to Forever Forest.

|

|(Purple) Magical Seed 2: Received from a Bub-ulb in Mt. Rugged, past the ramp  
| to a new area, must use Parakarry to get.

|

|(Turquoise) Magical Seed 3: Received from a Bub-ulb in Forever Forest. Located  
| in the center of one of the areas.

|

|(Gold) Magical Seed 4: Received from Kolorado after the volcanic eruption on  
| Mt. Lavalava in exchange for the Volcanic Vase.

|~-----~

If you are missing a seed, then you should probably use the transportation pipes in the Sewers to reach the area. The Boo Mansion and Lavalava Island could be reached by ground pounding the panel at the beginning of the sewers, and then going left, and right to find the switches.

Once you have all four magical seeds, talk to the Pink Toad by the arch, and have her plant the seeds for you. Once you have planted all the seeds, the mystic arch begins glowing. Wow, they weren't kidding about this. You'd feel like they'd notice that the Arch was a huge glowing portal by now.

Now that the Mystic Flower Arch has been revealed as a portal to Flower Fields, it's time to save the Star Spirit, and bring us one step closer to the Princess!

---

```
|O/ _____ \O|
|/ |Walkthrough      | _____ [6Chap]| \| |
| |-----          |           C H A P T E R  6           | |
|\ | _____          |           Dark Days in Flower Fields| /|
|O\ _____          |           /O|
```

---

HOLY CRAP THE TREE TALKS. Well, welcome to Flower Fields, home of the Bub-ulbs and whatever else is here...Anyway. This thing's name is Wise Wisterwood. Flower Fields is actually in trouble, a creature known as Huff N. Puff and his cloud followers invaded the place recently. These creatures clouded the sun over Flower Fields, leaving the blooming plants without sunlight. We have to stop this before all the beauty of Flower Fields wither to nothingness. Huff N. Puff is also holding the Star Spirit captive. The only problem is that Huff N. Puff is way up there in the sky, on Cloudy Climb. We need a magic bean or something that grows something really tall. Well, we're in Flower Fields, so there has to be something. The holder of this bean is named Petunia, and she's to the east. So we have to find her. Save here, and head to the direct right.

---

Head right from here, defeating the Crazee Dayzee. I wouldn't recommend hitting the tree here, as a deadly enemy appears, known as a Bzzap! They're very powerful, and hard to beat, so just continue right. Fight off the enemies, and enter the new area.

Hit the tree here immediately for a Red Berry! These berries come in handy later, so hang onto them. Turns out there is a hidden panel here just a bit in front of Petunia, so swing your hammer and hit it on the edge to get a Star Piece! Talk to Petunia. She is weak and sick of these Monty Moles. Time to get rid of her pest problem. Catch these moles when they're up, and defeat them all to please her and give you the [[MAGICAL BEAN]]! Awesome! She says to not plant it with fertile soil and miracle water...hmmm... Head back to the center of Flower Fields. If you're feeling weak, you can return to Toad Town and go to the Inn if you must.

---

-----< Getting the Fertile Soil |

Go down, and left, down that path. You should come to a red flower guarding a gate. Give him the Red Berry, and he'll open the gate for you. Head left through the gate. Head left until you reach a tree in between two platforms. Hit it for a Yellow Berry. (Banjo's Note: There's a hidden panel in front of the tree as well.) Enter the new area.

---

/ STAR PIECE #57 /  
/ COLLECTED /

Holy...that's a pretty tree. The Crystal Tree, to be exact. This thing's name is Posie. Because she likes our nose so much, she gives us some Fertile Soil! This is the key to growing some of the most beautiful plants possible! I wish I had a Crystal Tree, but we need it for the Magical Bean. Oh well. Head back to the Flower Fields center.

---

-----< To Lily |

Head on the bottom right path, and come to a Yellow Flower Guardian. Treat him to the Yellow Berry you have, and he'll open the gate for you. Jump across the spiky vine pit until you come to the last gap, and use Parakarry to float to the other side. It's often the case that there's an extremely rare Amazee Dayzee in this bed of flowers, so try to be very quiet, and use Kooper (or better yet, Bombette when she's ultra-ranked!) from a distance to go into battle with it. They're very rare, and they give you a lot of star points and money for beating them. Though, they are nearly impossible to beat and they almost always run. After that bed of flowers, hit the tree here for a Blue Berry. Be sure to collect two Blue Berries here. Head back and up the steps. Survive the gauntlet of Crazee Dayzees for a Super Block! Though, I recommend saving it, as we have a new partner coming up. But do whatever. Enter the next area. (Banjo's Note: There's a Star Piece hidden in the flowers right of the Blue Berry tree.)

---

/ STAR PIECE #58 /  
/ COLLECTED /

Here, fall down into the pit, and climb up the stairs on the other side. Enter

the next area. (Banjo's Note: There's a hidden panel on the right side of this area. Not only that, a hidden ? Block containing a Maple Syrup is right above the panel.)

```
_____  
/ STAR PIECE #59 /  
/ COLLECTED /  
_____
```

Head into this pit, and then come to a giant Lily Pad bud, named...as you can guess, Lily. Someone took the precious Water Stone, and caused the spring to dry up. We have to find it for the Miracle Water, and to save Lily. Well, there's nothing here, so head back to Flower Field Center. (Banjo's Note: Actually, the tree where Lily is drops a valuable Jammin' Jelly when smacked.)

-----< Getting the Miracle Water |

This time, head back to Petunia, and then past her area to the right to come to a Well, and someone sobbing in there. Throw a Blue Berry in there for a Flower Saver badge! Awesome! Head back to Flower Field Center.

```
_____  
/ BADGE FOUND \  
| ~~~~~~ |  
| Flower Saver |  
_____
```

This time, head to the middle left area. Give the Blue Berry to the Flower Guardian and access the gate. If you use Watt by the spring, he reveals some hidden blocks, though we can't access the high one unless you did not break the brick block. Use the spring to get on the yellow block, then jump onto the brick block, then jump to hit an invisible box for a Shooting Star. So continue left. Be careful of the Spinies since they are hard to see. Head into the next area.

Oh dear, a maze...oh dear again...Lakitus. Finish them off, and now it's time to navigate the maze. But don't worry, I'm here. First, head into it, then take the path north to the corner of the turn into the pipe. Here, head up into the bush, and head left, then head up and to the left some more, then, when you see a large path south, head through the bush and down it, head straight into the bush at the end of it, and head right. Then, head up until you reach a pipe surrounded by bush, then enter it from the right side and enter the pipe. You're out! Yay! Head into the area to the left.

Cue regal music, as we are in the presence of Lady Rose! Isn't she just incredible? Why yes, she is. WHOA! She has the Water Stone! Oooh you're greedy...man. We need something really pretty to get her to give it to us. Didn't we see a really pretty tree earlier in our trip here...? Hmm...something to do with crystals...and trees...OH YEAH! Head back to Flower Field center, and head in the lower left path.

Head down to the Crystal Tree, and talk to Posie. She'll shake the tree by the roots and make a Crystal Berry fall. Wow, that thing's pretty. Let's keep it.

...Nahhh, nahhh. Take it to Rosie, as you should know how to get there. Once you get the Water Stone, head back to Lily on the bottom right path. Talk to her and you can return the water stone to the fountain. She'll treat you to some Miracle Water. Sweet. All we need is some Sunlight, and we can make it to Cloudy Climb. On your way back to Flower Fields center, while clearing the area with water, be sure to go to the island with the strange tree by way of Sushie. Hit it for a Bubble Berry. Grab one and head to Flower Field center. Head on

the upper, left path.

-----< Getting the Sun back |

See that strange bubble blowing thing? Well, give it the Bubble Berry from the last area, and it will blow a large bubble. Hop into it and it will transport you over the thorny vines. Head left, through the hallowed out log, and into the next area.

Be careful of the surrounding Lakitus, as they'll throw Spinies at you. Climb the large steps and bomb the rock here with Bombette to fall down, and then collect your Mega Smash badge! Head into the area to the left.

```

      /  BADGE FOUND  \
     |~~~~~|
     | Mega Smash   |

```

This is the Sun Tower, where the source of light for Flower Fields resides. However, Huff N. Puff has clouded the area. If we're to help these plants, they need sunlight. Head behind the steps here, and head right to find a hidden hallway with a rock. Bomb it for a rock in the stairs to fall, allowing you to advance up the steps. Turns out, the Puff Puff machine is clouding the sun's rays, so we have to do something about it. Exit this area, and then as you're exiting the next one, someone calls to you. Who could it be? RRRAGH IT'S A LAKITU KILL IT. I mean...well...this one looks nice. He has nice shades, and hair? Nice to meet you Lakilester...I mean...Michael...errr...Spike. WAIT. He does have to fight us! YOU'RE GOING DOWN!

=====\  
MINI-BOSS: Spike?

HP: 50  
Attack: 4  
Defense: 0

As for SpikeMichaelLakilester's battle, he's not much different from any other Lakitu. He throws Spiny Eggs for 4 damage, and all that's different is he has 50 HP, the amount as the average boss. So keep on wailing on him, and try to block his attacks. Be sure to use partners that have a jump attack.

With your mass beating of Mario and Partner, Spike is beaten quickly.  
=====/  
=====

Hmmm? Who is that? ...Is that his girlfriend? Must be. Lakilulu comes around to protect Spike, hmmm...turns out Lakilester was his real name. He doesn't like his name very much. I think it's kind of a cool name. Eh. I can forgive him. He seems like a cool dude. Why are we fighting? For yourself? For world peace? No reason? ...errr...Why Spike anyway? Oh. Sweet! You're gonna join us!? Awesome!

Lakilester joined your party! With Lakilester on your side, you can now move around much quicker around the world outside of battle, as well as hover across hazardous terrain such as spikes, and lava. In battle, he can throw mass amounts of Spiny Eggs at your foes. Awesome! Remember that Super Block through the gauntlet of Crazee Dayzees? If you didn't use it, you should upgrade Lakky here to super rank. Head off from here, before you enter Flower Field center, you should take the stairs up here, and collect the Star Piece at the end of

this path! Now, head back to Flower Field Center, and take the final path...the northeastern path.

```
_____  
/ STAR PIECE #60 /  
/ COLLECTED /  
_____
```

Here, this part is rather like a puzzle. First, ground pound the red block. Then, with Lakilester, glide over the thorns to the low green block on the other side. Then, ground pound the purple block on this side to your left. Then, float back to the other side and ground pound the green block. Then, float back again to the other side, and ground pound the green block, then the purple block on the right. You will then be free to enter the other side. If you pass the cell with the spring in it, and enter the arch to the right of it, and head left into the cell, you can jump on the spring. Head Left for a Super Block! Sweet! You can upgrade Lakilester here if you already used the other Super Block. This time, I really recommend it!

```
_____  
|| _____ ||  
|| SUPER BLOCK ||  
|| FOUND ||  
|| _____ ||  
_____
```

```
_____  
|\ LETTER /| On the path with the logs, there is a Letter hidden in a bed of  
|\ #10 /| orange flowers. Take a look for it. Head through all these logs  
| / _____ \ | and enter the next area. Jeeze...look at that cloud machine.  
|/ FOUND \ | Talk to the Lakitu in the middle, and then clear out these  
guards! We gotta destroy that machine!
```

\*fight scene here\* (\*Banjo puts on some Kung Fu music\*)

Phew, that was a lot of stuff. Now that they're gone, time to clear the skies. Whack the Puff Puff Machine a couple times on both sides until that thing is scrap metal! After that, the sun is shining, and Flower Fields is beautiful once more! We have saved the beauty, the color, and the flowers from certain wilting! Hurrah! But we're not done yet, we still have to defeat Huff N. Puff, and claim our star spirit, and put Flower Fields to peace forever. Head on back to Flower Fields Center. (Banjo's Note: Head east. There are three trees here. Hit the trees in this order: middle, right, left. Doing so will make a Happy Flower Badge fall out. Also, on the ledge that had the Super Block northeast of Wise Wisterwood, Spin Jump while above the right arch to make a Star Piece drop.)

```
_____  
/ STAR PIECE #61 /  
/ COLLECTED /  
_____
```

```
-----< _____ |  
| Dispatching Huff N. Puff |
```

Now, Huff N. Puff is our final order of business. Heal up at Toad Town Inn so you can also recharge your star power. It's time to be just like Jack and the Beanstalk. In the soft patch of dirt in front of the great tree, first lay down the Fertile Soil. Then tuck the Magical Bean, nice and snug in the dirt. Then sprinkle the Miracle Water on it. Watch as the magic bean blooms into a gigantic vine, touching the sky...or in our case, the clouds. Jump on the large leaf in front of you, and make your way up to Cloudy Climb!

Pass the lovely, dessert shaped clouds, into the soft yellow clouds of Cloudy

Climb! Before going anywhere, wait underneath the rising and falling cloud and jump onto it, then, jump onto the large cloud for the S. Jump Charge Badge! Awesome! Now, head right from here. Scale the cloudy steps, and meet Huff N. Puff at the peak! Time to clear the storm!

```
          _____
         /   BADGE FOUND   \
        |~~~~~|
        |  S. Jump Charge  |
         _____
```

```
=====\  
BOSS: Huff N. Puff
```

HP: 60  
Attack: 5  
Defense: 0

Goombario summarizes this nicely. It works out nicely to really try and wail on him, and use an all enemy attack to wipe out the Tuff Puffs, and damage Huff N. Puff in the process. The Tuff Puffs will also attack you as a group, and that hurts a bit, so I recommend destroying them, and mashing A.

Huffy here has a lot of attacks.

- He has a Thunder Attack, which damages both of you for a good amount of damage.
- He has a Wind Attack, where he blows harsh gusts at you, where you must mash A in order to reduce the damage.
- He has a pouncing attack.
- The Tuff Puffs attack as a group, 2 damage at a piece. You must mash A to shake them off.
- He will also swallow Tuff Puffs to increase his health. Keep him from doing this.
- Defeat the Tuff Puffs and damage Huff N. Puff with an all enemy attack, such as a Shooting Star, Thunder Rage, Snowman Doll, so on so on.
- His thunder attack is devastating, so I recommend using Lakky's Cloud Nine ability, or Bow's Outta Sight to avoid it. It's 12 Damage...so...ouch.

Strategic planning and powerful attacks will prevail over this beast. Defeat this pain, and free Flower Fields!

```
=====/  
_____
```

When you defeat him, the seventh Star Spirit is released! Yes! We did it! We're another step closer to rescuing Peach!

```
          _____  
         (           )  
=====) END OF CHAPTER (=====
```

```
          _____  
-----< Enter Peach |
```

Enter Peach. Now, with our new Sneaky Parasol item, we can do sneaking much more safely. Head out by the secret exit, and head out of the next room. Time to go sneaking. (Banjo's Note: Don't forget to put that Jammin' Jelly in that chest if you won it a chapter ago! Also, if you talk to the Hammer Bro. at the end of the library hall, he'll give you a Shooting Star to leave you alone... assuming you're in disguise.)

Walk up to the talking Koopatrol here, and Press B, to use your Sneaky Parasol, turning yourself into one. Now, head up the stairs here, and talk to the Koopatrol guarding the door, and talk to him, and he will let you pass. Head down all these hallways until you reach the Koopatrol guarding the door. Talk to him, and he'll ask you to find a Clubba outside the castle. Take the key he gives you, and walk back to the area you came from, and down one level. Head to the bottom door and unlock it to head outside the castle.

See the sleeping Clubba here? Use your Sneaky Parasol on it to become the Clubba, then head back to that Koopatrol who asked you to find him. He'll leave, thinking you're taking his shift, and then enter the free door.

Head down the hallways, and up the stairs. Come to the castle bridge, oh... damn...Kammy comes out and reveals our disguise. That's not good...we didn't get any valuable info either...what a shame.

---

-----< Exit Peach |

---

Back to Mario now, the sixth Star Spirit's name is Klevar, and grants us the power of Time Out! With that, you can freeze enemies in Time. He leaves for Star Haven, and it's time for us to return to Toad Town for the next chapter in our adventure.

---

-----< Toad Town |

---

Now, you're probably wondering, now that we're back in Toad Town. WHERE THE HELL DO WE GO? We didn't get an info on the next Star Spirit's location from Peach...so where do we go? Well, who do we normally get advice from? Well, not from me this time. This time, we go to good ole Merlon! Enter his swirly house, and it seems a guest is waiting for you!

Is that a Ninji from Super Mario Bros. 2? He's from Starborn Valley, and tells you that Merle, Merlon's son, wants to see you! So, we have to go to Starborn Valley and see him. That sounds cool. We have to find the pipe to Shiver City, which is right by Starborn Valley. Let's go find Merle! Exit Merlon's house, and head to Toad Town Tunnels' entrance. Enter them.

---

-----< Toad Town Tunnels |

---

Head down, then swim across the water with Sushie. Head right.

Oh man, look at those spikes, if only we had a partner who could fly us over hazardous terrain. Oh wait, we have Lakilester. Use him to hover over these spikes, and into the pipe. Head down it. I recommend killing the Spiny here in this next area so it doesn't annoy you. Head down the path to the right, careful of the Spinies. Head down the path until you come to the left side, smash the stone block with your hammer, and then enter the new area.

Kill the Dark Koopa here, and smash the metal block here, and enter the new area. Bust the brick block here, and hop on it to reach the higher ledge. Jump off the edge here, and jump off the step here to hit the other brick block. Open the large chest here for [[ULTRA BOOTS]]! Awesome! You can now do the Tornado Jump by pressing A, then A again. This can not only flip the panels, but it can also reach greater heights! Exit this area.

In this area with the blocks, you can now use your Tornado Jump to access



these. In the middle of these two lines of blocks, is an invisible block holding a Life Shroom! Head out of here, and head back up the pipe. Head over the spikes to the left, and down the edge and head down the right path. Hit the ? Block here with a Tornado Jump for a Shooting Star! Enter the next area.

Using your new ability, and Watt to find the invisible blocks here, reveal all the blocks to make a line from ledge to ledge. When they're all revealed, hop across them to the other side, and enter the new area. Here we are! The pipe to Shiver City! Can't you tell by the Winter Wonderland music? Enter it.

Whoa, it's chilly down here...icy, in fact. Head to the left first for a Super Block! Awesome! Upgrade who you please, and exit this area to the pipe on the right side. Begin our new chapter in our adventure! We're so close to rescuing Peach!

```

    ||_____||
    || SUPER BLOCK ||
    ||     FOUND     ||
    ||_____||
  
```

---

```

|O/ _____ \O|
|/ |Walkthrough   |                               [7Chap]| \| |
| |-----|          C H A P T E R   7                 |  |
|\ |                                     A Star Spirit on Ice| /|
|O\ _____ /O|
  
```

---

Welcome to the cozy Shiver City! Save here, maybe take a rest at the Inn, shop around, do what you must. I would love to stay and "chill" here, but we have to find Merle! If you sleep at the Inn, then you get a Frozen Potato! As you can see, this area is populated by Penguins!

Now...we don't really know where Starborn Valley is...huh? Well. Maybe if we find the mayor or whatever of this place, he should know. That sounds like a good idea. For now, let me introduce you to Shiver City.

```

+-----+
|          Shiver Shop          |
|~*~*~*~*~*~*~*~*~*~*~*~*~*~|
|  Item      |  Cost      |
|-----|
|Dizzy Dial   - 15 coins  |
|Shooting Star - 30 coins  |
|Snowman Doll - 8 coins   |
|Maple Syrup  - 20 coins  |
|Life Shroom  - 40 coins  |
|Super Shroom - 20 coins  |
+-----+
  
```

For here, I always splurge on my normal method of defeating chapters with a breeze. Here, I buy a good amount of Super Shrooms, a good amount of Shooting Stars, a Maple Syrup, and a Life Shroom. This is just my normal method, as it helps to have an "All Enemies" item, healing, a revival, and a FP restoration. Anyway. About the Inn here, yes, if you sleep here, you get a Frozen Potato after your rest. It's not much of a heal, but you make new recipes out of it at Tayce T.'s place. Now, when you're all set, you should head to the left area.

(Banjo's Note: Before entering the Mayor's House, enter the other house that has a front door. Climb on all the shelves and stuff in the back, and open a window at the top to appear outside. Jump to the next house and open a window

there. Inside is a chest. Open it for the Attack FX E badge!)

```

  _____
 /  BADGE FOUND  \
| ~~~~~~|
|  Attack FX E  |
| _____|

```

In here, which is mostly just residential, head to the far left house. This is the Mayor's Place! Enter. This lady's husband is in the other room, enter the door to the back. Ohhhhhh Mr. Maaaaaaaaaaaaayor. Who's that?.....You okay there big guy...? You sure...? Oh crap I think he's dead. Herringway? Who's that? Anyway, his wife flips out about her husband's untimely murder. I hope we don't get blamed for this...Oh crap we're getting blamed for this. We definitely didn't do this, I swear! Well...if we're not to get thrown in the slammer, we have to find the murderer. What about that memo saying Herringway? We should find this Herringway guy, maybe. Well...looks like Merle will have to wait. Exit his house. (Banjo's Note: There's a hidden panel right beside the Mayor's House...get it!)

```

  _____
 /  STAR  PIECE #62  /
 /  COLLECTED      /
 / _____|

```

Well, if you ask the penguin in the far house of this area, he'll tell you Herringway is a Mystery Novelist, very on the up and up about crimes and criminals. But...he seems to have disappeared. Time to play Sherlock Mario, and find a missing culprit. Exit this house, and enter the area to the right.

In this area with the Inn and shop, you'll noticed they're not letting us leave, oh well, enter the next area to the right. Here, you'll notice a pool of water frozen over. Tornado Jump on it 3 times to shatter it, and dive down and get the key in there with Sushie. Jesus Christ, it must be cold. See that lock up there? Well, use your key on it and enter.

Climb the stairs here of the warehouse, and jump on the spring. WHOA! Now that you've jumped over the building, we can play Batman! Slide down the left side of this building to reach the next, and jump in the Chimney.

Whoa...who's that? We found his secret entrance apparently. Oh! Hey! He's Herringway! He's gonna drop by his place. Engage stairs? OMG THAT'S SO AWESOME! Follow Herringway to the Mayor's Place.

Once there, open the door for him, and approach the green penguin. Turns out, Herringway and the Mayor here were good pals. It's true, how could he murder him, if he was working on a novel the past few weeks? Hey! Look! He's coming to! He's up! ZOMBIE! He was getting a gift for Herringway, and he slipped and whacked his head on the floor. Well...what horrid timing for us. Herringway receives the gift, and all is well. Thanks mister! He's letting the Gatekeeper let us pass to Starborn Valley! Exit his house, and head all the way to the right and past the gate! We're on our way!

```

-----< Shiver Snowfield |
  _____

```

Head all the way own this path and soon you'll be interrupted. Oh damn it's that brat again, Jr. Troopa. Well, big surprise, we have to fight this punk.

```

  _____
 =====\
MINI-BOSS: Jr. Troopa

```

HP: 50  
Attack: 8  
Defense: 1

Oh, I see, so now he's a wizard? Interesting...NOT.

It's not even worth a tattle on this punk. He has some amount of HP, no defense, and just a magic attack that hurts a bit. His magic attack can be very painful and all, but blocking it comes just as easy. At least this time he's not flying or has a spike on his head or is in a shell. He's just Jr. Troopa with buffed up Magikoopa attacks. Keep wailing on him and blocking his attacks. He actually has an attack power of eight, so it's really in your best interest to not get hit. Nothing very special about this fight, as he only has one attack. Beat him.

=====/  
\_\_\_\_\_

I recommend heading back to the inn for a rest after that battle. Then, pass Jr. Troopa's...completely frozen body? Wow...Pass to the next area. Notice these Snowmen? Well, they'll serve a purpose later. Head to the new area to the right. (Banjo's Note: There's a hidden panel on the south side of the area, and a Letter inside the tree beside the path...just smack it until the Letter drops. Finally, there's a Repel Gel behind the rightside tree.)

```

                _____
                | \ LETTER / |
          / STAR PIECE #63 / | \ #11 / |
          /   COLLECTED   / | /-----\ |
                _____ | / FOUND  \ |
                _____

```

New enemies here. Frost Piranhas and Gulpits inhabit this area. Midway through this area, behind a block of ice is a letter to Merlow at Shooting Star Summit. We'll deliver it later. Head to the right some more, up the icy steps until you hear someone or something! Booooooooooah!!! OMG! WHAT IS THAT HORRIBLE BEAST?! HE'S GONNA EAT US!...We can't do that...we must pass..for Peach!

```

                _____
                | \ LETTER / |
                | \ #12 / |
                | /-----\ |
                | / FOUND  \ |
                _____

```

=====\  
\_\_\_\_\_\  
MINI-BOSS...?: Monstar  
\_\_\_\_\_

HP: 20  
Attack: ?  
Defense: 0

Meet Monstar, the hardest boss in the game, and there is little to no chance of you defeating him. In fact, only a select few of gamers have ever defeated this great Paper Mario beast. Sorry to say, but your adventure may end here. He actually has an attack power of 30, and he can charge it! Sorry, but your adventure ends here. What a shame...Get in your first attack and then you're at his mercy. He charges up and...GOOD LORD!

.....JUST KIDDING! He has an attack power of 1! ...Yes...very scary indeed. He's actually incredibly easy! You can defeat him without breaking a sweat!

=====/  
\_\_\_\_\_

Awww...turns out he was just a bunch of innocent star kids trying to protect their home. Oh well. Head to the right, into Starborn Valley.

-----< Starborn Valley |

Hey, it's Merle. He cares for the Star Kids in this valley. Follow Merle into his home. Turns out the Star Spirit is being held in Crystal Palace, on the peak of a great mountain. He gives us a [[SCARF]]. Awww...Thanks. This'll help. Turns out we need this and another item to reach Crystal Palace. Hm, we have to find out what the other one is. Exit his house. Use the Inn here if you must, and be sure to deliver your Chain Letter to the green toad in the bottom right of this area, to receive a letter to Goompapa in Goomba Village. Awesome.

Merle had said that Mayor Penguin of Shiver City has the other vital item. So head back to Shiver City by taking the path left, and enter his house at the far end of the city. Talk to Mayor Penguin in the back room, and he'll search his drawer for a [[BUCKET]]!.....cool...Hmmm...If we use this with the scarf...I got it! Head back to the Snowmen just before the path to Starborn Valley.

Well, is it just me, or do some of these not look like the others? Well...that one is missing a scarf...and that one is missing a hat! Of course! Give the scarf to the one without a scarf, and he will wear it. Give the Bucket to the one without a hat, and he will wear it just as he would a hat! For our kindness to these Snowman Guardians, they will open the path to Crystal Palace! Oh! Awesome! Enter our new passage.

-----< Shiver Mountain |

Save here, and head up the stairs to the right. Fall into the pit here, and Tornado Jump on this brick of ice until it shatters, and you can hit the switch with a Tornado Jump to make the platform rise. Continue right, fighting off the Gulpits and such. For ice related enemies, an Ultra-Rank Kooper helps greatly in battle, as he would have mastered the Fire Shell, which does extra damage against these Frost Piranhas. If you come to the top of some steps, and there is a Brick Block, break it and then Tornado Jump right under where it was for an Ultra Shroom! Oh man! That's great! Head right into the next area.

Head down this area, and pick up the Pebble!...Don't worry...it'll help later. Use Kooper to kick the switch from across the gap, and continue right. WHOA?! WHAT?! TWO KOOPERS? GOOD LORD MAN! WHAT HAPPENED?! Man...we're put in that situation where there's the evil twin and you might gun down your friend... Well...which one do we thwack? The one on the left seemed much more uncertain about his name, so whack him! If you thwack the correct one, it turns out it's a ghost! OMG!

Well, it turns out it's just a simple battle with enemies we'll be facing later in this chapter. They're Duplighosts. These guys are big jerks who disguise themselves as members of our party, and use their attacks against us. They mainly disguise themselves as the partner you have out. They're nothing special, but they have a whopping 15 HP for a general enemy. They are just like \*coughcoughDoopliss\* from the sequel to this game. Anyway, defeat these punks and let's continue. It's true that disguised Duplighosts get their own tattle, but I don't think it's necessary to record them. Let's continue.

Head right, and up the stairs. Just before the White Clubba, || \_\_\_\_\_ || climb the steps here to reach your final Super Block of the || SUPER BLOCK || game! Well, if you had gotten all of them up to this point, || FOUND || this is your final Super Block. With this, you should || \_\_\_\_\_ || upgrade your final partner to Ultra Rank. Now we have a

totally beefed up party, ready for Bowser! Head back down the steps, and continue right, fighting off the White Clubbas and such. Once again, Kooper's Fire Shell attack when he's Ultra Ranked comes in handy greatly here, as all these icy and white enemies are sensitive to flames. Fire Flowers also help here. Head right until you reach an altar with a Shooting Star in it! If you take it, a gate falls and you can't advance. You have to put in an item. You don't need to take it, but that's what we have the Pebble for. Toss the pebble in and take whatever item you please, from the Shooting Star to the Thunder Rage, then you can advance to the next area. (You can actually go back and the Pebble should respawn, so just go crazy!)

You can head up, or down, doesn't matter, but head to the right of this area and come to a crack in the wall. Blow it up with Bombette, and head in for...wow...a new area.

Welcome to a Crystal Cave. At first glimmering glance, it seems like a dead end, but if you jump into the wall at the top right area of this place, you are greeted by an illusion, and enter a hidden area! That's a pretty star there. A spirit is here, Madam Merlar, a messenger of the Stars. She guards the way to Crystal Palace...and she tells us a long story...a really long story.....a really really long story. So long that Mario dozes off. She releases the [[STAR STONE]] from it's crystal altar, and gives it to us to advance to the Crystal Palace. Grab it and leave this area, and this Crystal Cave. Now, head back to the steps, and climb them. See that space for something to fit? Well put our new Star Stone in there, and open the way to the once forgotten, but legendary Crystal Palace.

What palace is not complete but with a really long stair-  
 case? Let's climb I guess. At the first alcove, head in / BADGE FOUND \  
 and hit the block here for the Mega Jump Badge! Oh man, |~~~~~|  
 awesome! Scale the next set of | Mega Jump |  
 / STAR PIECE #64 / steps here for a Save Block! (Note:  
 / COLLECTED / Drop from the Save Block to find a Star Piece!) Climb the  
 final set for a Heal Block! Looks like we're all set. Let's  
 raid the Crystal Palace! Enter the door to the right.

-----< Crystal Palace |

Wow, this place is impressive...a giant mirror. Wow. Head right and enter the door to the palace. Man...spooky...more mirrors...ominous music. Rather beautiful though, no? Head right from here, and when you come to a small door at the bottom of the hall, enter it. Save here. Head right from here and enter the door.

WHOA HOLY CRAP VAMPIRE BAT. Well, it's a Swoopula. Defeat it or avoid it. Swoopulas, as you can guess, are a pun of Dracula, as they suck and drain your HP away. Eeew. Head right after that, and enter the new door at the end of the hall. Open the chest for your new, [[BLUE KEY]]. This'll help us advance. Head all the way to the left, and back some more to the lobby. In the lobby, see that red switch? Go over and Tornado Jump it to lower the blue door, and use your key on it to enter it. At the end of this hall is a crack. Bomb it with Bombette and enter the new area.

More mirrors...and a dead end? Hmm...well. Collect your coins from the coin block here-WAIT...there was no reflection there...And there's no gleam in between those pillars...can we...? OMG! We can walk through it! Collect more coins from the brick block here, and head to the left of this mirror area. I will be referring to these areas as "Mirror Halls" so get used to it. Bomb the crack at the end of this mirror hall to the left, and enter the new area. Whoa!

It's us! Man...this palace gets creepier and creepier! WAIT! Those are Duplighosts! They were posing as our reflection! Man! This place is a fraud! It's not mirrors, it's transparent glass! Defeat these Duplighosts here, and head left some more. At the end of this mirror hall, enter the blue door.

Head all the way down this Mirror Lobby, and enter the door at the end. Here, even outside it's mirrored. Head down / STAR PIECE #65 / this path, and enter the cave for a Star Piece! Wow! Head / COLLECTED / back to the Mirror Lobby. Enter the reflected door at the top of the hall here. Hit the ? Block for a Super Shroom. Avoid or defeat the Swoopula here, and ground pound the panel to fall down a level. Enter the door at this lower level. More Swoopulas here. Enter the door / BADGE FOUND \ at the end of this hall for a P-Down, D-Up Badge! Head |~~~~~| back to the spring, and spring up and enter the door to | P-Down, D-Up | the right. More Swoopulas here. Enter the door to the right to receive a Shooting Star! Head back to the Mirror Lobby.

Well...what do we do here? Didn't we see a red X where the ground pound panel was? Wait, if we ridded the ground pound panel...shouldn't the Red X be gone? Of course! Head back through the blue door, down the hall, and into the next room. Head through the middle of the pillars to enter the regular hallway! Head all the way to the left, back into the normal lobby. If you're low on health, you can head out of the palace and back out the entrance to go back to your heal block! This is a very good idea. If you do, head back to the lobby and enter the door at the bottom of the area. If you don't, do the same thing.

Save here. And fall through where the Red X was. Enter the door to the right of this level. Head down this hall, and bomb the wall here with Bombette. WAIT?! WHAT?! Look at all those Bombettes! If you notice their speech patterns...one is excited, and talks with stars. One is sensual, and talks with hearts. One is angry, and talks with exclamation points. One is groveling, and talking with many periods. The true Bombette is the one second from the right, who did not talk with either of these symbols. Hit all the others to reveal their identities as Duplighosts, as they flee. Bombette gives you a sweet smooch as you continue.

Open this chest for the [[RED KEY]]! Now we can advance! Head back to the normal lobby. Tornado Jump the blue switch here, and make it rise to reveal the Red Door. Use your new key on it, and enter it. Whoa...what is this? Well, it's a puzzle, kind of. In the NORMAL hallway, head to the right and enter the door. Approach the White Clubba here, and battle him! When you defeat him and his magic buddy, you will disperse the Clubba Statue in the back! Huh...defeat the next Clubba as well to make the second Clubba Statue vanish. Defeat the final Clubba at the end to rid the pathway of the final Clubba Statue. It's a dead end here...well. Now that we cleared the Mirror Path, we can take it! Head back to the door at the left side, and enter it.

Walk through the opening here, and head right through the door. Walk your now cleared path, and enter the door at the end. Well...see the switch here? Use Bombette and make her walk towards it, and detonate on it. While she's walking, you step on the altar here, and spin as it detonates to the regular hall. Enter the door at the right. (Banjo's Note: Before entering the door, use Bombette on the wall right of the switch in the "Mirror Hall" to break open a weak wall. Head through, kill the Duplighost, and open the chest for the Triple Dip badge! Now head back and get to the "normal hall," enter the door.) Head to the right of this hall, and enter the next one.

/ BADGE FOUND \  
|~~~~~|

Hmmm...it seems that the reflection is showing us something. Mimic it, and hit Kooper through the hole here. ...HOLY.....Luigi? Kolorado? Goombario? Koopa Koot? ...Is this a disguise malfunction? ...Well. Smash the imposters...It shouldn't be too hard to guess which are the imposters. That was easy. Enter the next area. Enter the bottom door here.

Tornado Jump that block for a Maple Syrup! If you do that, you'll see there's a hidden panel just below you. Smack it with your hammer on the left side to reveal a Star Piece! It seems there's a giant dinosaur statue in our way, so head out of here. That didn't work out, so head through the door on the right. Following by the reflection, hit the invisible switch with Kooper, and reveal the bridge. Cross it and enter the door. Enter through the mirror opening here, and backtrack left in the Mirror Hall. Cross the bridge left in the Mirror Side, and enter the door to the left. In this area, head through the top door.

(Banjo's Note: In here, there's a hidden panel in the same place where the other one was in the similar room. There is also a hidden ? Block that contains a Jammin' Jelly if you Tornado Jump it.) Here, push the small dinosaur statue to the left, and fall through the gap it revealed. Enter the door here. Fight off the Clubba here, and enter the door at the end of the hall. Open the chest here for the P-Up, D-Down Badge! Awesome! Head back to the spring, and spring up and head back through the door.

\_\_\_\_\_  
/ BADGE FOUND \  
|~~~~~|  
| P-Up, D-Down |  
\_\_\_\_\_

Mirror mirror, on the wall, who's the prettiest one of all? Me, of course, but if the law of reflection holds true, then that huge dinosaur statue was moved as well! Head back across the mirror bridge, and back through the opening to the regular path. Head back into the area that I call the Junction. (It's the area with the door on the top and bottom of the area, divided by mirrors. The area that you entered after breaking down the wall with Kooper.)

Now in the real world, head through the bottom door to find that the giant dinosaur statue has moved, leaving an opening! Fall through it, and enter the door. Defeat the enemy here, and head down this hall and enter the door. Open our chest here for a [[PALACE KEY]]! Sweet! Head back to the Junction. Here, head through the door on the right, and cross the bridge and enter the next area. Unlock the door here and enter. The area you are in now I call the "Puzzle Entrance". Enter the new unlocked area.

I hope you guys like Reflection Puzzles. This puzzle is quite difficult actually, but I'm here to guide you. First, head around the dinosaur on the top row, and talk to him from just below him. You'll notice he'll flip around with his corresponding statue. Head to the back of the area, and push the now flipped statue forward, and match the dinosaur on the panel. Next, talk to the middle dinosaur from behind and flip his statue. Then, push his statue until it lines up with the far right panel. Then, head back to the dinosaur, and talk to him from just above him, he'll flip his statue. Then, head behind the statue here, and push him onto the panel. If you lined up the Dinosaurs properly, and pushed them onto the panels, then you will be granted access into the next area! Nice job guys! That puzzle was tough! If you messed up, you can head back

into the "Puzzle Entrance" and then back in to reset the Dinosaurs. Once you get it, head up the new stairs, and enter the door.

Save and Heal Block here, use them. You know what's coming up now...uh oh. Enter the next area. Walk across this icy path. Enjoy the auroras and the flurries...as we have a great battle coming up.

Kneel before his highness, The Crystal King. He seems to be a Spirit. His crown floats above his menacing orange eyes, and he wears a regal cloak of blue and silver.

=====  
BOSS: Crystal King

HP: 70 (wow)

Attack: 6

Defense: 2

Meet the Ice Master, the Crystal King. Cue amazing music for an amazing battle. Crystal King is a hard, if not the hardest boss in the game. So prepare yourself. He'll start out the battle with 3 Crystal Bits deployed. You get the opening attack, so I recommend destroying him and his Crystal Bits. If you leave them alive, he'll spit them at you for a good amount of damage, almost twelve.

There are many reasons why this boss is incredibly difficult.

1. He has 70 HP, a massive amount, and when he gets low, he can regenerate them by healing up to 20 of it! Man!
2. He has a strong defense compared to most enemies. Try turning your attacks with 3 damage, down to a measly 1. Watt remedies this though, as he penetrates them. Special and Item attacks phase him though.
3. His attacks are lethal. His Crystal Bit attack can drain you of just about 12 HP! Man! It's also hard to block. His multiple attack of his clones drains 8HP, and his general attack does 5! That is ridiculous.
4. He can freeze you too, leaving you at the mercy of him, and open to facing all of his attacks at full damage. The freeze attack itself also does a great 6 damage and is lightning fast.
5. He can multiply and if you don't have an "All Enemies" weapon, he will destroy you with his clones.
6. It's a long, wearying battle. Slowly, as he heals and you run low on items, FP, and HP, he can stay fresh and take advantage of your weakness at the time.
7. He can keep you pinned down by freezing. He not just can, but he will. With Mario frozen, unfreezing, and getting frozen again and again, you're virtually helpless.
8. Paralyzing, sleeping, etc, hardly works on him! Wow!
9. Every single attack of his is incredibly hard to avoid or block. Making you at his mercy.

That sums up all of his abilities. Watt is essential as he can pierce the King's tough defense. Kooper also helps with his burning shell. Shooting Star



and Star Storm are essential abilities to keep him from multiplying, and destroy his Crystal Bits. Strategic planning on how you are going to hit him pays off greatly in this battle. It may take you a couple tries to defeat him, but soon you memorize the timing of attacks, strategy with your partners, and the correct times to charge your attacks. A little bit of luck never hurt either. The only way to tell which Crystal King is the true one, is to notice the pattern. He first starts out as the far right Crystal King, then the middle, then the left. Then he goes back to the right. Follow this pattern to keep track of him at all times, and not waste precious FP and items hitting them all. This is a very tough fight, and you have to be careful and fortitudious throughout the entire battle. Good luck, and eventually, you will conquer the Crystal King.

=====  
\_\_\_\_\_

Well, you did it. You conquered all of Bowser's Star Spirit Guardians. And with the fall of the mighty Crystal King, has released the eight, and final Star Spirit, Kalmar. Congratulations. This is coming from Spazzy here, and he's not easily impressed. However, our quest is not yet complete, and a great battle is just about to commence. We still must take down Bowser, and rescue Peach. From Koopa Bros Fortress, Dry Dry Ruins, Tubba Blubba's Castle, Shy Guy's Toybox, Mount Lavalava, Cloudy Climb, and the Crystal Palace, we have gathered Star Spirits Eight, to take down Bowser. Our toughest fight is just ahead, but with the purity and light of the Star Spirits behind us, Bowser doesn't stand a chance!

END OF CHAPTER SEVEN! NICE JOB!

\_\_\_\_\_ )  
=====) END OF CHAPTER (-----  
\_\_\_\_\_ )

-----< Enter Peach |  
\_\_\_\_\_

Enter Peach. Bowser comes barging into her room. Kammy informs Bowser of the Star Spirit's new freedom. He informs all of his troops to man their posts for Mario's arrival. Bowser ties up Peach to force her to watch Mario's downfall. Twink, trying to be a hero, gets smacked away by Bowser. Man...we're on our way, Peach....don't worry.

-----< Exit Peach |  
\_\_\_\_\_

With Kalmar rescued, he grants you the power of Up & Away! With this, you can turn all enemies into stars. When we return, we have to make our way to Shooting Star Summit. They will prepare Star Way, the route to Star Haven. Kalmar leaves. Let's head back to Toad Town. The route is self-explanatory. It's way down and to the left. It should be very easy to speed back on Lakilester to Shiver City. From there, you can take the pipe to Toad Town sewers, and from there, the way to Toad Town is simple. After you venture back to Toad Town, there is some business to take care of before storming Bowser's Castle. (Banjo's Note: If you sleep at the Toad House at Shiver City at this time, you'll get a bonus: four Mushrooms and an Ultra Shroom!)

Now, we all know this game, Paper Mario, is a masterpiece among video games. However, it holds one tragic flaw. Unlike this game's sequels, there is no continuation after the final battle with Bowser. So if one is to continue his/her file after defeating Bowser, you will be upset to realize that the only

thing to do on that completed file is to face Bowser endlessly. You do not save after the credits and return to Toad Town to roam the world and perform quests. This is tragic indeed, as to replay the game, you must start a new file. And when you go to Bowser's Castle, that is past the point of no return. You can not return to the world you left behind, and are forced to defeat the game. So, this point, between the end of Chapter 7, and Chapter 8, is your only chance to tie up your loose ends, and do whatever business you'd like to do. (Banjo's Note: Actually, it's not really a point of return, but it might as well be. You can exit Bowser's Castle at any time to do other stuff, but isn't it better to just get the stuff out of the way first?)

Business such as:

1. The Dojo. You can experience some fun and challenging battles here. More on the Dojo after this list.
2. Letters. You can wrap up your letter collection and return them to their owners, as well as wrap up the fabled Chain Letter.
3. Collecting. You can collect badges from all around. Many of these badges are bought at Merlow's shop at the area below Shooting Star Summit. These badges are purchased in Star Pieces, and come in handy.
4. Star Pieces. If you're a truly devoted gamer, or are short of a couple badges, you can collect Star Pieces! Star Pieces are found in every obscure spot you could imagine. Star Pieces are also found in elusive hidden panels, so you could play Detective and locate these pieces with your I Spy badge.
5. Recipes. It's always fun to mix objects and create helpful foods at Tayce T.'s place.
6. Loose Ends. This is your only chance to complete any various tasks you never had a chance to complete.

Well, that just about ties it up. This is your final chance to do whatever you please, before your game comes to a close. So have a blast, have some fun.

If you've done everything you want, then it's time to enter Bowser's Castle for the final Showdown of the game. I've helped you through thick and thin in this FAQ, in Forever Forest, Tubba Blubba's Castle, Shy Guy's Toybox, Flower Fields, Cloudy Climb, and Shiver City and Crystal Palace. It was great working with you guys, and I had loads of fun doing my part in this FAQ. However, I will not be guiding you through Chapter 8. My best buddy, Banjo, will be guiding you to the end of your game, in triumph. Don't worry, I've always got your back, and you can e-mail me any questions or comments you'd like. Remember whatever advice I may have given you, and have fun saving the world! You're up Banjo, take these guys to victory. Later guys! Don't forget me!

~Spazzy

That was a beautiful job, spazzy. Nice work on working with the final Star Spirit area! You wrapped up what I was about to mention as far as side stuff as well, delivering the last Letters, finishing the Dojo, reading any mail, getting more badges, getting Star Pieces from Chuck Quizmo and Rip Cheato, doing recipes, and finishing up Koopa Koot's favors. Like I mentioned before during Chapter 1's "End of Chapter" section, I hope you kept checking that radio at Koopa Village for all the contests. There are actually four radio contests in the game, one for every other chapter. In other words, these are

the times when the contests come up: After Chapter 1, After Chapter 3, After Chapter 5, After Chapter 7. If you've missed any of them, it's not a big deal, just some general items. Nothing valuable like Star Pieces or Badges or anything. Anyway, he mentioned the Dojo guide being done here, so I will show it. There's also bits and pieces of random info afterwards. Spazzy covered them, so yeah.

---

-----< The Dojo |

The Dojo is a building, located in West Toad Town. It's a blue building at the far right end of the area with the Toad Town gate. This is where you experience 3 interesting, tough, and fun battles for you to receive Fighting Degrees. These serve no purpose, but are fun to obtain. If you'd like to check out the Dojo, read on in this section.

**The First Battle:** If you'd like to partake in the first battle with one of the students at the Dojo, talk to the old Toad, named The Master, in the Dojo. He will set you up with your first battle with the student, and Buzzy Beetle, Chan.

---

=====\  
MINI-BOSS: Chan

HP: 15  
Attack: 2  
Defense: 2

Chan is your regular Buzzy Beetle with extra health. I admire his honor and heart, however, he is not a difficult fight. He is as any Buzzy Beetle is, you flip him over, and he's toast. Be reminded, you are not granted any Star Points for defeating these Dojo people, as they are purely for fun.

For your victory, The Master awards you with your First-Degree Card. This is proof of your strength of defeating Chan. There's more fights up ahead though.

---

=====\  
**The Second Battle:** Unless you're a very high level, or have a great deal of confidence at the time, you should go to the Inn before attempting the second battle with the next student, a special Duplighost named Lee.

---

=====\  
MINI-BOSS: Lee

HP: 20  
Attack: ?  
Defense: 0

It's very difficult to get a tattle on Lee, as immediately, he will transform into your partner. But he has 20 HP, and does the same attack with the same amount of power as your partner. He's very easy to defeat, as he does not have any defense and only a few FP attacks will destroy him.

For your victory, The Master awards you your Second-Degree Card! This is more proof of your strength. However, we are not yet proven of our true might, as there is one final challenge.

---

=====/  
=====

Third Battle: You defeated the students, now you face The Master. Heal up before this.

---

=====\  
BOSS: The Master

---

HP: 50  
Attack: 6  
Defense: 0

He doesn't look so tough. He seems like an old, scraggly Toad with a bit of power. He even attacks with a cane! He's incredibly easy...for...well...The Master.

After you defeat him, you get the Third-Degree Card. However, it doesn't stop there.

---

=====/  
=====

Final Battle: Okay, I don't care if you're level 27 (the max!). You should definitely heal up before this battle. Your final opponent is The Master, however, this time, he's almost unbeatable. He's incredibly difficult, and joins the ranks as "The enemies that are harder than the Final Bosses." Such as Bonetail, Shadoo, and Culex of the other Mario RPGs.

If you challenge the Master again, you'd best have healed. As for your next battle, he changes greatly. He conjures up amazing powers, and turns almost Super Saiyan! This time, you do not want to mess around with him. Be ready for the ultimate battle.

---

=====\  
BOSS: The Master (SSJ)

---

HP: 75  
Attack: 8  
Defense: 0

Goombario here, doesn't tell you the half of it. This guy is ridiculous. Advanced is the understatement of the millennium. He's more like Ultra Mega Hyper Turbo Championship Edition Kung-Pao Super Powered Kung-Fu Grip level of attack methods. First off, he will merely kick at you for 8 Damage. When he is low on health, about 20HP left, he will start to really do some damage. He will fly at you at lightning speed, and kick you, and uppercut you for almost 15 damage!

---

=====/  
=====

Well, you defeated him? There is still...one final battle. This is the true test of your incredible might. You must defeat the Master, one final time, for the true ultimate battle. Be sure to heal up, as this is really where the Master falls with the ranks of Shadoo, Culex, and Bonetail.

Challenge him one final time, one final showdown with the Master. Things are gonna get messy. Fists are gonna fly, and we're in for one hell of a ride. (Banjo's Note: I EXTREMELY recommend the maximum level for this fight...level 27, and these following badges: HP Plus x3 (that means all of them), FP Plus x3, Damage Dodge x2, Mega Smash. It will help a lot, trust me! Also bring lots of great healing items.)

---

=====\

BOSS: The Master (SSJ2)

---

HP: 99  
Attack: 10  
Defense: 1

Well, no mercy here. This is an all out, balls to the walls battle. Our backs are to the wall here, but we're gonna beat this! He creates a glowing golden aura around himself as we prepare for his fury! Hell, his first normal kick packs a wallop of 10 damage. Slowly, when you begin to drain his HP, when he yells "SURVIVE THIS! IF YOU CAN!" You are in trouble. He will fly over to you like lightning, and strike you with all his might, for a kick of 6 damage, an uppercut of 6, and a final blow of 7! That's a total of 19 damage in one all out assault! That's unbelievable! You will most definitely need to use Smooch or a Mushroom after that assault. Maybe twice.

All you can do is attack him with all your might. He may cut off his ultimate combo at a point where he just does the first kick and the uppercut, but with 1 extra damage for each hit. Dude, you may even need to use an Ultra Shroom. Even the Final Battle with Bowser isn't even this hard. You will need to know that his attack does 10 damage normally. So if you have 9HP left when he attacks, you're finished. That way, if you know, you will know to pad your HP. Jesus Christ. Mega Jumps and Power Jumps are essential. Splurge your FP, as it's your only hope of survival against this Martial Arts God. Know how much damage he does, block what you can, and use all your might against this beast, and you will win! You are the strongest! FATALITY!

=====  

---

With your impressive victory, you, Noble Plumber, receive the Diploma! This is proof Mario is the strongest, and if you haven't beaten Bowser before this, well...consider that big turtle a piece of cake. Well. Congratulations, I hope you had fun conquering the Dojo. Spazzy, signing off on this subject.

-----< Li'l Oinks |

Li'l Oinks are little pigs that you buy in multiples of 10, who emerge from an egg. The "vending" machine for Li'l Oinks is in the South of Toad Town, in the area with the Train Station. You stand on the platform, and you jump and hit the twisting thing to make an egg come out. You then jump on the platform and whack the egg to hatch it, and have a Li'l Oink come out.

There is a Toad right next to the pig pen, who explains to you Li'l Oinks, but I will talk about them anyway. Only ten Li'l Oinks can be in the pen at the same time. When you add an eleventh, the latest Li'l Oink flees, and leaves behind an item. What Li'l Oink flees, dictates the item that's left. However, if you head in the pen to receive your item, you will scare the other pigs away. So, if you want the item that the second Pig leaves behind, you will have to hatch twelve eggs.

Here are the items the types of Li'l Oinks leave behind. These Li'l Oinks are also listed in order of increasing rarity.

White: Super Shroom  
Black: Dried Shroom  
Flower: Maple Syrup  
Pink: Fire Flower  
Tiger: Thunder Rage



We've docked at the "mouth" of the castle. Heh, there's even some Koopa Klown Kars here too, from Super Mario World. They seem...a little small for Bowser though...maybe they're for his troops? Anyway, you'll get off the Star Ship here. Whenever you want to get off of Bowser's Castle, just get on the Star Ship again and take off. Save here, then go outside.

-----< Bowser's Castle, level 1 |

Well, we've got a river of lava surrounding the actual castle, and the front door is locked. Hm. Go around to the back. In this side area, get rid of the Koopatrol here and he will drop a [[CASTLE KEY]]! You can head back now. (There's a prison filled with Toads here, if you're willing to see.) Open that locked door! In this interesting machine room, follow the path and kill the Koopatrols in your way. Enter into the next room at the end. A simple decorated hall is here, with some Koopatrols and Hammer Bros. Nothing too much of interest, though the Hammer Bros. are a pain like they always are. At the end of the hall, open the door to the next room.

You'll come to a giant Bowser door! And it talks! He asks if you want to continue, so say yes. He'll then tell you to stand right in front of him. Okay...do so, and we'll fall through a trap door! I knew he was no good! We'll fall in that Toad prison I mentioned earlier! He tells us that if we can make it back up there, he'll let us through. Ugh. Anyway, to start off here, use the Heart Block, and smash the crates here for some items. Now, see the cracked wall to the right? Use Bombette on it, then head through. Ah! A Save Block! Hit it, then head to the next area.

This long lava-filled hall requires a bit of caution. First, hop along the first few platforms, then take a moving platform across. Here, be quick with your jumps, as the small platforms will sink into the lava when stood on. Cross them and enter the next area of the hall. Head down the small stairs and use Kooper to hit the switch there. This will make a platform start moving over here. Take it across. Now here, get on Lakilester and go right along the lava, ignoring the entrance to the north. Get to the switch, pound it, and a platform will move over here. Take it across. Next, you'll have to use Parakarry to fly you across all the narrow platforms, since they're too far apart to just jump across. Enter the next part of the hall.

Here, ride Lakilester along the lava until you get to a ledge you can stand on. From here, you can use Kooper to get the Mystery? item on the left. Keep going right with Lakilester until you get to the next ledge. Now, wait for the moving platform, and use Bow to hide yourself so that the lavafall doesn't hurt you. Have Parakarry take you across to the next ledge afterwards. Ride Lakilester into the entryway north. Go around the lavafall here, climb the stairs, and fight the Koopatrols and Magikoopa! After the fight, hit the switch they were supposed to protect to cut the lava flow and cool it down. Oh awesome, now we can tread normally on the lava! Now let's go find the Castle Key for the locked door past this room. Simply backtrack the way you came, grab any items you got, and enter that entryway I told you to ignore before. Inside, open the chest for the [[CASTLE KEY]]! Now, keep backtracking. In the last area of the long hall, you will be able to exit left while on the lava, instead of heading to the Save Block. Follow the lava until you get back to the outside of the castle. Follow the lava, climb up the rock steps, and hit the red ? Block for a Deep Focus Badge! Now head all the way back, and open the locked door you come to.

/    BADGE FOUND    \  
|~~~~~|  
|    Deep Focus    |





Here, Tornado Jump the block to make the switch fall down. Hit it and a hall will flip itself open. Follow it to another chain. Pull it to fill the area with even more water. Go back to the left room, swim left with Sushie to the [[CASTLE KEY]]! Now head back to that second chain, pull it to drain the water and lower it. Backtrack to the first chain and pull it to completely drain the water from the area. Use the key to unlock the door, head through.

Hehe...this room's gonna be fun. It's a HUGE staircase room, and you will have to deal with Bombshell Bills flying at you. At the end of each "section" of the staircase, you'll have to fight Bombshell Bill Blasters, or B. B. Blasters for short. Bombshell Bills and the Blasters are pretty much gold-colored Bullet Bills and Blasters, with higher HP, Attack, and Defense. Yeah. There's not much I can say here except to have a lot of FP with you to penetrate the Defense of those B. B. Blasters. After the the Bombshell Bill room, the next room will have you dealing with Dry Bones enemies. These are weird in that they don't exactly die unless exposed to flame. And let me tell you, they are EXTREMELY weak to flame. They take like, an added 12 damage when exposed to it. As such, Kooper's Fire Shell is a great choice. Just make sure you have the FP to take them down.

Clear off the enemies, then use Watt to get a Super Shroom and a Maple Syrup from ? Blocks. Now, this seems like a dead-end, but push aside the block on the right to discover a secret passage. Go down it. After the hall, you'll reach a Save Block and a locked door, along with a Bony Beetle to harass you. Save after getting rid of the enemy, then push aside the left block. Go through the passage after healing with the Heart Block inside, and you'll find a similar room to the one before, except with a block already pushed aside, and a Hammer Bro. here. Kill it. Now, don't head down the passage, as it's a dead-end. Instead, push the block to the left to find ANOTHER passage. Go down that one. At the end is a [[CASTLE KEY]]! Backtrack, heal, and save, and go through the locked door.

Another Bowser door! Go up and "talk" to it. He tells you that he won't let you pass...but then he seems like a nice guy, so he gives you a chance. Agree to see what he "has in store for you," and he will set up a little quiz. Our job here is to watch the colors and numbers of several of Bowser's followers that arrive, then answer questions based on our observations. The questions are simple, and they're always the same. You can solve it on your own, but the answers are down below. Note that you only need five questions right to win, and three questions wrong to lose. What happens if you lose? Well...it is very evil. So evil I can't pronounce it in words. It's better to just say that you might as well get a Game Over, but nope. You have to suffer slowly if you lose. Anyway, on to the answers!

1st: 3  
2nd: Red  
3rd: Red Shy Guys  
4th: 2  
5th: 4  
6th: Bob-ombs  
7th: Purple

After having taken the quiz, you're allowed to continue! Yay! It's a good thing we didn't get three questions wrong, eh? Head through that big Bowser door to end up outside. Ah, we need to climb up this place to the next area. Get the items from the ? Blocks here, and head right. Kill the Koopatrols, and go up the staircase. Drop down to pick up the Jammin' Jelly, then climb up again. Kill the Magikoopas, and enter the door at the end to end up at the next lobby!

Head to the center to Save, and head left from here. Go down the hall, down to another Toad prison. Kill the Koopatrol guard to get a [[PRISON KEY]], and use it to open the cell. Again, you can rest here if you need to. Head back to the Save Block. Go up the stairs, and enter the left door. Get rid of the Dry Bones, then climb the stairs. Drop down on the southern lower platform, and use Bombette to hit the switch below. Once the switch is activated, the two low platforms will rise. Quickly jump across. In the adjacent room is an Ultra Shroom! Grab it, go back, and take the right door this time.

In this room, take the stairs. Get rid of the Hammer Bro. and enter the door. This next room is a bit similar to the other. Get rid of the Magikoopa, then stand on the stone tiles that "break" the carpeting. Use Kooper to hit the switch to briefly raise the platform you're on, and the other one. Jump across quickly. In the adjacent room sits a [[CASTLE KEY]]! Go back to those small stairs, take the path beside them, and open the locked door after ridding the Hammer Bro.

Next hall, pay very close attention to the positions of the torches in the background. They symbolize the path you need to take, otherwise you'll be stuck in endless hallways. The path starts at the end of this hall. Follow the path right depending on the position of those torches. If you forgot, here's the way: Upper Path, Lower Path, Lower Path, Upper Path, Lower Path, Upper Path. At the end, you'll reach a pathway in a huge room. Just follow the pathway, killing Koopatrols, Magikoopas, and Hammer Bros. It's a hard area, but you'll pull through! Enter the door at the end. Aha, Heart Block! What's with the long empty hall though? Oh well. Go down the hall and hea--wait, Peach!? What is she doing here? She says she found a chance to escape Bowser and did so, so we can go back home, yay! Game Over! Just escort her out of here.

...So Princess, how has it been? I hope Bowser hasn't been too harsh on you. Oh me? Nah, saving the Star Spirits was a piece of cake. Speaking of, you want to--uh, Peach, why are you dawdling? Get back over he--the hell? That's not Peach...looks like we were almost fooled. Head back to "Peach." Talk to "her" and she says that there is no "suspicious person" and doesn't even care about saving the people at the castle. That's it! This Peach is definitely fake. Keep hammering her until the Duplighost gives up and decides to fight you! And he brought three of his buddies with him! Shouldn't be too hard if you use tough attacks. After the battle, head back and heal, then cross this hall, finally.

Oh hey, another Bowser door. What kind of trial do we have to go through now to pass? Uh...the Koopa Bros.? I thought we took them out! Huh...it appears that they've trained and are ready to kick some tail. But, just before the battle starts, Jr. Troopa busts out and nicks them clean away, and challenges you to a battle! That little brat never gives up! ...Wait a second...just how did he get up here in the first place anyway? ...Anyone?

=====  
BOSS: Jr. Troopa

HP: 60  
Attack: 8  
Defense: 2

Never thought a newborn turtle could pack such a punch. This fight is truly the last time we'll see him in this game, and as such, he's going all out. He switches from all the forms he went through in the whole game, and starts off

with just his simple jumping attack. After 20 HP, he switches to his flying form, complete with a spike on his head. Not much I can say here except to use Watt or other flying partners that can hit hard. When he's on his last 20 HP, he switches to his magic form, where he fires magic spells at you. Overall, it's just a conglomeration of forms that were easy to beat in the first place. The only difference is one more point of Defense, and 10 more points of HP. Might have to use some healing items to get the job done, but don't lose. The last Save Block we went to is pretty far from here, we don't want to do all that again. Oh yeah, he can also heal himself this time, but it's only 10 HP each. Easily removable.

=====  
\_\_\_\_\_

After successfully defeating Jr. Troopa, he says that we may have won the battle, but we haven't won the war. He then takes off and says that he'll be back. Yeah, sure, shrimp. The Bowser door gets confused, and thinks that we were supposed to beat Koopa Bros., but Jr. Troopa whopped them good, but we were even better than Jr. Troopa...in his confusion, he lets you go. Yay! Enter through the big Bowser door. Head up the stairs in this small hall, and exit Bowser's Castle. We're out, finally! Peach's Castle is just right there...and there is eerily no music. After saving, look around for a ? Block that contains a much-needed Ultra Shroom. Enter the castle.

-----< Peach's Castle |

Ah good, some music. No music gives me the creeps, especially when we're near Bowser. ...Well, this type of music doesn't really help either. Take the very right door and open the clothes hamper to find a Toad. He'll stay around and make this bedroom a makeshift Toad Inn. Heal up, and start climbing the castle. However, stop at the second floor library, and follow it until you get to a messy pile of books. Climb them and follow the balcony to a much-needed Life Shroom! Now keep climbing, all the way. The same way you went right when you begun the game.

Back in the hall, where you first met Peach in the game, she is hanging by a rope up ahead! She calls for your help, and Bowser comes flying in. Time to finish what we started, Bowser!

=====  
=====\  
\_\_\_\_\_

BOSS: Bowser

HP: 50

Fire Attack: 8

Stamp Attack/Nail Attack: 6

Defense: 1

This is it! No holds barred! Time to show this turtle our newfound power! I highly recommend breaking out Chill Out first thing in the battle. After a few turns in, as predicted, he uses the Star Rod to make himself invincible. Not this time, Bowser! Use the Star Beam that's in your arsenal to completely negate his invincibility! Ha ha...HAH HA! Take that, Bowser! He doesn't learn his lesson though, as he'll keep trying to make himself invincible. He has other Star Rod attacks at his disposal too. One of them is a shockwave attack. Not only can this hurt both Mario and your partner, it also negates any status effects you had, like attack charges. Man! He can also heal himself in increments of 20 HP. There are other attacks he may have, but otherwise, Bowser is...actually disappointingly easy.

=====  
\_\_\_\_\_

Well, we beat Bowser. Time to rescue Peach and...wait, where's he going with her? Time to follow him! Keep climbing. You'll eventually be outside of the castle, on the tops of it. You'll eventually reach a Save Block. Head up the spiral stairs...exit at the top. Cross the bridge...and we'll be trapped on a weird-looking platform! Peach, Bowser, and Kammy Koopa are all up here. I guess we weren't done. Kammy Koopa starts up the machine, and Bowser grows to immense proportions, and has a blue aura around him. This must be it...the final showdown. Let's kick this buffed-up turtle's tail!

---

=====\  
FINAL BOSS: Bowser

HP: 99  
Fire Attack: 10  
Stamp Attack/Nail Attack: 8  
Defense: 2

This is truly the final battle! He has immense attack power, high Defense, and the highest HP that any enemy can have in this game. You can do this...I believe in you! Use your strong attacks like always...but we're a bit weakened from the last fight. Can we still do it? After a few turns, he'll go back to using invincibility again. Use Star Beam on him and...what the? Ohhhhh crap, it doesn't work...

=====/  
=====

Is this the end of us? We can't do anything...wait, Twink appears and knocks Kammy Koopa off her broom! He frees Peach, and the two fight... This isn't a real fight, both Peach and Twink have only one command. Peach has Focus, and Twink has Dash. Basically, the more Peach uses Focus, the stronger Twink gets, both in attack power and defense. Eventually, Twink grows from not doing damage at all, to being invincible and doing immense damage. After the brief fight, Twink goes to help Mario, while Peach prays with all her heart. Peach's prayers, and the prayers of all the people in the Mushroom Kingdom reach out to the Star Spirits and Twink, empowering them even further! The Star Beam is now upgraded to the Peach Beam! Now we have a chance against Bowser!

---

=====\  
FINAL BOSS: Bowser

HP: 99  
Fire Attack: 10  
Stamp Attack/Nail Attack: 8  
Defense: 2

Oh wow, would you look at that, we got fully healed! Bowser is still invincible though. Use the Peach Beam on him and...his invincibility drops! Alright, now we're back in action! Now, pretty much now, Bowser has the same attacks as he had before, except his Stamp Attack can temporarily disable some commands if not properly guarded against, and the Nail Attack can poison you. And, though obvious, all of his attacks are more potent due to his buff. You may definitely need to use some of your healing items here. Oh yeah, and it helps to also have Chill Out constantly working. If you want to do powerful attacks by charging up first, wait until Bowser does his wave attack. As it negates positive status effects, and Bowser won't do it again until the next few turns, it's the perfect opportunity to get some hits in. Oh yes, and he still may use healing.

This time, he heals in increments of 30 HP. The problem is that he may not even use it until he's almost gone, and then just heal with every turn so that he's almost back at full health. Yeah, it's pretty annoying. But, with the right strategies and the right amount of helpful items, he can be beaten. I can't help you further, so give it all you got!

=====  
\_\_\_\_\_

We've...done it. It's over... Bowser is back to normal, Peach has been rescued, and the Mushroom Kingdom is saved. But...how do we get out of here?

( \_\_\_\_\_ )  
=====) END OF CHAPTER (-----  
( \_\_\_\_\_ )

The platform we're on starts to crumble and explode...Bowser wakes up and tells Kammy what the heck is going on. She says that due to the enormous amount of power feedback from the fight, the platform is crumbling from overload...and it's being transferred to Bowser's Castle. That means it's about to blow! Bowser and Kammy get blown off from one last explosion, and Bowser's Castle explodes...doesn't that mean...don't tell me that Peach's Castle is...

Oh...phew. Peach's Castle is being protected by a barrier as it slowly descends back to earth. Everyone is also safe within a barrier. Mario and the group get carried to Peach's Castle, and everyone says their final goodbyes to the Star Spirits. They fly off, and Peach's Castle descends into the clouds...

And that's it! Well, there's more to the ending, but I figured I'll stop here. And yes, like spazzy said before, the game does not save after the ending, so you can't really beat the game. I assume it's a good thing anyway, since Bowser's battle is so cool, you'll likely want to fight him again and again. I hope you enjoyed reading this and playing the game. I'll see you guys again on another guide...possibly another co-op with spazzy. See ya dudes!

\_\_\_\_\_  
|O/ \_\_\_\_\_ \O|  
/	Appendix	[Strpcs]	\
	----- S T A R P I E C E L O C A T I O N S		
\	\_\_\_\_\_	/	
O\ \_\_\_\_\_ /O			

This will show all of the Star Pieces in the game, listed in order that the walkthrough gets them. Note that I will not list the Star Pieces gotten from Chuck Quizmo's quizzes, doing Koopa Koot's favors, delivering letters, and buying them from Rip Cheato in Toad Town Tunnels. Star Pieces are basically something you can collect so that you may trade them for Badges from a certain someone in the game. This list has a checkmark box for each individual item for easy tracking; just mark off each one that you got.

-----  
Star Piece #1 [ ]

Location: In the area just west of Goomba Village past the gate, it's sitting at the end of a path on a high ledge.

-----  
Star Piece #2 [ ]

Location: Grab the Dolly from Jr. Troopa's Playground west of Goomba Village, then return it to Goombaria for this.

-----  
Star Piece #3 [ ]

Location: Smack the tree by the Goomba King's Fortress at Goomba Road to get this Piece.

-----  
Star Piece #4 [ ]

Location: In Toad Town, northeast sector, a thin tree sits just to the left of Merlon's spinning roof house. Smack it to find this Piece.

-----  
Star Piece #5 [ ]

Location: At the "summit" area of Shooting Star Summit, take a left (Mario's left) once you enter the area to find this Piece hiding.

-----  
Star Piece #6 [ ]

Location: At Koopa Village, after you have Kooper in your party, this Piece will appear on a high brick block in the village's east area. Push the blue block so that it's below it, then hop on and break the block to knock this down.

-----  
Star Piece #7 [ ]

Location: At Pleasant Path, the area just before the fork in the road (Koopa Village and Koopa Bros. Fortress path splitting) there's a lower path that you can take that heads back west. Take it to find a Star Piece sitting on a small island. Snag it with Kooper's ability.

-----  
Star Piece #8 [ ]

Location: At Pleasant Path, in the area just before the front door of Koopa Bros. Fortress, there's a tree on the west side. Smack it to make this Piece fall down.

-----  
Star Piece #9 [ ]

Location: At Mt. Rugged, in the area where you can choose to go left or right after climbing, go left. You should pass a "rock face" with eyes. Fall through the west eye to find this on a wooden board.

-----  
Star Piece #10 [ ]

Location: At Mt. Rugged, in the area where you can choose to go left or right after climbing, go left until you can't anymore. You should be in a large area where the third Letter was, and where you get the Damage Dodge badge. Left of the red spring is another ledge. Fly across to it with Parakarry to find this Star Piece amongst some Coins.

-----  
Star Piece #11 [ ]

---

Location: In Dry Dry Ruins, there's a sand room that is behind a cracked wall that has to be blasted open with Bombette. Once the sand is drained, you'll see this Piece.

-----  
Star Piece #12 [ ]

Location: Within Dry Dry Ruins is an Artifact item. Grab it, and finish Chapter 2. Hand it to Kolorado to get this Piece.

-----  
Star Piece #13 [ ]

Location: In Toad Town Tunnels, from the entrance, head left, left, right across the weight-sensitive platforms, and into the next room. Go up the elevator partially and stop at the ledge beside it. Use Parakarry to help you fly across to the Star Piece.

-----  
Star Piece #14 [ ]

Location: In Boo's Mansion, drop into the basement library from the first floor. There's a stack of crates normally unreachable that you can jump onto from the top. Get on them and Spin Jump them to break them. The bottom one contains this Piece.

-----  
Star Piece #15 [ ]

Location: In Gusty Gulch, just before Tubba Blubba's Castle, this Piece is hiding behind some rocks next to a Hyper Cleft.

-----  
Star Piece #16 [ ]

Location: From the entrance of Tubba Blubba's Castle, head left. In this hall, head to the end, and enter the smaller door. Climb onto the crates, then the chair, then on the table to grab this.

-----  
Star Piece #17 [ ]

Location: On the left end of Tubba Blubba's Castle, you may notice a large dinner table on the first floor, with a Star Piece on it. To get it, you must get onto the second floor, above the table. There's an opening in the handrail on the left side where you can drop down onto the table.

-----  
Star Piece #18 [ ]

Location: In Shy Guy's Toy Box. From the Blue Station, take a right. Keep going until you reach a hexagonal yellow block. Go behind it to find this Piece.

-----  
Star Piece #19 [ ]

Location: In Shy Guy's Toy Box. From the Blue Station, take a right. Keep going until you see blue blocks with openings acting like buildings. Climb up the middle one, and use Parakarry to fly you to the roof of the left building to

find this.

-----  
Star Piece #20 [ ]

Location: Grab the Mailbag from Shy Guy's Toy Box, and return it to Toad Town's Post Office to get rewarded this.

-----  
Star Piece #21 [ ]

Location: In Shy Guy's Toy Box. From the Green Station, take the only path. At the end are a bunch of moving blocks you have to navigate to get the Dictionary. Well, the floor where the Dictionary is at is actually the roof of a building-ish block. The entrance to the building is below, next to a yellow block. Inside the building is this Star Piece.

-----  
Star Piece #22 [ ]

Location: Grab the Dictionary from Shy Guy's Toy Box, and return it to Russ T. at Toad Town. You'll get this as a reward.

-----  
Star Piece #23 [ ]

Location: West of Goomba Village, in the area where the veranda fell, is a panel in the grass, right of the Heart Block. Spin Jump beside it to get this.

-----  
Star Piece #24 [ ]

Location: There's a hidden panel in the glade by Goomba Village, where Mario was found in the Prologue. Spin Jump beside it to get this.

-----  
Star Piece #25 [ ]

Location: There's a hidden panel at Goomba Road, where the bridge and Goomba Bros. Fortress is, east side, north of the path. Spin Jump beside it to get this.

-----  
Star Piece #26 [ ]

Location: There's a hidden panel in Toad Town's main gate. It's in the south patch of grass by the Dojo, where the three sisters are. Spin Jump beside it to get this.

-----  
Star Piece #27 [ ]

Location: There's a hidden panel beside the guard house, near Forever Forest's entrance. Spin Jump beside it to get this.

-----  
Star Piece #28 [ ]

Location: There's a hidden panel in the same area as the train station in Toad Town. It's on the east side, on the path. Spin Jump beside it to get this.



-----  
Star Piece #29 [ ]

Location: There's a hidden panel at Toad Town Port. It's right beside the Save Block. Spin Jump beside it to get this.

-----  
Star Piece #30 [ ]

Location: There's a hidden panel at Shooting Star Summit, just before the path splits. Spin Jump beside it to get this.

-----  
Star Piece #31 [ ]

Location: There's a hidden panel at Shooting Star Summit, beside Merluvlee's house. Spin Jump beside it to get this.

-----  
Star Piece #32 [ ]

Location: There's a hidden panel at Shooting Star Summit. In the actual summit area, it's on the first ledge as you climb up. Spin Jump beside it to get this.

-----  
Star Piece #33 [ ]

Location: There's a hidden panel at Pleasant Path, at the fork in the road that splits to Koopa Village and Koopa Bros. Fortress. It's among the candy canes. Spin Jump beside it to get this.

-----  
Star Piece #34 [ ]

Location: There's a hidden panel at Koopa Village. It's near the Bob-omb group where the item shop is. Spin Jump beside it to get this.

-----  
Star Piece #35 [ ]

Location: There's a hidden panel at Pleasant Path. Right after the fork, crossing the bridge, is a ledge with a Koopa that jumps from the bushes. It's around here. Spin Jump beside it to get this.

-----  
Star Piece #36 [ ]

Location: There's a hidden panel at Mt. Rugged. In the area with the second Save Block, it's near the ramp. Spin Jump beside it to get this.

-----  
Star Piece #37 [ ]

Location: There's a hidden panel at Dry Dry Desert, beside the stone cactus on the path leading to Dry Dry Outpost. Spin Jump beside it to get this.

-----  
Star Piece #38 [ ]

---

Location: There's a hidden panel at Dry Dry Outpost. It's on the roof of the eastern house, so begin to act like you're searching for Moustafa. Spin Jump beside it to get this.

-----  
Star Piece #39 [ ]

Location: There's a hidden panel at Boo's Mansion. It's within the rug of the first floor lobby. Spin Jump beside it to get this.

-----  
Star Piece #40 [ ]

Location: There's a hidden panel at Boo's Mansion. It's within the rug of the second floor eastern room. Spin Jump beside it to get this.

-----  
Star Piece #41 [ ]

Location: There's a hidden panel at Boo's Mansion. It's in front of the grandfather clock in the basement, just downstairs from the trap chest. Spin Jump beside it to get this.

-----  
Star Piece #42 [ ]

Location: There's a hidden panel at Boo's Mansion. It's in the room where you find the Super Boots, on the west side. Spin Jump beside it to get this.

-----  
Star Piece #43 [ ]

Location: There's a hidden panel at Gusty Gulch, right by the gate bordering Boo's Mansion and Gusty Gulch. Spin Jump beside it to get this.

-----  
Star Piece #44 [ ]

Location: There's a hidden panel at Shy Guy's Toy Box, beside the Blue Station. Spin Jump beside it to get this.

-----  
Star Piece #45 [ ]

Location: There's a hidden panel at Shy Guy's Toy Box, beside the Pink Station. Spin Jump beside it to get this.

-----  
Star Piece #46 [ ]

Location: There's a hidden panel at Shy Guy's Toy Box, beside the Green Station. Spin Jump beside it to get this.

-----  
Star Piece #47 [ ]

Location: There's a hidden panel at Shy Guy's Toy Box, beside the Red Station. Spin Jump beside it to get this.

-----  
Star Piece #48 [ ]

Location: In the beach area that separates Yoshi's Village with the whale, smack the last palm tree that you can reach on the east side for this Piece.

-----  
Star Piece #49 [ ]

Location: There's a hidden panel at Yoshi's Village, gate entrance. It's in front of the Raven statue. Spin Jump beside it to get this.

-----  
Star Piece #50 [ ]

Location: In the same area where you found Sushie in the Jade Jungle, there's a small island with a lone tree. On that island sits this Piece, right in the open. Swim there with Sushie.

-----  
Star Piece #51 [ ]

Location: In the same area where the light blue Yoshi Kid was; or from the Village entrance, west, north, west...there is a submerged Star Piece in the water. Just dive to get it with Sushie.

-----  
Star Piece #52 [ ]

Location: There's a hidden panel at Jade Jungle, in the area just before Raphael the Raven's tree. It's by the giant root on the left. Spin Jump beside it to get this.

-----  
Star Piece #53 [ ]

Location: There's a hidden panel at Mt. Lavalava. In the room with the zipline that you can jump off of to reach a Super Block, a hidden panel hides on the ground by the Super Block's ledge. Spin Jump beside it to get this.

-----  
Star Piece #54 [ ]

Location: There's a hidden panel at Mt. Lavalava. After the area where the Spiny Tromp blasts through a wall, you'll be near the boss. By the Heart Block is the panel. Spin Jump beside it to get this.

-----  
Star Piece #55 [ ]

Location: At Toad Town's main gate area, there's a pool of water that has a pipe featured on it. Once you have Sushie, you can swim around on this pool. On its west end is this Piece, one that you couldn't get before, but you could see since the Prologue.

-----  
Star Piece #56 [ ]

Location: There's a hidden panel at Flower Fields. It's by Petunia, east of Wise Wisterwood. Spin Jump beside it to get this.

-----  
Star Piece #57 [ ]

Location: There's a hidden panel at Flower Fields. It's on the way to Posie, in front of the tree, southwest of Wise Wisterwood. Spin Jump beside it to get this.

-----  
Star Piece #58 [ ]

Location: A Star Piece hides in the flowers right of the tree that gives Blue Berries, in Flower Fields.

-----  
Star Piece #59 [ ]

Location: There's a hidden panel at Flower Fields. It's on the way to Lily, in the area with the Bubble Berry Tree. It's on the right side. Spin Jump beside it to get this.

-----  
Star Piece #60 [ ]

Location: A Star Piece rests on a high ledge just northwest of Wise Wisterwood. To get it, just cross the spiky vine pit, and go back right on the higher ledge.

-----  
Star Piece #61 [ ]

Location: There's a Star Piece hidden in the area just northeast of Wise Wisterwood. Get on top of the archways where the Super Block is, and Spin Jump while above the right arch to make this Piece drop down.

-----  
Star Piece #62 [ ]

Location: There's a hidden panel at Shiver City. It's right beside The Mayor's house. Tornado Jump beside it to get this.

-----  
Star Piece #63 [ ]

Location: There's a hidden panel at Shiver Snowfield. In the area with the snowmen, it is around the south side of the area. Tornado Jump beside it to get this.

-----  
Star Piece #64 [ ]

Location: On Shiver Mountain, as you climb the large icy stairs to the Crystal Palace, you will come to a Save Block. If you drop from the ledge there, you will find this. Don't overshoot the jump now!

-----  
Star Piece #65 [ ]

Location: At Crystal Palace, once you enter the "Mirror Halls", head left until you're back at the entrance to the Crystal Palace. Head left once more to find

a hidden cave with this piece.

-----  
Star Piece #66 [ ]

Location: There's a hidden panel at Crystal Palace. It's in the room past the red door, with the gigantic Rhino statue. It's right under the block that you have to Tornado Jump up to. Tornado Jump beside it to get this.

-----  
Star Piece #67 [ ]

Location: There's a hidden panel at Crystal Palace. It's in the room past the red door, with the small Rhino statue. It's to the left of the entrance door. Tornado Jump beside it to get this.

O/	_____	\O
/	Appendix	[Bdg]  \
	-----	B A D G E S
\	_____	/
O\	_____	/O

This is a list of all the badges in the game, not including duplicates. These will be listed in the order the game lists them, for easy tracking. Badges are used, for the most part, to give Mario special abilities for use in combat. You need BP (Badge Points) first in order to equip badges, however.

-----  
Power Jump

Description: Lets you do a Power Jump. Mario stomps on a single enemy using a lot of attack power.

Action Command: Press A right before landing!

Gotten: Progress through the beginning of the game. When you reach Goomba Village safely with Goompa, he gives you this.

FP Used: 2  
BP Needed: 1

-----  
Mega Jump

Description: Lets you do a Mega Jump. Mario stomps on a single enemy using tons of attack power.

Action Command: Press A right before landing!

Gotten: As you climb the icy stairs to Crystal Palace, you'll find this within a red ? Block that a White Clubba is guarding.

FP Used: 6  
BP Needed: 3

-----  
Multibounce

Description: Lets you do a Multibounce. Jumps on all enemies in a row if action command is timed right.

Action Command: Press A right before landing!

Gotten: From Rowf's Badge Shop at Toad Town for 75 coins. Available after Chapter 1 is beaten.

FP Used: 2  
BP Needed: 1

-----  
Jump Charge

Description: Lets you charge up Jump power. When charged, Mario's Jump power goes up by 2. Lets you charge unlimited times, but power fades after attack.

Gotten: From Rowf's Badge Shop at Toad Town for 50 coins. Available after Chapter 4 is beaten.

FP Used: 1  
BP Needed: 1

-----  
S. Jump Chg.

Description: Greatly charges up Jump power. When supercharged, Mario's Jump power goes up by 3. Lets you charge unlimited times, but power fades after attack.

Gotten: At Flower Fields, take the beanstalk transport up to Cloudy Climb. As soon as you arrive, you'll see a big cloud, with a smaller cloud acting as an elevator to it. Get on the smaller cloud, and jump to the big cloud to see this.

FP Used: 4  
BP Needed: 2

-----  
Shrink Stomp

Description: Lets you do a Shrink Stomp. If it works, the enemy Mario stomps on shrinks. It also decreases the enemy's attack power by half for a bit.  
Action Command: Press A right before landing!

Gotten: Once you enter Toad Town Sewers, take a right. At the end, you'll fight any Blooper type. (Depends on if you faced one before or not.) After the battle, this badge hides in the chest.

FP Used: 2  
BP Needed: 1

-----  
Sleep Stomp

Description: Lets you do a Sleep Stomp. If it works, the enemy Mario jumps on falls asleep for a bit.  
Action Command: Press A right before landing!

Gotten: From Rowf's Badge Shop at Toad Town for 75 coins. Available after Chapter 2 is beaten.

FP Used: 2  
BP Needed: 1

-----  
Dizzy Stomp

Description: Lets you do a Dizzy Stomp. If it works, the enemy Mario jumps on becomes dizzy. It also paralyzes the enemy for a short time.

Action Command: Press A right before landing!

Gotten: As soon as you grab the Ultra Hammer in Mt. Lavalava, head right an area, and smash away the Metal Block from the lower path. In here, fly across the lava river with Parakarry, and climb the ledges on the northeast corner to reach a chest that has this.

FP Used: 2

BP Needed: 1

-----  
D-Down Jump

Description: Lets you do a D-Down Jump. Disables an enemy's defense power and causes some damage.

Action Command: Press A right before landing!

Gotten: In Tubba Blubba's Castle, go right from the entrance lobby. You'll end up on the second floor and over the lobby. Once you passed the lobby on the second floor and entered a hall, get rid of the first Clubba you see. A crack in the wall will be revealed. Bomb it, and head inside. Spin Jump onto the top right wooden panel to break it, and fall onto a table in a lower room. Use Parakarry to take you to the other table, and grab the badge. (If you hit the left panel first, you'd create a shortcut from the first floor to the second floor using the spring.)

FP Used: 2

BP Needed: 2

-----  
Power Bounce

Description: Lets you do a Power Bounce. Jumps on one enemy continuously until you miss an action command.

Action Command: Press A right before landing!

Gotten: Once you have Bombette, head to the hall of small jail cells. It's like the third room from the fortress's entrance. In the middle cell is this Badge. Use Bombette to blast open the cracked wall, and head inside to grab it. This is in Koopa Bros. Fortress.

FP Used: 3

BP Needed: 2

-----  
Power Smash

Description: Lets you do a Power Smash. Hammers an enemy using lots of attack power.

Action Command: Push Control Stick to the left and release it when the red star lights up!

Gotten: Once you enter Toad Town Tunnels, just head left. You'll see Spiked Gloombas and a spring on top of a brick block. Hit the block to make the

spring fall down. Spring up to the left and open the chest for this.

FP Used: 2  
BP Needed: 1

-----  
Mega Smash

Description: Lets you do a Mega Smash. Hammers an enemy with a huge amount of attack power.

Action Command: Push Control Stick to the left and release it when the red star lights up!

Gotten: At Flower Fields, head northwest from Wise Wisterwood. Go across the spiky vine pit with Lakilester, or give the flower a Bubble Berry. In the next area, you'll see this badge inside a land formation. To get it, climb it from the right side, and bomb away the rock. Fall down where it used to be...

FP Used: 6  
BP Needed: 3

-----  
Smash Charge

Description: Lets you charge up your Hammer. When charged, Mario's Hammer power goes up by 2. Lets you charge unlimited times, but power fades after attack.

Gotten: Just head to the very top of the room where you raised the staircase from the pool of water. You'll find this guarded by a Bob-omb.

FP Used: 1  
BP Needed: 1

-----  
S. Smash Chg.

Description: Greatly charges up your Hammer. When supercharged, Mario's Hammer power goes up by 3. Lets you charge unlimited times, but power fades after attack.

Gotten: From Rowf's Badge Shop at Toad Town for 100 coins. Available after Chapter 5 is beaten.

FP Used: 4  
BP Needed: 2

-----  
Spin Smash

Description: Lets you do a Spin Smash. If Mario hits an enemy, it smashes into the ones behind it.

Action Command: Push Control Stick to the left and release it when the red star lights up!

Gotten: From Rowf's Badge Shop at Toad Town for 75 coins. Available after Chapter 4 is beaten.

FP Used: 2  
BP Needed: 1



-----  
Quake Hammer

Description: Lets you do a Quake Hammer. Slightly damages all enemies on the ground or ceiling.

Action Command: Push Control Stick to the left and release it when the red star lights up!

Gotten: On the way up Mt. Rugged from the Train Station, you may notice this badge on a ledge, along with a Letter you may have collected. Once you have Parakarry, use him to carry you across the ledges to this badge.

FP Used: 2

BP Needed: 1

-----  
Power Quake

Description: Lets you do a Power Quake. Greatly damages all enemies on the ground or ceiling.

Action Command: Push Control Stick to the left and release it when the red star lights up!

Gotten: At Jade Jungle of Lavalava Island. When you first enter the jungle from Yoshi's Village, you'll see a red ? Block on an island with a Spear Guy. Come back with Sushie and swim to it. Hit the block for this badge.

FP Used: 4

BP Needed: 2

-----  
Mega Quake

Description: Lets you do a Mega Quake. Severely damages all enemies on the ground or ceiling.

Action Command: Push Control Stick to the left and release it when the red star lights up!

Gotten: From Rowf's Badge Shop at Toad Town for 200 coins. Available after Chapter 5 is beaten.

FP Used: 7

BP Needed: 3

-----  
Hammer Throw

Description: Lets you do a Hammer Throw. Hits one enemy with the Hammer, no matter where the enemy is.

Action Command: Push Control Stick to the left and release it when the red star lights up!

Gotten: In Goomba Road right outside Toad Town, a red spring hides within the tree just past the gate. Smack it with the Hammer to make the spring fall. Use that spring to get on top of the gate, and open the chest for this.

FP Used: 2

BP Needed: 2

-----

### D-Down Pound

Description: Lets you do a D-Down Pound. Disables an enemy's defense power and injures it.

Action Command: Push Control Stick to the left and release it when the red star lights up!

Gotten: From Rowf's Badge Shop at Toad Town for 75 coins. Available after Chapter 1 is beaten.

FP Used: 2

BP Needed: 2

-----  

### Double Dip

Description: During battle, lets you use two items during one turn.

Gotten: From Rowf's Badge Shop at Toad Town for 100 coins. Available after Chapter 2 is beaten.

FP Used: 3

BP Needed: 1

-----  

### Triple Dip

Description: During battle, lets you use three items during one turn.

Gotten: At the start of Crystal Palace, enter the red door. Follow the halls until you reach a turnstile with a switch that turns it. Bomb the wall to the right of the switch to blast away a weak wall. Inside, kill the Duplighost, and open the chest for this badge!

FP Used: 6

BP Needed: 3

-----  

### Group Focus

Description: Lets Mario's party members use the Focus command, as well.

Gotten: From Rowf's Badge Shop at Toad Town for 100 coins. Available after Chapter 3 is beaten.

BP Needed: 2

-----  

### Quick Change

Description: During battle, lets you change your party member...and still use the new member without losing a turn.

Gotten: After clearing Chapter 3, Merlon can be found outside his house in Toad Town. Talk to him, and he says he has a dream about circling a red tree in a distant desert town...head to Dry Dry Outpost, and circle the red tree until a nearby Toad speaks. He says he had a dream of Spin Jumping three times inside a house with a swirling roof. Enter Merlon's house, Spin Jump three times, and this badge will fall out.

BP Needed: 4

-----  
Peekaboo

Description: Makes it possible to see your enemy's HP.

Gotten: Trade 10 Star Pieces for this from Merlow at Shooting Star Summit.

BP Needed: 3

-----  
Dodge Master

Description: Makes the action command work more frequently. (The timing is made more favorable.)

Gotten: From Rowf's Badge Shop at Toad Town for 100 coins. Available after Chapter 2 is beaten.

BP Needed: 2

-----  
Happy Heart

Description: Restores HP automatically during battle at a slow rate.

Gotten: There are two Happy Heart badges in the game. The more you have on, the more HP is restored.

1: Trade 8 Star Pieces for this from Merlow at Shooting Star Summit.

2: At the giant tree of Jade Jungle, where you meet Raphael the Raven, just climb. When on the vine that wraps around the tree, follow the vine to the end to find this.

BP Needed: 3

-----  
Happy Flower

Description: Restores FP automatically during battle at a slow rate.

Gotten: There are two Happy Flower badges in the game. The more you have on, the more FP is restored.

1: Trade 8 Star Pieces for this from Merlow at Shooting Star Summit.

2: At Flower Fields, head east from Wise Wisterwood. You'll find three trees. Hit the middle one first, then the right, then the left. This badge will fall out. Hit the trees in any other order and Bzzaps! will appear from them.

BP Needed: 3

-----  
Deep Focus

Description: When using Focus, charges Star Energy more than usual.

Gotten: There are three Deep Focus badges in the game. The more you have on, the more Star Energy gets restored per Focus.

1: Peach's Castle, second floor, special chest room. Mario can get this during Chapter 8, but can acquire it much earlier if you have Peach grab it, then put it into the special chest. The other special chest is at Merluvlee's house at

Shooting Star Summit, where you can have Mario take the badge.

2: In Shy Guy's Toy Box. From the Red Station, head left. Cross the obstacles until you reach two ? Blocks. Jump up between them to reveal a hidden red ? block. Pick up the Deep Focus badge that drops.

3: In Bowser's Castle. When you get to the point where the lava hardens and cools, backtrack while treading the lava. If on the correct path (shouldn't be hard to figure out, just stay on the lava), you'll eventually get back outside, but on the now-hardened lava moat. Pass under the bridge, climb the rocks, and hit the red ? Block for this badge. What's weird is that this one looks different from the other two when you grab it, but it doesn't have any different effects.

BP Needed: 1

-----

#### HP Plus

Description: Increases maximum HP by 5.

Gotten: There are three HP Plus badges in the game. Each one increases HP by 5.

1: Right after getting Kooper, return to Koopa Village. Along the way, you will find this badge on a tall stump. Get on the highest stump to the right of it, and use Kooper's ability to grab this.

2: In Forever Forest. Go through it normally until you reach the fifth area, where you have to watch for glowing mushrooms. Head right from the entrance instead and take the first gate you see to enter a hidden area. Find the path that leads to the center here to find a red ? Block that contains this.

3: From Rowf's Badge Shop at Toad Town for 150 coins. Available after Chapter 4 is beaten.

BP Needed: 3

-----

#### FP Plus

Description: Increases maximum FP by 5.

Gotten: There are three FP Plus badges in the game. Each one increases FP by 5.

1: In the area right before the Koopa Bros. Fortress is a cracked wall with a pipe behind it. Bomb it with Bombette, and go down the pipe. Where you re-appear, head right and you will find a chest. Open it for this badge.

2: From Boo's Mansion, enter Forever Forest. Take a right and there should be a rock you can investigate that grows a creepy face. Take that path to a hidden area. Here, find the path that leads to the center to find a red ? Block that contains this.

3: From Rowf's Badge Shop at Toad Town for 150 coins. Available after Chapter 4 is beaten.

BP Needed: 3

-----

#### Flower Saver

Description: During battle, saves 1 FP every time you attack.

Gotten: There are two Flower Saver badges in the game. When both of them are on, you save 2 FP per attack.

1: In Flower Fields. Head straight east from Wise Wisterwood. You will eventually reach a well surrounded by dead trees. Investigate it, and throw a Blue Berry down there for this.

2: Trade 25 Star Pieces for this from Merlow at Shooting Star Summit.

BP Needed: 6

-----  
Power Plus

Description: Increases Mario's Jump and Hammer attack powers by 1.

Gotten: There are two Power Plus badges in the game. Each one increases power by 1.

1: In Shy Guy's Toy Box. From the Blue Station, head left. You'll see a black Shy Guy guarding a chest. This is Anti Guy, and he's extremely powerful. If you can beat him, you can grab this badge from the chest. It's easier to just give him Lemon Candy so he'll leave, though. (See Recipes section)

2: Trade 25 Star Pieces for this from Merlow at Shooting Star Summit.

BP Needed: 6

-----  
Defend Plus

Description: Decreases the damage that Mario takes by 1.

Gotten: In Shy Guy's Toy Box. From the Pink Station, head right. You'll see a chest above. Head forward, Spin Jump on the star block to get sprung to the upper path. Head left back to the chest to obtain this.

BP Needed: 6

-----  
Damage Dodge

Description: If you do the action command, decreases Mario's damage by 1.

Gotten: There are two Damage Dodge badges in the game.

1: In Mt. Rugged, once you reach a fork in the road after climbing, take a left and keep that way until you see two openings in a cliff face, along with a red spring to the left of those. Enter either opening and head left inside to go up a secret passage. Open the chest at the end for this badge.

2: From Rowf's Badge Shop at Toad Town for 150 coins. Available after Chapter 5 is beaten.

BP Needed: 3

-----  
P-Down, D-Up

Description: Decreases attack power by 1. Increases defense power by 1.

Gotten: From the entrance to Crystal Palace, head right, enter the blue door, follow the halls, enter the "mirror", and go back left. Once back in the lobby, enter the small door on the north wall. Smash through the panel on the floor, head through the halls to find this in a chest.

BP Needed: 2

-----  
P-Up, D-Down

Description: Increases attack power by 1. Decreases defense power by 1.

Gotten: From the entrance to Crystal Palace, enter the red door. Follow the halls until you reach a small room with four doors (counting the reflections). Go right, get to the other side, and return to that four-door room. Enter the north door, push the small statue aside, and head through the halls down there to find this badge in a chest.

BP Needed: 2

-----  
HP Drain

Description: Decreases Mario's attack power by 1. But for every attack turn, Mario's HP recovers by 1. Mario's HP can recover by a maximum of 5.

Gotten: Trade 15 Star Pieces for this from Merlow at Shooting Star Summit.

BP Needed: 3

-----  
All or Nothing

Description: If you use the action command, Mario's attack power goes up 1. If you fail, it goes to 0.

Gotten: From Rowf's Badge Shop at Toad Town for 100 coins. Available after Chapter 4 is beaten.

BP Needed: 4

-----  
Mega Rush

Description: When Mario's in Peril, his attack power goes up by 4.

Gotten: In Tubba Blubba's Castle, second floor above the dinner table, there is a grandfather clock. Push it aside to reveal a hidden bedroom. Inside, pull out a drawer, climb them, and fly to the bed with Parakarry. Climb the bookshelves and go down the hidden passage to find this.

BP Needed: 1

-----  
Last Stand

Description: When Mario's in Danger, he receives only half the damage.

Gotten: Peach's Castle, first floor, bedroom. It's the one with the Toad hiding in a closet. The badge is in the chest. Mario can get this during Chapter 8, but can acquire it much earlier if you have Peach grab it, then put it into the special chest on the second floor. The other special chest is at Merluvlee's house at Shooting Star Summit, where you can have Mario take the badge.

BP Needed: 1

-----  
Power Rush

Description: When Mario's in Danger, his attack power increases by 2.

Gotten: Peach's Castle, second floor, library. It's in one of the bookcase halls on the far end. Mario can get this during Chapter 8, but can acquire it much earlier if you have Peach grab it, then put it into the special chest on the second floor. The other special chest is at Merluvlee's house at Shooting Star Summit, where you can have Mario take the badge.

BP Needed: 1

-----  
Close Call

Description: When Mario's in Danger, enemies sometimes fail to attack.

Gotten: Kept inside a red ? Block on Goomba Road.

BP Needed: 1

-----  
Pretty Lucky

Description: Makes enemies fail to attack Mario every once in a while.

Gotten: Trade 5 Star Pieces for this from Merlow at Shooting Star Summit.

BP Needed: 3

-----  
Lucky Day

Description: Sometimes makes enemies fail to attack Mario. (Has a higher rate of success than Pretty Lucky.)

Gotten: Finish the Chain Letter quest. For more information, see the Lost Letters section.

BP Needed: 7

-----  
Ice Power

Description: Increases attack power against fire enemies by 2. Mario won't take damage when he jumps on a fire enemy.

Gotten: In Shy Guy's Toy Box. From the Pink Station, head right. Just simply get towards the end, (you'll have to sneak through a door that Shy Guys can only open) and open the chest that you immediately see to get this.

BP Needed: 2

-----  
Fire Shield

Description: Makes the damage Mario takes from fire attacks go down by 1. Mario won't take damage when he jumps on a fire enemy.

Gotten: Mt. Lavalava. Eventually, you'll see this badge on a pillar as you go down a zipline, fairly close to the entrance of the volcano. Just jump off at the right time and you'll be able to grab it.

BP Needed: 2

-----  
Spike Shield

Description: Lets Mario jump on a spiked enemy without taking damage.

Gotten: It's within one of the wall coffins very close to Dry Dry Ruins' entrance. Hard to miss.

BP Needed: 2

-----  
Feeling Fine

Description: Protects Mario from poisoning and dizziness during attack.

Gotten: Trade 5 Star Pieces for this from Merlow at Shooting Star Summit.

BP Needed: 3

-----  
Zap Tap

Description: In battle, makes most enemies who touch Mario take damage.

Gotten: Trade 10 Star Pieces for this from Merlow at Shooting Star Summit.

BP Needed: 4

-----  
Heart Finder

Description: After beating an enemy, makes more hearts appear than usual.

Gotten: Trade 12 Star Pieces for this from Merlow at Shooting Star Summit.

BP Needed: 3

-----  
Flower Finder

Description: After beating an enemy, makes more flowers appear than usual.

Gotten: Trade 12 Star Pieces for this from Merlow at Shooting Star Summit.

BP Needed: 3

-----  
Runaway Pay

Description: Lets Mario earn Star Points even if he escapes from battle.

Gotten: In Dry Dry Desert, from the Stone Cactus landmark on the path, head east once, then north once. You'll see a triangle of trees. Jump up in the middle of those trees to reveal this.

BP Needed: 2



-----  
Refund

Description: Refunds some coins if you use an item in battle.

Gotten: It's outside the Koopa Bros. Fortress, past a cracked wall where the trap ? Block was. Use Bombette to blast open the wall.

BP Needed: 1

-----  
Pay-Off

Description: The more damage Mario takes, the more coins he receives.

Gotten: Trade 1 Star Piece for this from Merlow at Shooting Star Summit.

BP Needed: 2

-----  
Money Money

Description: After a battle, lets Mario get twice as many coins as usual.

Gotten: Trade 20 Star Pieces for this from Merlow at Shooting Star Summit.

BP Needed: 7

-----  
I Spy

Description: A sound and icon alert you to a nearby hidden panel. (In other words, Star Piece finder!)

Gotten: Once you have the Calculator from Shy Guy's Toy Box, return it to Rowf to get this.

BP Needed: 1

-----  
Chill Out

Description: Keeps you from being hit by a First Strike.

Gotten: Trade 3 Star Pieces for this from Merlow at Shooting Star Summit.

BP Needed: 2

-----  
Speedy Spin

Description: Increases the distance Mario can Spin Dash.

Gotten: From Rowf's Badge Shop at Toad Town for 50 coins. Available after Chapter 1 is beaten.

BP Needed: 1

-----  
Dizzy Attack

---

Description: Delivers a blow that makes an enemy dizzy and unable to move.  
(Makes Mario's spin dizzy-inflicting if you run into an enemy.)

Gotten: Kept inside a red ? Block on Pleasant Path from Toad Town to Koopa Village.

BP Needed: 2

-----  
Spin Attack

Description: Lets Mario destroy a weaker enemy with a spinning move. (Spin into an enemy that no longer gives you Star Points to destroy them without going into battle.)

Gotten: In Dry Dry Desert, from the Nomadimouse on the path to Dry Dry Outpost, head south until you see blue cacti. Get caught in the Tweester to get blown onto a high plateau with this badge.

BP Needed: 3

-----  
First Attack

Description: Lets Mario destroy a weaker enemy with a First Strike. (Weaker enemies are ones that no longer give Star Points.)

Gotten: From Rowf's Badge Shop at Toad Town for 100 coins. Available after Chapter 1 is beaten.

BP Needed: 1

-----  
Bump Attack

Description: Lets Mario destroy a weaker enemy in the field by hitting it.

Gotten: From Rip Cheato. It's the third item of his inventory. He can be found somewhere in Toad Town Tunnels.

BP Needed: 5

-----  
Slow Go

Description: Makes Mario unable to run. His pace becomes very slow.

Gotten: In Dry Dry Ruins, in the room where you get the Super Hammer. If you notice, there's a ledge you can land on when falling to the large chest. If you follow this small ledge to a walk-through wall, you can find this. Personally, the only use I can see for this is if your Control Stick is somewhat broken and you can't walk slowly when you need to.

BP Needed: 0

-----  
Attack FX A

Description: Changes the sound effects when Mario's attacking.

Gotten: Trade 1 Star Piece for this from Merlow at Shooting Star Summit.

BP Needed: 0

-----  
Attack FX B

Description: Changes the sound effects when Mario's attacking.

Gotten: Right outside the Koopa Village entrance gate, are three brick blocks on the ground. Hammer the left one, then the right, then the top to make a red ? Block appear. Hit it for this badge.

BP Needed: 0

-----  
Attack FX C

Description: Changes the sound effects when Mario's attacking.

Gotten: In Dry Dry Desert. From the Mt. Rugged entrance, go east once, then south all the way. You'll spot a single rock with nothing else. Stand on the rock and jump to find this.

BP Needed: 0

-----  
Attack FX D

Description: Changes the sound effects when Mario's attacking.

Gotten: A little sidequest has to be done in order to get this. Chanterelle, the Pop Diva, has lost her singing voice due to shock from Peach's Castle being taken into the sky. She, along with the Master Poet, resides at Club 64 at Toad Town Port. Talk to the Master Poet when you can, and after a certain time, he will finally finish the Lyrics he's been working on, and will give them to you. Take the Lyrics to the Composer at Dry Dry Outpost (he lives in a pink house) and he will create music to accompany them, making a beautiful Melody. Take the Melody back to the Master Poet, and after Chanterelle sings it, you'll be given this.

BP Needed: 0

-----  
Attack FX E

Description: Changes the sound effects when Mario's attacking.

Gotten: Go to Shiver City. Head to the western area where the Mayor's house is. Enter the other house that has a front door. Climb on the various shelves in the back until you are up at the windows. Open one up to find yourself on the house's overhang. Jump to the next house next door, and open a window there. Sitting inside this otherwise vacant house is this badge.

BP Needed: 0

Unlike true RPGs, your partners cannot be leveled up by fighting battles. Rather, you need to find special blocks. These transparent, yellow-cornered blocks have a blue coin inside them, and when hit with a jump, you can "level-up" one of your partners. What comes with the level-up is heightened attack power, and they learn a new in-battle ability. Each partner can only be leveled up twice. Good thing there are just enough Super Blocks in the game for that! If you wish to see the abilities each partner learns with a level-up so that you may get the most useful ability earlier on, check the Partners section. Finally, like the Star Pieces section, this section has checkmark boxes for easy progress.

-----  
Super Block #1 [ ]

Location: Dry Dry Desert

Directions: From the Dry Dry Outpost's entrance in the desert, head straight south to find an oasis. The block is here. You can also go south from the Nomadimouse on the path until you see blue cacti, then head east until you see the oasis.

-----  
Super Block #2 [ ]

Location: Dry Dry Ruins

Directions: It's with a red spring. In your path, very hard to miss. To pinpoint it though...from the entrance, head right from the Save Block. Cross the wall-coffin hall, take the lower path. Cross that room after the sand has been drained from it. Go downstairs, go left. Clear this room, head left through the locked door. Go downstairs, bomb the cracked wall, head through and drop.

-----  
Super Block #3 [ ]

Location: Mt. Rugged

Directions: In the train station area, there's a stone block. This Super Block is behind it. Come back here when you have the Super Hammer and you can smash this stone block away.

-----  
Super Block #4 [ ]

Location: Toad Town Tunnels

Directions: From the entrance, head left twice, then head right across the weight-sensitive platforms, then go up the elevator. Head right, and drop down the hole to find this!

-----  
Super Block #5 [ ]

Location: Tubba Blubba's Castle

Directions: From the entrance, head straight left and don't stop. After going downstairs, you'll see this Block.

-----  
Super Block #6 [ ]

---

Location: Shy Guy's Toy Box

Directions: From the Red Station, head left. There's a series of obstacles that you must overcome, but there's an elevator that leads to a ledge with this Block. It's close to the end where you get Watt.

-----  
Super Block #7 [ ]

Location: Jade Jungle (Lavalava Island)

Directions: From the Village's Jungle entrance, head west by way of the water. (Sushie is needed) Get off on the islands that connect to each other and lead to the next area up north. Follow the log bridges east and south to find this.

-----  
Super Block #8 [ ]

Location: Mt. Lavalava

Directions: From the entrance, just keep heading right, no exceptions. Fairly easy to find.

-----  
Super Block #9 [ ]

Location: Mt. Lavalava

Directions: From the entrance, head right twice, then go down. When you see a Metal Block, break it (need the Ultra Hammer) and head through. Take the zipline, and jump off when the background turns to a lighter color briefly. You will land on a ledge with this.

-----  
Super Block #10 [ ]

Location: Toad Town Tunnels

Directions: From the entrance, head west three times. Take the pipe in this room (with the weight-induced moving platforms), and you'll find a room with Metal Blocks. Break them with the Ultra Hammer and you're free to have this.

-----  
Super Block #11 [ ]

Location: Toad Town Tunnels

Directions: From the entrance, head down, then west two times. Use Watt and the blue block to help make a bridge of blocks that are hidden. Since they're too high for normal jumps, you need the blue block pushed around as a boost. Jump across and this one is all yours.

-----  
Super Block #12 [ ]

Location: Toad Town Tunnels

Directions: This isn't exactly an area of Toad Town Tunnels normally reachable, actually. This area of Toad Town Tunnels is reached by going down the pipe in Toad Town Main Gate's south pool. You need Sushie to swim to it. Once you do, and you're inside, just follow the linear path to find this.

-----  
Super Block #13 [ ]

Location: Flower Fields

Directions: Southeast of Wise Wisterwood, you'll spot this Block on a high ledge. To get there, you need to cross the large pit of spiky vines, then go back left on that higher ledge. Prepare to fight a lot of Crazee Dayzees along the way though.

-----  
Super Block #14 [ ]

Location: Flower Fields

Directions: Northeast of Wise Wisterwood, after the block puzzle, you'll see a red spring behind a gate within a land formation, complete with two Ruff Puffs. Enter the right archway and head towards the spring to find out there isn't a wall there. Spring up to find this Block!

-----  
Super Block #15 [ ]

Location: Toad Town

Directions: From the entrance, head down, swim right with Sushie, and head right again until you see hidden ? Blocks with Watt. Tornado Jump them (requires Ultra Boots) to create a bridge, and cross it. Enter the blue door, then go down the pipe. In this icy area, head left to find this.

-----  
Super Block #16 [ ]

Location: Shiver Mountain

Directions: Just continue until you see a land formation in the form of stairs going left once you see your first White Clubba. The Super Block is at the top of those stairs.

```
|O/ _____ \O|
|/ |Appendix          | _____ [Ltrr]| \|
| |-----          L O S T L E T T E R S | |
|\ | _____ | /|
|O\ _____ /O|
```

This lists all the lost letters Parakarry has dropped, including the infamous chain letter. To deliver letters, you have to talk to the person that has a letter for him while having Parakarry out. This section has checkmark boxes for each letter for easy tracking.

```
_____
\          |
/ Chain letter |
\          |
_____
```

Ah, the chain letter. This shows, in order, what you have to do to finish the chain letter. Basically, this is a special letter, in which once you find it on the field (see below on normal letters) and deliver it, Goompapa will give you another letter to send to someone else, and this continues for quite some time until you finally go back to Goompapa who started this chain, in which he'll give you a valuable badge.

-----  
Letter #1

Addressed to: Goompapa

Location: Goompapa is found at Goomba Village, by the gate to Goomba Road. If you want to find the letter, check Letter #2 in the Normal letters section.

-----  
Letter #2

Addressed to: Muss T.

Location: Muss T. is the Toad who always hangs by the giant hole where Peach's Castle used to be.

-----  
Letter #3

Addressed to: Koover

Location: Koover always hangs out by the front gate of Koopa Village, in front of the Toad House.

-----  
Letter #4

Addressed to: Fishmael

Location: Fishmael always hangs out at Toad Town Port. He's a portly guy with a fishing hat and big lips.

-----  
Letter #5

Addressed to: Koover

Location: See Letter #3.

-----  
Letter #6

Addressed to: Mr. E

Location: Mr. E is the Toad in the blue turban who resides at Dry Dry Outpost.

-----  
Letter #7

Addressed to: Miss T.

Location: One of the three Toad sisters who sit in front of the Dojo. She's the orange one.

-----  
Letter #8

Addressed to: Little Mouser

Location: He's the mouse who runs the Dry Dry Outpost shop.

-----  
Letter #9

Addressed to: Franky

Location: He's in Boo's Mansion. Once you have Bow in your party, he always floats around the staircase at the first floor.

-----  
Letter #10

Addressed to: Dane T.

Location: Dane T. is one of the child Toads who play around in the grass near the train station at Toad Town. He's the red one.

-----  
Letter #11

Addressed to: Red Yoshi Kid

Location: Resides at Yoshi's Village on Lavalava Island for most of the game. The only time he and the other Yoshi Kids are out of the village is during a part in Chapter 5.

-----  
Letter #12

Addressed to: Dane T.

Location: See Letter #10.

-----  
Letter #13

Addressed to: Frost T.

Location: He's one of the Toads who cares for the Star Kids in Starborn Valley, east of Shiver City. He's the one in green.

-----  
Letter #14

Addressed to: Goompapa

Location: Same place he's always been, in Goomba Village by the front gate. Once this is delivered, you get a special badge, signifying that the Chain Letter quest is finally finished!

\	
/ Normal letters	
\	

-----  
Letter #1 [ ]

Addressed to: Merlon of Toad Town

Where to find: On Mt. Rugged. It's on a ledge where a badge is. Use Kooper's ability to snatch it. One of the three letters needed to get Parakarry to join you.

-----



Letter #2 [ ]

Addressed to: Goompapa of Goomba Village

Where to find: On Mt. Rugged. It's in the area with the vulture mini-boss and the broken bridge. Basically, just keep heading right. It's below the bridge, guarded by a Cleft. This is one of the three letters needed to get Parakarry to join you. This is also known as the start of the Chain Letter quest.

-----  
Letter #3 [ ]

Addressed to: Kolorado

Where to find: On Mt. Rugged. It's in a large area west of the fork in the road where a Damage Dodge badge and a Star Piece can be found. Just use the red spring at the end to spring yourself up, and slide down the ramp to find it. The is one of the three letters needed to get Parakarry to join you.

-----  
Letter #4 [ ]

Addressed to: Mort T. of Koopa Village

Where to find: In Dry Dry Desert, in the area that leads you to Dry Dry Outpost (it's a path lined with trees), hit the very right tree to find this Letter.

-----  
Letter #5 [ ]

Addressed to: Traveling Nomadimouse (on Dry Dry Desert's road)

Where to find: In Dry Dry Outpost, this can be found behind a jar on the rooftops while searching for Moustafa. This is hard to miss.

-----  
Letter #6 [ ]

Addressed to: Fice T., the Toad guard by Forever Forest in Toad Town

Where to find: Along Gusty Gulch, this Letter is beside a log in plain sight. Hard to miss.

-----  
Letter #7 [ ]

Addressed to: Goompa of Goomba Village

Where to find: After Kolorado has moved his camp from Dry Dry Desert, smack the tree that was behind where his tent used to be to make this Letter drop.

-----  
Letter #8 [ ]

Addressed to: Igor of Boo's Mansion Shop

Where to find: On the beach area of Lavalava Island, between the whale and Yoshi's Village. It's just sitting on a giant rock in the middle.

-----  
Letter #9 [ ]

Addressed to: Russ T. of Toad Town

Where to find: In the same area of Jade Jungle where you found Sushie, (right of Village-to-Jungle entrance) there's a small island with a lone tree. Swim there with Sushie, and smack the tree to make this Letter drop.

-----  
Letter #10 [ ]

Addressed to: Minh T. of Toad Town's Flower Garden

Where to find: In Flower Fields, head northeast of Wise Wisterwood. Eventually, you'll pass through an area with hollow log bridges and Lakitus. This Letter is hiding behind a group of orange flowers.

-----  
Letter #11 [ ]

Addressed to: Mayor Penguin of Shiver City

Where to find: At Shiver Snowfield, in the area where the snowmen are, this Letter hides within the big tree beside the path. Hit the tree and some of its foliage will rocket to the sky. (...) Keep on hitting it until the Letter drops.

-----  
Letter #12 [ ]

Addressed to: Merlow of Shooting Star Summit

Where to find: At Shiver Snowfield, in the area just west of Starborn Valley, this Letter is hidden behind a chunk of ice on the ground. May be hard to see if you're not looking for it.

```
-----  
|O/ _____ \O|  
|/ |Appendix      | _____ [Itm]| \|  
| |-----          I T E M S      | |  
|\ | _____ | /|  
|O\ _____ /O|  
-----
```

These are items that you can use at any time, and do such stuff like attack an enemy, or heal. These will be listed in alphabetical order. This does not include recipes, as there's a separate section for that.

-----  
Apple

Description: A sweet, tangy apple. (Found in the storage room with the pot in Boo's Mansion.)  
Restores 5 HP.

-----  
Blue Berry

Description: A berry found in Flower Fields.  
Restores 5 FP.

-----  
Bubble Berry

Description: A berry found in Flower Fields.  
Restores 5 HP.

-----  
Cake Mix

Description: A mix used to bake tasty cakes. (Found at the Playground in Shy Guy's Toy Box.)  
Restores 1 FP.

-----  
Coconut

Description: A coconut from Lavalava Island. Throw it to damage 1 enemy. (Can only be used in Battle)  
Attack Power: 3

-----  
Dizzy Dial

Description: If it works, dazes and paralyzes all enemies briefly. (Can only be used in Battle)

-----  
Dried Fruit

Description: A fruit found deep within Dry Dry Desert. (Pokeys drop them.)  
Restores 15 HP.

-----  
Dried Pasta

Description: Pasta from Dry Dry Outpost.  
Restores 3 HP and 2 FP.

-----  
Dried Shroom

Description: A very dry Mushroom.  
Restores 1 HP.

-----  
Dusty Hammer

Description: A dusty old Hammer. Throw it to damage an enemy. (Can only be used in Battle)  
Attack Power:

-----  
Egg

Description: An egg of unknown origin. (Found in a bush by Mt. Rugged Station.)  
Restores 5 HP.

-----  
Fire Flower

---

Description: A flower that burns all enemies with fireballs. (Can only be used in Battle)

Attack Power: 3

---

Fright Jar

Description: Makes a scary spirit appear and chase some enemies away. (Can only be used in Battle)

---

Goomnut

Description: A special nut found only in Goomba Village. (Found in the only tree of the village.)

Restores 3 FP.

---

Honey Syrup

Description: Sweet honey syrup.

Restores 5 FP.

---

Iced Potato

Description: A tough potato found in the Shiver region.

Restores 5 HP.

---

Jammin' Jelly

Description: A highly nutritious snack.

Restores 50 FP.

---

Koopa Leaf

Description: A leaf found in Koopa Village. (Found in bushes in Koopa Village.)

Restores 3 FP.

---

Lemon

Description: A fruit found in a desert oasis.

Restores 1 HP and 2 FP.

---

Life Shroom

Description: A life-giving Mushroom.

Restores 10 HP when Mario's HP hits 0.

---

Lime

Description: A fruit found in a desert oasis.

Restores 3 FP.

-----  
Maple Syrup

Description: Delicious maple syrup.  
Restores 10 FP.

-----  
Melon

Description: A succulent, ripe melon. (The yellow Yoshi at Yoshi's Village gives you this whenever you give him a Tayce T. recipe item.)  
Restores 15 HP.

-----  
Mushroom

Description: A regular Mushroom.  
Restores 5 HP.

-----  
Mystery?

Description: Who knows what it does... Take a chance to find out! (Chooses a random item effect.)

-----  
Pebble

Description: A common pebble. Throw it to damage an enemy. (Can only be used in Battle)  
Attack Power: 1

-----  
POW Block

Description: Flips shell enemies and inflicts 2 damage points on all enemies. (Can only be used in Battle)

-----  
Red Berry

Description: A berry found in Flower Fields.  
Restores 5 HP.

-----  
Repel Gel

Description: Makes Mario transparent and invulnerable for a short time. (Can only be used in Battle)

-----  
Shooting Star

Description: Shooting stars that hit all enemies. (Can only be used in Battle)  
Attack Power: 6

-----  
Sleepy Sheep

Description: If it works, makes all enemies sleep for a while. (Can only be

used in Battle)

-----  
Snowman Doll

Description: A snowman that crushes all enemies. (Can only be used in Battle)  
Attack Power: 4

-----  
Stinky Herb

Description: This herb smells kind of bad...  
Restores 5 FP.

-----  
Stone Cap

Description: Turns Mario to stone and makes him unable to move for a while.  
(Can only be used in Battle)

-----  
Stop Watch

Description: If it works, paralyzes all enemies for a short time.

-----  
Strange Leaf

Description: A very rare leaf. (Found in the bushes of the Boo Mansion front yard.)  
Restores 5 FP.

-----  
Super Shroom

Description: A truly super Mushroom.  
Restores 10 HP.

-----  
Tasty Tonic

Description: A very tasty tonic. Cures poisoning and shrinking.

-----  
Thunder Bolt

Description: Lightning that strikes an enemy. (Can only be used in Battle)  
Attack Power: 5

-----  
Thunder Rage

Description: Lightning that strikes all enemies. (Can only be used in Battle)  
Attack Power: 5

-----  
Ultra Shroom

Description: An ultra-fine Mushroom.  
Restores 50 HP.

-----  
Volt Shroom

Description: Electrifies Mario briefly and damages enemies who touch him. (Can only be used in Battle)

-----  
Whacka's Bump

Description: A Whacka Bump from Mt. Rugged.  
Restores 25 HP and 25 FP.

-----  
Yellow Berry

Description: A berry found in Flower Fields.  
Restores 3 HP and 3 FP.

O/	_____	\O
/	Appendix	[Qstitm]  \
	-----	Q U E S T I T E M S
\		/
O\	_____	/O

These are the items that you can't physically use at any time, and are just for set events in the game. These will be shown in alphabetical order. This doesn't include the Letters or generic Keys.

-----  
Artifact

Description: A strange artifact found in Dry Dry Ruins.  
Gotten: It's in the room with some red stairs that you can flip. (Not the room with the Super Hammer.) Kolorado wants this.

-----  
Autograph

Description: Luigi's autograph. Koopa Koot wants this.  
Gotten: Part of Koopa Koot's favors. See the appropriate section for more details.

-----  
Autograph

Description: An autograph from Merlurvee. Koopa Koot wants this.  
Gotten: Part of Koopa Koot's favors. See the appropriate section for more details.

-----  
Boo's Portrait

Description: A portrait of an old male Boo.  
Gotten: See the walkthrough.

-----  
Bucket

Description: An ordinary bucket that the Shiver City Mayor gave you.

Gotten: See the walkthrough.

-----  
Calculator

Description: The calculator from Rowf's Badge Shop. Return it to him.

Gotten: From a Shy Guy in Shy Guy's Toy Box. See the walkthrough for more info.

-----  
Cookbook

Description: A book Gourmet Guy dropped. Show it to a good cook.

Gotten: Gourmet Guy from Shy Guy's Toy Box has it. Feed him a Cake and he'll drop it. If this is given to Tayce T., she can make double-ingredient recipes!

-----  
Crystal Ball

Description: A gorgeous crystal ball. Give it to Merlurvee.

Gotten: Part of Koopa Koot's favors. See the appropriate section for more details.

-----  
Crystal Berry

Description: A glittering berry made of crystal.

Gotten: From Posie. Rosie wants a Crystal Berry in exchange for the Water Stone. This is in Flower Fields.

-----  
Diamond Stone

Description: A star-shaped stone found in Dry Dry Ruins.

Gotten: See the walkthrough.

-----  
Dictionary

Description: The scholar Russ T.'s dictionary. Return it to him.

Gotten: See the walkthrough.

-----  
Diploma

Description: Proof of Mario's strength. Now Mario is regarded as stronger than The Master.

Gotten: Beat The Master's final form at Toad Town Dojo.

-----  
Dolly

Description: An adorable doll that looks exactly like Princess Peach.

Gotten: In a tree at Jr. Troopa's Playground, west of Goomba Village. Return it to Goombaria to get a Star Piece!

-----  
Empty Wallet

Description: A wallet Koopa Koot dropped. Return it to him.



Gotten: Part of Koopa Koot's favors. See the appropriate section for more details.

-----  
Fertile Soil

Description: Absolutely pollutant free. This smells like very good soil.

Gotten: From Rosie at Flower Fields. One of three items needed to reach Cloudy Climb.

-----  
First-Degree Card

Description: Proof of Mario's strength, won by defeating Chan of the Dojo.

Gotten: The description says it all.

-----  
Fourth-Degree Card

Description: Proof of Mario's strength, for besting The Master at the Dojo.

Gotten: The description says it all.

-----  
Frying Pan

Description: Tayce T.'s frying pan. Return it to her.

Gotten: In Shy Guy's Toy Box. See the walkthrough.

-----  
Glasses

Description: Glasses Koopa Koot dropped. Deliver them to him.

Gotten: Part of Koopa Koot's favors. See the appropriate section for more details.

-----  
Gold Credit

Description: A card Koopa Koot gave you. Use it to play in the Playroom.

Gotten: From completing Koopa Koot's tenth favor. To find the Playroom, read the Chapter 1 section on the "End of Chapter" area, during the Toad Town tour.

-----  
Jade Raven

Description: The jade statue of a Raven that Yoshi's Village Leader gave you.

Gotten: For rescuing the Yoshi Kids during Chapter 5. See the walkthrough for details.

-----  
Koopa Legends

Description: Kolorado's strange book. Deliver this to Koopa Koot.

Gotten: Part of Koopa Koot's favors. See the appropriate section for more details.

-----  
Kooper's Shell

Description: Kooper's blue shell.

Gotten: When you first get to Koopa Village, follow the Fuzzy that has the shell and win the minigame to get this.

-----  
Lucky Star

Description: A star-shaped pendant. Lets you use the action command.  
Gotten: You get it from Twink by progressing through the Prologue.

-----  
Lunar Stone

Description: A crescent-shaped stone found in Dry Dry Ruins.  
Gotten: See the walkthrough.

-----  
Lyrics

Description: Show it to a composer somewhere in the world.  
Gotten: Used to help get the Attack FX D badge. See the badges section for more info.

-----  
Magical Bean

Description: A bean. It's twitching as if to say, "Plant me this instant!"  
Gotten: From Petunia at Flower Fields. One of three items needed to reach Cloudy Climb.

-----  
Magical Seed (pink)

Description: A seed. Have it planted in the Flower Garden in Toad Town.  
Gotten: From the Bub-ulb in east Toad Town.

-----  
Magical Seed (purple)

Description: A seed. Have it planted in the Flower Garden in Toad Town.  
Gotten: From the Bub-ulb in Mt. Rugged, at the area with the fork in the road. You'll need Parakarry.

-----  
Magical Seed (blue)

Description: A seed. Have it planted in the Flower Garden in Toad Town.  
Gotten: From the Bub-ulb in Mt. Rugged. Just continue through the forest as if you're heading to Boo's Mansion, but stop at the fourth area. Find a path that leads to the center there.

-----  
Magical Seed (yellow)

Description: A seed. Have it planted in the Flower Garden in Toad Town.  
Gotten: From Kolorado after clearing Chapter 5. Give him the Volcano Vase, the treasure that blew off from the volcano's eruption.

-----  
Mailbag

Description: A bag full of letters. Return it to the post office.

Gotten: It's right by the Pink Station in Shy Guy's Toy Box, inside a chest.

-----  
Melody

Description: Give it to the Master Poet in Toad Town.

Gotten: Used to help get the Attack FX D badge. See the badges section for more info.

-----  
Miracle Water

Description: Very cold water. It glitters in the sun.

Gotten: From Lily at Flower Fields. You get this from her after returning the Water Stone to her. One of three items needed to reach Cloudy Climb.

-----  
Mystery Note

Description: A note written in a language that you can't read. Show it to someone who's very smart.

Gotten: A Shy Guy holds it in the Green Station area of Shy Guy's Toy Box.

-----  
Mystical Key

Description: A key found in Tubba Blubba's room.

Gotten: See the walkthrough.

-----  
Old Photo

Description: Is this a picture of a young Koopa Koot? He wants this.

Gotten: Part of Koopa Koot's favors. See the appropriate section for more details.

-----  
Package

Description: A package received from a Boo.

Gotten: Part of Koopa Koot's favors. See the appropriate section for more details.

-----  
Pulse Stone

Description: The closer you get to Dry Dry Ruins, the faster it flashes. If you place it somewhere, the ruins will appear.

Gotten: From Moustafa after you find him.

-----  
Pyramid Stone

Description: A triangle-shaped stone found in Dry Dry Ruins.

Gotten: See the walkthrough.

-----  
Record

Description: A record of upbeat music. How can you play this?

Gotten: See the walkthrough.

-----  
Red Jar

Description: A jar at Little Mouser's Shop. A collector's item, perhaps?

Gotten: Part of Koopa Koot's favors. See the appropriate section for more details.

-----  
Scarf

Description: An ordinary scarf from Merle in Starborn Valley.

Gotten: See the walkthrough.

-----  
Second-Degree Card

Description: Proof of Mario's strength, won by defeating Lee at the Dojo.

Gotten: The description says it all.

-----  
Silver Credit

Description: A card Koopa Koot gave you. Use it to play in the Playroom.

Gotten: From completing Koopa Koot's second favor. To find the Playroom, read the Chapter 1 section on the "End of Chapter" area, during the Toad Town tour.

-----  
Star Stone

Description: A stone. It opens the path to the Crystal Palace.

Gotten: See the walkthrough.

-----  
Storeroom Key

Description: A key to the storeroom in a Toad Town shop. Return it to its original owner.

Gotten: In Shy Guy's Toy Box. See the walkthrough for more details.

-----  
Tape

Description: A tape returned by Goompa. Deliver it to Koopa Koot.

Gotten: Part of Koopa Koot's favors. See the appropriate section for more details.

-----  
Third-Degree Card

Description: Proof of Mario's strength, for besting The Master at the Dojo.

Gotten: The description says it all.

-----  
Toy Train

Description: A very well designed toy train. Could this be more than a toy?

Gotten: From the storeroom in one of Toad Town's shops. You need the Storeroom

Key.

-----  
Ultra Stone

Description: A stone. Use it to ultra-rank one of your party members.

Gotten: Raphael the Raven gives you this during Chapter 5 after having gained access to Mt. Lavalava.

-----  
Volcano Vase

Description: A treasure found inside Mt. Lavalava.

Gotten: After clearing Chapter 5 and escaping from the volcano, return to the area where Sushie joined and there will be a treasure chest. Open it for this.

Needed to get a Magical Seed.

-----  
Water Stone

Description: A magical stone. Water springs from it. It will bring dried-up things back to life.

Gotten: From Rosie at Flower Fields. You needed to give her a Crystal Berry in order to get this. Return it to Lily!

-----  
Weight

Description: A very heavy weight. How can you use this?

Gotten: See the walkthrough. Uses the Record to get.

---

O/	_____	O
/	Appendix	[Quzz]  \
	-----	Q U I Z Z E S
\	_____	/
O\	_____	O

---

In the game, a strange fellow by the name of Chuck Quizmo appears randomly in the towns in the game. When you talk to him, he'll get you to participate in a quiz show where you answer questions for Star Pieces. You get one question for each time you meet him, but thankfully, you can redo a question that you've missed later on. He goes through all 64 questions in order, so from this list, you'll know what to expect each time you meet him.

-----  
Quiz #1

Question: What is the name of Goombario's younger sister?

Answer: Goombaria

-----  
Quiz #2

Question: What is the color of the block you can break with the first Hammer you got?

Answer: Yellow

-----  
Quiz #3

Question: What ability does Goombario frequently use?

Answer: Tattle

-----  
Quiz #4

Question: What color of pants was the Goomba King wearing?

Answer: Red and White

-----  
Quiz #5

Question: Which of Mario's battle commands is on the far left?

Answer: Strategies

-----  
Quiz #6

Question: How many windows does the Goomba House in Goomba Village have?

Answer: One

-----  
Quiz #7

Question: What's the name of the leader of the Red and Blue Goomba Bros.?

Answer: Goomba King

-----  
Quiz #8

Question: What color are Luigi's pants?

Answer: Blue

-----  
Quiz #9

Question: How many members are there in Goombario's family?

Answer: Six

-----  
Quiz #10

Question: What will you receive when you get the right answer in a quiz?

Answer: Star Piece

-----  
Quiz #11

Question: What is the name of the smart Toad living in Toad Town?

Answer: Russ T.

-----  
Quiz #12

Question: How many buildings are there in Koopa Village?

Answer: Six

-----  
Quiz #13

Question: Of the following, who is NOT a member of the Koopa Bros.?

Answer: Blue Ninjakooa

-----  
Quiz #14

Question: How many coins are needed to buy a Mushroom at the shop in Koopa Village?

Answer: 4 coins

-----  
Quiz #15

Question: Where does Merlurvee, who tells fortunes about special things, live?

Answer: Shooting Star Summit

-----  
Quiz #16

Question: What is the name of the character who joined you at the Koopa Bros. Fortress?

Answer: Bombette

-----  
Quiz #17

Question: What color is Bowser's hair?

Answer: Red

-----  
Quiz #18

Question: How many Star Spirits do you have to save?

Answer: Seven

-----  
Quiz #19

Question: What's the name of the elderly Koopa Troopa who always asks for errands to be run?

Answer: Koopa Koot

-----  
Quiz #20

Question: How many Bob-ombs besides Bombette were imprisoned in the jail at the Koopa Bros. Fortress?

Answer: Four

-----  
Quiz #21

Question: Where is the house of the explorer, Kolorado?

Answer: Koopa Village

-----  
Quiz #22

Question: What is the destination of the train which departs from Toad Town station?

Answer: Mt. Rugged

-----  
Quiz #23

Question: What is the name of the fellow who sells Badges in Toad Town?

Answer: Rowf

-----  
Quiz #24

Question: What treasure did Bowser steal from Star Haven?

Answer: Star Rod

-----  
Quiz #25

Question: What is the color of the roof of the house in Koopa Village where you can listen to a radio?

Answer: Blue

-----  
Quiz #26

Question: Who does Kooper idolize?

Answer: Kolorado

-----  
Quiz #27

Question: What does Merlee of Dry Dry Outpost specialize in?

Answer: Casting spells



-----  
Quiz #28

Question: Who hides inside a coffin in Dry Dry Ruins?

Answer: Pokey Mummy

-----  
Quiz #29

Question: What can you get when you take Star Pieces to Merlow at Shooting Star Summit?

Answer: Badges

-----  
Quiz #30

Question: Who knew the location of Dry Dry Ruins in Dry Dry Desert?

Answer: Moustafa

-----  
Quiz #31

Question: When you want Tayce T., who loves cooking, to make Lemon Candy, what do you have to give her besides a Lemon?

Answer: Cake Mix

-----  
Quiz #32

Question: Who among the following lives in Forever Forest?

Answer: Oaklie

-----  
Quiz #33

Question: What are Boos, exactly?

Answer: Ghosts

-----  
Quiz #34

Question: What appears when you hit the Whacka living on Mt. Rugged?

Answer: Bump

-----  
Quiz #35

Question: Other than Lemons, what fruit drops when you hit a tree in the desert oasis?

Answer: Lime

-----  
Quiz #36

Question: What is the name of the strange person in Toad Town who can increase Mario's status?

Answer: Chet Rippo

-----  
Quiz #37

Question: What ability does Bombette frequently use?

Answer: Bomb

-----  
Quiz #38

Question: What does Gourmet Guy like?

Answer: Cake

-----  
Quiz #39

Question: Who was the second companion to join your team?

Answer: Kooper

-----  
Quiz #40

Question: Who tried to steal coins from you in the desert?

Answer: Bandit

-----  
Quiz #41

Question: What is the name of the Star Spirit who can use Star Storm?

Answer: Skolar

-----  
Quiz #42

Question: What are addressed to your companions and sent to the post office?

Answer: Letters

-----  
Quiz #43

Question: Among the following, which building is NOT in Toad Town?

Answer: Mayor's House

-----  
Quiz #44

Question: What kind of book did Gourmet Guy drop?

Answer: Cooking

-----  
Quiz #45

Question: Who am I?

Answer: Chuck Quizmo

-----  
Quiz #46

Question: Where do I show up?

Answer: In towns and villages

-----  
Quiz #47

Question: What is the name of the plant that grows in Jade Jungle and blows out stars?

Answer: Trumpet Plant

-----  
Quiz #48

Question: What color was the leader of Yoshi's Village?

Answer: Green

-----  
Quiz #49

Question: What is the name of the elderly man who tells fortunes in Toad Town?

Answer: Merlon

-----  
Quiz #50

Question: How many colors of Yoshis did you see in Yoshi's Village?

Answer: Six

-----  
Quiz #51

Question: How would the Yoshi Kids in Yoshi's Village describe Sushie?

Answer: Bossy

-----  
Quiz #52

Question: What building is across from the Toad Town post office?

Answer: Merlon's house

-----  
Quiz #53

Question: What kind of card do you get when you defeat Lee at the Dojo in Toad Town?

Answer: Second-Degree

-----  
Quiz #54

Question: What color is the brooch that Princess Peach wears?

Answer: Blue

-----  
Quiz #55

Question: Who gave you Miracle Water in Flower Fields?

Answer: Lily

-----  
Quiz #56

Question: What is the name of Lakilester's girlfriend?

Answer: Lakilulu

-----  
Quiz #57

Question: How do you make the pipe leading to the Toad Town Playroom come out?

Answer: Hit a tree

-----  
Quiz #58

Question: Among the following, who is inside Club 64?

Answer: Pop Diva

-----  
Quiz #59

Question: Which of the following do Shy Guys never do?

Answer: Sing

-----  
Quiz #60

Question: What best describes the relationship between Mario and Luigi?

Answer: Brothers

-----  
Quiz #61

Question: Among the following, who is found in Starborn Valley?

Answer: Ninji

-----  
Quiz #62

Question: How many companions do you travel with?

Answer: Eight

-----  
Quiz #63

Question: What is the name of the Star Kid who's always with Princess Peach?

Answer: Twink

-----  
Quiz #64

Question: How many Star Spirits have you saved in total?

Answer: Seven

```

|O/ _____ \O|
|/ |Appendix      | [Fvrs] | \|
| |-----          F A V O R S | |
|\ | _____ | /|
|O\ _____ /O|

```

In Koopa Village, there's an elderly Koopa who always asks for favors. Most of the rewards are rather...unfulfilling. However, there's the rare occasion that you'll get something good, so it's at least worth the effort.

-----  
Favor #1

Objective: Find the book "Koopa Legends" and return it to him.

What to do: Head to Kolorado's house. It's in the same area that Koopa Koot is living at. Inside is Kolorado's wife. Talk to her and she will give you the book. Now just return it to Koot.

Reward: 1 Coin

-----  
Favor #2

Objective: Help Koopa Koot get some shut-eye.

What to do: Give him a Sleepy Sheep! Sleepy Sheep items are sold at Toad Town.

Reward: 1 Coin, Silver Credit

-----  
Favor #3

Objective: Return "The Tape" to Koopa Koot.

What to do: Head to Goomba Village and talk to Goomba. You'll mention "The Tape" and you will have it. Now just return it to Koopa Koot.

Reward: 1 Coin

-----  
Favor #4

Objective: Quench Koopa Koot's thirst.

What to do: He doesn't just want water, he has a craving for Koopa Tea. To get some, find a Koopa Leaf hidden in the village, then take it to Tayce T. at Toad Town. She'll cook the Leaf for Koopa Tea. Return it to the ol' Koot.

Reward: 3 Star Pieces

-----  
Favor #5

Objective: Get Koopa Koot Luigi's autograph.

What to do: Kinda self-explanatory. Just head to Mario's House by way of the pipe at Toad Town's Main Gate, and talk to Luigi. You'll ask for his autograph for someone, and you'll get it. Return it to Koot.

Reward: 1 Coin

-----  
Favor #6

Objective: Koopa Koot lost his wallet! Find it!

What to do: Not to worry, it's in Koopa Village. The wallet is hiding in a bush near the Save Block.

Reward: 1 Coin

-----  
Favor #7

Objective: Quench Koopa Koot's thirst.

What to do: What's different from favor #4? Well, he wants a Tasty Tonic. The Toad Town shop by the Toy Box house sells them for pretty cheap.

Reward: 1 Coin

-----  
Favor #8

Objective: Get Koopa Koot Merlurvee's autograph.

What to do: Self-explanatory. Merlurvee lives in the house at Shooting Star Summit, so go there and talk to her in person (not across the table) to get her autograph...not so fast! She'll give it to you on one condition. You need to get Merlee's Crystal Ball for her. Merlee is in the back alley of eastern Dry Dry Outpost. Head there, and talk to Merlee to receive the Crystal Ball. Now just give that to Merlurvee to obtain her Autograph, and you can give that

to Koopa Koot.

Reward: 3 Star Pieces

-----  
Favor #9

Objective: Koopa Koot wants to be on the up-and-up. Feed him info of current events!

What to do: Toad Town has a bulletin board by Merlon's house that constantly updates things about current events in the Mushroom Kingdom. Read the current news there, but don't forget to read the scribblings on the back of the board!

Reward: 1 Coin

-----  
Favor #10

Objective: Koopa Koot wants some "life" insurance. Help him out!

What to do: Koopa Koot wants a Life Shroom. Life Shrooms are readily available at the shop in Boo's Mansion. Just give him one.

Reward: 1 Coin, Gold Credit

-----  
Favor #11

Objective: Koopa Koot is hungry for cake.

What to do: He wants a Nutty Cake, something that Tayce T. can bake. All you need is a Goomnut from Goomba Village, and give it to Tayce T. at Toad Town to cook with.

Reward: 1 Coin

-----  
Favor #12

Objective: Koopa Koot is angry at the Bob-ombs next door.

What to do: At the time Koopa Koot asks this, two Bob-ombs are arguing against each other next door at Kooper's house. Talk to them while you have Bombette out to stop their arguing. Talk to Koopa Koot again.

Reward: 3 Star Pieces

-----  
Favor #13

Objective: Koopa Koot wants an old picture of him returned.

What to do: After listening to Koopa Koot's rant, he'll want you to return his picture. Well, one of the Boos at Boo's Mansion has it. Simply enter the Mansion and talk to the first Boo you'll see. He'll give you the picture, after warning you about how Koopa Koot uses people. Heh. Return it.

Reward: 1 Coin

-----  
Favor #14

Objective: Koopa Koot is hungry! He wants an exquisite dish!

What to do: He craves Koopasta, which looks like spaghetti topped with pesto. Mm MM! Man, I love italian food. At any rate, in order to make Koopasta, you have to bring a Koopa Leaf and a Dried Pasta to Tayce T. Of course, you need to give her the Cookbook first before she can make it. After it's made, return it to Koopa Koot for some good eatin'.

Reward: 1 Coin

-----  
Favor #15

Objective: The Koot can't see! He's missing his glasses.

What to do: Like the wallet-finding thing, his glasses aren't too far from his home. His glasses are hiding in one of the bushes on the west side, close to the entrance gate. Return them to him.

Reward: 1 Coin

-----  
Favor #16

Objective: Koopa Koot is hungry! He longs for something tart.

What to do: He desires a Lime this time. They can be found at Dry Dry Desert's oasis. Just head there, grab one, and head back.

Reward: 3 Star Pieces

-----  
Favor #17

Objective: Koopa Koot is hungry! He desires something sweet.

What to do: He wants a Kooky Cookie. We need Tayce T. again! This time, we need a Koopa Leaf and a Cake Mix. Cake Mixes can be found at Shy Guy's Toy Box, left of Blue Station, and the Koopa Leaf is at Koopa Village. Bake it, and give it to him.

Reward: 1 Coin

-----  
Favor #18

Objective: Koopa Koot wants a special package.

What to do: He says he has a Boo friend over at Gusty Gulch that has a Package that he wants back. Which Boo do you need to talk to? Well, the second Boo you come across when you enter the village. When you ask him of the Package, he says he misplaced it, so wander around for a bit while he finds it. Talking to all the Boos is a good start. (One Boo wants some help about confessing his feelings to a female Boo...\*insert more\*) Go back to that Boo and you'll get that Package. Now just give the Koot it.

Reward: 1 Coin



-----  
Favor #19

Objective: Koopa Koot wants to try a Coconut.

What to do: Pretty simple. Just go to Lavalava Island and smack any palm tree to get a Coconut.

Reward: 1 Coin

-----  
Favor #20

Objective: Koopa Koot wants a Red Jar.

What to do: It's not exactly easy to get a Red Jar. He says that they're found at Dry Dry Outpost stores, but you can't buy it. You actually need to buy four items in a certain order. So free up some space, and go to the Outpost shop. Buy these items in the order shown: Dusty Hammer, Dried Pasta, Dusty Hammer, Dried Shroom. You should get the Red Jar! Return it to Koot.

Reward: 3 Star Pieces

---

O/	_____		\O
/	Appendix		[Recp]  \
	-----		R E C I P E S
\			/
O\	_____		/O

---

There's a culinary expert in Toad Town named Tayce T. She can cook various items and turn them into dishes of delight, usually making them more useful than they were before! At first, she can only make recipes with single ingredients, but after you bring her the Cookbook from Shy Guy's Toybox (Chapter 4), she'll be able to make even more recipes by being able to mix two ingredients together for even better results! First, I'll list single-ingredient recipes, then double-ingredient recipes. Both lists will have the items in alphabetical order. Also, as there's no in-game list to keep track of which Recipes you've done (just merely a number), I will put checkmark boxes next to each.

(Note: Each recipe actually has different sets of ingredients, for the most part. Like, you can make a Bland Meal with a Koopa Leaf and a Goomnut, but there are various other ingredient possibilities to make the same recipe. I'll only list the most convenient set of ingredients for each recipe. If you want a more in-depth list, check out Devin Morgan's recipe guide on GameFAQs. Also, yes, I listed some recipes that produce normal items because...the game actually counts them when you check Mario's blackboard at his home. So yeah.)

---

\	
/	
Single-ingredient	
\	

---

-----  
Cake [ ]

Ingredient: Cake Mix

Restores: 15 FP

-----  
Dizzy Dial [ ]

Ingredient: Strange Leaf

Does: Makes enemies dizzy temporarily

-----  
Fried Egg [ ]

Ingredient: Egg

Restores: 10 HP

-----  
Fried Shroom [ ]

Ingredient: Mushroom

Restores: 6 HP and 2 FP

-----  
Koopa Tea [ ]

Ingredient: Koopa Leaf

Restores: 7 HP

-----  
Nutty Cake [ ]

Ingredient: Goomnut

Restores: 10 FP

-----  
Potato Salad [ ]

Ingredient: Iced Potato

Restores: 10 HP

-----  
Spaghetti [ ]

Ingredient: Dried Pasta

Restores: 6 HP and 4 FP

-----  
Special Shake [ ]

Ingredient: Melon

Restores: 20 FP

-----  
Spicy Soup [ ]

---

Ingredient: Fire Flower

Restores: 4 HP and 4 FP

-----  
Super Soda [ ]

Ingredient: Honey Syrup

Restores: 5 FP, cures negative status ailments

-----  
Tasty Tonic [ ]

Ingredient: Lemon or Lime

Does: Cures poisoning and shrinking

-----  
Yummy Meal [ ]

Ingredient: Whacka's Bump

Restores: 20 HP and 20 FP

---

\	
/ Double-ingredient	
\	

---

-----  
Apple Pie [ ]

Ingredients: Cake Mix + Apple

Restores: 5 HP and 15 FP

-----  
Big Cookie [ ]

Ingredients: Cake Mix + Egg

Restores: 20 FP

-----  
Bland Meal [ ]

Ingredients: Dried Pasta + Goomnut

Restores: 10 HP and 10 FP

-----  
Boiled Egg [ ]

Ingredients: Egg + Strange Leaf

Restores: 8 HP and 8 FP

-----

Coco Pop [ ]

Ingredients: Cake Mix + Coconut

Restores: 3 HP and 15 FP

-----  
Deluxe Feast [ ]

Ingredients: Strange Leaf + Whacka's Bump

Restores: 40 HP and 40 FP

-----  
Egg Missile [ ]

Ingredients: Egg + Fire Flower

Attack Power: 6

-----  
Electro Pop [ ]

Ingredients: Cake Mix + Volt Shroom

Restores: 15 HP, and makes Mario electrically charged briefly when used in battle

-----  
Fire Flower [ ]

Ingredients: Dried Fruit + Strange Leaf

Does: Causes 3 points of fire damage to all enemies

-----  
Fire Pop [ ]

Ingredients: Cake Mix + Fire Flower

Restores: 20 HP, but also takes away 1 HP...so it's really 19 HP

-----  
Frozen Fries [ ]

Ingredients: Fire Flower + Iced Potato

Restores: 15 HP

-----  
Healthy Juice [ ]

Ingredients: Special Shake + Strange Leaf

Restores: 40 FP

-----  
Honey Candy [ ]

Ingredients: Honey Syrup + Cake Mix

Restores: 20 FP

-----  
Honey Shroom [ ]

Ingredients: Honey Syrup + Mushroom

Restores: 5 HP and 5 FP

-----  
Honey Super [ ]

Ingredients: Honey Syrup + Super Shroom

Restores: 10 HP and 5 FP

-----  
Honey Ultra [ ]

Ingredients: Honey Syrup + Ultra Shroom

Restores: 50 HP and 5 FP

-----  
Hot Shroom [ ]

Ingredients: Mushroom + Fire Flower

Restores: 15 HP and 5 FP

-----  
Jelly Pop [ ]

Ingredients: Cake Mix + Jammin' Jelly

Restores: 64 FP

-----  
Jelly Shroom [ ]

Ingredients: Jammin' Jelly + Mushroom

Restores: 5 HP and 50 FP

-----  
Jelly Super [ ]

Ingredients: Jammin' Jelly + Super Shroom

Restores: 10 HP and 50 FP

-----  
Jelly Ultra [ ]

Ingredients: Jammin' Jelly + Ultra Shroom

Restores: 50 HP and 50 FP

-----

Kooky Cookie [ ]

Ingredients: Cake Mix + Koopa Leaf

Restores: 15 FP, makes Mario electric, sleepy, or transparent as well

-----

Koopasta [ ]

Ingredients: Koopa Leaf + Dried Pasta

Restores: 7 HP and 7 FP

-----

Lemon Candy [ ]

Ingredients: Cake Mix + Lemon

Restores: 5 HP and 15 FP

-----

Life Shroom [ ]

Ingredients: Koopa Leaf + Volt Shroom

Restores: 10 HP (revives you with 10 HP if fallen in battle)

-----

Lime Candy [ ]

Ingredients: Cake Mix + Lime

Restores: 20 FP

-----

Maple Shroom [ ]

Ingredients: Maple Syrup + Mushroom

Restores: 5 HP and 10 FP

-----

Maple Super [ ]

Ingredients: Maple Syrup + Super Shroom

Restores: 10 HP and 10 FP

-----

Maple Ultra [ ]

Ingredients: Maple Syrup + Ultra Shroom

Restores: 50 HP and 10 FP

-----

Shroom Cake [ ]

Ingredients: Cake Mix + Mushroom

Restores: 10 HP and 10 FP

-----  
Shroom Steak [ ]

Ingredients: Life Shroom + Mushroom (Can actually make it with just an Ultra Shroom, but this is more profitable)

Restores: 30 HP and 10 FP

-----  
Sleepy Sheep [ ]

Ingredients: Strange Leaf + Red/Blue/Yellow Berry

Does: Makes enemies sleepy

-----  
Strange Cake [ ]

Ingredients: Cake Mix + Strange Leaf

Effects: Makes Mario transparent AND electrically charged when used. Mario may also occasionally fall asleep.

-----  
Sweet Shroom [ ]

Ingredients: Cake Mix + Life Shroom

Restores: 30 HP and 20 FP

-----  
Thunder Rage [ ]

Ingredients: Dried Fruit + Volt Shroom

Does: Strikes all enemies with Lightning

-----  
Volt Shroom [ ]

Ingredients: Koopa Leaf + Mushroom

Does: Electrifies Mario when in battle

-----  
Yoshi Cookie [ ]

Ingredients: Cake Mix + Melon

Restores: 15 HP and 15 FP

---

O/	_____	\O
/	Appendix	[Tttl]  \
	-----	T A T T L E L I S T
\		/
O\	_____	/O

---

This is a list of all the enemies and bosses, including description, stats, and (if applicable) strategies. You can access any of these by using Goombario's Tattle ability on an enemy, which will also let you view that enemy type's health throughout the game. First will be Enemies, listed alphabetically, then Bosses, listed in order of appearance. (First Bowser battle and first Jr. Troopa battle will not be added, as you do not have Goombario at that time.)

```
\
/   Enemies   |
\             |
```

-----  
Amazy Dayzee

HP: 20  
Attack: 20  
Defense: 1

Tattle: This an Amazy Dayzee. Amazy Dayzees are so rare that they're also called the Legendary Crazee Dayzees. These guys almost always flee at their first chance. It would be nice to beat one, but be careful! Their attacks pack a powerful punch!

-----  
Bandit

HP: 5  
Attack: 2  
Defense: 0

Tattle: This is a Bandit. Bandits bump into you hard and shake up your pockets. They can steal up to 10 coins. They'll slyly approach and then slam into you all of a sudden. If you can damage them in an attack, you can get your stolen coins back. Let's beat 'em before they can make off with our loot!

-----  
B. Bill Blaster

HP: 10  
Attack: 0  
Defense: 4

Tattle: This is a B. Bill Blaster. B. Bill Blasters shoot a constant stream of Bombshell Bills. They won't attack you directly. They're pretty resilient. You have to keep attacking 'em, though, otherwise the air will be filled with Bombshell Bills. And nobody wants that.

-----  
Bill Blaster

HP: 4  
Attack: 0  
Defense: 1

Tattle: This is a Bill Blaster. Bill Blasters are the cannons that shoot out Bullet Bills. They won't attack us directly, but they'll keep shooting out Bullet Bills as long as they can. It's efficient to attack 'em all at once, but you can also beat 'em one at a time.



-----  
Bob-omb

HP: 3  
Attack: 1  
Defense: 0

Tattle: This is a Bob-omb. Bob-ombs are pretty temperamental, and they get steaming mad when you attack 'em. You'd better not jump on 'em when they're angry or they'll blow up in your face. In fact, stay away entirely. Attack 'em from a distance with items like Hammers. Or you could send in other things, like shells. If they attack when angry, they'll charge in and explode. So you'd better take care of them before they blow!

-----  
Bombshell Bill

HP: 3  
Attack: 6  
Defense: 0

Tattle: This is a Bombshell Bill. Bombshell Bills have such beautiful gold casings! Of course, if you sit and admire 'em, you'll get hit. Pay attention to tjeor HP, because their explosions get bigger as their HP drops. Let's take 'em out before they get near us!

-----  
Bony Beetle

HP: 8  
Attack: 3  
Defense: 4

Tattle: It's a Bony Beetle. They're bony Buzzy Beetles. ...Hence the name. It's tough to damage 'em. When their spikes are out, their attack power is 5. When they retract their spikes, take the opportunity to flip 'em over. After that, beating 'em will be a breeze.

-----  
Bullet Bill

HP: 2  
Attack: 2  
Defense: 0

Tattle: This is a Bullet Bill, a kamikaze attacker. If you don't beat Bullet Bills quickly, they'll slam into you and explode. I'm serious, Mario. These guys will really make us pay if they manage to hit us! We have to beat 'em before they get a chance to strike us.

-----  
Buzzy Beetle

HP: 3  
Attack: 2  
Defense: 2

Tattle: This is a Buzzy Beetle. Buzzy Beetles are cute--but mean. Fire attacks don't work very well against these hardheads. If you can flip 'em, though, their defense power falls to 0. Keep flipping 'em, Mario! I heard that they

used to flourish all over the place, but now they're only found in dark, shadowy places.

-----  
Bzzap!

HP: 3  
Attack: 6  
Defense: 0

Tattle: This is a Bzaap! Bzaaps! are monstrous bees. If they sting you, sometimes you'll be poisoned. They also occasionally call a swarm of small bees to attack you in a cloud. Be careful of those little attackers, because you'll sometimes shrink when stung. They don't have a lot of HP, so take care of 'em as quick as you can.

-----  
Chomp

HP: 4  
Attack: 3  
Defense: 3

Tattle: It's a Chomp. You've heard about Chomps before, I'm sure. They're made of such hard stuff that most of your attacks won't even faze them. I heard a rumor that the Chomps are a little peeved at Tutankooa because he works them so hard.

-----  
Cleft

HP: 2  
Attack: 2  
Defense: 2

Tattle: This is a Cleft. Clefts are pretty strong, so you'd better be careful. Their specialty is pretending to be rocks, so watch your step on the mountain. You'll get hurt if you jump on the spikes on their heads. You know, there's courage in running away sometimes...

-----  
Clubba

HP: 8  
Attack: 3  
Defense: 0

Tattle: This is a Clubba. Clubbas are the main guards of Tubba Blubba's Castle. They often sleep on the job. If you walk very slowly, they won't wake up. They may look big, but if you use the action command perfectly, they're not so tough.

-----  
Crazee Dayzee

HP: 8  
Attack: 4  
Defense: 0

Tattle: This is a Crazee Dayzee. Crazee Dayzees look cute, but you won't think

so after they attack you! They attack by singing a song. If you fall under the song's spell, you'll fall asleep. If you get their HP low enough, they'll try to run away. Beat 'em quickly so they can't flee.

-----  
Dark Koopa

HP: 8  
Attack: 3  
Defense: 2

Tattle: This is a Dark Koopa. Dark Koopas are Koopa Troopas who live in the Toad Town Tunnels. They're known for causing dizziness. Be extra careful when you see 'em grin, because that means they're getting ready to do their dizzy attack. Their defense power is 0 when they're turned over, so you should use Jump attacks.

-----  
Dry Bones

HP: 8  
Attack: 4  
Defense: 2

Tattle: This is a Dry Bones. Dry Bones are skeletal remains from Koopa Troopas. Just when you think they're beat, these guys rise back up and attack again! You're going to have to beat them all at once. Or you could use fire attacks. If they become ashes, there's no way they'll recover.

-----  
Duplighost

HP: 15  
Attack: 4  
Defense: 0

Tattle: This is a Duplighost. Duplighosts disguise themselves as members of our party. They love to attack in disguise. It seems like they're generally stronger fighters when they're not disguised, though.

(Note: The different forms the Duplighosts take, have different Tattles. However, I don't feel it's necessary to cover them. If you want to see the Tattles, test it out yourself, or check a Tattle guide.)

-----  
Ember

HP: 10  
Attack: 4  
Defense: 0

Tattle: This is an Ember. Embers are fiery monsters forged from uncanny blue fire. They may look frosty, but they're actually on fire, so fire attacks won't work. They divide themselves when they're attacked. Keep attacking 'em, though. You'll get 'em eventually. They'll probably fight back. Their attacks usually deal out 3 damage points. Water attacks will work well. Let's beat 'em before they get a chance to burn us.

-----  
Forest Fuzzy

---

HP: 6  
Attack: 1  
Defense: 0

Tattle: This is a Forest Fuzzy. Forest Fuzzies are always green. If they grab hold of you, they'll absorb your HP and add it to their own. The fiends! Those no good... Oh! And they sometimes divide. If they divide they become even stronger, so try to beat 'em before they can split.

---

Frost Piranha

HP: 10  
Attack: 4  
Defense: 0

Tattle: This is a Frost Piranha. Frost Piranhas are frozen Piranha Plants. They'll try to freeze you with their icy breath. You'll be at their mercy if they freeze you, so you'd better try to immobilize them right away. Ice attacks won't work--they love ice! Fire attacks, though...

---

Fuzzy

HP: 3  
Attack: 1  
Defense: 0

Tattle: This is a Fuzzy. Why do Fuzzies always jump up and down? They need to chill out! The problem with Fuzzies is their quickness. It's really tough to time their attacks. If they latch on to you, watch out! They'll absorb your HP.

---

Gloomba

HP: 7  
Attack: 2  
Defense: 0

Tattle: This is a Gloomba. Gloombas are nasty Goombas who live in the Toad Town Tunnels. They're stronger than ordinary Goombas, but you can take 'em.

---

Goomba

HP: 2  
Attack: 1  
Defense: 0

Tattle: This is a Goomba. Goombas are what you'd call "small fries." Actually, they're pretty much the smallest fries. ...Hey, wait! I'm one of 'em! You can jump on them or whack 'em with the Hammer. These guys are old school. They've been around since you were in Super Mario Bros.!

---

Gray Magikoopa

HP: 11

Attack: 3  
Defense: 0

Tattle: This is a Gray Magikoopa. He's one of the magicians in the Koopa clan. Those gray robes aren't very flashy, but they're kind of cool. He can use magic to make his companions transparent. We can't attack enemies that are transparent. Let's try to beat 'em before that becomes an issue, what do you say?

-----  
Green Magikoopa

HP: 11  
Attack: 3  
Defense: 0

Tattle: This is a Green Magikoopa. He's one of the magicians in the Koopa clan. I have to admit, I like those green robes. Very cool! He can magically increase the defense power of others. He looks pretty surly.

-----  
Groove Guy

HP: 7  
Attack: 2  
Defense: 0

Tattle: This is a Groove Guy. Groove Guys wear weird clothes. They're probably stage clothes. Pssh... You know performers... They shake their booties to call in reinforcements. They also spin around in front of you and make you feel dizzy. These rock 'n' rollers are a drag, so let's ditch 'em as fast as we can.

-----  
Gulpit

HP: 12  
Attack: 2  
Defense: 0

Tattle: This is a Gulpit. Whoa! Gulpits look pretty burly, don't they? Gulpits attack by picking rocks up in their mouths and then spitting 'em back out. The bigger the rock they spit, the more damage you'll take. Big rocks take 7 HP in damage, and small ones take 5 HP. They can't do much damage without ammo, so you should concentrate on the rocks first.

-----  
Hammer Bros.

HP: 12  
Attack: 5  
Defense: 1

Tattle: These are the Hammer Bros. You've seen these punks before, haven't you? Be careful of that hammer! If it hits you, you'll get shrunk in a wink. When the Hammer Bros. get desperate, they'll hurl a ton of hammers, so watch it. These guys have been a pain for ages, so let's give 'em an old-fashioned whopping. As always, they're not to be underestimated.

-----

## Hurt Plant

HP: 8  
Attack: 2  
Defense: 0

Tattle: This is a Hurt Plant. Hurt Plants pretend to be Heart Plants, which give you a Heart when you touch them. If a Hurt Plant bites you, you'll be poisoned. Then your HP will slowly fall with each turn. We'd better beat 'em as quickly as possible. Unless you can frequently restore your HP, you'll find yourself in trouble pretty fast.

-----  

## Hyper Cleft

HP: 4  
Attack: 3  
Defense: 3

Tattle: This is a Hyper Cleft. Hyper Clefts have more defense power than normal Clefts. They sometimes charge their power before attacking. That charged attack will take away 8 HP, so watch out when they start to glow. It'll miss you if you can become transparent. Their defense power will fall to 1 if you use an explosion to flip 'em over. And in case you hadn't noticed, they have spikes up top! It'll hurt if you jump on 'em.

-----  

## Hyper Goomba

HP: 7  
Attack: 1  
Defense: 0

Tattle: This is a Hyper Goomba. Hyper Goombas are crazy, uncivilized Goombas living in Gusty Gulch. They sometimes charge their power before attacking. That charged attack will take away 8 HP, so watch out when they start to glow. It's a good idea to use Bow or an item to become transparent. The attack will miss for sure.

-----  

## Hyper Paragoomba

HP: 7  
Attack: 1  
Defense: 0

Tattle: This is a Hyper Paragoomba. Hyper Paragoombas are Hyper Goombas with wings. They sometimes charge their power before attacking. That charged attack will take away 8 HP, so watch out when they start to glow. It'll miss you if you can become transparent. Except for that, they're no different from normal Paragoombas, so use a Jump attack to defeat 'em.

-----  

## Jungle Fuzzy

HP: 7  
Attack: 2  
Defense: 0

Tattle: This is a Jungle Fuzzy. Jungle Fuzzies are very similar to other

Fuzzies, but they live in the jungle, so...that's their name. They cling to you, suck out your HP and add it to their own. What a sleazy move! They won't stop clinging to you unless you tear 'em off with the action command. They also occasionally divide, so let's beat 'em before they get the chance.

-----  
Koopatrol

HP: 8  
Attack: 4  
Defense: 3

Tattle: This is a Koopatrol. They're elite Koopa soldiers. These are the highest-ranked guards of Bowser's Castle. In case you hadn't noticed, they're fitted with spikes. Don't jump on 'em. When their HP drops low, they'll charge up for one last-ditch attack. The power of this desperate attack is 10. They've also been known to call in reinforcements when they're in trouble. Don't underestimate these nasty Koopas, Mario.

-----  
Koopa Troopa

HP: 4  
Attack: 1  
Defense: 1

Tattle: This is a Koopa Troopa. Everybody knows Koopa Troopas. They're Bowser's followers. Their shells are hard. If you can flip 'em, their defense power will fall to 0 and it will become much easier for you to defeat 'em. You can flip 'em with a POW Block or a Jump attack.

-----  
Lakitu

HP: 12  
Attack: 3  
Defense: 0

Tattle: This is a Lakitu. Lakitus are strange Koopas that can ride clouds. They toss down Spiny Eggs, and these sometimes turn into crawling Spinies. We'd better deal with them quickly or else we'll be surrounded by Spinies. It seems like these Lakitus have been hassling you for your entire career, Mario.

-----  
Lava Bubble

HP: 9  
Attack: 4  
Defense: 0

Tattle: This is a Lava Bubble, a fire ball monster. Lava Bubbles live near lava. They are obviously pretty hot, so you'll get hurt if you try to jump on 'em. They sometimes attack your friends (like me!), too. The power of that attack is 2. Because of their fiery nature, they fear snow and water.

-----  
Magikoopa

HP: 8  
Attack: 3

Defense: 0

Tattle: This is a Magikoopa. Magikoopas use magical rods. Magic attacks are no joke, Mario. You'd better take these guys seriously.

(Note: This is the Tattle for the Magikoopa that you face at the beginning of the game, after getting the Lucky Star item. The normal Magikoopas you face later on in Bowser's Castle are different, which is just below.)

-----  
Magikoopa

HP: 11  
Attack: 6  
Defense: 0

Tattle: This is a Magikoopa. Magikoopas are the elite magicians of the Koopa clan. Tread carefully, Mario! Their magical attacks pack a serious punch! They know many nasty spells. We'd better beat them before they can do anything crazy.

-----  
M. Bush

HP: 8  
Attack: 3  
Defense: 0

Tattle: This is an M. Bush. M. Bushes are pretend to be bushes and wait for unwary prey. Their bites are sometimes poisonous, so be careful. If you get poisoned, your HP will gradually fall. Your situation could become critical unless you restore your HP as soon as possible. Let's clear 'em out quickly, OK? Use your most powerful attack, why don't you?

-----  
Medi Guy

HP: 7  
Attack: 1  
Defense: 0

Tattle: This is a Medi Guy. Medi Guys are the emergency workers of the Shy Guy clan. They have the power to heal their wounded companions. Of course, they also attack. We'd better hurry up and take them out of the mix. It's a pain if they keep fixing all the damage we do.

-----  
Monty Mole

HP: 3  
Attack: 2  
Defense: 0

Tattle: This is a Monty Mole. Monty Moles are rock-throwing moles, big time mischief-makers. Ugh. They have kind of scary looking faces. They're pretty weak, though. Maybe they wear sunglasses because they have really sensitive eyes. Or maybe they're just hip.

-----  
Monty Mole



---

HP: 12  
Attack: 3  
Defense: 0

Tattle: This is a Monty Mole. You remember Monty Moles from Mt. Rugged, don't you? They're vicious rock-throwers. They may look intimidating but they're not very strong.

-----  
Paragloomba

HP: 7  
Attack: 2  
Defense: 0

Tattle: This is a Paragloomba. Paragloombas are nasty winged Gloombas who make their home in the Toad Town Tunnels. Just like Paragoombas, Paragloombas lose their wings when attacked, then they fall and become Gloombas.

-----  
Paragoomba

HP: 2  
Attack: 1  
Defense: 0

Tattle: This is a Paragoomba. Obviously, Paragoombas are Goombas with wings. You can't hit 'em with the Hammer while they're airborne. If you damage 'em, they'll fall to the ground and become ordinary Goombas.

-----  
Paratroopa

HP: 4  
Attack: 1  
Defense: 1

Tattle: This is a Paratroopa. No surprise here--Paratroopas are Koopa Troopas with wings. When you jump on 'em or use a POW Block, their wings fall off and they become normal Koopa Troopas. It's easy to beat 'em once they're normal Koopa Troopas. Give 'em another Jump attack! They think they're pretty cool because they wear sunglasses, but they're not that tough.

-----  
Piranha Plant

HP: 5  
Attack: 3  
Defense: 0

Tattle: This is a Piranha Plant. Piranha Plants pop out of the ground at unexpected moments, so be on your guard. You've seen 'em in every one of your adventures, so I imagine you know 'em pretty well. Their sharp jaws point upward, so you'll get bitten if you try to jump on 'em. They smile after biting people. That smug smile...it makes me hopping mad!

-----  
Pokey

HP: 4  
Attack: 2  
Defense: 0

Tattle: This is Pokey, an evil cactus. Pokeys attack by throwing parts of their bodies or by coming up close and falling on you. Be careful fighting them! It'll hurt if you jump on their spiky heads! They also have an annoying habit of calling in reinforcements. Let's beat 'em quickly!

-----  
Pokey Mummy

HP: 4  
Attack: 2  
Defense: 0

Tattle: This is a Pokey Mummy. Pokey Mummies are Pokeys that dried out and became mummies then went to live in the ruins. Careful! They have spikes on their heads! Trust me--it'll hurt if you jump on 'em. The mummification also made 'em poisonous. If you get poisoned when they attack you, you'll take damage for a while. What do you say we beat 'em before they can poison us?

-----  
Putrid Piranha

HP: 12  
Attack: 3  
Defense: 0

Tattle: This is a Putrid Piranha. Putrid Piranhas sometimes bite, but the truly scary thing is their nasty, poisonous breath. The power of their bad breath is 2, but your HP will begin to fall if you get poisoned. You should try to recover as quickly as possible if you get poisoned.

-----  
Pyro Guy

HP: 7  
Attack: 4  
Defense: 0

Tattle: This is a Pyro Guy. Pyro Guys are on fire, so any contact with them will cause damage. They're tough opponents, mainly because their attack power is so high. Any attacks that involve water or snow are our best bet because...well...you know.

-----  
Red Magikoopa

HP: 11  
Attack: 3  
Defense: 0

Tattle: This is a Red Magikoopa. He's one of the magicians in the Koopa clan. Snappy red robes, huh? He can magically increase the attack power of others. Take care of him before he can pump up his companions!

-----  
Ruff Puff

HP: 10  
Attack: 4  
Defense: 0

Tattle: This is a Ruff Puff. Ruff Puffs are nasty little cloud henchman of Huff N. Puff. Ruff Puffs float in the air, so a Jump attack or something similar may be best. Of course, I'd be more than happy to give 'em a Headbonk! It's your call, Mario.

-----  
Shy Guy

HP: 7  
Attack: 2  
Defense: 0

Tattle: This is a Shy Guy. They're ne'er-do-wells. Big time rascals. No good... They occasionally do acrobatic attacks that have an attack power of 3. Who knows what lies in the hearts of these troublemakers? I guess they're dangerous, but they're pretty small time.

-----  
Sky Guy

HP: 7  
Attack: 3  
Defense: 0

Tattle: This is a Sky Guy. Sky Guys are master balloonists. We can attack the balloon, too. Once they fall, they're just like normal Shy Guys. I wish I had a balloon som I could float... That looks awesome!

-----  
Spear Guy

HP: 7  
Attack: 3  
Defense: 0

Tattle: This is a Spear Guy. Spear Guys are relatives of Shy Guys. They live in the jungle. You'll get hurt if you attack with the Hammer while they're pointing the spear at you. You'll also get hurt if you try to jump on 'em when the spear's pointing upward. Pay attention to the position of their spears when we attack. Oh yeah, they also sometimes call in reinforcements. After they drop their spears, they become ordinary Shy Guys.

-----  
Spiked Gloomba

HP: 7  
Attack: 3  
Defense: 0

Tattle: This is a Spiked Gloomba. They're Spiked Goombas who live in the Toad Town Tunnels. Be careful of the spiked hats they wear. It'll definitely hurt if you jump on 'em.

-----  
Spiked Goomba

HP: 2  
Attack: 2  
Defense: 0

Tattle: This is a Spiked Goomba. Spiked Goombas are Goombas with spikes on their heads. Whatever you do, don't jump on their spikes or you'll get hurt or even paralyzed!

-----  
Spike Top

HP: 4  
Attack: 3  
Defense: 4

Tattle: This is Spike Top. Spike Tops have spikes on top. Duh! They're tough, just like Buzzy Beetles, and fire attacks don't affect 'em at all. But their defense power drops if you can flip 'em over.

-----  
Spiny

HP: 5  
Attack: 4  
Defense: 3

Tattle: This is a Spiny. Spinies have spikes on their shells that are pretty sharp. They'll roll into Spiny Eggs and slam into you. It'll be much easier to fight them if you can flip them over. Their defense power falls to 0.

-----  
Spy Guy

HP: 7  
Attack: 2  
Defense: 0

Tattle: This is a Spy Guy. Spy Guys look like they're ready for war in their spiffy camouflage gear! They change their weapons each time they're attacked. You'd best try to avoid their hammer attack! Every time you're hit by it, you'll lose one of your commands!

-----  
Stone Chomp

HP: 4  
Attack: 3  
Defense: 1

Tattle: This is a Stone Chomp, who guards the treasure in this room. He's made of stone. Duh! His jaws can supposedly crush a Coconut. I don't know about you, but I don't want to become a snack.

-----  
Swooper

HP: 4  
Attack: 2  
Defense: 0

Tattle: This is a Swooper, a ghost bat. Swoopers got their name because they swoop down out of the shadows. Even Jump attacks can't reach 'em when they're hanging on the ceiling, but earth tremors will knock 'em loose. Parakarry can also knock 'em loose with one of his moves. You can attack 'em however you choose once they're hovering in the air.

-----  
Swoopula

HP: 8  
Attack: 2  
Defense: 0

Tattle: This is a Swoopula. Swoopulas attack from the air and cling to you to suck your HP. Hit A repeatedly to fight it off or else it'll keep sucking your HP. You can't jump high enough to attack them while they're hanging from the ceiling. An earthquake attack ought to work, though. Flying party members, like Bow or Parakarry, can also attack them with ease. If they fall and begin to flap around, you can attack them by jumping as well.

-----  
White Clubba

HP: 12  
Attack: 5  
Defense: 0

Tattle: This is a White Clubba. They live in cold climates. Who knows why they moved here... They sometimes attack consecutively. They're pretty powerful. It's tough to swing such big clubs! Ice attacks won't work on them, so break out fire if you have it.

-----  
White Magikoopa

HP: 11  
Attack: 3  
Defense: 0

Tattle: This is a White Magikoopa. He's one of the magicians in the Koopa clan. White robes, huh? How does he keep 'em clean? He's a healer. When he magically heals one companion it recovers 5HP, and when he heals all of his companions at once, they all recovery 3 HP. You'd better take care of this guy but fast.

-----  
Yellow Magikoopa

HP: 11  
Attack: 3  
Defense: 0

Tattle: This is a Yellow Magikoopa. He's one of the magicians in the Koopa clan. Yellow is the new black, didn't you know? He can use magic to give his companions an electrical charge. While his cohorts are electrified, don't attack them directly or you'll be in for a shocking surprise.

---

-----  
Goomba Bros.

Blue Goomba

HP: 6

Attack: 1

Defense: 0

Red Goomba

HP: 7

Attack: 1

Defense: 0

Blue Goomba Tattle: This is Blue Goomba. He's the younger of the two notorious Goomba Bros. As you heard in his little speech, he's one of the Goomba King's men. He doesn't look that healthy. He's weaker than his brother.

Red Goomba Tattle: This is Red Goomba. He's the older of the two notorious Goomba Bros. The Goomba King ordered him to try to stop you. You can take this guy, no prob. He has just a little more HP than an ordinary Goomba.

Strategy: Just use Power Jumps on them. One each seems to do well.

---

-----  
Goomba King

HP: 10

Attack: 1

Defense: 0

Tattle: This is the Goomba King. He's really big. I mean, look at him! He looks really powerful. He's the boss of Red Goomba and Blue Goomba. Who cares if he's strong? You're much stronger. Gee, I wonder what he ate to become so big? I'd like to be a bit bigger, too.

Strategy: Since the Goomba Bros. (weakened) are with him as well, this is always my strategy. Use the Fire Flower you got on the way back to Goomba Village to damage Goomba King and knock out the two Goomba Bros., then hit the tree that has the bandage on it to make a nut fall on the King and cause 3 damage. Finally, a Power Jump and a Headbonk should do him in. He's really easy, so you don't have to worry about dieing. It's safe to bring a Mushroom or two if you don't have the Fire Flower though.

---

-----  
Koopa Bros.

Bowser???

HP: 10

Attack: 1

Defense: 1

Koopa Bros.

HP: 5 (each)

Attack: 1 (each)

Defense: 1 (each)

Bowser??? Tattle: Bowser...? But he looks kind of...lame. I mean, he's lame anyway, but... Does Bowser really look like this? I always imagined him looking, well, a lot scarier.

Koopa Bros. Tattle: The Koopa Bros. have formed a tall Koopa tower! I'm not sure about this... They do a spinning attack with the whole gang piled high atop one another. Hit 'em with a Hammer or something to make 'em unstable. After that, any attack should knock 'em down. If you use an explosion, you can make 'em fall down at once. If you flip 'em over, the battle will nearly be ours! Beat 'em one by one!

Red Ninjakoopa Tattle: This is Red Ninjakoopa. He's the Koopa Bros. leader. He's pretty much just a normal Koopa Troopa, though. He has a little bit of defense power, but you can flip him over by jumping on him, just like a normal Koopa Troopa. Let's flip him over quick! Otherwise, the Bros. may form a tower and do their famous spinning attack!

Black Ninjakoopa Tattle: This is Black Ninjakoopa. Black is pretty fashionable... He has a little bit of defense power, but you can flip him over by jumping on him, just like a normal Koopa Troopa. Let's flip him over quick! Otherwise, the Bros. may form a tower and do their famous spinning attack!

Yellow Ninjakoopa Tattle: This is Yellow Ninjakoopa. Yellow reminds me of curry. Isn't that a weird thing to think of in the middle of a battle? He has a little bit of defense power, but you can flip him over by jumping on him, just like a normal Koopa Troopa. Let's flip him over quick! Otherwise, the Bros. may form a tower and do their famous spinning attack!

Green Ninjakoopa Tattle: This is Green Ninjakoopa. He looks exactly the same as a normal Koopa Troopa. He has a little bit of defense power, but you can turn him over by jumping on him, just like a normal Koopa Troopa. Let's flip him over quick! Otherwise, the Bros. may form a tower and do their famous spinning attack!

Strategy: There's one thing you have to worry about, and it's their super special attack that they showed Bowser earlier during the Prologue. They stack on top of each other and move like whirling Koopa tower of destruction. It hurts! Thankfully, depending on how many of the Ninjakoopas are on there, determines how powerful the attack gets. So, the highest it can go is 4. To knock them off their tower, hit them twice. Once with a Hammer to knock them off balance, then a hit from either Kooper or Bombette to knock them flat on their backs. Bombette's Bomb can do the trick in one attack though, but it might be good to save FP to actually damage them. If you have a Thunder Bolt item, it would be good to instantly waste one of the Ninjakoopas with it once they're knocked down. When it gets down to just one Ninjakoopa left, you can down him like a regular Koopa.

-----  
Jr. Troopa (2nd fight)

HP: 15  
Attack: 2  
Defense: 1

Tattle: What was his name? Jr. Troopa? I don't remember exactly.....Just joking, kid! He looks so adorable hiding in his egg, doesn't he? So cute! It should be a snap to beat him now. ...I think.

Strategy: He's got higher attack power and HP, but the only thing he's learned is hiding in his egg for higher defense. Well, since you have stronger methods of attack now, he's not a big problem at all. Power Jumps and Charged hammer attacks should do the trick.

-----  
Buzzar

HP: 40  
Attack: 3  
Defense: 0

Tattle: This is Buzzar. He guards Mt. Rugged. Wow! That's one big bird! If you get caught in the clutches of his sharp claws, you'll lose 4 HP! Try to wriggle out of his grip. His special wing attack is flapping his wings to create wind. This attack damages your party members, too. But he was hatching eggs, wasn't he? Is it possible that he's really a she? I wonder...

Strategy: Buzzar isn't actually that tough. Buzzar has a lot of dangerous attacks, but they can mostly be avoided for minimal damage. If he grabs you by the talons, you'll have to rapidly press A to avoid getting damaged and to break free, assuming the icon stops on the green part of the meter that appears. He also has a wing attack that damages both you and your partner. Thankfully you can reduce the damage of the wind attack by repeatedly pressing A until it goes to 1. Knowing this, the only attack you really need to worry about is his basic attack, which will do 3 damage, 2 at the least if you guard it.

-----  
Tutankooopa

HP: 30  
Attack: 3  
Defense: 0

Tattle: This is Tutankooopa. He's one of Bowser's followers and he's been assigned to guard one of the Star Spirits. I've heard that he has sort of a pharaoh complex. He attacks by throwing shells from that high perch. Try to dodge when he uses magic: its attack power is 2 and it'll sting for sure. And he also summons Chomps, his loyal subjects. Those Chomps have some serious attack power. Think hard about who to attack first, Tutankooopa or Chomp.

Strategy: At first, Tutankooopa is on a ledge with some Buzzy Beetle shells. You unfortunately cannot use Kooper or Bombette to damage Tutankooopa. He attacks by throwing those Buzzy Beetle shells at you. He has only three, so once those are gone, he resorts to magic attacks. He also summons a Chomp every once in a while. Those things have hefty attack and defense, so it's a good idea if you have Bombette out and upgraded with a Super Block. (Use Bomb ability) Power Jumps work well against Tutankooopa. His magic attack consists of summoning a tremor, making debris fall on you and your partner for two damage each. You had better be careful and make sure you guard well, especially with your partner, because if your partner gets hit, Tutankooopa may keep doing that magic attack and render your partner completely useless for the whole fight. (It happened to me once. It sucked. A lot.) There are times when his magic attack may make debris fall on him, causing two damage and knocking him off his perch, dazing him. It is here where you can haul some serious damage on him for a single turn.

-----  
Tubba's Heart

HP: 50  
Attack: 6  
Defense: 0



Tattle: This is Tubba's Heart. You might say it's the "heart" of Tubba's secret. Ha! OK, that wasn't funny. He has a terrible attack, so hide when he tells you he's about to unleash it. This attack will take away 12 HP! Whoa! Try to beat him he can do his huge attack again. Trust me, it's dangerous. This is Bow's turn to shine!

Strategy: Like the tattle says, Bow is valuable in this battle. When the Heart charges for his attack, he'll do the attack the next turn, so make sure you have Bow out and do her Outta Sight. If you know to do that, the only thing you have to worry about is his normal attack. Power Jumps do well for Mario. Once the Heart has 5 HP left, he flees and the battle ends.

-----  
Tubba Blubba

HP: 10  
Attack: 4  
Defense: 0 ...probably.

Tattle: This is Tubba Blubba, now reunited with his heart. This is finally his true self. His Hip Attack causes 6 points worth of damage. Be careful, because I'm not exactly sure what his other attacks can do. ...But...I think he's definitely weaker than before...

Strategy: Not much of a strategy to him. The bulk of the battle was Tubba's Heart, so just a couple of turns and this guy's over with.

-----  
Jr. Troopa (3rd fight)

HP: 40  
Attack: 5  
Defense: 1

Tattle: It's Jr. Troopa. I can't get enough of this guy! Waa ha ha ha! Did the little guy get lost in the big, bad forest? Apparently he's grown wings, so he can fly now. You'll have to jump to reach him. He's a bit stronger, so it may be worth it to use any items you have to attack him.

Strategy: Not too difficult. He has a bit high attack power, but nothing a few Super Shrooms can't heal. (Which can be bought at Boo's Mansion.) When you battle him, you have the new power Star Storm, so use that to your advantage to do hefty damage on him. Bow is useless against him due to her attacks only doing 1 damage per slap, and he has just enough defense to avoid it. Goombario or Parakarry are your best options.

-----  
Big Lantern Ghost

HP: 40  
Attack: 5  
Defense: 0

Tattle: This is a Big Lantern Ghost. He avoids attacks by hiding in the dark. Your friends, like (ahem) me, will also be damaged when he does the flash attack. The flash attack's power is 2. Hit the Lantern many times to make it brighter, then you'll be able to attack him. As soon as you can see, hit him right in the head!

Strategy: He's powerful, but easy. Power Jumps work great against him, but like

the Tattle says, you need to be able to see him before you can attack. Each time his Lantern is attacked, the room gets brighter. As such, Bow is valuable here, as her attacks consist of multiple hits. There's not much I need to say, really.

-----  
General Guy

Shy Squad  
HP: 15  
Attack: 1  
Defense: 0

Stilt Guy  
HP: 7  
Attack: 4  
Defense: 0

Shy Stack  
HP: 10  
Attack: 1  
Defense: 0

General Guy  
HP: 30  
Attack: 4  
Defense: 2

Shy Squad Tattle: This is the Shy Squad. It'll attack us with all its members at once. The number of Stimes we're attacked will equal the number of Shy Guys in the squad. Its attack power is huge when there are many Guys, but it drops for each one that falls. Let's use an attack that does tons of damage so we can decrease their numbers and increase our chances!

Stilt Guy Tattle: This is Stilt Guy. Yes, as the name suggests, Stilt Guys are Shy Guys on stilts. I mean, it seems pretty obvious to me... If you attack 'em by shaking the ground, they'll fall off and become normal Shy Guys.

Shy Stack Tattle: This is a Shy Stack. Whoa, this pile has an incredible sense of balance! Look at that stack! Its attack power equals the number of Guys in the stack. It will be 4 if there are four Shy Guys stacked up. If you have the Spin Hammer ability, you can knock 'em off one by one. Obviously, their attack power decreases when there are fewer of 'em in the stack.

General Guy Tattle: This is General Guy in his tank. The tank seems to be dangerous even though it's a toy. Not only does the General give commands from the tank, but he also throws bombs and uses electric attacks. The power of his electric attack is 5, and your party member takes 2 damage points, so defend yourself carefully. He'll lose the electric attack if we break the light bulb. Normal fighting styles seem ineffective because the tank is well fortified.

Strategy: At first, you fight General Guy's Army, which consists of the Shy Squad, two Stilt Guys, and two Shy Stacks. With the Shy Squad, strong attacks are recommended. Stilt Guys, Quake Hammer works effectively. With Shy Stack, either Spin Hammer (can be bought from Rowf after you give him back the Calculator) or two strong attack items with Double Dip can be effective. When General Guy finally comes along, you may be weakened from the Army, so heal up with some healing items. The first thing you should target is the light bulb. After it get sufficient damage, it will break, and the tank won't be able to do that annoying electric attack. Now it's just a matter of whittling down the

tank's stamina with strong attacks from Mario and Watt for partner attacks.  
Make use of the Star Spirit power Star Storm whenever you can use it.

-----  
Lava Piranha

Lava Piranha  
HP: 40  
Attack: 5  
Defense: 0

Lava Bud  
HP: 8  
Attack: 4  
Defense: 0

Lava Bud Second Phase  
HP: 8  
Attack: N/A  
Defense: 0

Petit Piranha  
HP: 1  
Attack: 6  
Defense: 0

Lava Piranha Tattle: This is a Lava Piranha. Lava Piranhas are plants that can somehow survive in lava. They blow out huge balls of fire to attack. That is one big flower! Wow!

Lava Piranha second phase Tattle: This is a Lava Piranha. Lava Piranhas are plants that can somehow survive in lava. Since their bodies are on fire, you'll take damage if you step on 'em. Don't worry if you're fireproof. They'll try to burn you with their fire breath. They're creatures born of fire, so water attacks will work extremely well against them.

Lava Bud Tattle: This is a Lava Bud. Lava Buds are little flowers branching out from the main stem of the Lava Piranha. They love it in the lava. Hey, if you were a fiery plant, you'd love it in there, too. They blow small seeds or other projectiles to attack. The small Lava Buds' attack power is 4.

Lava Bud second phase Tattle: This is a Lava Bud. Lava Buds are little flowers branching out from the main stem of the Lava Piranha. They love it in the lava. Hey, if you were a fiery plant, you'd love it in there, too. They blow out Petit Piranhas. The Lava Buds' stems themselves won't attack you.

Petit Piranha Tattle: This is a Petit Piranha. Petit Piranhas spew from Lava Buds. These things can do some serious damage, so watch it!

Strategy: Lava Piranha doesn't have much health actually, but his attack power packs a punch, especially paired with his Lava Buds. Use Chill Out to make things easier. Snow and ice attacks aren't too effective against him, surprisingly. Just use powerful attacks, like Power Jumps, or an upgraded Goombario's attack. I suggest "killing" the Lava Buds first. (They aren't actually killed when their HP goes out, they just wilt.) With their lowered attack power and the Lava Buds taken out, Lava Piranha should be a cinch. Another Star Spirit acquired after his health is depleted!

...Or is it really?

---

## PHASE TWO

Lava Piranha is revived, and now both he and the Lava Buds are covered in fire! Damn! The Lava Piranha has a new flamethrower attack that hits hard, and the Lava Bud seeds get spit out and actively attack on their own! Even more trouble! On the bright side, with them being covered in fire, they are now more susceptible to snow/ice and water attacks. Not only that, but when exposed to such attacks, they actually wilt for a few turns, which renders them unable to attack. Free damage! Multibounce with Ice Power badge and Sushie's Tidal Wave (must be ultra-rank) are valuable here. After Lava Piranha's health is depleted this time, he will finally die. Stubborn beast!

-----  
Jr. Troopa (4th fight)

HP: 40 (He actually has 20 in this fight)

Attack: 6

Defense: 1

Tattle: It's Jr. Troopa! He swam all the way after us! This kid...he's got guts! He still flies but now has a spike on his head. It'll hurt if you jump on him. He seems tougher this time... Luckily for us, he also looks pretty tuckered out. Well, he should be tired. The little guy swam to Lavalava Island and back! It seems better to attack from a distance with an item or something, rather than attacking him directly.

Strategy: This little jerk thinks he's outsmarted us. He's flying, got defense, AND a spike on his head. Well, bad for him, we've got Hammer Throw and/or Spike Shield badges! Also Watt! Another bad thing for Jr. Troopa...his swimming tired him out so much that his HP dropped half. There's not much I can say except to use Hammer Throws or Spike Shielded Power Jumps as Mario, and Watt for your partner.

-----  
Spike?

HP: 50

Attack: 4

Defense: 0

Tattle: He said his name is Spike. He seems to be a Lakitu, but he's the weirdest one I've seen. He throws Spiny Eggs. Is it just me, or did he call himself Spike, Michael and Lakilester? What an odd guy...I have to wonder just what his real name is...

Strategy: There's not much to him. He's basically a normal Lakitu with abnormally high HP. Just use Power Jumps, and any partner that can hit midair enemies. Nothing to this mini-boss.

-----  
Huff N. Puff

Huff N. Puff

HP: 60

Attack: 5

Defense: 0

Tuff Puff

HP: 1

Attack: 2

Defense: 0

Huff N. Puff Tattle: This is Huff N. Puff. He's a giant cloud monster. His thunder attack is very dangerous. If you don't defend, you'll take massive damage. When you attack Huff N. Puff, little clouds called Tuff Puffs come out. Their number is based on the amount of damage you do. If you leave the Tuff Puffs, Huff N. Puff will swallow them up and restore his HP. You need to use smart tactics to beat this guy, Mario.

Tuff Puff Tattle: These are the Tuff Puffs that break off when you damage Huff N. Puff. Tuff Puffs will fly over and attack directly. You have to shake them off you using the action command or they'll keep on damaging you. Huff N. Puff will swallow the Tuff Puffs to restore his HP, so think carefully when attacking. You can beat the Tuff Puffs easily by attacking all enemies.

Strategy: Like the Tattle says, damage Huff N. Puff, and focus on the Tuff Puffs that come out so that Huff N. Puff doesn't recover HP. This is easiest by doing lots of damage with Mario/partner, then using an "All Enemy" attack or item. My personal favorite is Bow's Fan Smack, then Mario's Multibounce. Another effective maneuver is a Super Jump Charged-Power Bounce from Mario, then Lakilester's Spiny Surge. With either method though, you'll have to bring lots of FP restoring items. The Tuff Puffs attack by squeezing the life out of Mario, and the difficulty in getting them off increases depending on how many there are. This can be negated if Chill Out was used first, which is actually highly recommended. Huff N. Puff has a wide variety of his own attacks, but you should watch out when he charges up electricity. It is extremely powerful, and Bow's Outta Sight or Lakilester's Cloud Nine is really recommended to avoid this attack. As a last ditch effort when Huff N. Puff's health is below 10, he'll try to do a massive attack. The attack power of it depends on how many Tuff Puffs he has with him, so if he has none...it likely won't affect you much.

-----  
Jr. Troopa (5th fight)

HP: 50  
Attack: 8  
Defense: 1

Tattle: It's Jr. Troopa! I'm stunned! Really! This guy just will not quit! He's obviously been training. It seems he can use magic now. Sigh... Let's get this over with.

Strategy: This is the first time that I recommend using Chill Out on Jr. Troopa, since his attack power is so painful here. Might be good to have Damage Dodge badges on before the battle to be safer. Other than this, I just recommend using your strongest attacks during this battle. Bombette will be able to do the most damage with Bomb, as far as partners go.

-----  
Monstar

HP: 20  
Attack: ?  
Defense: 0

Tattle: This monster... Even I don't know what it is! I don't know why, but it looks really terrifying. ...I get the funny feeling I had a nightmare about it... I don't know its attack power, but it must be very powerful, judging by its looks.

Strategy: This is the worst mini-boss in the whole game. He's extremely hard... to lose against. Seriously. He's like a Goomba with 20 HP, dealing only 1 damage per attack. That's the joke about it though. He's meant to be shown as an extremely powerful being, and even charges up a mean attack to only do so little. There's no strategy at all to this battle, pretty much.

-----  
Crystal King

Crystal King

HP: 70

Attack: 6

Defense: 2

Crystal King Tattle: This is the Crystal King. He's one of Bowser's main guys. I don't know how he managed to take over this palace, but... He'll attack you by summoning and launching Crystal Bits. The power of each attack is 4. The number of times he attacks equals the number of Crystal Bits he's deployed. He'll also try to freeze you whenever he can. When his HP gets low, he may try to divide and conquer. The power of this attack is 8. You can hurt him only by attacking his real body. If you don't know which one's the main body, you should attack all of them. Pretty brilliant, eh?

Crystal Bit Tattle: This is a Crystal Bit. Basically, Crystal Bits are just pieces of the Crystal King. You can drop 'em with ease. Their Max HP is 1 and they're only dangerous when the Crystal King spews 'em out. Their defense power is 0. These guys are pretty weak. They'll keep coming, though, until you've finally beaten the Crystal King.

Strategy: This is the toughest guy you face yet, aside from Bowser, of course. He has hard-to-predict attacks, and he attacks hard. He has huge HP that he restores at 20-point increments from time to time, can split, and can freeze you. At the start, Crystal King relies on creating and spitting out the Crystal Bits. Due to the high attack power, he basically tries to weaken you down. After some of his health is depleted, he drops the strategy and attempts to attack you with freezing maneuvers. It's hard to guard against the freezing attack, but if you have Feeling Fine on, you can avoid freezing. (I'm fairly sure that's the badge.) Due to his high defense, using Hammer attacks strictly is recommended. Finally, when he splits up, he actually has a pattern. He first starts off as the right-most version, then the middle, then the left. He then restarts from the right. Knowing this, you can focus your strongest attacks and they'll be sure to hit. Overall, this fight is very hard, and may actually take a few tries. Just guard well, use "All Enemy" attacks for the Crystal Bits to take them out easily, and use good partners. Watt actually seems like a useful partner here. You may also benefit from using Chill Out and Lakilester's Cloud Nine.

-----  
Jr. Troopa (6th fight)

HP: 60

Attack: 8

Defense: 2

Tattle: It's Jr. Troopa again! My man! The little guy still has some egg shell left on his body! Aww! Woah! He's been working out! He looks as though he may be able to change his shape, too. You've got to love this guy's effort, Mario. To follow us all the way here? What dedication! Come to think of it, how do you think he got here, anyway?

Strategy: Never thought a newborn turtle could pack such a punch. This fight is truly the last time we'll see him in this game, and as such, he's going all out. He switches from all the forms he went through in the whole game, and starts off with just his simple jumping attack. After 20 HP, he switches to his flying form, complete with a spike on his head. Not much I can say here except to use Watt or other flying partners that can hit hard. When he's on his last 20 HP, he switches to his magic form, where he fires magic spells at you. Overall, it's just a conglomeration of forms that were easy to beat in the first place. The only difference is one more point of Defense, and 10 more points of HP. Might have to use some healing items to get the job done, but don't lose. The last Save Block we went to is pretty far from here, we don't want to do all that again.

-----  
Bowser

HP: 50

Fire Attack: 8

Stamp Attack/Nail Attack: 6

Defense: 1

Tattle: It's the Evil King Bowser! Finally, after all this time! He has a huge arsenal of attacks, from blowing clouds of fire to jumping on us. I'm sure he has other attacks that I don't know. Boy, does he look nasty! He's strong enough as it is, but I'm sure he can use that Star Rod to increase his power until he's nearly invincible. Princess Peach needs us! Let's take him, Mario!

Strategy: This is it! No holds barred! Time to show this turtle our newfound power! I highly recommend breaking out Chill Out first thing in the battle. After a few turns in, as predicted, he uses the Star Rod to make himself invincible. Not this time, Bowser! Use the Star Beam that's in your arsenal to completely negate his invincibility! Ha ha...HAH HA! Take that, Bowser! He doesn't learn his lesson though, as he'll keep trying to make himself invincible. He has other Star Rod attacks at his disposal too. One of them is a shockwave attack. Not only can this hurt both Mario and your partner, it also negates any status effects you had, like attack charges. Man! He can also heal himself in increments of 20 HP. There are other attacks he may have, but otherwise, Bowser is...actually disappointingly easy.

-----  
Bowser

HP: 99

Fire Attack: 10

Stamp Attack/Nail Attack: 8

Defense: 2

First Tattle: It's the Evil King Bowser! Uh... I think he got bigger. That's not a good sign... He has a huge arsenal of attacks, from blowing clouds of fire to jumping on us. I'm sure he has other attacks that I don't know. Kammy Koopa's mysterious device somehow beefed up his power even more. That's hardly fair! You should use that Star Beam whenever he uses the Star Rod to increase his power. Oh, you already knew that?

Second Tattle: It's the Evil King Bowser! No more messing around! He has a huge arsenal of attacks, from blowing clouds of fire to jumping on us. I'm sure he has other attacks that I don't know. When he increases his power with the Star Rod, our attacks will be totally useless. When that happens, you must use our ultimate weapon, the Peach Beam! It has the power of everyone's wishes! This

is our time, Mario! Let's take this chump! We're coming, Princess!

Strategy: This is truly the final battle! He has immense attack power, high Defense, and the highest HP that any enemy can have in this game. You can do this...I believe in you! Use your strong attacks like always...but we're a bit weakened from the last fight. Can we still do it? After a few turns, he'll go back to using invincibility again. Use Star Beam on him and...what the? Ohhhhh crap, it doesn't work...

\*Intermission\*

Oh wow, would you look at that, we got fully healed! Bowser is still invincible though. Use the Peach Beam on him and...his invincibility drops! Alright, now we're back in action! Now, pretty much now, Bowser has the same attacks as he had before, except his Stamp Attack can temporarily disable some commands if not properly guarded against, and the Nail Attack can poison you. And, though obvious, all of his attacks are more potent due to his buff. You may definitely need to use some of your healing items here. Oh yeah, and it helps to also have Chill Out constantly working. If you want to do powerful attacks by charging up first, wait until Bowser does his wave attack. As it negates positive status effects, and Bowser won't do it again until the next few turns, it's the perfect opportunity to get some hits in. Oh yes, and he still may use healing. This time, he heals in increments of 30 HP. The problem is that he may not even use it until he's almost gone, and then just heal with every turn so that he's almost back at full health. Yeah, it's pretty annoying. But, with the right strategies and the right amount of helpful items, he can be beaten. I can't help you further, so give it all you got!

-----  
Anti Guy (Optional)

HP: 50  
Attack: 10  
Defense: 0

Tattle: This is an Anti Guy. His attacks are so intense that he's also called Deadly Guy. His attack power is 12 when he does an acrobatic attack, so dodge it! This guy is for real, so we'd better take him seriously.

Strategy: This guy literally exists for fools. You can choose to fight him at Shy Guy's Toy Box instead of giving him his favorite food in order to get the treasure chest he guards, but he's virtually impossible, if not extremely hard to beat. I managed to beat him once, but only after I was stuffed halfway with extremely good healing items, and halfway stuffed with Stone Caps/Repel Gels. I do not recommend fighting him. There's also an easy quiz in Bowser's Castle, Chapter 8, that if you somehow fail, you have to be tortured with three Anti Guys in a battle. As far as I know, I've never beaten it. (It's been a while, so memory is vague.) If you can beat them, I applaud you...

-----  
Kent C. Koopa (Optional)

HP: 70  
Attack: 10  
Defense: 6

Tattle: This is Kent C. Koopa. He seems pretty greedy for such a large Koopa. He sometimes does a stamp attack with his shell. That attack has a power of 3. His shell attack also damages party members (like me!), so be sure to defend! As with all Koopas, your chances will greatly improve if you can flip him



over. His defense power will drop. Watch it, though! He'll attack as soon as he's back on his feet! And by the way, is he not THE HUGEST KOOPA EVER!?! Somebody told me that he used to live in Koopa Village...

Strategy: He has immense defense, immense attack, and immense HP. Watt is good here, but considering his attack, you can be dead in no time. The catch to this seemingly difficult battle? He is extremely susceptible to sleep-inducing attacks. Sleep Stomp, or better yet, the Star Spirit power Lullaby, is your key to winning this battle, as not only does he have a 99% chance of sleeping when influenced by either, he sleeps for four whole turns! Yeah. Seems cheap, but considering the guy's stats, it's pretty much necessary. The only way Mario can decently damage the guy is if he uses a Smash Charged Power Smash...Ultra Hammer, obviously. Watt can pierce defense no matter how high, so she's essential.

-----  
Blooper (Optional...sorta.)

HP: 30  
Attack: 3  
Defense: 0

Tattle: This is a Blooper. Bloopers lurk in the dank pools of Toad Town Tunnels. They seem pretty unremarkable. Although... You have to wonder how they float in the air like that...

Strategy: Blooper's not too hard of a mini-boss. Just constant Power Jumps and Power Bounces, and Goombario is your partner of choice here since he's the only one who can hit the enemy. He has two attacks. One is an ink shot which is hard to dodge, and the physical attack. They both have the same attack power. This one is not technically optional...as if you don't explore Toad Town Tunnels by the time Chapter 6 is around, you'll HAVE to fight this Blooper.

-----  
Electro Blooper (Optional)

HP: 50  
Attack: 4  
Defense: 0

Tattle: This is an Electro Blooper. Electro Bloopers are electro-charged. A bit of advice: When they're emitting electricity, it'd be a smart move to avoid contact with 'em. If you can manage to damage 'em while they're emitting electricity, they'll go back to normal. Their attack power when they're emitting electricity is 6. Let's try to be careful, what do you say?

Strategy: Considering Electro Blooper's electricity goes down after getting hit, a partner like Parakarry or someone else is recommended. Other than that, this is just like the regular Blooper, just stronger. You may need to bring some healing items to help you.

-----  
Super Blooper (Optional)

Super Blooper  
HP: 70  
Attack: 5  
Defense: 0

Blooper Baby

HP: 6

Attack: 2

Defense: 0

Super Blooper Tattle: This is a Super Blooper. Whoa! It's huge! Easily the biggest Blooper ever! Trust me, its size doesn't lie. It's pretty powerful. When it gets mad, it turns red and its power goes way up. And sometimes it spawns Blooper Babies. Buckle down, Mario! We're in for a fight!

Blooper Baby Tattle: This is a Blooper Baby. Super Blooper spits 'em out and they come to drain you. We need to beat 'em quickly so they can't drain us dry. They're so cute, though!

Strategy: One of the toughest mini-bosses in the game. High attack and extremely high HP makes for a lengthy fight. Chill Out is recommended, but wait until the Blooper Babies are spawned. That way, the babies will get affected. Considering Chill Out lowers attack by 2, Blooper Babies won't have any attack power when it's used on them, so they can't do a thing to you. As such, keep them out instead of killing them. If you kill them, Super Blooper will just spawn more that aren't affected by Chill Out, which is a waste of Star Energy since you'll have to do it again. Other than Chill Out tips, I recommend Power Jumps, and an ultra-ranked Goombario for maximum damage. Also, when Super Blooper charges up, it is IMPERATIVE that you use Bow's Outta Sight, or Repel Gel, or a Stone Cap. It does a whole 20 damage, and I'm pretty sure you don't want that pain.

-----  
Chan (Optional)

HP: 15

Attack: 2

Defense: 2

Tattle: This is Chan, of the Dojo. He's training under The Master and is happy to fight us. Hammer attacks don't work well, but you can turn him over with Jump attacks. Once he's flipped over, he's easy. No mercy, Mario!

Strategy: Chan has about as much strategy as with fighting a regular Buzzy Beetle. Just keep using Jump attacks and he'll never be able to attack.

-----  
Lee (Optional)

HP: 20

Attack: 5

Defense: 0

Tattle: This is Lee, of the Dojo. He's training under The Master and is happy to fight us. He has mastered the art of disguise, so don't let it faze you when he suddenly mirrors us. Remember, he can't stay disguised forever. Don't let his strange tactics throw you off guard, no matter how many times he transforms.

Strategy: Lee is no different from a regular Duplighost. Very easy to take down, but may be hard if you start from the beginning of the game.

-----  
The Master (Optional)

HP: 50  
Attack: 6  
Defense: 0

Tattle: This is The Master. He owns the Dojo--and he's the strongest member. If he's the best in the Dojo, he must be pretty tough!

Strategy: The Master is pretty simple. He's got a lot of HP, but only one attack. All that is is a simple, but powerful, punch. All I really need to tell you is to bring a few healing items, use your most powerful attacks, and time your guards well.

-----  
The Master (Optional)

HP: 75  
Attack: 8  
Defense: 0

Tattle: This is The Master. He owns the Dojo--and he's the strongest member. He knows both normal and advanced methods of attack. You'd better concentrate, Mario! This guy doesn't mess around at all!

Strategy: He's pretty buffed from the last encounter. He has assumed a golden form--almost like a Super Saiyan. Nevertheless, his attacks shouldn't be taken lightly. At best, you may need some added defense from Defense Plus or some Damage Dodge badges. If you're in a tight spot, Repel Gels may work. He has a two attack combo which is basically a kick and then an uppercut. That one deals up to 11 damage combined, ouch! Just persist in strong attacks, guard well, and bring lots of healing items, and you'll be able to best him.

-----  
The Master (Optional)

HP: 99  
Attack: 10  
Defense: 1

Tattle: He is The Master. He owns the Dojo--and he's the strongest member. He may well know a few moves I've never heard of... We can't expect mercy from this guy, so let's take the fight to him.

Strategy: The Master has transformed to Super Saiyan 2...pretty much! This fight is more difficult than the one with Bowser, only due to the fact that he has more general attack power than Bowser does. I guess martial arts is a more effective fighting style than turtling, eh? His standard attack is painful, but his two-attack combo is even moreso. He also can do a higher combo, this time with three hits: Flying Kick, Shoryuken, Critical Punch. Combined, those attacks take away a painful 18 damage. This attack is signified by him saying "Survive this if you can!!!!" so be ready. I think it's safe to say that you need Chill Out, maxed out levels, all HP and FP Plus badges on, and Mega Smash with two Damage Dodge badges, just to be safe. Yes, it may seem like overpreparing, but hey. After all, this guy is hard, but not as hard as the Anti Guy Battalion in Bowser's Castle. (If you do attempt it...may I recommend the same preparations against them as with here?)

This is a list of all the partners in the game, all required, and it shows the attacks, action commands of those attacks, and abilities.

```
_____  
| \ | | / |  
| / | Goombario |  
| \ | | / |  
| _____ |
```

Description: Goombario is a clever young adventurer who admires Mario. Press Down C to have him tell you about everything nearby. His specialty is headbonking.

He joins you when you return to Goomba Village with Goomba very early in the game.

-----  
Battle Abilities:

Headbonk - The basic attack. Just headbonk an enemy!  
Action Command: Press A right before striking an enemy!

Tattle - See enemies' descriptions and see their HP during battle.

Charge - Charge to raise attack power by 2. You can charge unlimited times, but power fades after attack. Costs 1 FP.

Multibonk - Headbonk continuously until you miss the action command. Costs 3 FP.  
Action Command: Press A right before striking an enemy!

```
_____  
| \ | | / |  
| / | Kooper |  
| \ | | / |  
| _____ |
```

Description: This adventure-loving Koopa wants to be an archaeologist. He admires Kolorado, a world-renowned expert in archaeology. Press Down C to toss a shell and reach items at a short distance. His specialty is attacking enemies on the ground.

He joins you after returning his shell to him at Koopa Village in Chapter 1.

-----  
Battle Abilities:

Shell Toss - The basic attack. Throw a shell at an enemy.  
Action Command: Push Control Stick to the left and release it when the red star lights up!

Power Shell - Throw a shell at all enemies on the ground. Costs 3 FP.  
Action Command: Push Control Stick to the left and release it when the red star lights up!

Dizzy Shell - Daze and paralyze all enemies on the ground. Costs 4 FP.  
Action Command: Press A repeatedly!

Fire Shell - Attack all enemies on the ground with a flaming shell. Costs 5 FP.

Action Command: Push Control Stick to the left repeatedly!

\	
/ Bombette	
\	

Description: Hot-headed Bombette was once jailed in Koopa Bros. Fortress. Her specialty is blasting open cracked walls and rocks. Press Down C. She'll walk off and explode, creating openings. Press Down C while she's walking to make her blow up on the spot.

She joins your party after talking with her at the Bob-omb jail cell at Koopa Bros. Fortress in Chapter 1.

-----  
Battle Abilities:

Body Slam - The basic attack. Body Slam an enemy.

Action Command: Hold A down and release when the red star lights up!

Bomb - Explode and destroy an enemy on the ground. Costs 3 FP.

Action Command: Press A repeatedly!

Power Bomb - Explode and destroy all enemies on the ground. Costs 6 FP.

Action Command: Press A repeatedly!

Mega Bomb - Explode and destroy all enemies. Costs 8 FP.

Action Command: Press A repeatedly!

\	
/ Parakarry	
\	

Description: He's a mail-carrying Paratroopa who's looking for lost mail. Press Down C to have him carry Mario for short distances. While he's carrying Mario, press Down C again to put him down. He can deliver letters to recipients all over the world. His specialty is attacking airborne enemies.

He joins your party after finding the three Letters on Mt. Rugged and bringing them back to him in Chapter 2.

-----  
Battle Abilities:

Sky Dive - The basic attack. Kick an enemy.

Action Command: Press A right before landing!

Shell Shot - Attack an enemy in the air by bumping into it. Costs 3 FP.

Action Command: Press Control Stick to the left and release it when aiming at target!

Air Lift - Carry an enemy away from the battle. Weaker enemies are more easily carried away. Costs 3 FP.

Action Command: Press A repeatedly!

Air Raid - Fly around like crazy, attacking all enemies. Costs 6 FP.

Action Command: Push Control Stick to the left repeatedly!

```
_____|
\      |
/      | Bow |
\      |
_____|
```

Description: Bow is a princess of a Boo who has a castle in Forever Forest.  
Press Down C to make the team invisible so it can elude attack. Her specialty is slapping the sense into enemies.

She joins your party after solving the puzzles of Boo's Mansion in Chapter 3, and after getting the Super Boots.

-----  
Battle Abilities:

Smack - The basic attack. Slap an enemy.

Action Command: Push Control Stick to the left repeatedly!

Outta Sight - Make Mario transparent so he can avoid enemy attacks. Costs 2 FP, and Bow skips the next turn automatically when used.

Spook - Startle enemies and scare them away from battle. Costs 3 FP.

Action Command: Push Control Stick to the left repeatedly!

Fan Smack - Attack an enemy with a fan. Costs 5 FP.

Action Command: Push Control Stick to the left repeatedly!

```
_____|
\      |
/      | Watt |
\      |
_____|
```

Description: The child of Li'l Sparky, she can produce ample electricity. Press Down C to illuminate areas and see invisible blocks. She's great at penetrating defenses and paralyzing enemies.

She joins your party after freeing her from Big Lantern Ghost's Lantern in Chapter 4.

-----  
Battle Abilities:

Electro Dash - The basic attack. Penetrate defense power and attack an enemy with electricity.

Action Command: Hold A down and release when the red star lights up!

Power Shock - If it works, paralyze an enemy with an electric shock. Costs 2 FP.

Action Command: Press A repeatedly!

Turbo Charge - Electrically boost Mario's attack power for a short time. Costs 3 FP.

Action Command: Press A as the red stars light up!

Mega Shock - If it works, paralyze all enemies with an electric shock. Costs 5 FP.

Action Command: Press A and B together repeatedly!

```
_____|
\      |
```

/ Sushie |  
\  
-----

Description: Sushie's a kindly Cheep Cheep who worries about everyone. She loves romantic stories and cries at the drop of a fin. Press Down C once to ride the waves, again to dive below the surface. Sushie's specialty is the water attack.

She joins your party shortly after the Yoshi Kids go missing, somewhere in Jade Jungle. This is during Chapter 5.

-----  
Battle Abilities:

Belly Flop - The basic attack. Flop on an enemy.

Action Command: Push Control Stick to the left and release when the red star lights up!

Squirt - Squirt a powerful jet of water. Great for fire enemies. Costs 3 FP.

Action Command: Hold then tap A to power up, but don't let it reach the edge.

Water Block - Create a cube of water to boost Mario's defense briefly. Costs 3 FP.

Action Command: Press A as the red stars light up!

Tidal Wave - Swim madly to create a wave that washes over all enemies. Costs 6 FP.

Action Command: Press B, A, Down C as shown!

\_\_\_\_\_  
/ Lakilester |  
\  
-----

Description: This wannabe talks like a tough guy to impress his girlfriend. Press Down C to ride the cloud with him over spikes or lava. His specialty is throwing spiny eggs.

He joins your party after you visit The Sun at Flower Fields. Unlike other partners though, you'll have to fight him first.

-----  
Battle Abilities:

Spiny Flip - The basic attack. Throw a spiny egg at an enemy.

Action Command: Move target with Control Stick and aim at enemy!

Spiny Surge - Throw spiny eggs at all enemies. Costs 4 FP.

Action Command: Push Control Stick to the left repeatedly!

Cloud Nine - Create a cloud to hide Mario for a short time. While in the cloud, Mario will avoid enemy attacks. Costs 4 FP.

Action Command: Press A as the red stars light up!

Hurricane - If it works, blow the enemies away from the battle. Costs 5 FP.

Action Command: Press A and B together repeatedly!

\_\_\_\_\_  
|O/ \_\_\_\_\_ \O|  
|/ |End | \ |

```
| |-----| C R E D I T S | |
| \ | | | / |
|O\ _____ /O|
```

Nintendo: For having some of the greatest systems (N64, SNES, NES, Wii, etc..) and allowing this great RPG series to be made.

Intelligent Systems: For developing my favorite game of all time. (No joke.)

spazypeanut: For helping me making FAQs for all the Paper Mario games. (He wanted top billing this time. >.>)

#####

See you later guys!

This document is copyright Banjo2553 and hosted by VGM with permission.