

Paper Mario FAQ/Walkthrough

by Kellye_Marie

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Paper Mario (Nintendo 64)

An instruction guide by Kellye Boyd

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Synopsis

In the world of the Mushroom Kingdom, the evil King Bowser (along with his assistant, Kammy Koopa) have invaded a heavenly place called Star Haven. Inside Star Haven, Bowser stole a valuable possession called the Star Rod and then used the Star Rod to capture and imprison seven guardian Star Spirits. He then proceeded to abduct Princess Peach. It is now up to Mario to rescue her, the Star Spirits and defeat Bowser.

Overview

In this game, you will play as Mario. You will travel to various areas throughout the

Mushroom Kingdom and ultimately rescue a Star Spirit in each area. In each area, you will solve puzzles as well as fight enemies and bosses. After you have rescued all of the Star Spirits, you will use their powers in your final fight with Bowser. In this game, you may also optionally perform side-quests as well as collect Badges and Star Pieces.

Controls

On a Nintendo 64 controller, you will use the buttons to perform certain actions in the game.

The L button has no action.

The R button is used to change the sound of the game to "Mono" in the File Menu.

The Control Pad has no action.

The "Start" button is used to reach the Pause Menu Screen.

The A button has many actions. It is used to confirm choices, and it is also used to jump as well as to speak to characters and examine objects. (If you stand next to a character, you may press the A button to talk to that character when you see a small speech bubble that contains an ellipsis: "...". If you stand next to certain objects, you may press the A button to examine the object when you see an exclamation mark: "!".)

The B button has a few actions. It is used to cancel choices, and you may press it to use the hammer. You may also press it to quickly move through text in a speech bubble.

The C buttons are used for various actions. The C-Up button is used to view a tab that contains your current status. The C-Left button is used to view a list of your items. The C-Right button is used to view your party members, and the C-Down button is used to use each of your party members' abilities.

The Control Stick is used to move Mario. (You may move the Control Stick all the way in any direction to make Mario run. You may also move the Control Stick lightly in any direction to make Mario move slow.) The Control Stick is also used to move along any list of choices and to highlight any choice.

The Z button is used to spin. If you move Mario with the Control Stick, you may press Z to perform a Spin Dash. The Z button may also be used to view previous text inside a speech bubble.

File Menu

On the title screen of this game, you may press the "Start" button to reach a file menu. On the menu, you will see four files named File 1, File 2, File 3 and File 4. You may choose any of these files.

A file that is empty will be marked with the word "New". You may begin an adventure with an empty file. If you choose an empty file, you may create a name with letters, numbers, punctuation and symbols. You may choose the option "Space" to put a space between the characters in the name. You may choose the option "Back" to delete a character. You may choose the option "End" to confirm the name.

At the top of this menu, you will see options for sound, in which you may press the Z button to choose Stereo or the R button to choose Mono.

A file that has an adventure will consist of the Level that has been reached, the Star Spirits that have been rescued and the amount of time that has passed during the adventure.

At the bottom of this menu, you will see the options Delete File, Copy File and Cancel.

If you choose the Delete File option, you may choose to delete any file that has an adventure.

If you choose Copy File, you may copy a file that has an adventure to an empty file.

If you choose Cancel, you will be returned to the title screen.

Pause Menu Screen

As you play the game, you may press the "Start" button to pause and reach a menu.

The menu consists of six tabs, which are labeled Stats, Badges, Items, Party, Spirits and Map. You may move the cursor over any tab and press the A button to enter it.

(Note: The "Badges" tab will appear when you receive the Power Jump Badge in the prologue, and the "Party" tab will appear when you obtain Goombario as a party member in the prologue, as well.)

Stats

On the top left corner of the Stats tab, you will see Mario's name and face along with the current Level (in relation to battle) that has been reached.

You will also see your current and maximum number of Heart Points, Flower Points and Badge Points.

On the right side of the Stats tab, you will see the current Boots and Hammer that Mario has. You will also see the current amount of Star Energy along with your current number of Star Points, Coins, and Star Pieces that you have collected. You will also see the amount of time that has passed during your adventure.

You may move the cursor over each of these items to see information about them.

Badges

Inside the Badges tab, you will see the sections All Badges and Active Badges.

If you go to the "All Badges" section, you will see a list of all the Badges that you have collected. You may move the cursor over any Badge to see information about it. You may also press the A button to equip a Badge and press the A button again to remove the Badge. You may also press the R button to skip to the next page of Badges and press the Z button to skip to the previous page of Badges.

If you go to the "Active Badges" section, you will see a list of all the Badges that you have equipped. You may also equip and remove Badges here.

You will also see your maximum number of Badge Points as well as the number of Badge Points that are available. Each time that you equip a Badge that requires Badge Points, the amount of Badge Points will decrease. If you remove a Badge that requires Badge Points, the amount of Badge Points will replenish.

Items

Inside the Items tab, you will see the sections Key Items and Items.

The "Key Items" section consists of certain items that can be found only once in the game. The items are given to Mario at certain points in the game, and many of them are required in order to progress whereas others are optional. You may move the cursor over any item to see information about it.

The "Items" section consists of regular items that can be found in shops or in certain areas where they appear repeatedly.

Party

Inside the Party tab, you may view your party members. You may move the cursor over any party member to see information about him or her, and you may press the A button to see information about his or her abilities.

Spirits

Inside the Spirits tab, you may look at any of the Star Spirits whom you have rescued. You may move the cursor over any Star Spirit to see information about him or her.

Map

Inside the Map tab, you may look at the map of the Mushroom Kingdom and view the places that you have traveled to on the map. You may move the cursor over any place to see information about it.

As you play the game, you may press any of the four C buttons, each of which has a particular use.

You may press the C-Up button to view a tab that appears at the top of the screen. On the tab, you will see your current and maximum number of Heart Points and Flower Points. You will also see your current number of Star Points and your current amount of Coins. (Your amount of Star Energy will appear at the bottom of the tab after you rescue the first Star Spirit in Chapter 1.)

You may press the C-Left button to view the items that you have. You may move the cursor over any item to see information about it. You may press the A button to use items that are available. (Items that are not available can only be used in battle.)

You may press the C-Right button to view your party members. You may move the cursor over any member to see information about him or her. You may then press the A button to choose a member.

As you travel, you may press the C-Down button to use your current party member's ability.

Battle Actions

As you travel through the kingdom, you will engage in battle with enemies and bosses.

(You may perform a "First Strike" by attacking an enemy before you enter a battle. An enemy can attack you with a "First Strike", as well.)

As soon as you enter a battle, you will be in control of Mario and his current party member. Mario and his partner will be on the left side and the enemy, group of enemies or boss will be on the right. At the beginning of the battle, Mario will be in the front and his partner will be behind him. (You may press the Z button to switch between Mario and his partner.) You will control the character in the front first and then control the character in the back. The enemy or boss will then attack afterward.

If you are in control of Mario, you will see battle options called Strategies, Items, Jump and Hammer. (An option called Star Spirits will appear after you rescue the first Star Spirit in Chapter 1.)

If you are in control of a party member, you will see the options Strategies and Abilities.

Inside the Strategies option, you may choose "Change Member" to change your party member. You may also choose "Do Nothing" to perform no action in battle and "Run Away" to escape the battle. (As a party member, you can only choose Change Member and Do Nothing.)

Inside the Items option, you may choose to use any of your items.

You may choose the Jump option to jump on an enemy. (If you have equipped any Badge that has a particular jump attack, you will see a list of choices when you choose the Jump option.)

You may choose the Hammer option to hit an enemy with your hammer. (If you have equipped any Badge that has a particular hammer attack, you will see a list of choices when you choose the Hammer option.)

Inside the Star Spirits option, you may choose any Star Spirit to use his or her power. You may also choose "Focus" to replenish Star Energy.

Inside the Abilities option, you will see a list of your current party member's abilities, any of which you may choose.

(Note: As you perform in battle, be advised that certain attacks and abilities require the use of Flower Points. The amount of Flower Points that are needed for a particular attack or ability lies next to the attack/ability.)

(Note: If your party member is attacked in battle, he or she will not be able to perform any actions for a number of turns that will be the same as the number of damage points inflicted on him or her. You will also be unable to change party members until he or she recovers.)

After you defeat every enemy in a battle, you will receive Star Points. Each time that you receive 100 Star Points, you will be able to Level Up. If you Level Up, you may increase your maximum number of Heart Points or Flower Points by 5 points, or your Badge Points by 3 points.

(After a battle is over, you will mostly receive coins, but you will occasionally receive hearts, flowers and an item.)

Party Members

As you travel through the Mushroom Kingdom, you will meet certain characters who will become your party members. Each party member has his or her own abilities.

Goombario - a Goomba whom you meet during the prologue.

As you travel, you may press the C-Down button to have Goombario give you information about any place. You may also press the C-Down button to have Goombario give you information about any character or object. (If you move near a character, you must press C-Down when a small speech bubble appears near that character for Goombario to give information about him or her. If you move near an object, you must press C-Down when an exclamation mark appears for Goombario to give information about it.)

Headbonk - an ability in which Goombario strikes an enemy with his head in battle.

Tattle - an ability in which Goombario will give information about an enemy and make its amount of Heart Points visible in battle.

Charge (Super Rank) - an ability in which Goombario can charge his Attack Power by 2, but the charge will disappear after he attacks an enemy.

Multibonk (Ultra Rank) - an ability in which Goombario will Headbonk an enemy continuously until the timing of the Action Command is missed.

Kooper - a Koopa Troopa whom you meet in Chapter 1.

As you travel, you may press the C-Down button to toss Kooper's shell. You may toss his shell to grab items or hit switches that you cannot reach.

Shell Toss - an ability in which Kooper will attack a single enemy on the ground with his shell in battle.

Power Shell - an ability in which Kooper will attack all enemies on the ground with his shell in battle.

Dizzy Shell (Super Rank) - an ability in which Kooper will attack all enemies on the ground with his shell and cause them to be dizzy.

Fire Shell (Ultra Rank) - an ability in which Kooper's shell lights on fire and attacks all enemies on the ground to burn them.

Bombette - a Bob-omb whom you meet in Chapter 1.

As you travel, you may press the C-Down button to have Bombette walk a short distance and then explode. (As Bombette walks, you may press the C-Down button at any time to have her explode on the spot.) You may use Bombette's explosion to destroy cracked areas.

Body Slam - an ability in which Bombette will strike an enemy with her body in battle.

Bomb - an ability in which Bombette will explode on a single enemy on the ground in battle.

Power Bomb (Super Rank) - an ability in which Bombette will explode on all enemies on the ground.

Mega Bomb (Ultra Rank) - an ability in which Bombette will explode on all enemies in any place.

Parakarry - a Paratroopa whom you meet in Chapter 2.

As you travel, you may press the C-Down button to have Parakarry carry Mario a short distance. (As Parakarry carries Mario, you may press the C-Down button at any time to have Parakarry release Mario on the spot.) You may use Parakarry to move Mario over gaps.

(Note: If you deliver any letter addressed to a certain character, you must have Parakarry as your party member to give the letter to that character.)

Sky Dive - an ability in which Parakarry will kick an enemy in battle.

Shell Shot - an ability in which Parakarry will slam into an enemy with his shell.

Air Lift (Super Rank) - an ability in which Parakarry will carry an enemy away from battle.

Air Raid (Ultra Rank) - an ability in which Parakarry will fly around all enemies and attack them.

Bow - a Boo whom you meet in Chapter 3.

As you travel, you may press the C-Down button to have Bow make Mario transparent so that enemies cannot see him.

Smack - an ability in which Bow will smack an enemy in battle.

Outta Sight - an ability in which Bow will make Mario transparent so that enemies cannot attack him.

Spook (Super Rank) - an ability in which Bow can scare enemies away from battle.

Fan Smack (Ultra Rank) - an ability in which Bow will smack an enemy with a fan.

Watt - a ball of light whom you meet in Chapter 4.

As you travel, you may press the C-Down button to have Watt lighten areas that are dark as well as to reveal invisible blocks.

Electro Dash - an ability in which Watt will penetrate an enemy's Defense Power and attack the enemy with electricity.

Power Shock - an ability in which Watt can paralyze an enemy with electricity.

Turbo Charge (Super Rank) - an ability in which Watt will use electricity to increase Mario's Attack Power.

Mega Shock (Ultra Rank) - an ability in which Watt can paralyze all enemies with electricity.

Sushie - a Cheep Cheep whom you meet in Chapter 5.

As you travel, you may approach any dock in water, in which you may press the C-Down button to hop on Sushie and ride her across the water. (You may press the C-Down button while in the water to dive underneath.)

Belly Flop - an ability in which Sushie will pounce on an enemy in battle.

Squirt - an ability in which Sushie will squirt water on an enemy in battle.

Water Block (Super Rank) - an ability in which Sushie will create a cube of water around Mario, which will increase his Defense Power.

Tidal Wave (Ultra Rank) - an ability in which Sushie will attack all enemies with a wave of water.

Lakilester - a Lakitu whom you meet in Chapter 6.

As you travel, you may press the C-Down button to hop on Lakilester and ride him around.

Spiny Flip - an ability in which Lakilester will throw a Spiny Egg at an enemy in battle.

Spiny Surge - an ability in which Lakilester will throw Spiny Eggs at all enemies in battle.

Cloud Nine (Super Rank) - an ability in which Lakilester will create a cloud around Mario, which can make enemies unable to attack him.

Hurricane (Ultra Rank) - an ability in which Lakilester can blow enemies away from battle.

Star Spirits

Eldstar - a Star Spirit whom you rescue in Chapter 1. He has an ability called Refresh, which restores 5 Heart Points and 5 Flower Points. It will also cure you if you are poisoned or shrunk in battle.

Mamar - a Star Spirit whom you rescue in Chapter 2. She has an ability called Lullaby, which can put enemies to sleep in battle.

Skolar - a Star Spirit whom you rescue in Chapter 3. He has an ability called Star Storm, which attacks enemies with shooting stars and inflicts 7 points of damage.

Muskular - a Star Spirit whom you rescue in Chapter 4. He has an ability called Chill Out, which decreases the Attack Power of enemies by 3 points.

Misstar - a Star Spirit whom you rescue in Chapter 5. She has an ability called Smooch, which restores 20 Heart Points.

Klevar - a Star Spirit whom you rescue in Chapter 6. He has an ability called Time Out, which can make enemies unable to move in battle.

Kalmar - a Star Spirit whom you rescue in Chapter 7. He has an ability called Up and Away, which turns enemies into stars and sends them away from battle.

The Beginning

The story begins at Mario's house. Mario and his brother, Luigi receive an invitation from Princess Peach to a party at her castle. Mario and Luigi then head to the castle.

Inside the castle, you may talk to guests, some of whom are from areas in the Mushroom Kingdom that you will visit. (On the first floor of the castle, two doors lie on opposite sides above stairs, but you are unable to enter either of them. You can, however, enter a door on the bottom right to a kitchen.) On the first floor of the castle, move across a large set of stairs in the center, and enter a door to proceed.

(On the second floor of the castle, you are unable to enter any of the doors that lie at the bottom. You can, however, enter a door at the bottom center that leads to Princess Peach's room. You will have to talk to the guard in front of the door several times before you can enter and explore.)

On the second floor of the castle, there are two sets of stairs on opposite sides that lead to another door, so enter.

Inside the next area, move to the right and across a set of stairs. Keep moving until you reach another door and enter.

In the next area, keep moving until you meet Princess Peach.

After speaking with Princess Peach, rumbling occurs. Outside of Peach's castle, Bowser's castle appears from under the ground. Taking Peach's castle, Bowser's castle moves high into the sky.

Just then, Bowser and Kammy Koopa appear inside Peach's castle. Bowser then challenges Mario to a fight.

During your first fight with Bowser, your only attack against him is the Jump. Even though you will manage to inflict one point of damage on Bowser for a few turns, you will be unable to defeat him when he uses the Star Rod to make himself invincible. He will then defeat Mario with a breath of fire and expel him from the castle.

Prologue: A Plea from the Stars

Goomba Village

Mario falls from the castle and lands in a clearing in a place called Goomba Village. The Star Spirits then appear and use their powers to revive him. Afterward, a Goomba discovers Mario, and he is taken to a Toad House in Goomba Village. Inside the Toad House, a Star Spirit named Eldstar asks Mario to go to a place called Shooting Star Summit. Mario then awakens. Exit the Toad House and into Goomba Village.

(After you obtain the ability to Spin Jump, you may Spin Jump in the very center of the clearing to receive a Star Piece.)

Inside Goomba Village, you may speak to the Goomba family members. Go to the gate on the far right side of Goomba Village, and Goompapa will inform you that you cannot leave until he fixes the gate. (You are also unable to exit a gate near the Toad House at the moment.) Afterward, enter the Goomba house and go out the back door to the veranda. Speak to Goompa and then, exit the house. As soon as you approach the gate and talk to Goompapa again, Kammy Koopa will appear and drop a big, yellow block that will prevent you from leaving the village. Goompapa then informs you that you can use Goompa's Hammer to break the block.

Enter the house and go out the back door again. The veranda has collapsed, and you will fall to an area that is west of Goomba Village.

Move to the right, and speak to Goompa. Another yellow block blocks the path back to Goomba Village. Move to the left, and enter another area.

Inside a forest, you may search bushes. The Hammer lies in a bush on the far left next to a tree. After you obtain the Hammer, you will not only be able to smash yellow blocks (as well as hit trees), but use it to attack enemies, as well.

(Before you leave the area, you may hit a tree on the far upper right to retrieve a Dolly.)

If you give it to Goombaria when you return to Goomba Village, she will give you a Star Piece.)

As you leave the area, you will encounter a Koopa Troopa kid named Jr. Troopa, who picks a fight with you.

Jr. Troopa has only 5 Heart Points, an Attack Power of 1 and a Defense Power of 0. He can easily be defeated with the Jump or Hammer.

After you defeat Jr. Troopa, exit.

In the previous area, smash the yellow block and move on. (If you hit the tree next to the block, you will receive a Mushroom.) Next, hit a Heart Block to recover your Heart Points and Flower Points.

(After you receive the Super Hammer that enables you to smash Stone Blocks, smash a nearby Stone Block in this area, and jump to reveal a yellow "?" block that contains Repel Gel.)

(After you obtain the ability to Spin Jump, Spin Jump on the ground near the Heart Block to receive a Star Piece.)

(In this area, you may move upward toward a jump pad, and then use it to collect coins as well as to reach a ledge that has a Fire Flower.)

Move along into the next area.

This next area contains many Goombas that are enemies and will try to fight you. It may be necessary to fight them as you move across stumps along the pathway.

A Goomba has 2 Heart Points, an Attack Power of 1 and a Defense Power of 0. It will attack by Headbonking, and you can easily defeat it with the Jump or Hammer.

A Spiked Goomba is a Goomba with a spike on its head. It has 2 Heart Points, an Attack Power of 2 and a Defense Power of 0. You must not jump on it, or you will take damage from its spike. You must attack and defeat it with the Hammer.

A Paragoomba is a Goomba with wings. It has 2 Heart Points, an Attack Power of 1 and a Defense Power of 0. It will attack by flying into you. If you jump on it, it will lose its wings and become an ordinary Goomba when it falls to the ground.

(As soon as you reach a fork along the pathway, you may move to the left across more stumps. Continue moving past a tree and down some more stumps until you reach a Star Piece on a high ledge.)

Continue moving, and exit this area back to Goomba Village.

Back in Goomba Village, Goomba will give you the Power Jump Badge. Goombario will then join you in your adventure as your first party member.

(You may hit the tree on the far right side of Goomba Village to receive a Goomnut.)

Smash the yellow block with the Hammer, and exit the village.

Goomba Road

At the beginning of Goomba Road, a sign warns you to beware of Goombas. If you read the sign, a Goomba will appear from it. You will face several Goombas as you move along in this area.

In the next area, defeat Goombas, and hit a pink "?" block to receive the Close Call

Badge. Next, you may read a sign with a Mushroom on it to receive a Mushroom. As you continue on, you may use a Heart Block before you enter the next area.

In this next area, you must fight the Goomba Bros., Red Goomba and Blue Goomba. Like other Goombas, they will attack you by Headbonking. Because they have a high number of Heart Points, the Power Jump is a good attack to use on them.

Blue Goomba has 6 Heart Points, an Attack Power of 1 and a Defense Power of 0.

Red Goomba has 7 Heart Points, an Attack Power of 1 and a Defense Power of 0.

After you defeat the Goomba Bros., move along.

In the next area, if you read a sign with a Mushroom on it, a Goomba will appear. After you defeat it, continue on.

You will then reach the Goomba King's Fortress, and you must fight the Goomba King.

The Goomba King has 10 Heart Points, an Attack Power of 1 and a Defense Power of 0. He will attack by kicking you, and he will also cause Goomnuts to fall from a tree and hit you. Along with simple attacks, the Power Jump is a good attack to use on him. (Tip: If you hit the nearby Goomnut tree with your Hammer, a big Goomnut will fall from the tree and not only inflict damage points on the Goomba King but take out the Goomba Bros., as well.)

After you defeat the Goomba King, hit a nearby tree to get a Star Piece. Afterward, go near the fortress, and search the bushes for a blue "!" switch. Hit the switch to cause the tower of the fortress to collapse and form a bridge. Move past the fortress and across the bridge.

(After you obtain the ability to Spin Jump, move to a far upper right corner past the bridge and Spin Jump to receive a Star Piece.)

(Past the bridge, move all the way downward to an isolated area. Move to the left, and hit a block to reveal a yellow "?" block. Hit the block to get a Super Shroom.) Continue moving and exit.

Kammy Koopa appears and returns to Peach's castle, where she informs Bowser that Mario defeated the Goomba King. Bowser then reveals that the first Star Spirit is being held at the Koopa Bros. Fortress. The Koopa Bros. then appear and plot with Bowser.

In the next area right before Toad Town, move downward across stumps. (At the bottom of the stumps, move left, and hit a yellow "?" block for a Sleepy Sheep.) Continue moving toward a roof. (Hit a tree next to the roof to release a jump pad. Use the jump pad to move on top of the roof, and open a chest to receive the Hammer Throw Badge.) Move under the roof, and enter Toad Town.

Toad Town

As soon as you enter Toad Town, you will be in the main gate area.

You may speak to the citizens in the town.

(Enter the green pipe in the main gate area to reach Mario's house. Speak to Luigi, and enter the house. Inside, you may read a green chart that shows Mario's progress. Move left to a room, where you may rest in a bed to replenish your Heart Points and Flower Points. You may also read letters for Mario on a dresser. New letters appear after each chapter.

[A panel on the ground lies in front of the dresser. After you obtain the ability to Spin Jump, you may use it to enter, where you will find a secret area that contains Luigi's diary. New entries appear after each chapter.]

(Near the green pipe in Toad Town, you may enter the house of a Toad named Russ T., who will give you interesting and often valuable information about many things. He gives new information after each chapter.)

At the main gate, there is a shop where you may buy items. (You can also sell your items as well as check your items and claim them at any shop.)

(Inside the shop at the main gate, you may purchase the following items for the following prices:

Fright Jar - 5 Coins
Sleepy Sheep - 10 Coins
POW Block - 5 Coins
Fire Flower - 10 Coins
Honey Syrup - 10 Coins
Mushroom - 5 Coins)

At the far right of the main gate area is a dojo, and it is currently closed.

(Move downward across from the dojo to an area where you will see three Toad women. After you obtain the ability to Spin Jump, Spin Jump in an upper right corner near the women to receive a Star Piece.)

The next area of Toad Town is the plaza.

The house with the spinning roof is the home of a wizard named Merlon. (Hit a tree next to the house for a Star Piece.) In front of Merlon's house, you may read the front and back of a news board. (The information on the board changes after each chapter.)

A big, blue gate with a star leads to the area that contained Princess Peach's castle.

Inside the plaza, there is a post office where you can read letters addressed to your party members. (New letters appears after each chapter.) There is also a Toad House next to the post office.

(Near the Toad House, suspicious, dark-colored Toads block the east exit from Toad Town.)

Move downward inside the plaza, and speak to a man named Rowf. He is setting up a shop, in which he will sell Badges. (The shop will not be open until after Chapter 1.)

Across from Rowf's shop is a flower garden. Speak to a Toad woman named Minh T., who tends to the garden. She asks you to find four seeds from creatures called Bub-ulbs. (As soon as you find the four seeds and have Minh T. plant them, a door will appear that leads to an area called Flower Fields in Chapter 6.)

You are unable to go any further in the southern area of Toad Town until after Chapter 1.

In the plaza, enter the big, blue gate.

In the area that contained Peach's castle, move to the right.

In the next area, continue moving and cross a bridge. (After you obtain the ability to Spin Jump, you may Spin Jump past the bridge to receive a Star Piece.)

Past the bridge, move across steps and enter Shooting Star Summit.

Shooting Star Summit

Shooting Star Summit contains a large mountain with steps. (At the bottom of the steps, move upward behind the mountain to get a Star Piece.)

(After you obtain the ability to Spin Jump, Spin Jump on the very first step of the summit to receive a Star Piece.)

Move across the steps to the very top, and you will see Eldstar. Speak to him, and he and the other Star Spirits inform Mario that Bowser stole the Star Rod and used it to make himself invincible. They inform Mario, however, that once he rescues all of them, they will be able to use their powers to help him fight Bowser.

Inside Princess Peach's castle, Bowser and Kammy Koopa appear in Peach's room and intimidate her. After they leave, a Star Kid named Twink appears and offers to help the princess. She then gives Twink an item called a Lucky Star, which she asks him to give to Mario.

Inside Shooting Star Summit, begin moving back to Toad Town. As soon as you cross the bridge, Twink appears and gives Mario the Lucky Star. The Lucky Star is an item that allows you to use the action command. Twink will then show you how to use the action command.

[It is very important that you learn how to use the action command, which is used in battle. If you choose an action during battle, an explanation on how to use the action command for that action will appear at the bottom of the screen. Twink informs you that when you choose the Jump attack, you must press the A button right before you jump on an enemy to jump on that enemy twice. Twink also informs you that when an enemy attacks you, press A right before the enemy strikes you to defend yourself and reduce the amount of damage that you receive. (If you are in control of a party member, you may press the A button to defend, as well.) Twink also informs you that when you use the Hammer to attack, you must move the Control Stick to the left and then release it when a star symbol flashes to increase the Attack Power of the Hammer.]

After Twink explains the action command, a Magikoopa appears and challenges you to a battle.

The Magikoopa has 8 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack with magic. (You can use a jump attack to knock the Magikoopa off its broom.)

After you defeat the Magikoopa and talk to Twink, head back to Toad Town.

(In the area before Shooting Star Summit, move below the steps and move all the way to the right into another area. Continue moving, and you will see a house. Enter, and you will see a wizard woman named Merluvlee. If you speak to her from across a table, she will accurately predict the locations of Star Pieces (for 5 Coins), Badges (for 20 Coins) and Super Blocks (for 30 Coins). [There is also a glass treasure chest in the bottom right corner.] Move further right and enter a door, where you must move across a set of stairs. At the top, enter another door, where you will see a wizard boy named Merlow. If you speak to him, he will offer you the following Badges in exchange for Star Pieces:

Attack FX A - 1 Star Piece

Pay-Off - 1 Star Piece

Chill Out - 3 Star Pieces

Pretty Lucky - 5 Star Pieces

Feeling Fine - 5 Star Pieces

Happy Heart - 8 Star Pieces

Happy Flower - 8 Star Pieces

Peekaboo - 10 Star Pieces
Zap Tap - 10 Star Pieces
Heart Finder - 12 Star Pieces
Flower Finder - 12 Star Pieces
HP Drain - 15 Star Pieces
Money Money - 20 Star Pieces
Flower Saver - 25 Star Pieces
Power Plus - 25 Star Pieces)

(After you obtain the ability to Spin Jump, Spin Jump near flower pots outside of Merluvlee's house to receive a Star Piece.)

As soon as you return to Toad Town, Mario is informed that Merlon wants to speak with him.

(Notes: The Dojo in Toad Town is now open. Refer to "The Dojo" in this guide for details about it.)

If you go back to Goomba Village, go to the veranda in the house and collect an item called a Shooting Star.

Next to the clearing in Goomba Village, you will also see a worm man named Chuck Quizmo. He hosts a quiz show, in which he will ask you multiple-choice questions. If you answer a question correctly, he will give you a Star Piece. Refer to his section in this guide for a list of all of his questions and answers.)

Inside Toad Town, enter Merlon's house and speak with him. (After each chapter, Merlon will tell you where you need to go next for a price of 5 Coins.) Merlon informs you that you must currently head to the Koopa Bros. Fortress. Stand next to Merlon and speak to him again to tell him about the dark Toads that are blocking the east exit from Toad Town. He will approach the Toads and expose them as the Koopa Bros., who then retreat to their fortress. Merlon then informs you that in order to reach the fortress, you will need the help of a Koopa Troopa with a blue shell. Afterward, exit to begin the next chapter.

Chapter 1: Storming Koopa Bros. Fortress

Pleasant Path

In this new area called Pleasant Path, continue moving to the right, and you will encounter a new enemy called a Koopa Troopa. Throughout this entire area, you will find a mix of Koopa Troopas and Goombas.

A Koopa Troopa is a turtle-like enemy that has 4 Heart Points, an Attack Power of 1 and a Defense Power of 1. It attacks by retreating inside of its shell and spinning into you. You can knock it onto its back with attacks like the Jump, Headbonk or a POW Block. If it is on its back, it is entirely defenseless and cannot fight for a couple of turns.

A Paratroopa is a Koopa Troopa with wings. It has 4 Heart Points, an Attack Power of 1 and a Defense Power of 1. It attacks by flying into you. If you use the Jump, Headbonk or a POW Block on it, it will lose its wings and become a plain Koopa Troopa. (Tip: If you jump or Headbonk on it twice with the action command, it not only loses its wings but falls onto its back when it hits the ground.)

(Continue moving, and you may hit a yellow "?" block for a Coin. Move along, and hit a pink "?" block for the Dizzy Attack Badge. Move along, and hit another yellow "?" block for a Fright Jar.)

In the next area, you may hit a yellow "?" block for a POW Block. Hit a tree next to that block for a switch. Hit the switch, and a bridge will appear, allowing you to move on.

(As you continue moving along the path, move downward to a bottom area, and then move all the way left. After you obtain your second party member, Kooper in Koopa Village, you can use him to grab the Star Piece on a ledge that lies across.)

(Along the path, you may grab a Sleepy Sheep behind a fence.)

Continue moving in this area across stumps. (You may repeatedly hit a block in front of a tree to receive Coins.)

In the next area, you will reach a fork. Koopa Village lies downward, and the Koopa Bros. Fortress lies very far to the right. You are unable to proceed to the fortress right now, so you must go to Koopa Village first. (If you repeatedly move around a blue candy cane near the sign that speaks of the areas, it will produce Hearts. There is also Honey Syrup behind another blue candy cane on the far right.)

(After you obtain the ability to Spin Jump, Spin Jump near the candy canes to receive a Star Piece.)

To get to Koopa Village, move downward across stumps and continue to the right. (As you reach the entrance to Koopa Village, you will see three blocks. Hit them in the order of left, right and middle to reveal a pink "?" block that contains the Attack FX B Badge.)

Koopa Village

Inside Koopa Village, creatures called Fuzzies have invaded the village and are terrorizing the Koopa citizens by stealing their shells. You may speak to the Koopas and retrieve their shells.

The first area of Koopa Village has a Toad House and a shop next to one another.

[Inside the shop, you may purchase the following items for the following prices:

Dizzy Dial - 10 Coins
POW Block - 4 Coins
Fire Flower - 8 Coins
Honey Syrup - 8 Coins
Volt Shroom - 15 Coins
Mushroom - 4 Coins]

(If you search the bushes in either part of Koopa Village, you will find a Dried Shroom and a Koopa Leaf.)

(After you obtain the ability to Spin Jump, Spin Jump near three Bob-ombs to receive a Star Piece.)

(Inside the second area of Koopa Village, a house with a yellow roof belongs to a Koopa explorer named Kolorado.)

Inside the second area of Koopa Village, approach a house with a green roof and speak to a Koopa named Kooper. He asks you to retrieve his shell from a Fuzzy. Enter his house, where you will see a Fuzzy with a shell, and follow it out the back door.

In the next area, continue to follow the Fuzzy. Beware of other Fuzzies that will try to attack you.

A Fuzzy has 3 Heart Points, an Attack Power of 1 and a Defense Power of 0. It attacks by sucking your Heart Points out of you, which it will then add to its own.

Follow that Fuzzy until you reach a clearing. The Fuzzy will then play a game, in which he moves between trees with the shell. You must hit the tree where the Fuzzy lands. He will

do this three times and move faster each time. The key is to keep your eyes on the shell as the Fuzzy moves it between the trees.

As soon as you have succeeded, the Fuzzy gives back Kooper's shell. Kooper then joins you as a party member. The Fuzzy then challenges you to a fight. After you defeat him, return to Koopa Village.

(In the previous area right before the clearing, you may move on top of tree stumps and use Kooper to grab the HP Plus Badge on a tree stump that lies across.)

Inside Koopa Village, the Fuzzies are gone and peace is restored.

(In the second area of Koopa Village, you will see a Star Piece above a block in mid-air. To reach it, move another nearby block that lies on the ground directly underneath the mid-air block. Climb on top of the block and then smash the block above to collect the Star Piece.)

(You may optionally do favors for an elderly Koopa named Koopa Koot. In the second area of the village, he lives in a house at the far right end. He asks for favors after each chapter. Refer to his section in this guide.)

As soon as you exit Koopa Village, move up the stumps all the way to the top and then, move to the right past the candy canes and over a bridge to the next area.

In the next area, you will encounter more enemies.

(After you obtain the ability to Spin Jump, Spin Jump near the entrance of the area to receive a Star Piece.)

(From the area you appear on when you enter, you may use Kooper to destroy a block that holds a Thunder Bolt to grab that item.)

Move from a top area to the bottom and continue right, where you will see a sign in front of a river that tells Mario that he is not allowed to enter the fortress. Use Kooper to hit a switch across the river, which will create a bridge that you can cross.

(As soon as you cross the bridge, move between two brown blocks, and jump to reveal a block that contains a Fire Flower.) Continue moving to the right and exit.

In the next area, continue to the right. (As soon as you enter, hit a nearby tree to obtain a Star Piece.) Continue moving along, fighting enemies if necessary. At the end of this area, use a Heart Block.

(After you obtain a party member named Bombette, move to a cracked stone wall near the Heart Block and use Bombette to obliterate it. Move down a pipe that will take you to the top of the fortress. In that area, move to the right and open a chest that contains the FP Plus Badge. To return to the path, move back to the pipe you entered from and jump down from the building.)

In the next area, use a Save Block. Move downward to the fortress and enter the doors.

Koopa Bros. Fortress

Inside the fortress, you will encounter a mix of Koopa Troopas and enemies called Bob-ombs.

A Bob-omb has 3 Heart Points, an Attack Power 1 and a Defense Power of 0. At first, it will attack by jumping on you. Once you attack it, its fuse ignites, indicating that it will explode. If you jump on it when its fuse is lit, you will take damage when it

explodes. It is definitely safe to attack it with either the Hammer or Kooper's shell. If you do not defeat the Bob-omb, it will explode on you during its turn.

In the first area of the fortress, move downward and around a body of water. Defeat a Koopa Troopa to get a Fortress Key, and use it to enter a locked door.

In the following room, move along and enter a door on the other side.

The next area contains prison cells, which you cannot reach right now. (In the second prison cell, however, you may move to the upper right of it and enter to grab the Power Bounce Badge. After you obtain Bombette as a party member, you may use her to blow open a crack in the wall of the cell to access it, too.) Move to the end of this area and enter some double doors.

In the next area, move near a locked door on the other side and defeat a Koopa Troopa. After that, a switch will appear behind a set of stairs. Hit the switch to make the stairs descend. Move down the stairs to a bottom area. (The double doors on the right of this area lead to a prison full of friendly Bob-ombs.) Enter the opening on the far left.

In the following room, the opening you entered from and the opening on the other side will move up and out of reach. You must defeat the Koopa Troopas in this area in order for the openings to move back down. After you have done so, enter the opening on the far left.

In the next room, you must jump over these rotating bars of fire as you move along. (Tip: You may repeatedly jump over any bar of fire as it rotates, but it rotates faster each time you jump over it. You must jump faster and faster to avoid getting hit by the fire. Keep on jumping, and the bar of fire disappears and produces coins.) At the far end of this room, collect a key.

Backtrack to the area with the stairs and then climb them. At the top, move to the far right and enter a locked door.

In the next area, you will see one of the Koopa Bros. creating a trap under a yellow "?" block.

(Near the door you entered from, you may move downward and enter a set of double doors that lie in the center. You will appear in an area outside of the fortress, where you may use a Save Block. Go back inside the fortress and move further down to the right, where you will see a cracked wall. After you get Bombette as a party member, you may use her to destroy the crack. Move through an opening, and you will appear outside of the fortress again. Move right and open a chest that contains the Refund Badge.)

In this area, move upward, and move all the way around a winding pathway. As soon as you reach the top, you must move to the yellow block and hit it. A trapdoor opens, and you will fall.

You will appear inside a prison, and you will speak with a pink Bob-omb named Bombette. You may use a Heart Block and speak to the other Bob-ombs. Speak to Bombette again, and she will become a party member. Next, use Bombette to destroy a crack in the wall of the prison. Exit the opening that is created, and head to the left. A group of enemies will then appear and attack. After you defeat them, exit the doors.

In a previous area, move to the top of the stairs and enter the door on the far left.

In the previous area with the prison cells, use Bombette to destroy the cracked wall of a nearby cell and grab a key from it. Go through the door you just entered from, and in that area, enter the door on the far right.

In another previous area, move all the way around the winding pathway and enter a door on the left.

In the next area, enter a locked door on the far right.

You must return to the area with the prison cells, but you are on top of them. Move to the edge of the cell that you appear on. Use Kooper to hit a red "!" switch on a ledge that lies across. Doing so will cause these metal platforms to appear from the wall, and you must move across them. As you reach a platform that blocks your path, use Kooper to hit the switch again, which will make the platforms recede into the wall. Move to the edge of another prison cell, and use Kooper to hit another switch. The platforms will appear from the wall again. Move across the platforms until you reach one that lies in front of stairs. Use Kooper to hit the switch, which will cause the platforms to recede again. Move up the stairs and enter a door.

In another area, move down and to the left. Hit a switch, which will cause a set of stairs to descend. Move down the stairs, and you will reach a cracked wall. Use Bombette to destroy the wall and enter. Inside a prison cell, grab a key. Move back to the previous room and head up the stairs. Enter a locked door on the far left.

You appear in the first area of the fortress, but you are on a high ledge. Move down and to the left. Hit a switch, which will cause a set of stairs to rise out of water and to the ledge you are on. Approach the stairs and move across them. As soon as you reach the top, move along the path to a door in the center. (You may continue past the door and further along the path. As soon as you reach the top, you may collect the Smash Charge Badge.)

As soon as you enter the door in the center, you will appear outside. Move along to the right, and the Koopa Bros. will appear. The brothers will activate these machines called Bill Blasters that fire Bullet Bills.

A Bill Blaster has 4 Heart Points and a Defense Power of 1. It does not attack, but it will fire Bullet Bills. Bombette's explosion works well on this enemy.

A Bullet Bill has 2 Heart Points, an Attack Power of 2 and a Defense Power of 0. It attacks by flying into you and exploding. Any attack from the air such as the Jump or Goombario's Headbonk works well against this enemy. You have to defeat it before you can defeat the Bill Blaster that shoots it.

As you move forward, you may either fight or avoid the Bullet Bills.

(You may move to a nearby bottom area and use Bombette to destroy a boulder. Hit a yellow "?" block that contains Maple Syrup.)

Continue moving until you reach the Bill Blasters. (Near the Bill Blasters, you may move to another bottom area that contains a Heart Block and Save Block.)

After you have defeated the Bill Blasters, enter large doors to face the Koopa Bros.

The Koopa Bros. will begin the battle by using a fake Bowser, which has 10 Heart Points, an Attack Power of 1 and a Defense Power of 1. You can attack it with the Hammer or Kooper's Shell, but Bombette's explosion will inflict the most damage.

After you defeat the fake Bowser, you must fight the Koopa Bros. Each of these Koopas (Red Ninjakoopa, Yellow Ninjakoopa, Green Ninjakoopa, Black Ninjakoopa) has 5 Heart Points, an Attack Power of 1 and a Defense Power of 1.

The Koopa Bros. will form a tower, in which they will stack themselves on top of each other. They will then attack by spinning into you. The number of points from this attack is the same as the number of however many brothers are stacked. If you use the Hammer, Kooper's Shell, Bombette's Body Slam or a POW Block, it will make the tower of the brothers stagger. If you attack the brothers again in the same turn, they will fall to the

ground and onto their backs. You may also use Bombette's explosion to knock them down quickly. You can then fight the brothers the same way that you would fight a regular Koopa Troopa.

As soon as you defeat the Koopa Bros., you will free Eldstar, the first Star Spirit.

After you rescue the Star Spirit, you will be at Princess Peach's castle, where you will have control of Peach.

Inside the castle, you must find a way out of Peach's room. You are unable to leave through the bedroom door, because a guard stands directly outside the door. If any guard sees Peach, she will be thrown into her room.

Inside the room, move to a painting that hangs on the right side of a fireplace. A button that lies behind the painting will reveal an opening within the fireplace. Enter the opening, and you will be inside a secret passage. Move all the way to the left until you reach a mantle. Move onto the mantle and press a button. The mantle will then rotate you into a study.

Inside the study, you are currently unable to leave through a door on the right. Move to a table on the left, where you will find Bowser's diary. If you read the diary, you will learn that the next Star Spirit is inside a place called Dry Dry Ruins in Dry Dry Desert. Princess Peach will ask Twink to give Mario this information. Bowser will then appear and have the guards take Princess Peach to her room.

As soon as you are in control of Mario, Eldstar gives him the first unit of Star Energy, which enables Mario to use Star Powers. Eldstar also gives Mario a Star Power called Refresh.

[A gauge that shows the amount of Star Energy you have lies at the bottom of your status bar. The "Star Spirits" option will also be added to your battle actions. Each time you use a Star Power in battle, it will take Star Energy. Each time that it becomes Mario's turn in battle, the Star Energy replenishes slowly. To replenish more energy, use a Star Power called Focus.]

Eldstar explains that when Mario rescues all seven Star Spirits, they will give him a power called the Star Beam, which will remove the power of the Star Rod during Mario's battle with Bowser.

You must now begin to make your way back to Toad Town.

As you move along the area of Pleasant Path that lies right before Toad Town, you will encounter Jr. Troopa, who challenges you to fight again.

In this battle, Jr. Troopa has 15 Heart Points, and Attack Power of 2 and a Defense Power of 1. He increases his defense by hiding inside of his egg. Bombette's explosion will deal the most damage on him.

As soon as you return to Toad Town, Twink appears and tells Mario that the next Star Spirit is located inside the Dry Dry Ruins in Dry Dry Desert.

(Note: Now that you have finished Chapter 1, you may participate in a Trading Event. Go to Koopa Village, and enter the house with the blue roof. Inside the house, listen to a radio and switch to the Information Station. You will be told to give a Koopa Leaf to a pink Toad with white spots near the west entrance of Toad Town in under five minutes. As soon as you have done so, you will receive Maple Syrup as a reward. [Note that if you give the Toad the wrong item, he will penalize you by taking that item, and you will never get it

back.]])

(Note: Now that you have completed Chapter 1, Rowf's badge shop is officially open. Refer to his section in this guide to see the Badges available after each chapter.)

The south area of Toad Town is now accessible. Move downward between the badge shop and flower garden and enter.

In this new area of Toad Town, move downward a bit, and you will see the house of a Toad woman named Tayce T. to your left next to a road sign. (Speak to her, and she will offer to cook recipes for you if you give her ingredients. Refer to her section in this guide for a list of all of her recipes.)

(The blue house next to Tayce T.'s leads to the Toad Town Tunnels, but you cannot access it now.)

Move further downward to a bridge on your right. Move across the bridge, and you will see a shack with a Toad guard named Fice T. Move further, and you will see the entrance to a place called Forever Forest. (You will enter that area in Chapter 3.)

(After you obtain the ability to Spin Jump, Spin Jump in front of the shack to receive a Star Piece.)

Move back across the bridge and move downward. A secluded area to your left contains a pipe that leads to the Toad Town Tunnels. (Refer to that section in this guide.) Move further down and to an area of grass on your right, where you will see a moving flower. Talk to the flower, and a Bub-ulb will appear from it. The Bub-ulb will give you a Magical Seed, which you may plant at the garden.

In this area, move to the left past a blue house and enter the next area.

The next new area of Toad Town contains another shop.

[Inside the shop in the south part of Toad Town, you may purchase the following items for the following prices:

Stone Cap - 30 Coins
Dizzy Dial - 15 Coins
Thunder Rage - 20 Coins
Tasty Tonic - 5 Coins
Volt Shroom - 10 Coins
Super Shroom - 20 Coins]

(After Chapter 2, you will find a fellow named Chet Rippo next to the shop. If you speak to him, he will offer to upgrade your Heart Points, Flower Points or Badge Points for 39 Coins. If you choose to upgrade either your Heart Points or Flower Points, either one will increase by 10 points. If you choose to upgrade your Badge Points, they will increase by 6 points. However, if you choose to upgrade one stat, the points of the other two stats will decrease. If you choose to upgrade either your Heart Points or Flower Points, all of the Badges that you are currently wearing will be taken off.)

(The yellow house at the far left end of this area leads to the Shy Guy's Toy Box in Chapter 4.)

Move to the far left end of this area and enter another.

The next area contains a port.

(Near the entrance of the port, you may enter a place called Club64. Inside, you may speak to a pop diva named Chanterelle and a lyricist named Simon.)

After Chapter 2, speak to Simon, and he will give you Lyrics. Give the Lyrics to a composer in Dry Dry Outpost. The composer will then give you a Melody that you must give to Simon. Give Simon the Melody, and you will receive the Attack FX D Badge.)

(After you obtain the ability to Spin Jump, move near a Save Block at the port and Spin Jump to receive a Star Piece.)

The port consists of a pier and a body of water. (The water will lead to a place called Lavalava Island in Chapter 5.)

(At the port, move to some crates on the far left side of the pier. Move near a tower, and move between two big crates. Move onto a small crate and onto a big crate next to it. Jump across a gap to more crates, and then, jump to a crate that has a Coin block above it.)

Return to the first southern area of Toad Town. In that area, move all the way downward and enter another area.

The next area of Toad Town contains a train station.

(Near the entrance of this area, move to the left and hit a tree to make a pipe appear. The pipe leads to the Toad Town Playroom. Refer to that section in this guide for details.)

(In this area, a little farm on your right breeds creatures called L'il Oinks. Stand underneath a bar and hit it to pay 10 Coins. Afterward, an egg will roll down and land. Hit the egg with your Hammer to hatch a L'il Oink, which will enter a pen. A total of 10 L'il Oinks can be inside the pen. As soon as the 11th L'il Oink appears, the first L'il Oink will run away and leave behind an item. If you enter the pen, all of the L'il Oinks will run away.

The following types of L'il Oinks will leave behind the following items:

White - Super Shroom
Black - Dried Shroom
Pink - Fire Flower
Silver - Jammin' Jelly
Gold - Ultra Shroom
Star - Shooting Star
Flower - Maple Syrup
Shroom - Life Shroom
Tiger - Thunder Rage
Question Mark - Repel Gel)

(After you obtain the ability to Spin Jump, move across train tracks and to the far right end where you may Spin Jump to receive a Star Piece.)

In this area, move downward past the farm and to the train station on your left. Use Bombette to destroy a boulder that blocks the train track. Afterward, board the train and ride it to begin the next chapter.

Chapter 2: The Mystery of Dry Dry Ruins

Mt. Rugged

The Toad Town train arrives in a new place called Mt. Rugged.

(Search the bush on the upper left of the train station in Mt. Rugged for an Egg, which

restores 5 Heart Points.)

Cross the train tracks and move to the left. Move across mountain steps and past a Stone Block. (After you receive the Super Hammer, you may smash the Stone Block. Past the block is an area where you will find a Super Block.) Continue to the right, and you will meet a Paratroopa mailman named Parakarry, who asks you to find letters that he lost on Mt. Rugged. Continue to the right and exit.

In the next area, move right past a slide and climb across more steps. (You may approach the slide and ride it down to collect Coins.)

As you continue moving right, you will encounter an enemy called a Monty Mole. (You will encounter more of these enemies as well as enemies called Clefts as you continue on.)

A Monty Mole is a mole that attacks by throwing rocks. It has 3 Heart Points, an Attack Power of 2 and a Defense Power of 0. You may use any attack on it.

A Cleft is a rock-like enemy. It has 2 Heart Points, an Attack Power of 2 and a Defense Power of 0. It attacks by head-butting. You must not jump on it, or you will take damage from its spikes. Bombette's explosion works very well against this enemy. (Tip: The D-Down Pound Badge works very well against this enemy, too.)

(In this area, you may move down mountain steps to a bottom area and hit a yellow "?" block for a Sleepy Sheep. Move to the left and smash a yellow block, where you will see a creature called a Whacka. If you hit the Whacka, you will get a Whacka's Bump, which restores 25 Heart Points and 25 Flower points. You may hit the Whacka a maximum of eight times for eight Whacka's Bumps.)

In this area, move to the right and exit.

In the next area, hit a Save Block. Continue moving right past a slide and a trio of Monty Moles.

(After you obtain the ability to Spin Jump, you may Spin Jump next to the slide to receive a Star Piece.)

Move across more mountain steps. Next, use Kooper to grab a letter on a ledge that is addressed to Merlon. (After you obtain Parakarry as a party member, use him to fly to the ledge where the letter was and then to the next ledge that contains the Quake Hammer Badge.) Continue moving to the right and exit.

In the next area, move to a mountain.

(After you obtain Parakarry as a party member, you may move along the pathway of the mountain that is straight. At the end of the path, use Parakarry to reach a ledge and speak to a flower that will uproot into a Bub-ulb. Speak to the Bub-ulb to get a Magical Seed.)

On the mountain, move along a slanted pathway until you reach the top. At the top, move to the right and exit.

In the next area, drop all the way down to the bottom of a very tall cliff and collect another letter that is addressed to Goompapa. Use a jump pad to reach the top of the cliff and return to the previous area.

In the previous area, move left through a tunnel. (Move down from the tunnel to collect a Star Piece on wooden planks.) Continue moving to the left and exit.

In another area, move to the left and ride a slide that will take you across a large gap and onto another area. Move left and exit.

In the next area, move left down some mountain steps. (Hit a yellow "?" block for a Mushroom.) Move across more steps and to a tunnel. (Enter the tunnel and move all the way to the left, where you will see a chest that contains the Damage Dodge Badge.)

Move past the tunnel to a jump pad. (After you obtain Parakarry as a party member, you may use him to reach a ledge with a Star Piece.)

Use the jump pad to reach a top area. (Hit a yellow "?" block on the left for a Coin. Move all the way to the right and hit another yellow "?" block for Honey Syrup.) Move down a slide that will take you across the large gap and to the top cliff of a previous area. Move all the way to the right of the cliff and grab a third letter that is addressed to Kolorado. Move from the cliff to the bottom of the area, and move to an exit on the right to a previous area. In that area, move down a slide near the trio of Monty Moles and make your way back to the first area of Mt. Rugged.

Speak to Parakarry, and give him the letters. Afterward, he will become a party member.

Return to the area with the tall cliffs, where you found the letter to Goompapa. Use Parakarry to move across a gap. As you move across a bridge and reach the end, a big bird named Buzzar appears. He will ask who you are, at which point you are given options. If you say that you are Mario or Princess Peach, you will have to fight him. If you say that you are Luigi, you will not have to fight him and can continue on.

(Buzzar has 40 Heart Points, an Attack Power of 3 and a Defense of 0. He will attack in various ways. He will fly into you as well as throw feathers at you. He will also create wind that will inflict damage on you and your party member. You must use the action command to reduce the amount of damage from that attack. Buzzar will also lift you up and drop you, which will inflict 4 points of damage. You must use the action command to free yourself when he does this. Parakarry is the party member to use for this battle, and his Shell Shot will inflict the most damage on Buzzar.)

Past Buzzar, continue moving down some slanted mountain pathways, and then, move upward to an exit on the right.

In the next area, move down some mountain steps, and use a Heart Block and a Save Block. Next, move to an entrance that leads to the Dry Dry Desert.

Dry Dry Desert

Please refer to the map of the Dry Dry Desert that is provided with this instruction guide. (https://gallery.neoseeker.com/Kellye_Marie/photostream/4150280045)

As soon as you enter the Dry Dry Desert, you will appear in area D1. The areas from D1 to D7, all of which appear in a dark color on the map, is the main path that you must take to reach a town called Dry Dry Outpost.

Inside the Dry Dry Desert, you will encounter enemies called Bandits and Pokeys.

A Bandit has 5 Heart Points, an Attack Power of 2 and a Defense Power of 0. It is a thief that attacks by bumping into you and stealing up to 10 of your Coins. (You can prevent this by using the action command to defend yourself when it attacks.) You must attack it before it runs away with your Coins to get your Coins back.

A Pokey is a cactus monster that has 4 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack by detaching a part of its body and throwing it at you. It will also approach you and fall onto you. It will even summon another Pokey. Be careful not to use any attack that involves bodily contact on the Pokey, or you will take damage from its spikes.

Inside the Dry Dry Desert, be very careful not to step inside whirlwinds, or they will blow you to any random area in the desert. (Tip: If a whirlwind moves you to another area of the desert, move to the exits on either the top or bottom of that area and continue to do so in the other areas until you reach the main path in the desert.)

(Inside the desert, you will also occasionally find Dried Fruit [that restores 15 Heart Points] after you defeat enemies.)

The descriptions of what you will find in each area on the map of the desert are detailed below:

A1 - In this area, a yellow "?" block contains a Fright Jar and another contains a Coin.

A2 - This area contains only enemies.

A3 - In this area, there is a rock in the center, where you must place a Pulse Stone to unearth the Dry Dry Ruins.

A4 - This area contains only enemies.

A5 - This area contains only enemies.

A6 - This area contains many groups of Pokeys. A Fire Flower lies behind a cactus on the upper left.

A7 - This area contains empty blocks and a Coin block near a tree.

B1 - In this area, move on top of a rock near an exit on the right and jump to reveal a block that has a Thunder Rage.

B2 - This area contains only enemies.

B3 - This area contains only enemies.

B4 - This area contains only enemies.

B5 - In this area, there is a whirlwind, so be careful. (If you approach any whirlwind in the desert, it will blow you to another area in the desert. The whirlwind in this area leads to area A6.) A yellow "?" block contains a Coin and another contains Honey Syrup. There is also a Coin block in the upper center next to a small cactus.

B6 - This area contains only enemies.

B7 - This area is empty.

C1 - This area contains only enemies.

C2 - This area is empty.

C3 - In this area, each yellow "?" block in four corners contains a Coin and another block in the center contains a Fire Flower.

C4 - This area contains a whirlwind that leads to area B5.

C5 - In this area, move to a group of trees on the upper right and jump to reveal a pink "?" block that contains the Runaway Pay Badge.

C6 - This area contains several empty blocks and two Coin blocks.

C7 - This area contains only enemies.

D1 - In this area, you may approach a tent and speak to a Koopa with a mustache named Kolorado. (Speak to Kolorado with Parakarry as your party member to give him the letter addressed to him, and he will give you a Star Piece.)

(After Chapter 3, Kolorado's campsite will be gone, and you may hit a tree where it was to receive a Letter addressed to Goomba.)

D2 - This area contains only enemies.

D3 - This area contains only enemies.

D4 - This area contains a stone cactus and a whirlwind that leads to area C5. (After you obtain the ability to Spin Jump, you may Spin Jump in front of the stone cactus to receive a Star Piece.)

D5 - This area contains a Nomadimouse who you may speak to.

D6 - This area contains only enemies.

D7 - In this area, move all the way to the end, and you will see the entrance to the Dry Dry Outpost. (Near a sign that speaks of the town, move to a tree at the bottom and hit it to receive a letter to Mort T. in Koopa Village.)

E1 - This area contains empty blocks and one Coin block in the upper center.

E2 - This area contains a whirlwind that leads to area D3.

E3 - This area contains only enemies.

E4 - In this area, a yellow "?" block contains a Coin.

E5 - This area contains only enemies.

E6 - In this area, you may move on top of some stumps on the upper left. Move on top of a block, and use Kooper to destroy a block that holds a Stop Watch to grab it. A very high stump contains the Spin Attack Badge, but you cannot reach it.

E7 - In this area, a yellow "?" block in the center contains a Coin. Move on top of that block and jump to reveal another block that contains a Life Shroom.

F1 - This area is empty.

F2 - This area contains only enemies.

F3 - This area contains an empty block and a Coin block on the upper center near a tall cactus.

F4 - This area contains only enemies.

F5 - This area contains blue cactuses and a whirlwind. If you step inside the whirlwind, it will take you to the large stump in area E6, where you will be able to grab the Spin Attack Badge.

F6 - This area contains a Coin block next to a tree on the upper right. There is also a Tasty Tonic behind bushes on the far bottom right near an exit.

F7 - This area is an oasis. As soon as you enter, move to the bottom and to the right near an area of water, where you will see the very first Super Block. Hit the block to upgrade whichever party member you would like to upgrade. Next, continue to the right and move

upward to a Heart Block that you may use. At the top of this area, two large trees lie on opposite sides. You may hit the tree on the left for a Lemon (which restores 1 Heart Point and 2 Flower Points) and the tree on the right for a Lime (which restores 3 Flower Points).

G1 - This area contains only enemies.

G2 - In this area, move on top of a rock in the center and jump to reveal a pink "?" block that contains the Attack FX C Badge.

G3 - This area contains only enemies.

G4 - This area contains only enemies.

G5 - In this area, a yellow "?" block contains a Coin.

G6 - This area is empty.

G7 - This area contains many Coin blocks.

Dry Dry Outpost

Inside Dry Dry Outpost, you may explore and speak to citizens.

The first area of the town contains a shop. (The owner of the shop will leave, and you will not be able to enter. As soon as you enter the second area of the town and move to the very end, the owner will return to the shop, and you can enter.)

[Inside the shop in Dry Dry Outpost, you may purchase the following items for the following prices:

Thunder Bolt - 5 Coins
Dusty Hammer - 2 Coins
Honey Syrup - 5 Coins
Dried Shroom - 2 Coins
Dried Pasta - 3 Coins
Mushroom - 3 Coins]

(A red palm tree lies next to the shop near two men with green turbans. After Chapter 3, you may speak to Merlon, who will tell you to move around the palm tree repeatedly. If you do, one of the men will tell you to Spin Jump in Merlon's house three times, and if you do that, you will receive the Quick Change Badge.)

(In the first area of the town, a composer lives inside a pink house next to a red palm tree.)

The second area of the town has a Toad House.

(Move into the space between the right side of the Toad House and the building next to it. Jump over some crates, and you will appear in a back alley with a female wizard named Merlee. If you pay for any of her courses, she will cast a spell that will make various things happen in battle. You may take the Petit Course for 5 Coins, the Ordinary Course for 20 Coins and the Special Course for 50 Coins.)

In the second area of the town, move to a building at the very end, and speak to a Nomadmouse named Sheek. He requires you to give him items to receive information. Give him an item three times, and he will give you a list of things you may ask him about. You may ask him about the Dry Dry Desert, how to reach the Dry Dry Ruins and about his favorite food, each of which costs you an item. If you give Sheek a Lemon from the oasis in the Dry Dry Desert, an option appears in which you may ask him how to see Moustafa.

Sheek will then tell you to go to the shop and buy a Dried Shroom and a Dusty Hammer.

You must buy a Dried Shroom and a Dusty Hammer in that order. As soon as you do, the owner of the shop tells you to go to the highest area of the town to see Moustafa.

Move to the building where you met Sheek. Enter a door and then, move on top of a pile of crates on the right. Move to the top of the building. (After you obtain the ability to Spin Jump, Spin Jump on top of the building to receive a Star Piece.) Continue to the left. (Grab a letter behind a yellow vase that is addressed to the Nomadimouse in the Dry Dry Desert; if you give him the letter, he will give you a Star Piece.) As soon as you reach a gap, use Parakarry to cross it to the top of a building, and enter a door. Inside, speak to Sheek who then reveals himself to be Moustafa. After you speak with Moustafa, he will give you an item called a Pulse Stone that will give you access to the Dry Dry Ruins.

Return to the Dry Dry Desert and go to area A3. Move to the rock in the center of that area, and place the Pulse Stone into its slot. The Dry Dry Ruins will appear out of the ground. Use a Heart Block next to the ruins if necessary and enter.

Dry Dry Ruins

As soon as you enter the Dry Dry Ruins, the voice of a Koopa named Tutankoopaa warns you to leave the ruins. (He will occasionally threaten you as you venture further into the ruins.)

Inside the ruins, you will encounter enemies called Pokey Mummies, Buzzy Beetles, Swoopers and Stone Chomps.

A Pokey Mummy has 4 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack in the same way as a normal Pokey, but it has the ability to poison you for a few turns, as well. You must also be careful not touch its spikes.

A Buzzy Beetle has 3 Heart Points, an Attack Power of 2 and a Defense Power of 2. It will attack by retreating inside of its shell and spinning into you. You must flip it onto its back in order to attack it.

A Swooper has 4 Heart Points, an Attack Power of 2 and a Defense Power of 0. It is a bat that attacks by flying into you. In the beginning of a battle, it will hang from the ceiling, and only Parakarry can reach it. (Tip: You can use the Hammer Throw to attack the Swooper when it is on the ceiling. You may also use the Quake Hammer to knock it down from the ceiling.)

A Stone Chomp has 4 Heart Points, an Attack Power of 3 and a Defense Power of 1. It will attack by biting you. The Super Hammer as well as Bombette's Bomb will inflict a lot of damage on it. (Tip: The D-Down Pound works very well against it, too.)

In the first area of the ruins, hit the Save Block and enter an opening on the right.

In the next room, continue moving, and Pokey Mummies will emerge from tombs. (Inside the second Pokey Mummy's tomb, you may grab the Spike Shield Badge.)

After you have defeated the Pokey Mummies, enter an opening at the bottom of some stairs.

In the next room, grab a Ruins Key and go back to the previous room. In the previous room, move to a locked door above some stairs and enter.

In the next room, press a button in a far corner. Doing so will cause the room below to be filled with sand. Move to the previous room again, and enter the room below the stairs. In that room, enter the opening on the other side.

You will appear inside a central area. From where you entered, move across a set of stairs that lie above you. As soon as you reach the top, use Parakarry to fly over a gap to a ledge. Use Bombette to destroy a crack in the wall and enter an opening.

In the next room, press a button to cause the room below to be filled with sand. (After the sand has drained, you may grab a Star Piece.) Go back to the central room, and enter an opening directly below the ledge you bombed.

In the next room, grab a key and go back to the central area.

In the central area, move down a set of stairs that lie next to the opening you first entered from. As soon as you reach the bottom, move down some more stairs on the bottom left corner and enter a locked door.

In the next room, move all the way to the end, and hit a yellow "?" block to make Pokey Mummies appear from their tombs. You must defeat all of the Pokey Mummies to make a key appear. Use the key to enter a locked door.

(After you obtain the Super Hammer, you may move across a set of pink stairs near the entrance of this room. Press a switch to rotate the stairs, and climb them again. Smash a Stone Block and grab an Artifact. If you give the Artifact to Kolorado in the Dry Dry Desert, he will give you a Star Piece.)

In the next area, use Parakarry to fly over a gap to a ledge and enter an opening.

This next room consists of a puzzle involving green and pink staircases. Move across a green staircase next to the entrance of this room. On a ledge, press a green switch to make the staircase as well as another above it move to the right. Move across the second green staircase and press another green switch to make both staircases move to the left. Move across the second green staircase to a ledge. Move down a pink staircase and press a pink switch to make it and another move to the left. Now, move to the bottom of the room, and move across the green staircase near the entrance. As soon as you reach the ledge, move across the pink staircase. Move down a set of brown stairs and drop to a bottom area. Open a big chest to receive the Super Hammer. Use the Super Hammer to destroy a Stone Block and exit.

(As you move down the set of brown stairs that lead to the area where you got the Super Hammer, move upward to the wall and drop down to the left. You will appear on a thin ledge. Move left and then move downward on the ledge and enter a small room on the bottom left. Inside, open a chest to receive the Slow Go Badge.)

Exit this room into the previous area. In that area, move to the bottom. Use Bombette to destroy a crack in the wall and enter the opening.

In the next area, drop to the bottom. (You will see a Super Block that you may use.) Use Bombette to destroy another crack in a wall next to a jump pad and enter the opening.

In the next room, smash a Stone Block, and you will fight a Stone Chomp. After you have defeated it, move across some steps onto an altar and grab a Diamond Stone.

Go back to the previous area, and enter the opening past the Super Block.

In a dark hallway, continue to the right and defeat Buzzy Beetles. Enter an opening at the end of the hall.

In the next room, destroy a Stone Block to reveal a switch. Press the switch to make steps emerge from a wall. Climb the steps and grab a key.

Move through the hallway again and back to the area with the jump pad and Super Block. Use the jump pad to reach the top ledge and exit.

In a previous area, enter an opening on the bottom right.

In the next room, move to the right past a set of Stone Chomp statues. Move across a set of stairs to a locked door and enter.

In the next room, move past the heads of Stone Chomps and press a switch. Doing so will cause sand to drain, which will reveal the statues of the Stone Chomps.

Return to the previous room and enter the opening on the bottom right.

In the next room (which is actually a previous room that has been filled with sand), enter an opening on the other side.

In the next room, smash a Stone Block and grab a Lunar Stone. You must then fight a Stone Chomp.

Return to the central area of the ruins. In that area, enter an opening on the upper right. In the next room, smash a Stone Block, which will cause the door of the room to close and a Stone Chomp to appear. Grab a Pyramid Stone and then defeat the Stone Chomp to open the door.

Return to the room with the first set of Stone Chomp statues. (The second set of the statues in the room on the upper right above the stairs shows where each of the stones must be placed.) Place the Pyramid Stone into the first pedestal, the Diamond Stone into the third pedestal, and the Lunar Stone into the fifth pedestal. As soon as you have done so, a set of stairs appears. Move down the stairs and move down more stairs. Use a Heart Block if necessary and enter an opening at the bottom.

In the next area, use a Save Block and enter an opening for the battle with Tutankooa.

Tutankooa has 30 Heart Points, an Attack Power of 3 and a Defense Power of 0. He will attack by throwing shells from a high ledge. If he is up on his ledge, use airborne attacks on him. He will also use magic that will cause debris from the ceiling to inflict damage on you and your party member. (At one point, he will cause the debris to fall on himself, which will knock him to the ground.)

Tutankooa will also summon a Chomp to attack you. The Chomp has 4 Heart Points, an Attack Power of 3 and a Defense Power of 3. Bombette's Bomb will inflict the most damage on it.

As soon as you have defeated Tutankooa, you will free a Star Spirit.

Inside Princess Peach's castle, Bowser appears in Peach's room and tells her that he will use a creature named Tubba Blubba to defeat Mario. Bowser states that Tubba Blubba is invincible and holds the next Star Spirit. Kammy Koopa then appears and informs Bowser that the Star Spirit escaped from Tubba Blubba's castle.

As soon as Bowser and Kammy Koopa have left, use the fireplace to go to the study. Inside the study, exit the door on the right.

You will appear in a large central hall, which is on the second floor of the castle. You must be careful of the guards roaming around. If any guard catches you, you will be sent back to Peach's room.

You are not able to enter a large door that lies above two sets of stairs on opposite sides, because a guard patrols it. You are not able to enter a large door at the bottom of the central hall, because it is locked.

As soon as you exit the study, you must move downward and enter the next door that leads

to the library.

(Inside the central hall, there are two doors that lie on the right side of the large bottom door. One door leads to a dining room, and the door past that leads to a storeroom. Inside the storeroom, you will find a glass treasure chest. You may place things inside of the chest, which will then be inside the glass chest in Merlurvee's place at Shooting Star Summit. Inside this room, you may grab the Deep Focus Badge and place it in the chest.)

Inside the library, you must be careful of guards, as well.

Near the door where you entered, move to the left past a bookshelf and behind a filing cabinet. As soon as a guard in front of the cabinet moves to the right, quickly move from the left side of the cabinet and move around a group of bookshelves. As soon as another guard moves behind a table stacked with books, quickly move past the table and around another group of bookshelves. You must move to the spaces between the bookshelves to avoid the next guard until you can move forward. (You may grab the Power Rush Badge and place it in the chest in the storeroom.)

Move around more bookshelves and behind a filing cabinet, where you will hear a conversation between two guards. The guards mention that Tubba Blubba lives beyond Forever Forest and inside a castle at the top of a place called Gusty Gulch. They also hint that Tubba Blubba has a secret regarding his weak point. The guards then catch Princess Peach and send her to her room.

Outside of the Dry Dry Ruins, the Star Spirit, whom you have rescued, introduces herself as Mamar. She gives you a second unit of Star Energy as well as a Star Power called Lullaby, which causes enemies to fall asleep in battle.

You must now make your way back to Toad Town. Move through the desert and back to Mt. Rugged, where you must make your way to the train station and ride the train to Toad Town.

As soon as the train reaches Toad Town, you may speak to the citizens, some of whom inform you about a ghost that has wandered around the town.

Move to the area that lies before the train station (the area that consists of Tayce T.'s place and the Toad Town Tunnels). In that area, move across the bridge. A ghost will appear near the shack and scare the Toad guard. The ghost will then move to the right, which leads to Forever Forest. Move all the way to the right and enter the next area.

In the next area, which lies right before Forever Forest, use a Save Block and keep moving. The ghost will appear again. He is a Boo who introduces himself as Bootler and informs you that his master wishes to see you at a place called Boo's Mansion. Afterward, continue moving and enter the forest to begin the next chapter.

Chapter 3: The "Invincible" Tubba Blubba

Forever Forest

The areas within Forever Forest are circular, and each area has four exits. Out of the four exits in each area, there will be an exit that lies in front of scenery that is entirely different than the scenery of the other exits. You must take the exit with the scenery that is different in order to advance through the forest. If you take the wrong exit, you will instantly return to the beginning of the forest near Toad Town.

Inside Forever Forest, you will encounter enemies called Forest Fuzzies and Piranha Plants.

A Forest Fuzzy is a green Fuzzy that has 6 Heart Points, an Attack Power of 1 and a Defense Power of 0. It will behave the same way as a normal Fuzzy by sucking your Heart Points and adding them to its own, but it can also divide and create another Forest Fuzzy. (Tip: The Zap Tap Badge is an excellent badge to use against any type of Fuzzy. The electricity that the badge creates around you would prevent the Fuzzy from taking any of your Heart Points.)

A Piranha Plant is a plant that will attack by biting you. It has 5 Heart Points, an Attack Power of 3, and a Defense Power of 0. You must be careful not to jump on it, or you will take damage from its teeth.

The first area of the forest contains bushes with white flowers. Move around until you see white flowers on a bush that come alive and giggle, and exit the gate near them.

In the next area, you will meet a bearded fellow named Oaklie, who warns you about the forest. Afterward, move around the area until you see a tree with red eyes, and exit the gate near it.

The next area contains bushes with flowers. Look for a bush with flowers that have larger red centers than the other flowers. (Next to those flowers, you may move upward toward a clearing and speak to Oaklie.) Exit the gate near those particular flowers.

In the next area, the exit you must take is near a laughing tree.

(In this area, move around until you see a clearing with a flower. Speak to the flower, which will uproot into a Bub-ulb, and he will give you a Magical Seed.)

Exit the gate near the laughing tree.

The next area contains groups of flashing mushrooms.

(As soon as you enter this area, move right to the very next gate and exit. In the next area, you will see a beehive on a tree near the gate you entered from.)

[If you hit the tree with your hammer, an enemy called a Bzzap! will appear from the hive.]

A Bzzap! is a bee-like enemy that has 3 Heart Points, an Attack Power of 6 and a Defense Power of 0. It will attack by stinging you, which can poison you. It will also summon a group of small bees that will sting you, which can shrink you, as well.]

Move around in this area until you see a clearing. Move into the clearing, and hit a pink "?" block that contains an HP Plus Badge. Exit the gate near the beehive to return to the previous area.)

You must exit the gate near the group of mushrooms that contain many more mushrooms than the others.

The next area contains more bushes with flowers. Many of the bushes have flowers that disappear when you approach them. You must exit the gate near the bush with flowers that do not disappear.

In the next area, move around until you see a sign that speaks of Boo's Mansion.

(Near the sign, move right to the very next gate. [A rock that lies near that gate laughs when you approach it.] Exit the gate to a hidden area. In that area, the bush near the gate you enter from has flowers that appear when you approach it. Now, move around this area until you see a clearing. Move into the clearing, and hit a pink "?" block that contains an FP Plus Badge. To return to the previous area, exit the gate near the bush with the flowers.)

Exit the gate near the sign that speaks of Boo's Mansion.

Boo's Mansion

As soon as you arrive at the mansion, you will appear near a fence and gate. (Move to the right past the gate and then, move downward to a yellow "?" block that contains a Volt Shroom.)

As soon as you open the gate and enter, Bootler appears and tells you to go to the third floor of the mansion. (You may move to the right past the mansion and search a bush on the far right to receive a Strange Leaf, an item that restores 5 Flower Points.) Approach the mansion, use a Heart Block and Save Block if necessary and enter.

You will appear on the first floor of the mansion. If you approach a sofa on the far right and stand on a brown cushion, a spring underneath the cushion will propel you to a chandelier. You will then pull the chandelier down, which will cause a wardrobe on the upper left to move aside and reveal a door. You are unable to hold the chandelier down at the moment, so the wardrobe will cover the door again.

(After you obtain the ability to Spin Jump, Spin Jump on the center of a rug near the sofa to receive a Star Piece.)

On the first floor, enter a door on the upper right. Inside a room, you will see a boarded up area in the center on the ground as well as a stack of crates on the upper right. (Fun fact: If you jump inside a vase on the left side of the room, Mario will transform into Jumpman. You must jump into the vase again or exit the room to return normal.)

On the first floor of the mansion, move across a set of stairs on the left to reach the second floor.

The second floor consists of a hallway with two doors and an empty picture frame at the end. (If you speak to the frame, it will ask you to find its missing portrait.) Enter the second door on this floor.

Inside a room, move to a group of cabinets on the left. If you try to open any brown cabinet, it will fall on you, and you lose a Heart Point.

Open a green cabinet in the center, and a group of Boos will appear from it. The Boos will move around in a circle, and another Boo will appear with a Record. He will drop the Record into one of the Boos, and you have to hit that Boo who holds it to receive it.

(After you obtain the ability to Spin Jump, Spin Jump on the rug in this room to receive a Star Piece.)

Exit the room.

On the second floor, enter the first door.

Inside another room, you will see a Boo guarding a chest. Move to a record player on the upper left and insert the Record. A gauge will then appear, and you must press A to play the Record and cause a meter to appear. You must repeatedly press A at a certain speed to play the Record correctly. In order to do that, you must make sure that the meter stays directly underneath the "OK" point on the gauge and no further. As soon as you do, the Boo will dance and move away from the chest. Quickly move to the chest and open it to receive a Weight.

Return to the first floor. Use the brown cushion on the sofa to propel yourself to the chandelier, which will cause you to lower it and move aside the wardrobe that covers a door. Place the Weight onto the chandelier to hold it down, and enter the door.

In the next area, if you open a chest in the center, a chandelier above it will fall on you. Move down a set of stairs on the left until you reach a basement.

(After you obtain the ability to Spin Jump, Spin Jump near a clock to receive a Star Piece.)

In the basement, enter a door in the center.

In the next area, enter a door on the right. In the area after that, open a big chest in the upper right corner. A group of Boos will appear from the chest and move around in a circle. Another Boo will appear with a pair of boots called Super Boots, which will then be tossed among the other Boos a few times. You have to choose the Boo who holds the boots to receive them. After you receive the Super Boots, the Attack Power of the Jump will be increased and you will gain the ability to Spin Jump. As soon as you press A to jump, press A again while in the air to perform the Spin Jump.

(Note: Now that you are able to Spin Jump, you can Spin Jump to reveal Star Pieces that are underground.)

(In this area, Spin Jump near the upper left corner to receive a Star Piece.)

(In this area, move to the very top of some crates near the wall. Spin Jump on the crates to receive Maple Syrup.)

In this area, Spin Jump on some boards on the ground to enter the hole that is revealed.

The next area contains a shop on the far left. You are currently unable to buy any items there, though.

[As soon as you are able to use the shop, you may purchase the following items for the following prices:

Super Shroom - 13 Coins

Life Shroom - 50 Coins

Maple Syrup - 25 Coins

Snowman Doll - 15 Coins

Stop Watch - 25 Coins

Mystery? - 1 Coin]

Near the shop, hit a blue "!" switch, which will cause another switch to appear. Hit that switch, which will cause a very large switch to appear. Move on top of a nearby chair and across a pedestal next to it to reach that large switch. Spin Jump on that switch, and a set of stairs will appear above the shop and lead to the previous area that lies right before the room where you received the Super Boots. Move across the new stairs to that area. (In that area, Spin Jump on some crates to the far left to receive a Super Shroom.) Backtrack to the first floor.

On the first floor, enter the door on the right to a previous room. (In that room, you may Spin Jump on some crates to receive Apples, each of which restore 5 Heart Points.) Spin Jump on some boards on the floor to reveal a hole and enter.

You will appear on top of a bookshelf inside a library. On the bookshelf, move upward to the wall. Use Parakarry to move to another bookshelf on the right, where you must grab a Boo's Portrait.

(On top of the bookshelf you appeared on when you first entered the room, move downward to the edge of the bookshelf. Use Parakarry to reach the top of a pile of crates on the floor to the left. Spin Jump on the crates to collect a Star Piece.)

Move to the bottom of this room, and use Bombette to destroy a crack in the wall on the left. Enter the hole that is revealed, and you will appear in the basement. Backtrack to the second floor of the mansion.

On the second floor, place the Boo's Portrait on the empty frame. Afterward, move inside the portrait to reach the third floor.

The third floor consists of two sets of double doors that lead to the same room.

As soon as you enter the room, you will meet with Bootler and a female Boo named Bow. Bootler and Bow inform Mario that a creature named Tubba Blubba has eaten Boos and that the Boos are unable to stop him, because he is invincible. Bootler and Bow then inform Mario that if he can find Tubba Blubba's weak point and defeat him, he will be given a Star Spirit whom they have captured. (The Star Spirit introduces himself as Skolar and informs Mario that when he escaped Tubba Blubba's castle in an attempt to reach Star Haven, he was captured by Boos in Forever Forest.) Bow will then join you as a party member.

(You can now use the shop inside the mansion to stock up on items if necessary.)

You must now exit the mansion and go outside. Move past the mansion to the far right and move through an entryway that leads to an area called Gusty Gulch.

Gusty Gulch

In the very first area of Gusty Gulch, continue on to the right, and you will reach a gate. A couple of Boos will open the gate, and you may continue on. (Spin Jump in an upper area near the gate to receive a Star Piece.) Enter the next area.

As you move through Gusty Gulch, you will encounter enemies called Hyper Goombas and Hyper Clefts.

A Hyper Goomba has 7 Heart Points, an Attack Power of 1 and a Defense Power of 0. Like any Goomba, it attacks by Headbonking, but it also has the ability to charge itself, which increases its Attack Power to 8. You must use Bow's Outta Sight (or any item that will make you transparent) in order to avoid that attack.

A Hyper Paragoomba has 7 Heart Points, an Attack Power of 1 and a Defense Power of 0. Like any Paragoomba, it attacks by flying into you and loses its wings when you jump on it. It will also charge itself, which increases its Attack Power to 8. You must use Bow to become transparent and avoid that attack.

A Hyper Cleft has 4 Heart Points, an Attack Power of 3 and a Defense Power of 3. It will attack by head-butting you, but it can charge itself, which increases its Attack Power to 8. You must use Bow to become transparent when it does. You must also not jump on its spikes, or you will take damage. If you use Bombette's explosion to flip it over, you can inflict more damage when you attack it. (Tip: You can also use the D-Down Pound to attack and defeat it instantly.)

The next area of Gusty Gulch has a windmill, but it is locked and you cannot enter. Move along to the right and enter the next area.

The next two areas of the gulch consist of a village with Boos you may speak to. You may use a nearby Save Block, and the area after that has a Heart Block. As you continue moving to the right, you will hear Tubba Blubba's footsteps. Quickly use Bow to make you invisible. Tubba Blubba will then appear and eat a Boo. As soon as Tubba Blubba leaves, continue on.

In the next area, move along. (You may hit a nearby yellow "?" block for a Coin. You may also move on top of a hill that lies next to a rock with a Dizzy Dial, and use Kooper to

grab that item.)

As you continue moving, move over a step. (You may hit two nearby yellow "?" blocks for a Repel Gel and a Coin. Next, move downward and further to the right, where you will find a letter to Fice T. in front of a branch.) Continue moving and exit.

In the next area, continue moving, and you will see a hill on the upper right. Move to the top of the hill, and use Parakarry to reach a hill on the other side.

(Move past the hill, and hit a yellow "?" block for a Super Shroom. A Star Piece sits behind some rocks and a dead tree next to the block. Move downward and hit a Coin block, and then hit another yellow "?" block for a Coin.) Move along and enter the next area that leads to Tubba Blubba's castle.

In the next area, move along to the right and use a Save Block. Move further to the right and enter the doors of Tubba Blubba's Castle.

Tubba Blubba's Castle

You will appear in the central hall of the castle, where you will see drone-like creatures floating around. They are guards that will approach you and throw you out of the castle when they see you. You must use Bow to become transparent so that you can evade them as you make your way to a set of double doors on the far left.

You will appear inside of a hallway where you will see an enemy called a Clubba sleeping next to a nearby door.

A Clubba is a large reptile-like creature that has 8 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by hitting you with its spiked club. You must not use any airborne attack that involves bodily contact with the Clubba, or you will take damage from its club.

(Tip: Many of the Clubbas that you will see inside of the castle will be asleep. If you do not want to wake a Clubba up nor fight it, you can walk past it very slowly.)

(If you enter the door next to the sleeping Clubba, you will appear in a room that contains a jump pad and the D-Down Jump Badge on a table. You are not able to collect the badge just yet, though.)

Inside the hallway, continue moving to the left until you reach a set of double doors.

(You may enter a nearby upper door. Inside, you may use crates to move to a chair and then to a table where you may collect a Star Piece.)

In the hallway, enter the double doors.

In the next area, move past a large table that has a Star Piece, and enter a door on the upper left.

In the next area, move down a set of stairs on the left along with another set of stairs. As soon as you reach the bottom, Spin Jump on a boarded up hole and enter.

You will appear in an underground area, where you may open a chest for a Castle Key. Move further below where you may use a Heart Block. You may speak to a Boo, who informs you that Tubba Blubba has an important item inside of his bedroom and warns you that if you see Tubba Blubba, you must not fight him. Next, enter a door on the left.

In the next area, you may use a Super Block. Move across a set of stairs and use Bow to avoid a guard. Move across several more sets of stairs, and enter double doors at the very top.

You will appear inside a previous area where you must make your way back to the central hall of the castle. In that area, use Bow to avoid the guards as you move across to double doors on the far right, and use the Castle Key to enter.

In the next area, continue moving to the right and move across stairs. As soon as you reach the top of the stairs, use Bow to avoid guards as you move along. You will then reach double doors, so enter.

In the next area, move across a hall and enter more double doors.

You will appear inside another hallway. (You may approach a nearby Clubba and defeat it. A crack lies in the wall where the Clubba was. Use Bombette to blow open the crack and enter an opening. Inside a room, you will see three boarded holes on the floor, each of which lead to a previous room below. Spin Jump on the boarded hole on the upper left, and you will appear in the previous room with the D-Down Jump Badge. Use the jump pad to return to the room above. Spin Jump on the boarded hole on the upper right, and you will appear on a table. Use Parakarry to move to the table across and collect the badge. Use the jump pad to return to the above room.)

Inside the hallway, move to the left and avoid a guard. At the end of the hallway, enter an upper door that lies next to double doors.

Inside a room, spikes will emerge from the ground. You can move across when the spikes go back into the ground, but you must use Bow to become transparent when the spikes come out again. If the spikes hurt you, you will return to where you started. You must do this repeatedly as you make your way to a chest on the opposite side of the room. Open the chest for a key, and then use Bow to avoid the spikes again as you leave.

Inside the hallway, enter the double doors.

In the next area, continue moving to the left and past a large gap with broken banisters. (You may move to the far left side of the gap near double doors. Drop through the gap, and you will land on a table in a previous area, where you may collect a Star Piece.)

(In the area with the large gap, you may approach a clock on the far upper left and push it aside to reveal an opening that you may enter. Inside a room, move to an open dresser drawer and open another drawer next to it. Move across the drawers, and use Parakarry to reach a bed where you may collect Coins. Now, move on top of the headboard of the bed and to a shelf with books. Move on top of the books to reach another shelf. On that shelf, move downward and then to the left, where you may move down some stairs to a dark area and collect the Mega Rush Badge.)

In the area with the large gap, defeat a Clubba next to the double doors, and use the key you collected to enter.

The next area consists of stairs. (Near the door you entered from, hit a yellow "?" block for Maple Syrup.) Move across two sets of stairs, and enter double doors at the top.

Inside a hallway, you will encounter Tubba Blubba. You must use Bow to become invisible so that you can avoid him.

If you get into a battle with Tubba Blubba, you will not be able to inflict any damage points on him, and your only choice will be to run away. Tubba Blubba has 10 Heart Points, an Attack Power of 4, and his Defense Power is unknown. He will attack by pounding his fists on you. He will also do a Hip Attack by slamming his body on you, which inflicts 6 points of damage.

Move down the hallway until you reach locked double doors, and enter a door on the upper right.

The next room consists of many sleeping Clubbas. (If you do not want to fight any of them, walk very slowly to avoid waking them.) Move to the very left end of the room and collect a key on a platform.

Inside the hallway, use the key to enter the double doors.

Inside another hallway, you may use a Heart Block and Save Block. Move to the end of the hallway and enter more double doors.

You will appear on a walkway. Move to the very opposite end and enter more double doors.

You will appear inside Tubba Blubba's bedroom. Move to the right past a table with chairs and past a bed until you reach a chest behind the bed. Tubba Blubba will then enter the room and fall asleep on the bed. Open the chest for a Mystical Key named Yakkey. Speak to Yakkey, who will then awaken Tubba Blubba. You must move quickly out of the bedroom, and you must now begin to move very quickly out of the castle as Tubba Blubba chases you. (Tip: The Speedy Spin Badge is very good to use at this time.)

As soon as you exit the castle, a group of Boos will appear and hold the door so that Tubba Blubba cannot leave. You must now go to the windmill at Gusty Gulch. As soon as you reach the windmill, use the key to unlock the door and enter.

Windy Mill

Inside the windmill, Spin Jump on a boarded up well and enter. In a bottom area, enter a door on the right.

Continue moving to the right through narrow passages. You may have to fight the Hyper Goombas that you encounter as they are difficult to avoid.

At the end of the windmill, you will encounter Tubba's Heart, whom you must fight.

Tubba's Heart has 50 Heart Points, an Attack Power of 6 and a Defense Power of 0. It will attack by pouncing on you, but it also has the ability to charge itself, which increases its Attack Power to 12. You must use Bow to avoid that attack.

Continue to attack Tubba's Heart until its Heart Points get low. It will then run out of the windmill, so follow it. As soon as you exit the windmill, the heart will reunite with Tubba Blubba, and you must fight Tubba Blubba. Tubba Blubba will now have no Defense Power, and he will be easy to defeat.

As soon as you have defeated Tubba Blubba, you will rescue the third Star Spirit, Skolar.

Inside Princess Peach's castle, you will be in control of Peach again. Inside Peach's bedroom, enter the fireplace and move to the study. You will come across Bowser and Kammy Koopa. Kammy Koopa informs Bowser that Mario defeated Tubba Blubba and that the next Star Spirit is inside a place called Shy Guy's Toy Box. Bowser will then ask Peach about Mario's weaknesses. He will ask her three questions, in which you may choose either an item or enemy that will appear inside the toy box.

Inside Gusty Gulch, Skolar gives Mario a unit of Star Energy and a power called Star Storm. (If you use Star Storm in battle, all enemies will be attacked with shooting stars.)

You must now return to Toad Town.

As soon as you enter Forever Forest on your way to Toad Town, you will encounter Jr.

Troopa.

In this battle, Jr. Troopa has 40 Heart Points, an Attack Power of 5 and a Defense Power of 1. He now has wings and will attack by flying into you. You must use airborne attacks on him that inflict a lot of damage.

After you defeat Jr. Troopa, exit the forest and head back to Toad Town.

As soon as you reach Toad Town, you will learn that mischievous creatures called Shy Guys are disturbing the citizens and have even stolen items. As you move around town, you may attack any Shy Guy to scare it away.

(Note: You may participate in the next Trading Event. Go to Koopa Village, and enter the house with the blue roof. Listen to the Information Station on the radio, and you will be instructed to take a Nutty Cake to the pink Toad in front of Dry Dry Ruins in under five minutes. As soon as you have done so, you will receive a Maple Super.)

As soon as you go to the southwest area of Toad Town (the area that contains the second shop), Twink appears and informs you that the next Star Spirit is inside Shy Guy's Toy Box. Go to the yellow house on the far left and enter. A Shy Guy will enter the house, but if it sees you, it will run away. You must use Bow to become invisible. If you are invisible when the Shy Guy comes, it will reveal a door. Enter the door to a room that has a jump pad and a toy box. Use the jump pad to enter the toy box and begin the next chapter.

Chapter 4: Trials in the Toy Box

Blue Station

As soon as you enter the toy box, you will appear inside an area called Blue Station. You are not able to go to the other stations inside the toy box, because there is not a train.

Throughout the toy box, you will encounter a variety of Shy Guys.

A Shy Guy has 7 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack by jumping on you. It will also perform an acrobatic move on you that has an Attack Power of 3.

A Groove Guy has 7 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack by performing a dance that will make you dizzy. It will also summon other Shy Guys to the battle.

A Medi Guy has 7 Heart Points, an Attack Power of 1 and a Defense Power of 0. It will attack by jumping on you, and it will also heal the other enemies in the battle.

A Sky Guy is a Shy Guy on balloons. It has 7 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by firing pellets from a slingshot. If you burst its balloons, it will fall to the ground and become an ordinary Shy Guy.

A Spy Guy has 7 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will change its weapon from a slingshot to a hammer each time it is attacked. It will fire pellets at you with its slingshot. If it attacks with its hammer, it will take away your use of the Jump, Hammer or items.

A Pyro Guy is a Shy Guy of flames. It has 7 Heart Points, an Attack Power of 4 and a Defense Power of 0. You must attack it from a distance and avoid bodily contact with it. Attacks that involve water or snow will inflict a lot of damage on it.

(Inside Blue Station, move to the center of the station near the train platform and Spin Jump to reveal a Star Piece. You may also move to the far upper right corner of the station and jump to reveal an invisible block that contains a Stone Cap.)

Inside Blue Station, move to an entryway on the far bottom left and enter.

In the next area of the toy box, you will encounter Shy Guys. (Near the entrance of this area, you may move upward near a block with the letters A on it. Next to the block, jump to reveal an invisible block that contains Maple Syrup.)

As you move along, you will see a dark Shy Guy named Anti Guy, who is guarding a chest. If you speak to him, he will give you the option to choose whether or not to fight him.

Anti Guy has 50 Heart Points, an Attack Power of 10 and a Defense Power of 0. His acrobatic attack has an Attack Power of 12. As you fight Anti Guy, use attacks that inflict a lot of damage on him. (Tip: You should use plenty of healing items to stay alive during the battle. You should also use Bow's Outta Sight to avoid Anti Guy's attacks. You should also use techniques that prevent him from attacking as well as ones that decrease his Attack Power.)

(Note: If you give Anti Guy Lemon Candy, you do not have to fight him and he will allow you to access the chest.)

The chest that Anti Guy guards contains the Power Plus Badge.

Continue moving along to the opposite end. You may hit a block for a Coin and enter an entryway.

You will appear inside of a playroom, where you will see Shy Guys carrying items. (You will see two Shy Guys carrying Cake Mix, each of which restores 1 Flower Point.)

(One Shy Guy has Rowf's calculator, and you must defeat the Shy Guy to retrieve it. If you give the calculator to Rowf, his shop will be back in business, and he will give you the I-Spy Badge.)

(Inside the playroom, you may move between two buildings of blocks near a large blue box and jump to reveal an invisible block that contains a Fright Jar and another that contains a "Mystery?".)

Return to Blue Station and enter an entryway on the bottom right.

Kammy Koopa will then appear and place an item or enemy next to a chest.

In the next room, you will see blue boxes with stars that are jack-in-the-boxes. If you Spin Jump on the boxes, you will be propelled upward.

Move to an upper jack-in-the-box next to a giant wall of blocks and use it to reach the top of the blocks. Move to another jack-in-the-box and use it to reach another set of blocks. Move to the ground and keep going.

(You may move behind a yellow block next to a big blue box and collect a Star Piece.)

Continue moving, and you will reach three buildings. (Near the third building, hit a block for a Coin.) Enter the second building, and move across some stairs to the top.

(At the top of the second building, you may use Parakarry to reach the top of the first building and collect a Star Piece.)

On top of the second building, jump to the top of the third building. On the third building, move to a wall of blocks. (On top of those blocks, you may use Parakarry to move on top of a yellow "?" block that contains a Coin. You may then use Parakarry to move to a set of numbered blocks, where you may hit another yellow "?" block for a Thunder Bolt.)

Move to the opposite end of the room. Collect the item or defeat the enemy that Kammy Koopa placed, and open a chest for a Storeroom Key.

In order to continue in the toy box, you must go to the shop in the southwest area of Toad Town and give the Storeroom Key to the owner. The owner will unlock the door to the storeroom, where you must enter and collect a toy train. You may also collect other items.

In order to put the train inside the toy box, you must stand next to the toy box and place the train inside.

Enter the toy box and approach the train. On the train platform, press a button with pink arrows. Speak to the train engineer, and ride the train to Pink Station.

Pink Station

Inside Pink Station, you may use a Save Block.

(Move to the center of the station near the train platform, and Spin Jump to reveal a Star Piece.)

(Inside the station, move to the far upper right area and open a chest for a Mailbag. If you give the Mailbag to the clerk in the Toad Town post office, he will give you a Star Piece.)

Inside Pink Station, move to an entryway on the far bottom right and enter.

Kammy Koopa will then place another item or enemy near a chest.

In the next area, continue moving until you reach a jack-in-the-box next to a wall of blocks. Use the jack-in-the-box to reach a top area. (On that top area, move to the left and open a chest for the Defend Plus Badge.) On the top area, use a jack-in-the-box on the far right to move back to the bottom and past the wall of blocks.

Continue moving and approach a building. Move to a large blue square, which is a rotating door. You must stand next to the door and wait for a Shy Guy to appear and rotate it, which will then allow you to enter. Continue moving through the building and move along a pathway. (You may hit a block for a Coin, and you may also open a chest in an upper corner for the Ice Power Badge.) Continue moving to the other end of the area. Collect the item or defeat the enemy that Kammy Koopa placed and open a chest for a Frying Pan.

You must return the Frying Pan to Tayce T. in order to continue in the toy box. Tayce T. will be able to cook recipes again, and she will give you a Cake as a reward.

Inside the toy box, return to Pink Station and enter the entryway on the very left.

In the next area, continue moving. (You may approach a set of blocks and hit a yellow "?" block above the blocks for a Coin.) Continue moving and enter the next area.

In the next area, continue moving until you reach a large Shy Guy named Gourmet Guy, who is sitting on train tracks. Give him the Cake, and he will fly away in joy. Gourmet Guy will then leave behind a Cookbook that you may grab. (Give the cookbook to Tayce T., and she will be able to cook recipes using two items.)

Cross the train tracks to the other side. (As soon as you have crossed the tracks, you may move to the left past a block with numbers and jump to reveal an invisible block that

contains a Super Soda.) Continue moving to the right. (Two yellow "?" blocks contain Coins. Between those two blocks, an invisible block contains a Dizzy Dial.) Continue moving to the right and exit.

In the next area, continue moving along. (You may hit some blocks for Coins.) Move all the way to the other end and exit.

In the next area, you may pull a pink lever to fix the train tracks in Pink Station. Return to Pink Station and ride the train to Green Station.

Green Station

Inside Green Station, you may use a Save Block.

(In the center of Green Station near the train platform, you may Spin Jump to reveal a Star Piece. You may also move near the upper right corner of the station and jump to reveal an invisible block that contains a Fire Flower.)

The Green Station consists of four colored blocks, which you cannot address just yet.

Inside the station, enter an entryway on the far bottom right.

Kammy Koopa will then place another item or enemy next to a chest.

The next area consists of conveyor belts. The directions in which the conveyor belts move are indicated by arrows. Move across the conveyor belts, and move between two fences. Continue moving across the conveyor belts until you reach a large fence. Move on the conveyor belt that is moving toward the fence, and use Bow to become transparent so that you can move through the fence.

Past the fence, defeat a Shy Guy that is carrying a Mystery Note and collect that item.

Continue moving along to a slot machine.

(The slot machine has three symbols that consist of a Coin, a star and a Shy Guy. Press a "Start" button to make three reels on the slot machine spin. Hit a button underneath each reel to make each one stop and reveal a symbol. If you match three Coins, you will receive many Coins. If you match three stars, you will receive many Mushrooms. If you match three Shy Guys, many Shy Guys will appear. If the result is one of each symbol, you won't receive anything. If the result is two of the same symbol out of the three, you will receive the corresponding item in a small amount.)

Past the slot machine, move across some large numbered blocks to a group of many different colored blocks that move up and down. You must make your way across those blocks.

(You may move to the top of some green blocks. As soon as the blocks move very high, use Parakarry to reach a large pink block where you may hit a Coin block.)

Move across the blocks until you reach a building. (You may move inside the building and collect a Star Piece surrounded by Coins.)

A green block lies between a large pink block and a large bright blue block. Use the green block to move on top of the blue block. As soon as the blue block moves very high, use Parakarry to move to the top of the building. On the building, collect the item or defeat the enemy that Kammy Koopa placed, and open a chest for a Dictionary.

If you give the Dictionary to Russ T. in Toad Town, he will give you a Star Piece. You must also give him the Mystery Note, in which he will decipher it and inform you the correct order to hit the colored blocks in Green Station.

Return to Green Station and hit the blocks in the correct order to fix the train tracks. (If you hit the blocks in the wrong order, you will have to fight and defeat Shy Guys.) As soon as the train tracks are fixed, ride the train to Red Station.

Red Station

Inside Red Station, you may use a Save Block and a Heart Block.

(You may move to the center of the station near the train platform and Spin Jump to reveal a Star Piece. You may also move to the far left past the station map and jump to reveal an invisible block that contains a Super Shroom.)

(If you ride the train to the right, which will lead back to Blue Station, you may pull a blue lever to fix a set of train tracks and reach Blue Station. You will then have complete access to all of the stations inside the toy box.)

Inside Red Station, enter the entryway on the bottom left.

The next area consists of platforms that move.

(Near the entrance of this area, move to a brown block with a flower and jump to reveal an invisible block that contains a Volt Shroom.)

In this area, move on top of a brown block with a flower and hop on a moving platform next to it. Ride the platform to the top of a wall of blocks where you will see a wheel of platforms. Hop on one of the platforms and ride along. (You may hit a Coin block above the wheel.) Ride the platform to another wall of blocks and move to the bottom.

(Between two yellow "?" blocks lies an invisible block that contains the Deep Focus Badge.)

Continue moving left to another block with a flower and hop on the platform next to it to reach another wall. (On that wall, you may move upward to a moving platform on the right. As soon as the platform reaches its highest, use Parakarry to move to a building of blocks, where you will find a Super Block.)

Move to the ground past the wall. (You may move near the left side of another block with a flower and jump to reveal an invisible block that contains a Snowman Doll.)

Move to an entryway and enter.

Inside the next room, you will encounter a creature called the Big Lantern Ghost.

The Big Lantern Ghost has 40 Heart Points, an Attack Power of 5 and a Defense Power of 0. He will hide himself in the dark, which will make you unable to attack him. You must attack his lantern to produce light in order to see and attack him. (Tips: Use the Power Bounce to jump on his lantern repeatedly to create enough light to use Goombario's Tattle on him. You may also use Bow's Smack to repeatedly hit his lantern in order to produce enough light for you to attack him.) The Big Lantern Ghost will attack by jumping on you, but he will also use the light from his lantern to inflict damage on you and your partner in battle.

After you have defeated the Big Lantern Ghost, you must smash his lantern, which will release a ball of light named Watt. Watt will then become your party member, and you may use her to light up dark areas as well as to see invisible blocks. Use Watt to light the room where you fought the Big Lantern Ghost and exit.

Return to Red Station and enter the entryway on the bottom right.

In the next area, move to the right and you will reach a building of blocks. Use Bombette

to destroy the building, and a group of Shy Guys will run to the right.

(You may move to the right side of a large green block and jump to reveal an invisible block that contains a Coin. Move to a spring box next to the green block and use the spring box to reach the top of the green block. Move to the block that had the Coin, and use Kooper to destroy a block that contains a Shooting Star.)

Continue moving to the other end of the room, where you may hit a yellow "?" block for a Sleepy Sheep. Afterward, enter an entryway.

The next area is dark, and you must use Watt to light it. Move to the other end, where you will see the group of Shy Guys again. The Shy Guys will destroy a wall and create an opening, in which you must enter.

In the next area, you must fight a boss battle with a Shy Guy named General Guy.

As soon as the battle begins, General Guy will summon a Shy Squad that consists of 15 Shy Guys. The Heart Points and Attack Power of the Shy Squad equals the number of Shy Guys in the squad, and the squad has a Defense Power of 0. Each Shy Guy in the squad will attack by smacking you.

After you defeat the Shy Squad, General Guy will appear in a tank and summon two Stilt Guys, which are Shy Guys on stilts. Each Stilt Guy has 7 Heart Points, an Attack Power of 4 and a Defense Power of 0. Each will attack by jumping on you. You must use airborne attacks on each Stilt Guy, and you may also use attacks that involve earthquakes, as well. If a Stilt Guy loses its stilts, it becomes an ordinary Shy Guy.

After you defeat the Stilt Guys, General Guy will summon two Shy Stacks, with each stack consisting of four Shy Guys piled on top of each other. Each Shy Stack has 10 Heart Points and a Defense Power of 0. The Attack Power equals the number of Shy Guys in a stack, and each Shy Guy will attack with a slingshot.

After you have defeated the Shy Stacks, you must fight General Guy. General Guy has 30 Heart Points, an Attack Power of 4 and a Defense Power of 2. He will throw bombs at you, and he will also use electricity from a bulb on his tank to inflict 5 points of damage on you and your partner. (You can attack and destroy the bulb to prevent that.) As you fight General Guy, you must attack his tank, and you should use attacks that inflict a lot of damage.

As soon as you defeat General Guy, you will free a Star Spirit.

Inside Princess Peach's castle, you will appear in Peach's bedroom. Enter the fireplace to reach the study, and exit the study to reach the central hall. Inside the hall, avoid the guards and enter the door on the nearest bottom right, which leads to the dining room. Inside the dining room, you will meet Gourmet Guy. Gourmet Guy asks you to cook something for him, and he will give you a Castle Key.

Inside the hall, use the Castle Key to enter the large bottom door in the center.

You will appear in another central hall, which is the first floor of the castle. Move down some stairs and avoid more guards.

In this area, you are currently unable to enter another large bottom door in the center. A door on the upper left above a set of stairs leads to a game room. A door on the upper right above a set of stairs leads to a guest room. (Inside that room, you may open a cupboard and speak to a Toad. You may also open a chest to receive the Last Stand Badge.)

Enter a door on the bottom right, which leads to the kitchen.

Inside the kitchen, you must make a cake for Gourmet Guy.

Move to the upper area of the kitchen, where you will see items on a table consisting of flour, sugar, salt, eggs, and milk. On a cabinet next to that, you will see items consisting of strawberries, cream and butter. You will see cleanser and water on a sink, but you will not use those.

The first thing you must do is put some sugar and an egg inside a bowl on a table in the center of the kitchen. You have to grab each of those items one at a time and place them inside the bowl. As soon as you are done, speak to Twink, who will instruct you to mix the ingredients inside the bowl. You must repeatedly and quickly press A for 10 seconds in order to do so.

Next, you must place some flour and butter inside the bowl. Grab each of those items one at a time and put them in the bowl. As soon as you are finished, talk to Twink, and Peach will mix the ingredients inside the bowl and pour everything into a pan. Next, Twink tells Peach to place the cake inside the oven for 30 seconds. As soon as Peach approaches the oven, press A to place the cake inside, at which point you must wait 30 seconds. (Tip: Use a stopwatch to calculate that time accurately.) After 30 seconds have passed, press A to remove the cake from the oven.

Peach will set the cake on the table, and Twink will instruct you to decorate it with cream and strawberries. Grab each of those items and place them on the cake. After you have done that, speak to Twink, and you will be finished.

If you had made the cake successfully, exit the kitchen to go back to the dining room. Give the cake to Gourmet Guy, and he will tell Peach that the next Star Spirit is inside a volcano called Mt. Lavalava in an area called Lavalava Island. Peach asks Twink to inform Mario of this. Afterward, Kammy Koopa appears and has guards send Peach to her room.

Inside Toad Town, the Star Spirit whom you have rescued from the toy box introduces himself as Muskular. Muskular gives Mario a fourth unit of Star Energy and a Star Power called Chill Out, which decreases the Attack Power of enemies. Twink then appears and informs Mario that the next Star Spirit is located on Lavalava Island.

You must go to the port in Toad Town. Inside the port, move to the far left of the pier and move downward to the end of the pier. You will meet Kolorado, whom you may speak to. Next, move across a dock, where you will see a blue whale. Spin Jump on the whale, who will awaken and move to the pier. The whale informs you that he has a stomachache and asks you to help. He will open his mouth, and you must enter.

Inside the whale, you must use Watt to light up the darkness. Move past the whale's uvula into the next area.

Inside the next area, you will see the Fuzzipede hopping around. As the Fuzzipede hops near you, you must engage it in battle.

The Fuzzipede has 20 Heart Points, an Attack Power of 3 and a Defense Power of 0. You must have Watt as your party member to be able to see and attack the Fuzzipede. You may use attacks that inflict a lot of damage on the Fuzzipede, and you may also use Watt's Power Shock to paralyze him, as well.

After you have defeated the Fuzzipede, the whale releases you all through his blowhole. He then offers to take you to Lavalava Island. As soon as you board the whale, Koloardo will join. The whale will then swim across the sea to the island, where you will begin the next chapter.

Chapter 5: Hot Hot Times on Lavalava Island

Lavalava Island

You will appear on the first area of Lavalava Island, which is an area that consists of greenery.

(As soon as you depart the whale, you may move to a tree that lies directly across and behind a bush. You may hit the tree for a Coconut, an item that you can use as a weapon in battle. Next to the Coconut tree, you may move behind some dark bushes and collect a Stop Watch. You will then see a formation of rocks. On the far right next to the rocks and hidden behind bushes is an entryway that leads to an area called Jade Jungle.)

Inside the first area of the island, move downward to an entryway on the bottom right.

(Near the entryway, you may move left and approach Heart Plants. If you press A while next to a Heart Plant, the Heart Plant will extend its stem, and it will sometimes release a heart that you can collect and add to your Heart Points. You may also move further left to a Spinning Flower. If you climb on top of the flower, press Z to make the flower spin you into the air and collect the coins above it.

On the right side of the entryway are more Heart Plants.)

Enter the entryway into the next area.

You will appear in a sandy area. As you move along, you will see Kolorado being attacked by Jungle Fuzzies.

A Jungle Fuzzy has 7 Heart Points, an Attack Power of 2 and a Defense Power of 0. As with any Fuzzy, it will attack by sucking your Heart Points and adding those Heart Points to its own, but you must use the Action Command to stop it from doing so. (Tip: The Zap Tap Badge is excellent to use against this enemy.) A Jungle Fuzzy will also divide and create another Fuzzy.

After you defeat the Jungle Fuzzies, Kolorado will thank you and move on.

(In this area, you may move near a formation of rocks. Move to a Bellbell Plant on the left side of the rocks and jump next to the Bellbell Plant to reveal an invisible block that contains Repel Gel. You may also climb the rocks and grab a letter addressed to Igor in Boo's Shop. Now, move to another Bellbell Plant on the right side of the rocks and jump next to that plant to reveal another invisible block that contains a "Mystery?".

Next, move near a Spinning Flower, and hit a Coconut tree next to it to receive a Star Piece.)

Move to the other end of this area and enter an entryway that leads to Yoshi's Village.

Yoshi's Village

Inside Yoshi's Village, you may speak to the Yoshis.

In the first area of the village near the entrance, you may move to the very bottom and walk across a plank. You may walk across a small island with a tree and then walk across another plank that leads to another small island, where you will see Yoshis. You may speak to a green Yoshi, who is the leader of the village.

(You may also move across an upper plank that leads to a small island with a statue of a raven. You may Spin Jump in front of the statue to receive a Star Piece.)

You may also move across another plank past the village leader.

Move to the far right of this area and enter an entryway.

The next area of the village consists of a shop and an inn.

(Near the entrance of this area, you may use a jump pad inside a tall tree to reach the top of the tree and speak to ravens.)

In this area, you may move near an entryway on the upper left and speak to a Cheep Cheep named Sushie.

The shop lies in the center of this area. Inside the shop, you may purchase the following items for the following prices:

Snowman Doll - 15 Coins
Thunder Rage - 15 Coins
Fire Flower - 5 Coins
Tasty Tonic - 2 Coins
Honey Syrup - 6 Coins
Super Shroom - 15 Coins

A Save Block lies next to the shop, and the inn lies next to the Save Block.

Move to the far right end of this area and exit.

The next area, which is a part of Jade Jungle, consists of the volcano, Mt. Lavalava. Continue to move along, and you will see Kolorado being attacked by a Spear Guy.

A Spear Guy is a Shy Guy that attacks with a spear. It has 7 Heart Points, an Attack Power of 3 and a Defense Power of 0. You will take damage if you try to attack it with the Hammer if its spear is pointing forward, or if you try to jump on it if its spear is pointing upward. A Spear Guy will also summon another Spear Guy. After the Spear Guy throws its spear at you, it will become an ordinary Shy Guy.

(Continue to move along, and you may move behind a very tall tree to collect Jammin' Jelly.)

Continue to move along until you reach an area of lava. Speak to Kolorado, and you will see a view of Mt. Lavalava. Afterward, return to Yoshi's Village.

Inside the village, you will learn that the Yoshi kids have gone missing and went into the jungle. If you speak to the village leader, he will ask you to find them. In the second area of the village, enter the entryway on the upper left to reach the jungle.

Jade Jungle

Inside Jade Jungle, you will encounter new enemies called Hurt Plants, M. Bushes and Putrid Piranhas.

A Hurt Plant is a creature that looks identical to a Heart Plant. It has 8 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack by biting you, which will also poison you.

An M. Bush is a creature disguised as a bright green bush. It has 8 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by biting you, which can poison you, as well.

A Putrid Piranha has 12 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by biting you, and it will also breathe poison on you with an Attack Power of 2.

If each of these enemies attacks you with poison, the poison will decrease a Heart Point after every turn. (Tip: The Feeling Fine Badge is excellent to use against these enemies, because it will make you immune to poison.)

In the area of the jungle where you entered from Yoshi's Village, approach some bushes near a Cymbal Bush, and press A to separate them. As you continue on, you are unable to move past a wooden dock on your left, so enter an entryway on the right.

In the next area, move across a log, and you will find Sushie trapped in a tree. You must hit the tree with your hammer a few times to set her free, and she will become your party member. You are now able to use Sushie to move across water. If you approach a wooden dock near water, you may press the bottom C button to hop on Sushie and ride her across the water. While in the water, you may also press the bottom C button to have Sushie dive under the water, and you may do this to move past obstacles.

(Note: If you hop on the whale and leave Lavalava Island anytime after you have obtained Sushie as a party member, Jr. Troopa will swim to the island as the whale takes you to Toad Town. Jr. Troopa will then swim back to Toad Town and challenges you to a fight at the port.

In the battle with Jr. Troopa, he has developed wings as well as a spike on his head. Even though he has a maximum of 40 Heart Points, his Heart Points have dropped to 20. He has an Attack Power of 6 and a Defense Power of 1. You will take damage from his spike if you use attacks that involve bodily contact. You should use distant attacks such as items, the Hammer Throw or Parakarry's Shell Shot.)

Near the tree where you found Sushie, move across another log to an area with a wooden dock. Approach the dock and ride Sushie in the water. You may move to an island on the upper right, which has a Star Piece as well as a tree that contains a Letter to Russ T. in Toad Town. Move to another island on the left and speak to a flower that will emerge as a Bub-ulb. The Bub-ulb is currently unable to give you a seed at the moment.

Return to the previous area of the jungle and approach a wooden dock. Move on the dock and ride Sushie in the water.

(While in the water, you may move to an island in the center. Defeat a Spear Guy, and hit a pink "?" block to receive the Power Quake Badge.)

Inside the water, move to the left and dive under a log. Continue on and enter an entryway.

The next area consists of a lot of water. Move along and dive under a log. (You may collect some Coins in the water.) Move downward and approach a dock on the bottom left to reach an island. On the island, move upward and press A to move a row of bushes apart. Continue moving and fight an M. Bush. After you defeat the M. Bush, search a bush near a tree to find a Yoshi kid. Speak to the kid, who will return to the village.

Next, move back to the wooden dock and ride Sushie to another dock in the center of this area to another island. (You may move across a log on the right and then across another log to an area that has a Super Block.) Near the dock, move across an upper log to another island. (You may jump next to a Bellbell Plant to reveal an invisible block that contains a Thunder Rage.) Enter an entryway.

In the next area, beware of a plant on the far right called a Munchlesia. If you jump into it, it will squeeze you and suck away one of your Heart Points. Next, approach a row of bushes and move them apart. (You may hit a tree for a Fright Jar.) Approach a dock on the left and ride Sushie in the water to a dock on the upper left that leads to an island. On the island, move to a Spinning Flower on the far right and use that flower to reach a top area. Approach some bushes and move them apart to reveal a pipe that you must enter.

In the next area, use Watt to light the darkness. Move to the right, and move across some steps to a platform, where you will find another Yoshi kid. Speak to the kid who will return to the village. Afterward, exit the pipe.

In the previous area, approach the dock and ride Sushie in the water to an entryway on the left.

In the next area, move to a dock that leads to an island. (You may move in the water past the island and collect a Star Piece.) Move onto the island, and hit a tree stump with the Hammer. The stump will emerge from the ground and form into a bridge. Move across the bridge to an area, where you will find another Yoshi kid. Speak to the kid, and he will return to the village.

Move back to the previous area. In that area, move to the dock on the far right and onto the island where you first entered. Enter the entryway on the right.

In the next area, move across a log to an island with a stump. (You will see a statue of a raven on a pedestal in the very back, which is an area that you will visit soon.) Hit the stump with the Hammer and it will form into a bridge. Move across the bridge to another island with a dock. Move across a log, and enter an entryway on the right.

In the next area, you will see a Yoshi kid being harassed by Putrid Piranhas. You must defeat the Piranhas to rescue the kid, who will return to the village.

Move back to the previous area and approach the dock. Ride Sushie to a bottom dock that lies across, where you may move onto an island and enter an entryway.

In the next area, move to a tree on the left near a Trumpet Plant, and hit the tree to free another Yoshi kid. You will now have rescued all of the kids. You may then move down a log to an area with a stump, and you may hit the stump to form it into a bridge. Move across the bridge to the area of the jungle that you entered from Yoshi's Village, and return to the village.

Inside Yoshi's Village, speak to the village leader. He will give you a Jade Raven statue and tell you to speak to the master of the island named Raphael the Raven.

Return to the area of Jade Jungle with the statue of the raven. Use Sushie to move across the water and to the dock that leads to the island with the statue. On the island, place the Jade Raven into the statue. The statue will move aside and reveal an entryway that you must enter.

You will appear in the deep and dark parts of Jade Jungle. (In the area that you entered, you may approach a tree next to a Bellbell Plant and pull its vine for an Egg. You may also jump next to the Bellbell Plant to reveal an invisible block that contains a Stone Cap.) In the area that you entered, move to the right and then, move upward to a set of large bushes. Press A to separate the bushes, and enter an entryway.

The next area consists of a puzzle in which you must use blue blocks to suppress a fountain of water. (As soon as you enter this area, you may move to a blue block between a tree and a Bulb Bush. Push the block to the right just once. Move on top of the block and jump to reveal an invisible block that contains a Volt Shroom.) In this area, move all the way to the right where you will see a fountain of water emerging from a hole under a tree. Use one of the nearby blocks to cover it. The water will then reappear from another hole, and you must use another block to cover it. You must move around the area and continue to cover the water with blocks when it appears. Afterward, the water will appear underneath a large boulder and remove the boulder, which will reveal an entryway. In order to access the entryway, you must move one of the blocks from any hole to make the water appear in that area. Afterward, enter the entryway.

The next area consists of trees, and each tree has a vine that will reveal a surprise when you pull it. The first tree on the very left contains a Jungle Fuzzy, and the second tree next to it contains a Fire Flower. The third tree contains another Jungle Fuzzy, and the fifth tree contains a Mushroom. The fourth tree separates bushes that will reveal an entryway that you must enter.

In the next area, move along. (As you move past some Heart Plants, you may Spin Jump to reveal a Star Piece.) As you move to the other side of this area, you will encounter Putrid Piranhas and a White Magikoopa that you must fight.

A White Magikoopa has 11 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by using its wand to hurl magic at you as it floats on its broom. (If the Magikoopa is on the ground, it will hit you with its wand.) A White Magikoopa will heal other enemies in the battle. If the White Magikoopa heals a single enemy, the enemy recovers 5 Heart Points. If it heals all of the enemies in the battle, each will recover 3 Heart Points. If the Magikoopa is by itself, it will often run away from the battle.

After you have defeated the enemies, enter an entryway.

The next area consists of a very large and tall tree. Approach the tree and enter an opening. Inside the tree, you may use a Save Block. Move across some very large stumps that wind around until you reach an opening and enter. You will then appear on the outside of the tree. Move across a large branch until you reach another opening. (You may continue to move past the opening to the end, where you may collect a Happy Heart Badge.) Enter the opening, and inside the second part of the tree, move across more large stumps until you reach another opening and enter.

You will reach the top of the tree, where you will meet Raphael the Raven. Speak to him, and he will summon a group of small ravens. Raphael and the ravens will then depart from the tree. You must follow them and drop down from the tree to the previous area. Continue to follow Raphael who will lead you to the area of the jungle with the volcano. Speak to Raphael again, and his ravens will create a way for you to reach the volcano. (Kolorado will appear and head to the volcano.) Afterward, Raphael will give you an Ultra Stone that will allow you to upgrade your party members to Ultra Rank.

Now, enter a basket next to a tree and ride the basket to a ledge. Move across the ledge and a tree branch to a zipline. Hop on a wire to ride down the zipline to the volcano. (You can also use another zipline to go back to the jungle if necessary, as well.) Use a Heart Block and enter the volcano.

Mt. Lavalava

Inside the volcano, you will encounter new enemies called Lava Bubbles and Spike Tops.

A Lava Bubble is an enemy shaped as a ball of fire. It has 9 Heart Points, an Attack Power of 4 and a Defense Power of 0. It will attack by jumping on you, and it will attack your party members with balls of fire, as well. You must avoid attacks that involve bodily contact. Attacks that involve water and ice are very effective on this enemy such as Sushie's Squirt and Tidal Wave as well as a Snowman Doll. (The Ice Power Badge is effective against this enemy, too.)

A Spike Top is similar to a Buzzy Beetle and has a spike on its head. It has 4 Heart Points, an Attack Power of 3 and a Defense Power of 4. It will attack by spinning into you. You must avoid bodily contact with the Spike Top. As with other enemies that have shells, it will become defenseless if you flip it onto its back.

(As you battle the enemies inside the volcano, you may encounter a Red Magikoopa. A Red Magikoopa has 11 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by using its wand to hurl magic at you if it floats on its broom. (If the Magikoopa is on the ground, it will hit you with its wand.) A Red Magikoopa will increase the Attack

Power of any enemy in battle. (If the Magikoopa is by itself in battle, it will often run away.)

As soon as you enter the volcano, move down a passageway. As you reach the bottom, a Putrid Piranha will appear and alert its boss. Enter an opening.

In the next area, you will meet up with Kolorado. You must move across a few small lava rocks, but you must move across the rocks quickly before they sink into the lava. Move across the rocks until you reach a big rock. On the big rock, wait for a small rock to appear. Move on that rock and ride it to another big rock. On that big rock, quickly move across more small rocks until you reach an opening and enter.

(In the next area, you may ride a zipline downward. You may then enter a nearby opening. In another area, move past bars of fire until you reach the end, where you will find a Super Block. Now, go back to the previous area and stand on a nearby block, where you may use Kooper to destroy a block that contains a POW Block.)

The next area is a central area. As soon as you enter, move to the bottom. (You may hit blocks for Coins.) Move to the left near a jump pad (which you may use to return to the top), and move down some steps to the right, where you will see a Save Block. (You will see a Metal Block covering an opening, which you cannot access yet.) Ride a zipline down. (You can leap off the zipline to reach a ledge, where you may collect a Fire Shield Badge.) As soon as you reach the bottom, enter an opening.

In the next area, move down a passageway and enter an opening.

In the next area, move to a top area near the entrance. (You may jump to reveal an invisible block that contains a Life Shroom.) Move to the left and you will reach a flow of lava. Use Parakarry to move across the lava to the other side, where you will see three blue blocks. You must move each block onto the lava next to one another. This will cause the flow of lava to decrease. Afterward, move to the bottom of this area and use Parakarry to carry you over the lava. Move to the left and enter an opening.

In the next area, you must move more blocks next to each other into a pool of lava. Doing so will give you enough space to use Parakarry to move to the other side. Move across some steps to a big chest. Open the chest, and you will receive the Ultra Hammer. The Ultra Hammer increases the Attack Power of the Hammer and allows you to destroy Metal Blocks. (You can also use the Ultra Hammer to reveal Star Pieces from under the ground.) Destroy a Metal Block near the chest and exit this area.

(In the previous area, move to the other side and then, move across some steps to the bottom right, where you may smash a Metal Block and enter an opening. In the next area, use Parakarry to move across lava and then, move across some steps to reach a chest on the very right. Open the chest to receive the Dizzy Stomp Badge.)

Return to the central area of the volcano. (At the very bottom of the central area, you may enter an opening on the far right. In the next area, a Star Piece lies underground past a ledge with a Super Block.) In the central area, use jump pads to return to the top, where you will meet Kolorado. Smash a Metal Block and enter an opening.

In the next area, ride a zipline down. (As you are riding the zipline, you will see a bright-colored spot on the back wall. At that area, you may hop off the zipline and move to a ledge, where you may use a Super Block.) Continue to ride the zipline until you reach an opening and enter.

In the next area, a spiked boulder will appear and roll down a passageway. If the boulder runs over you, you will lose a Heart Point. You must quickly run down the passageway to avoid the boulder. Enter an opening at the bottom.

The next area consists of more lava. A small lava rock will appear, and you must ride it

to a very large rock. As you move along, you must avoid bars of fire. At the end of the large rock, another small rock will appear. Move onto that rock and ride it until you reach an opening.

In the next area, you will see a row of Metal Blocks on a rising set of steps. Move all the way to the very right, where you will see a blue block. You must push the blue block to the area with the Metal Blocks. Climb on top of the block to reach the Metal Blocks and smash all of the Metal Blocks with the Hammer. As soon as you have done so, a spiked ball will begin to roll down. You must quickly run from the spiked ball to avoid it as it rolls to the other side of the area and tears an opening into a wall. Enter the opening.

In the next area, move to the right until you reach a Heart Block that you may use. (Near the Heart Block, a Star Piece lies under the ground.)

(An opening next to the Heart Block leads to an area, where you may hit a "?" block that contains a Super Shroom and another block that contains Maple Syrup.)

Near the Heart Block, move down some steps to the left. Use a Save Block and move to the right. A Putrid Piranha will appear and alert its boss. Continue moving and enter an opening.

In the next area, continue moving until you reach a pit of lava, where you will enter a boss battle with a creature called a Lava Piranha and its Lava Buds.

The Lava Piranha has 40 Heart Points, an Attack Power of 5 and a Defense Power of 0. It will attack by throwing a large ball of fire at you.

Each Lava Bud has 8 Heart Points, an Attack Power of 4 and a Defense Power of 0. Each will attack by throwing fiery seeds.

Use attacks that inflict a lot of damage on the Piranha and its Buds.

As soon as you defeat the Lava Piranha and Buds, they will sink into the lava, but they will reappear surrounded by flames.

Each Lava Bud will spit out a Petit Piranha that has 1 Heart Point, an Attack Power of 6 and a Defense Power of 0.

Sushie's Tidal Wave is excellent to use on the enemies in this form, because it will stun them.

As soon as you have defeated the Lava Piranha, you will free a Star Spirit named Misstar.

The volcano will then begin to erupt, and you must escape. You must go through an opening on the right.

In the next area, move across a set of steps to a top area. The volcano will then rumble and lava will begin to rise. Use Bombette to blow a hole in a wall on the right and enter.

In the next area, quickly move to the right and across some steps as the lava rises. You will then see a treasure chest on a high pole. Misstar will then carry everyone out of the volcano just before it erupts. The volcano will erupt, and the chest will fall into Jade Jungle.

Inside Princess Peach's castle, you will be in control of Peach again. Inside her bedroom, exit through the fireplace and into the study. Exit the study into the second floor hall, and go to the first floor. On the first floor, enter the door on the upper left above a set of stairs, which leads to the game room.

Inside the game room, the guards will ask Princess Peach to participate in a quiz show.

The following is a list of the questions in the quiz and the correct answers:

1) What's the name of the boss inside the volcano on Lavalava Island?

Lava Piranha.

2) Where did Master Huff N. Puff imprison the Star Spirit?

Flower Fields.

3) What is the name of the scary round monster living in Dry Dry Ruins?

Chomp.

4) How would you get to Flower Fields?

Pass Flower Gate.

5) What's the name of the person who King Bowser really loves?

Princess Peach.

6) What thing is most deeply related to Flower Fields?

Flower.

7) What's the name of the most admirable, invincible, just downright cool guy around?

Bowser.

8) What's the name for the ghosts who live in and around Forever Forest?

Boo.

9) What's the name of the area just to the south of the post office in Toad Town?

The Flower Garden.

10) Where is Peach's Castle now?

On Bowser's Castle.

As soon as the quiz show ends, you will receive an item called the Sneaky Parasol. The Sneaky Parasol will allow you to transform into the person you are next to. (If you get the most correct answers in the quiz, you will receive a Jammin' Jelly.) Bowser will then appear, and Princess Peach will be sent to her room.

Inside Jade Jungle, Misstar gives Mario a fifth unit of Star Energy as well as a Star Power called Smooch, which gives Mario 20 Heart Points in battle.

Go to the area of the jungle where you first met Sushie. If you speak to the Bub-ulb in that area, he will inform you that he gave his seed to Kolorado. Move to the tree where you found Sushie and open the chest to receive the Volcano Vase. Return to Yoshi's Village and give the vase to Kolorado, who will give you the Magical Seed.

(If you speak to the yellow adult Yoshi in the village after you complete Mt. Lavalava, he will give you a Melon in exchange for the following recipes by Tayce T.:

Fried Shroom

Hot Shroom

Bland Meal

Honey Shroom

Shroom Steak

Maple Shroom

Shroom Cake

Jelly Shroom

Honey Super

Maple Super
Jelly Super
Electro Pop
Sweet Shroom
Honey Candy
Special Shake
Honey Ultra
Maple Ultra
Jelly Ultra
Nutty Cake
Big Cookie
Fried Egg
Boiled Egg
Lemon Candy
Lime Candy
Apple Pie
Spaghetti
Cake
Coco Pop
Yoshi Cookie
Jelly Pop
Potato Salad
Koopa Tea
Koopasta
Kooky Cookie
Spicy Soup
Fire Pop
Frozen Fries
Yummy Meal)

You must now ride the whale back to Toad Town.

(Inside Toad Town, move to the area with the three Toad women across from the dojo. Approach a nearby dock in a pond. Ride Sushie across the pond to a dock in the center that leads to an area with a pipe. Enter the pipe to an area under the pond. Inside, move to the right and hop on top of a wide area of space. Move to the far right, and you will find a Super Block.)

Exit the pipe, and ride Sushie in the pond to the far left until you reach a dock next to a house, where you will find a Star Piece.)

(You may exit Toad Town through the entryway that leads to Pleasant Path. Inside Pleasant Path, move along, and you will encounter a large Koopa Troopa named Kent C. Koopa. Kent C. Koopa will demand that you pay him 100 Coins. If you pay him 100 Coins, he will allow you to continue. If you do not pay him 100 Coins, he will continue to block the path. You may also choose to fight him.)

Kent C. Koopa has 70 Heart Points, an Attack Power of 10 and a Defense Power of 6. He will attack by body slamming you. He will also attack you and your party member with his shell, which inflicts 3 points of damage. As with any Koopa Troopa, Kent C. Koopa's defense will decrease if you flip him onto his back. [The D-Down Jump works very well to achieve that.] As you fight Kent C. Koopa, you should use attacks that are very powerful.

After you defeat Kent C. Koopa, he runs away and the path returns to normal.)

(After Chapter 5, you may participate in another Trading Event. Go to Koopa Village and enter the blue house, where you may listen to a radio. You will be instructed to take a

Coconut to the restaurant at the port in Toad Town and give it to the pink Toad. If you do so in under five minutes, the Toad will give you a Yummy Meal.)

Inside Toad Town, you must go to the flower garden and enter an area called Flower Fields. In order to reach Flower Fields, you must collect four Magical Seeds from Bub-ulbs. The Bub-ulbs are located in Toad Town, Mt. Rugged, Forever Forest and Lavalava Island, so refer to those areas. You must then give the seeds to Minh T., who will plant them. As soon as all of the seeds are planted, a doorway will appear in the center of the garden. Enter the door to begin the next chapter.

Chapter 6: Dark Days in Flower Fields

Flower Fields

As soon as you enter Flower Fields, you will be greeted by a large tree named Wise Wisterwood. Wise Wisterwood informs you that a creature named Huff N. Puff and his followers have created clouds that prevent the sun from rising into the sky. Wise Wisterwood also informs you that Huff N. Puff lives in a place called Cloudy Climb and that you must plant a tall sprout to reach Cloudy Climb. Wise Wisterwood will then inform you that you must obtain a Magical Bean from a flower named Petunia.

The area with Wise Wisterwood is the central area of Flower Fields. In this area, you may speak to Bub-ulbs. You may also speak to a flower called a Tolielip on the far left, but he will give you information that is incorrect.

(As you travel throughout Flower Fields, you will come across stone walls with flowers. If you move along any of those walls, an item called a Stinky Herb will sometimes appear. A Stinky Herb restores 5 Flower Points.)

As you travel throughout Flower Fields, you will encounter enemies called Crazee Dayzees, Bzzaps!, Monty Moles, Ruff Puffs, Spinies and Lakitus. (You may also encounter a rare enemy called an Amazy Dayzee.)

A Crazee Dayzee is a flower enemy that has 8 Heart Points, an Attack Power of 4 and a Defense Power of 0. It will attack by singing a lullaby that can put you to sleep and make you unable to battle. (The Feeling Fine Badge will prevent that attack.) If the Crazee Dayzee's Heart Points get low, it will run away from the battle.

An Amazy Dayzee is a rare Crazee Dayzee that has 20 Heart Points, an Attack Power of 20 and a Defense Power of 1. It is a flower that will often immediately run away during the first turn. It will act the same way as a Crazy Dayzee, but you must be careful of its strong attack. (If you manage to defeat an Amazy Dayzee, it will produce a lot of Star Points.)

A Bzzap! is a bee-like enemy that has 3 Heart Points, an Attack Power of 6 and a Defense Power of 0. It will attack by stinging you, which can poison you. It will also summon a group of small bees that will sting you, which can shrink you, as well.

A Monty Mole in Flower Fields is a mole that has 12 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by throwing rocks at you.

A Ruff Puff is a cloud enemy that has 10 Heart Points, an Attack Power of 4 and a Defense Power of 0. It will attack by slamming on you.

A Spiny is a beetle-like enemy with spikes. It has 5 Heart Points, an Attack Power of 4 and a Defense Power of 3. It will attack by spinning into you. As with all enemies that have shells, its Defense Power will be 0 when you flip it onto its back.

A Lakitu is a Koopa Troopa on a cloud. It has 12 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by throwing a Spiny Egg at you, which can hatch into a Spiny.

(As you battle the enemies in Flower Fields, you may encounter a Green Magikoopa and a Yellow Magikoopa.

A Green Magikoopa has 11 Heart Points, an Attack Power of 3 and a Defense Power of 0. The Magikoopa will use its wand to hurl magic at you as it floats on its broom. (If the Magikoopa is on the ground, it will hit you with its wand.) A Green Magikoopa will increase the Defense Power of any enemy in battle. (If the Magikoopa is by itself in battle, it may run away.)

A Yellow Magikoopa has 11 Heart Points, an Attack Power of 3 and a Defense Power of 0. As with any Magikoopa, it will use its wand to hurl magic at you as it floats on its broom (and will hit you with its wand while on the ground). A Yellow Magikoopa will give any enemy in battle an electric charge. (As with any Magikoopa, it will run away if it is alone.)

In the central area of Flower Fields, move to the very right and enter an entryway.

East Path

In this area, you will come across three trees. (If you hit the trees in the order of middle, left and right, you will receive the Happy Flower Badge; if you hit the trees in the wrong order, a Bzzap! will appear.) Move to the other end and enter an entryway.

In the next area, you will meet Petunia. Speak to her, and she will inform you that Monty Moles are attacking her. You must defeat Monty Moles that appear from the ground.

After you have defeated the Monty Moles, speak to Petunia, and she will give you a Magical Bean.

(Near the entrance of this area, a Star Piece lies underground near a patch of yellow flowers.)

Move to a tree on the upper left and hit it to receive two Red Berries, each of which restores 5 Heart Points.

(You may move past Petunia and enter an entryway on the other side. In an area with dead trees, move to a well on the far right. If you drop a Blue Berry into the well, you will receive the Flower Saver Badge. If you drop any other Berry in the well, you will have to fight a Crazee Dayzee or a Bzzap!)

Return to the central area of Flower Fields. Move to an entryway on the bottom left and enter.

Southwest Path

In this area, you will see a red flower that guards a gate. If you give the red flower a Red Berry, it will open the gate and allow you to pass.

As you move along, you will reach a tree. Hit the tree to receive Yellow Berries, each of which restores 3 Heart Points and 3 Flower Points. (A Star Piece lies underground in front of the tree.)

Move to the other end of this area and enter an entryway.

In the next area, move along, and you will meet a flower named Posie, who guards a Crystal Tree. Speak to Posie, and she will give you Fertile Soil.

Return to the central area of Flower Fields. Move to an entryway on the bottom right and enter.

Southeast Path

In this area, you will see a yellow flower guarding a gate. If you give the yellow flower a Yellow Berry, it will open the gate and allow you to pass.

Move past the gate, and you will reach an area of ledges among thorns. If you land in the thorns, you will receive damage and be sent back to where you began. You may jump across the ledges or use Parakarry to move across them. On the last ledge, you have to use Parakarry to reach the other side.

Continue moving along until you reach a tree. Hit the tree to receive Blue Berries, each of which restores 5 Flower Points. (A Star Piece lies in a patch of pink flowers on the right side of the tree.)

(A set of stairs lie next to a patch of pink flowers on the left side of the tree. Move across the stairs to a top area. As you move along, you will encounter many Crazee Dayzees. As soon as you reach the end, you will find a Super Block.)

Near the tree with the Blue Berries, enter an entryway.

The next area consists of an empty spring with docks. (Near the entrance, hit a yellow "?" block to receive a Dizzy Dial.)

Near the entrance, move down some stairs. Move along to the other side and across more stairs. (Near an entryway, an invisible block on the upper left contains Maple Syrup. A Star Piece lies underground directly underneath the block.) Enter an entryway.

In the next area, move to an empty spring, and you will meet a flower named Lily. Speak to Lily, and she will ask you to retrieve a Water Stone. (You may move to a tree on the right side of the spring and hit it to receive a Jammin' Jelly.)

Return to the central area of Flower Fields. Move to an entryway on the very left and enter.

West Path

In this area, you will see a blue flower guarding a gate. If you give the blue flower a Blue Berry, it will open the gate and allow you to pass.

(As you move past the gate, you will see a brown block and a jump pad. An invisible yellow block that contains a Coin lies between the jump pad and the brown block. Use the jump pad to reach the yellow block and the brown block. On top of the brown block, jump to reveal an invisible block that contains a Shooting Star.)

In this area, move all the way to the end and enter an entryway.

The next area consists of a hedge maze. As soon as you enter, you must fight and defeat a couple of Lakitus.

Inside the maze, you must move through the low areas of grass as well as the corners between the hedges. You may also enter pink pipes in the maze. A pipe on the far right of

the maze leads to a pipe at the bottom. A pipe on the upper right of the maze leads to a pipe on the upper left. A pipe in the center of the maze leads to a pipe on the very left, where you will find an entryway on the opposite side of the maze.

In order to reach the entryway on the other side of the maze, move to some long hedges that are located between the pipe on the upper right and the pipe on the upper left. As you move between the long hedges, move through a nearby low area of grass on the right, and move to the hedges that surround the center pipe. Move through the hedge on the right side of the pipe, and enter the pipe.

You will emerge from the pipe on the very left side of the maze. (You may move through a nearby hedge and hit a Coin block.) Near the pipe, enter an entryway.

In the next area, you will meet a flower named Rosie, who has the Water Stone. Speak to Rosie, and she will inform you that if you find a stone that is more beautiful than the Water Stone, she will give the Water Stone to you.

You must return to the southwest area of Flower Fields and speak to Posie, who will give you a Crystal Berry. Give the Crystal Berry to Rosie, and she will give you the Water Stone.

You must now return to the southeast area of Flower Fields and enter the spring with Lily. Move near Lily, and place the Water Stone into a hole. Water will emerge from the stone and fill the spring as well as the spring in the previous area. Lily will then give you Miracle Water.

Move to the previous area. Approach a dock and ride Sushie in the water. Move to a dock in the center, which leads to an area with a tree. Hit the tree to receive Bubble Berries, each of which restores 5 Heart Points.

In the central area of Flower Fields, move to an entryway on the upper left and enter.

Northwest Path

In this area, you will meet a Bubble Plant. If you give the Bubble Plant a Bubble Berry, it will create a big bubble. You must then enter the bubble and ride it across an area of thorns to the other side.

(As soon as you reach the other side, you may move across some stairs on the right to a top area. Move through a log and collect a Star Piece at the very end.)

On the other side, move through a log and enter an entryway at the end.

In the next area, continue moving until you reach a stone building.

(Near the stone building, you may move to a patch of yellow flowers at the bottom and collect a Shooting Star. You may also move across some stairs of the building to the top, where you may use Bombette to destroy a boulder and reveal a hole. Enter the hole and collect the Mega Smash Badge inside the building.)

Move past the building and enter an entryway at the end.

In the next area, you will appear at a tower. The tower consists of stairs that lead to the top. Move near the stairs at the bottom, and move past the stairs until you reach an opening. Enter the opening, and use Bombette to destroy a boulder. Doing so will cause a piece of stone to descend and reveal another opening with stairs. You may now move all the way across the stairs to the top of the tower, where you will meet the sun. Speak to the sun, who will inform you that a machine called the Puff Puff Machine is creating the clouds in Flower Fields.

You must now return to the previous area. As you move past the stone building, you will encounter a Lakitu named Lakilester. Lakilester will challenge you to a fight.

Lakilester has 50 Heart Points, an Attack Power of 4 and a Defense Power of 0. He will attack by throwing a Spiny Egg. You must use airborne attacks on him.

After you defeat Lakilester, his girlfriend named Lakilulu will appear. Lakilulu will ask you to forgive Lakilester, and you will be given the option to choose whether or not to forgive him. If you choose not to forgive Lakilester, Lakilulu will throw a Spiny Egg at you. You must choose to forgive Lakilester, and he will become your party member. You will now have the ability to ride Lakilester, and you may ride him over obstacles.

Return to the central area of Flower Fields. Move to an entryway on the upper right and enter.

Northeast Path

In the first area of this path, you must solve a puzzle. The puzzle involves a group of different-colored "!" blocks. If you Spin Jump on any block, it will rise or descend. You must Spin Jump on the blocks in a particular order, and you must ride Lakilester over an area of thorns to each block. The blocks appear in the order of red, green, red, green, purple, green and purple. You must Spin Jump on the blocks in the following order: the first red block, the third green block, the first purple block, the first green block, the third green block again, and the second purple block. As soon as you complete the puzzle, you may move to the other side.

(As soon as you reach the other side, you may approach a stone building. Enter an arch on the right side of the building, and move to a jump pad behind some bars. Use the jump pad to reach the top of the building, where you will find a Super Block. You may also move to the very right on top of the building and perform a Spin Jump to reveal a Star Piece.)

On the other side, move to the end and enter an entryway.

In the next area, move along. You may move through logs as you proceed, or you may use Lakilester to move across pits of thorns.

(As you move past the first log, you may move to a patch of orange flowers at the bottom and collect a letter to Minh T.)

(As you reach the end of this area, move to the upper right near an entryway, and jump to reveal an invisible block that contains a Thunder Rage.)

Move to the end of this area, and enter an entryway.

In the next area, you will see a group of enemies with the Puff Puff Machine. You must engage the enemies in battle.

After you defeat the enemies, you must destroy the Puff Puff Machine. You may destroy it using the Hammer as well as Bombette.

As soon as you destroy the Puff Puff Machine, the clouds will disappear, and the sun will rise into the sky.

You must now return to the central area of Flower Fields. In the central area, move to a brown patch that lies across from Wise Wisterwood and next to pink flowers. You must now plant the Fertile Soil, Magical Bean and Miracle Water on the patch, and you must plant those items in that order. As soon as you do, a beanstalk will begin to grow, and it will

extend to a place called Cloudy Climb. Now, move onto a leaf that will take you up the beanstalk and onto Cloudy Climb.

Cloudy Climb

Inside Cloudy Climb, you must move among clouds.

(In the first area of Cloudy Climb, there is a small moving cloud that lies in the back and across from the beanstalk. You may move to the cloud and hop on it, where it will take you to a large cloud that contains the S. Jump Chg. Badge.)

Inside Cloudy Climb, move all the way to the right and enter an entryway.

In the next area, continue to move to the right, and move across some big cloudy steps to a top area. On that area, move to the center and approach a dark brown cloud. The cloud is revealed to be the boss, Huff N. Puff, and you must fight him.

Huff N. Puff has 60 Heart Points, an Attack Power of 5 and a Defense Power of 0. He will attack by blowing wind at you, and you must use the Action Command to reduce the amount of damage. He will also attack you with lightning that inflicts 10 points of damage. (You should use Bow's Outta Sight to avoid that attack.) As Huff N. Puff's Heart Points become low, he will body slam the ground and create a tremor that inflicts 8 points of damage.

Huff N. Puff will produce small cloud creatures called Tuff Puffs each time that you attack him. Each Tuff Puff has 1 Heart Point, an Attack Power of 2 and a Defense Power of 0. As the Tuff Puffs attack you, you must use the Action Command to stop them. Huff N. Puff will then swallow the Tuff Puffs to restore his Heart Points.

(Tip: You should use attacks that inflict a lot of damage on Huff N. Puff, but you should also use attacks that inflict damage on all enemies to defeat each Tuff Puff.)

As soon as you defeat Huff N. Puff, you will free a Star Spirit.

Inside Princess Peach's castle, you will be in control of Peach.

Inside the castle, you must use the Sneaky Parasol. To do so, move near a person and press B to transform into that person.

Inside Peach's bedroom, exit through the fireplace to reach the study. Exit the study to reach the hall. You may use the Sneaky Parasol to transform into any guard inside the castle. If you are disguised as a guard, you are able to move freely throughout the castle and speak to all the guards.

(You may go to the library and move to the very far left near a bookshelf and filing cabinet. If you speak to a guard in that area, he will give you a Shooting Star.)

Inside the second floor hall of the castle, move across stairs on either side and approach double doors. Speak to a guard and enter.

In the next area, move along and go up some stairs. Move to some double doors on the very right and speak to a guard. The guard asks you to find his replacement and gives you a Castle Key.

Move to the first floor of the castle and approach the center door at the bottom. Use the Castle Key to unlock the door and exit.

You will appear outside of the castle, where you will find a sleeping Clubba. (You are unable to enter a door at the bottom on the very left.) Use the Sneaky Parasol to transform into the Clubba. Now, return to the guard who asked you to find him, and enter

the double doors.

In the next area, move across a long hallway to the other end, and enter double doors.

In another area, move across two sets of stairs and enter more double doors.

In the next area, you will appear on a walkway. Move all the way to the end and approach double doors, where Kammy Koopa will appear. Kammy Koopa will then expose Princess Peach and have the guards send her to her room.

Inside Flower Fields, the Star Spirit whom you have rescued introduces himself as Klevar. Klevar gives Mario a sixth unit of Star Energy as well as a Star Power called Time Out, which paralyzes enemies in battle.

You must now exit Flower Fields and return to Toad Town.

Inside Toad Town, you must visit Merlon. Enter Merlon's house, and you will meet a Ninji who lives in a place called Starborn Valley. Merlon and the Ninji inform you that you must go to Starborn Valley and speak to a wizard named Merle. Merlon will also inform you that an area called Shiver City lies near Starborn Valley and that you must go through the Toad Town Tunnels to reach the city.

Inside Toad Town, go to the pipe that leads to the tunnels and enter.

As soon as you enter the Toad Town Tunnels, Spin Jump on a boarded up hole on the ground and enter.

In the next area, approach a wooden dock on the right. Ride Sushie across the water to another dock. As soon as you board that dock, you will immediately go into battle with a Super Blooper.

A Super Blooper has 70 Heart Points, an Attack Power of 5 and a Defense Power of 0. It will attack you with ink. It will also charge itself to increase its Attack Power. Use Bow's Outta Sight to avoid the attack, or the Blooper will attack you twice, each attack worth 10 Heart Points. The Blooper will also produce Blooper Babies.

A Blooper Baby has 6 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack by sucking your Heart Points, and you must use the Action Command to stop it.

After you have defeated the Blooper, a blue "!" switch will appear. Hit the switch, and a blue pipe will appear that leads to Yoshi's Village.

Near the dock, enter an opening.

In the next area, move across some steps on the upper left, and use Lakilester to move across an area of spikes. Enter a pipe at the end.

The next area contains a pathway. (An invisible block that contains Maple Syrup lies on the very left across from the pipe you entered from.) On the pathway, move down and to the right. (An invisible block on that part of the pathway contains a Stop Watch.)

Move to the other end of this area. (An invisible block that contains a Volt Shroom lies next to a "?" block that has a Coin.) Smash a Stone Block and enter an opening.

The next area contains blocks, which you cannot reach just yet. (An invisible block that contains a Life Shroom lies in the center of the blocks.) In this area, move to the other end. Smash a Metal Block to reveal an opening and enter.

In the next area, hit a block to release a jump pad. Use the jump pad to reach a high

ledge, where you may move to a bottom area. Open a large chest to receive the Ultra Boots. The Ultra Boots increase the Attack Power of the Jump and enable you to perform the Tornado Jump, which allows you to jump higher. To perform the Tornado Jump, press A to jump, and press A again while in the air.

Near the chest, use the Tornado Jump on a block to release a jump pad, and use the jump pad to reach the ledge so that you can exit the area.

(In the previous area, you may use the Tornado Jump to reach the blocks.)

Return to the area with the spikes. Move all the way to the right near an opening. (Use the Tornado Jump to reach a block that has a Shooting Star.) Enter the opening.

In the next area, move down some stairs to the bottom. A "?" block lies next to the ledge near the entrance along with a row of invisible blocks. Use the Tornado Jump to reveal the blocks. Now, move across the blocks to a ledge on the other side, where you may enter a blue door.

In the next area, enter a pipe.

In the next area, a set of stairs on the right lead to a pipe that connects to Shiver City. (In this area, you may also move to the left and move past the pipe that you entered from. Move all the way to the end, where you will find a Super Block.) Move across the stairs and enter the pipe to begin the next chapter.

Chapter 7: A Star Spirit on Ice

Shiver City

Inside Shiver City, you may explore and speak to penguins.

You will appear in an area of the city that contains a Toad House and a shop.

(Each time that you sleep at the Toad House, an Iced Potato that restores 5 Heart Points will appear on a table. If you sleep at the Toad House four times, four Mushrooms and an Ultra Shroom that restores 50 Heart Points will appear, as well.)

(Inside the shop in Shiver City, you may purchase the following items for the following prices:

Dizzy Dial - 15 Coins
Shooting Star - 30 Coins
Snowman Doll - 8 Coins
Maple Syrup - 20 Coins
Life Shroom - 40 Coins
Super Shroom - 10 Coins)

In the area of the city with the Toad House and shop, you may move to the very right and enter an entryway.

In the next area, move along and you will see a frozen lake with a key that lies at the bottom. (If you approach the lake and try to break the ice using Bombette or the Tornado Jump, a guard will pull you away and throw you into the previous area.) In this area, an exit lies on the very right, but a penguin who guards the exit informs you that you cannot leave the city without permission from the mayor.

In the area with the Toad House and shop, you must move to the far left and enter an entryway.

The next area contains Mayor Penguin's house.

(In this area, you may enter the house next to the entryway. Inside the house, move on top of a dresser and then, move across a fireplace and a bookshelf. Move on top of a window pane and exit through a window at the bottom. You will appear on the roof of the house, where you may jump to the roof of another house and enter the nearest window. Inside the house, move down a set of stairs to the bottom, where you will find a chest that contains the Attack FX E Badge.)

In this area, move to the mayor's house. (A Star Piece lies underground on the right side of the house.)

Inside the mayor's house, you may speak to a penguin who is the mayor's wife. Now, enter a door to a backroom.

In the backroom, move along and you will see Mayor Penguin lying on the floor. Speak to the mayor, and he will not respond. His wife will then enter the room. She will accuse Mario of murdering the mayor and will summon the city guard. The guard will then tell Mario that he must prove his innocence. You are unable to leave the city or purchase items from the shop until you have done so.

Return to the area of the city with the frozen lake, and use the Tornado Jump or Bombette a couple of times to destroy the ice. Next, move to a dock and ride Sushie across the water, where you may collect a key.

Move to a house with a padlock on the door, and use the key to unlock it. Inside the house, move across some stairs. At the top, use a jump pad to reach the roof, where you must slide to the roof of another house and enter a chimney. Inside the house, you will meet a penguin named Herringway. Speak to Herringway and follow him to Mayor Penguin's house.

Inside the mayor's house, go to the backroom and speak to the guard. Mayor Penguin will then wake up and inform everyone that he knocked himself unconscious.

You may now leave the city.

Shiver Snowfield

You will appear in an area called Shiver Snowfield, which is a pathway that connects from Shiver City to Starborn Valley.

Inside Shiver Snowfield, you will encounter Frost Piranhas and Gulpits.

A Frost Piranha has 10 Heart Points, an Attack Power of 4 and a Defense Power of 0. It will attack by biting you, and it will also breathe ice that can freeze you. (If you are frozen, you are unable to attack or perform any actions in battle. The Feeling Fine Badge will make you immune to this.) Attacks that involve fire are very effective against this Piranha.

A Gulpit has 12 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack by licking you. The Gulpit also has a pile of rocks and will throw a rock at you during each turn. The small rocks have an Attack Power of 5 Heart Points, and the big rocks have an Attack Power of 7 Heart Points. You may destroy the pile of rocks to prevent this attack.

In the first area of Shiver Snowfield, move along a pathway. As you continue, you will encounter Jr. Troopa.

Jr. Troopa has 50 Heart Points, an Attack Power of 8 and a Defense Power of 1. He

wields a wand and will attack using magic. You should use attacks that inflict a lot of damage on him.

After you defeat Jr. Troopa, move along and enter an entryway.

In the next area, you will see a line of snowmen. (An area called Shiver Mountain lies beyond the snowmen, but you cannot access it now.)

(You may move to two trees near the entryway you entered from. Hit the tallest tree with your Hammer a few times to remove its leaves, which will reveal a letter on the tree trunk. Hit the tree trunk to receive the letter, which is addressed to Mayor Penguin. You may also move directly across from the snowmen to the bottom of this area, where a Star Piece lies underground. You may also move to the very right of this area and approach a large tree in the top corner. Move behind the tree to collect Repel Gel.)

In this area, move all the way to the right and enter an entryway.

In the next area, continue moving until you reach a set of steps. (You may move behind a piece of ice near the steps and collect a letter to Merlow.)

You must move across the steps to the top, where you will encounter a Monstar.

The Monstar has 20 Heart Points, an Attack Power of 1 and a Defense Power of 0. It will attack with shooting stars, but it is an easy enemy to defeat.

As soon as you defeat the Monstar, it is revealed to be a group of Star Kids.

(An invisible block that contains a Stop Watch lies near the edge of the steps.)

Move along and enter an entryway to Starborn Valley.

Starborn Valley

Inside Starborn Valley, you will meet a wizard named Merle. Speak to Merle, and he will invite you to his home.

You may speak to the citizens inside Starborn Valley. (A Toad House and a Save Block lie on a hill at the very left.)

You must go to Merle's house at the very top of the valley. Inside the house, Merle informs you that the last Star Spirit is inside a place called the Crystal Palace and that the palace lies at the top of Shiver Mountain. Merle will then give you a Scarf.

You must now go back to Shiver City. Speak to Mayor Penguin, and he will give you a Bucket.

Return to the area of Shiver Snowfield with the snowmen. Place the Scarf on the third snowman from the left, and place the Bucket on the last snowman on the right. The snowmen will then reveal an opening. Enter the opening to Shiver Mountain.

Shiver Mountain

In the first area of Shiver Mountain, you will appear in a cave. You may use a Save Block and move across a set of stairs. At the top of the stairs, you will reach a large gap. Move into the gap to a bottom area, where you will see a green button underneath ice. Perform a Tornado Jump to smash the ice and another Tornado Jump to press the button. A pillar of ice will rise and fill the gap, which will allow you to continue.

Move down another set of stairs and move up two more sets of stairs. Continue moving to

another set of stairs and move across those stairs.

(At the top of the stairs, you will see a brown block. An invisible block that contains an Ultra Shroom lies above the block.)

Continue moving to an entryway and exit.

(As you move along Shiver Mountain, you will encounter White Clubbas.

A White Clubba has 12 Heart Points, an Attack Power of 5 and a Defense Power of 0. It will strike you with its club, but it will also strike you with its club a few times in a row. Attacks that involve fire are very effective against this Clubba.)

In the next area, continue moving until you reach a gap.

(Near the gap, you may move down a set of stairs to a bottom area and move to the very right, where you may collect a Pebble.)

Move to the gap, where you will see a switch on a cliff. You must use Kooper to hit the switch, which will cause a pillar of ice to fill the gap. You will then encounter a clone of Kooper. You must hit the Kooper on the left, which will reveal a Duplighost.

A Duplighost is a ghostly enemy that has 15 Heart Points, an Attack Power of 4 and a Defense Power of 0. It will attack by slamming into you. It also has the ability to disguise itself as Mario or his party members and to use their abilities.

After you have defeated the Duplighosts, move along and move across some stairs.

(You may move across more stairs on the upper left, where you will find a Super Block at the top.)

Continue moving and enter an entryway.

In the next area, you will see rocks that contain items. If you remove an item from any of the rocks, a wall of ice will appear and block your way. An item must be placed inside each rock in order for you to continue. Move to the end of this area and exit.

In the next area, move along to a set of stairs. If you move across the stairs to the top, you will see a stair-shaped ice sculpture with a slot shaped as a star. Move behind the stairs to a bottom area, and move along to the right until you reach a wall with a crack. Use Bombette to destroy the crack and enter an opening.

You will appear inside a shrine. Move to the very right, and move through a wall to a back room. The ghost of a wizard woman named Merlar will appear, and you will speak with her. You must then collect a Star Stone and exit the shrine.

In the previous area of the mountain, place the Star Stone into the sculpture. Doing so will cause large sets of stairs to appear.

Move across the first set of stairs to a cliff. (On the cliff, move all the way to the right and hit a pink "?" block to receive the Mega Jump Badge.)

Move across another set of stairs to a cliff and use a Save Block. (Near the Save Block, you may drop down to a bottom area and move to the right, where you will find a Star Piece.)

You must now move across the last set of stairs to the top of the mountain. Move along (use a Heart Block if necessary) and enter an opening.

In the next area, you will see your reflection on a wall. Move along until you reach

double doors above steps, and enter the doors to the Crystal Palace.

Crystal Palace

You will appear inside the main hallway of the palace, where you will continue to see your reflection.

Inside the Crystal Palace, you will encounter enemies called Swoopulas.

A Swoopula is a bat-like enemy that has 8 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack by flying into you, and it will also suck away your Heart Points. As it sucks your Heart Points, you must use the Action Command to stop it. [You may wear the Zap Tap Badge to prevent this attack.] A Swoopula will hang from the ceiling, and you may use attacks that involve earthquakes to bring it down or party members that can reach it.

(As you battle enemies inside the palace, you will encounter a Gray Magikoopa.

A Gray Magikoopa has 11 Heart Points, an Attack Power of 3 and a Defense Power of 0. (It will hit you with its wand while on the ground.) A Gray Magikoopa has the ability to make any enemy in battle transparent. (As with any Magikoopa, it will run away from battle if it is alone.)

Inside the main hallway, move along and enter a door in the center.

Inside a room, you may use a Save Block. Move along to the right, where you will pass a red "X" on the ground, and enter double doors at the end.

Inside a hallway, move along to the end, and enter more double doors.

Inside a room, open a chest to receive a Blue Key.

Return to the main hallway of the palace. Move to the end of the hall, where you will see a red "!" button and a set of red double doors that are locked. Perform a Tornado Jump on the button, which will cause the button to turn blue and a set of blue double doors to appear. Use the Blue Key to unlock the doors and enter.

In the next area, move to the end, and use Bombette to destroy a crack in the wall to reveal an opening. Now, if you exit this area and return, you will see that your reflection is a fake.

The next area contains several pillars. Move through a gap between the pillars to the opposite side of the palace. (You may hit Coin blocks on both sides.) Move to a cracked wall on the very left, and use Bombette to destroy the crack, which will reveal an opening that you must enter.

In the next area, your reflections are revealed to be Duplighosts that you must fight. After you defeat the Duplighosts, move along and enter another set of blue double doors.

You will appear on the opposite side of the main hall.

(You may move all the way to the left and enter double doors. You will appear outside of the palace. Move along and enter an opening. Inside a cave, you may collect a Star Piece.)

On the opposite side of the main hall, enter a door in the center.

Inside a room, you may hit a "?" block for a Super Shroom. Move along to a boarded hole on the right.

(You may enter double doors near the boarded hole. Inside a hall, move along and enter

more double doors at the end. Inside a room, you may collect a Shooting Star.)

You must perform a Tornado Jump on the boards to reveal a hole. (You may move through the hole to a bottom area and enter double doors on the right. Inside a hall, move to the end and enter more double doors. Inside a room, open a chest for the P-Down, D-Up Badge.)

Inside the palace, return to the front side of the main hall and enter the door in the center.

In a previous room, move to the left and you will find a hole in the same spot as the red "X", which resulted from smashing the boarded hole in the previous room on the opposite side of the palace. Enter the hole to a bottom area, where you must enter double doors on the right.

Inside a hall, move to the end, where you will see a crack in the wall. Use Bombette to destroy the crack and reveal an opening, which will cause clones of Bombette to appear. In the direction of left to right, the real Bombette is the fourth one. You must hit the others, which are Duplighosts. Now, enter the opening.

Inside a room, open a chest to receive a Red Key.

Return to the main hall of the palace and move to the blue doors at the end. Perform a Tornado Jump on the button, which will cause the red double doors to appear. Use the Red Key to unlock the doors and enter.

In the next area, you will see a gap between glass. On the front side of the glass, move to some double doors at the end and enter.

The next area contains White Clubbas that you must defeat in order to remove statues on the opposite side.

You must defeat three White Clubbas as you move along.

Go back to the previous area and move through the gap between the glass. Enter double doors on the right.

In the next area, move all the way to the end, and enter more double doors.

The next area contains a revolving door with switches. (As soon as you enter this room, you may move to the wall on the very right and use Bombette to blow a hole that you may enter. Inside a hall, move along and open a chest to receive the Triple Dip Badge.)

You must place Bombette next to a switch and quickly move to the revolving door. As soon as Bombette explodes, the door will rotate you to the other side. Move to the right and enter double doors.

Inside a hall, move along and enter more double doors at the end.

In the next hall, you will see clones of Mario and Kooper on the opposite side of the palace. The clones will walk to the end of the hall, and the Mario clone will toss the Kooper clone through a hole. You must move to the end of the hall, where you will see a hole, and you must toss Kooper through the hole. Doing so will create an opening in the wall, and clones will appear of Koopa Koot, Goomba, Kolorado and Luigi. You must hit each of them to reveal Duplighosts. Afterward, enter the opening.

In the next area, enter a door in the center.

Inside a room, you may hit a "?" block for Maple Syrup. (Underneath the block, a Star Piece lies underground.) As you move along, you will see a big statue of a rhino, but you are unable to move past it.

Return to the previous area, and enter double doors on the right.

In the next area, you will see your reflection on the other side of the palace along with a switch across a gap. You must move your reflection in front of the switch and send Kooper across the gap so that his reflection will hit the switch. Doing so will cause a bridge to appear. Move across the bridge and enter more double doors.

In the next area, you will see locked doors on both sides of the palace. Move through a gap between glass and enter double doors on the left.

In the next area, move all the way to the end, and enter more double doors.

In the next area, enter a door in the center.

You will appear in a room that contains a small statue. (A Star Piece lies underground on the very left.) The statue lies on the right side of the room. You must push the statue to the left, which will reveal a hole. (You may move through the hole to a bottom area and enter double doors on the right. Inside a hallway, move along and enter more double doors at the end. Inside a room, you may open a chest to receive the P-Up, D-Down Badge.)

Return to the room with the big statue. The big statue has been moved as a result of moving the small statue in the previous room. Move through a new hole to a bottom area, and enter double doors on the right.

Inside a hallway, move along and enter more double doors at the end.

Inside a room, open a chest to receive the Palace Key.

Return to the area of the palace with the locked doors on both sides. You must use the Palace Key to unlock either set of doors, which will unlock the other set of doors, as well. You must then enter either of the double doors.

In the next area, you must solve a puzzle that involves rhinos.

You will see white rhinos on the front side of the area, which correspond with statues of rhinos on the back side. (The white rhinos and rhino statues are positioned to be mirror images of each other.) As you approach and speak to each white rhino, it will face the direction that you speak to it, and its corresponding statue will face a direction that mirrors it. You must have each white rhino face a nearby mat, and push its statue onto a mat, as well.

Move to the rhino statue on the very left. Push the statue to the left just once, and the white rhino on the left will move in the same direction. You must move directly in front of the white rhino and speak to it. The white rhino will then face a mat, and the statue will turn backward and face a mat, as well. You must then push the statue onto the mat.

Move to the white rhino in the center. Move behind the white rhino and speak to it. The rhino will then face backward, and the rhino statue in the center will face forward. Move behind the statue and push it next to a mat. Now, move to the right side of the white rhino, and speak to it again. The rhino will then turn to the right, and the statue will turn to the right, as well. Now, push the statue onto a mat.

Move to the white rhino on the very right. Move to the right side of the white rhino, and speak to it. The rhino will turn to the right, and the rhino statue on the right will turn in the same direction. Next, push the statue onto a mat.

As soon as you have solved the puzzle, a set of stairs and double doors will appear. Move across the stairs and enter the doors.

Inside a room, you may use a Heart Block and a Save Block. Now, enter more double doors.

In the next area, move along a snowy pathway. You will now encounter the boss of the Crystal Palace called the Crystal King.

The Crystal King has 70 Heart Points, an Attack Power of 6 and a Defense Power of 2. He will attack you with Crystal Bits. (Each Crystal Bit has 1 Heart Point, an Attack Power of 4 and a Defense Power of 0; you may use any attack that inflicts damage on all enemies to defeat the Crystal Bits before they attack you.) The Crystal King will also attack you with a streak of ice that can freeze you. (You may wear the Feeling Fine Badge so that you will not be frozen.) Now, as the Crystal King's Heart Points become low, he will create clones of himself, and his Attack Power will be 8. (You may use any attack that inflicts damage on all enemies to attack the real king.) He will also occasionally heal himself with 20 Heart Points.

As soon as you defeat the Crystal King, you will free the last Star Spirit.

Inside Princess Peach's castle, Bowser appears inside Peach's room. Kammy Koopa appears and informs Bowser that Mario has rescued all of the Star Spirits. Bowser then has guards tie up Princess Peach and carry her away.

Outside of the Crystal Palace, the Star Spirit whom you have rescued introduces himself as Kalmar. He gives Mario his seventh unit of Star Energy and a Star Power called Up and Away, which transforms enemies into stars and sends them away.

You must now make your way to Toad Town. As soon as you reach Toad Town, you must go to Shooting Star Summit.

Inside Shooting Star Summit, you must move to the top of the mountain. As soon as you reach the top, the Star Spirits will create a portal that leads to an area called Star Way. You must now enter the portal.

Star Way

Inside Star Way, you must move along a winding pathway made of stars. As you move along, you will encounter enemies called Embers.

An Ember is a fire enemy that has 10 Heart Points, an Attack Power of 4 and a Defense Power of 0. It is an enemy that will burn you. It will attack by jumping on you, and it will also attack your party member with balls of fire. If you attack an Ember, it will divide and release another Ember. Attacks that involve water are very effective against this enemy.

You must continue along the pathway until you reach an entryway that leads to Star Haven.

Star Haven

Inside Star Haven, you may explore and speak to the citizens who are stars.

In the first area of Star Haven, you may move along to the far right and use a Save Block. (You may also enter a Toad House where you may rest.)

(In the first area of Star Haven, you will see a building made of stone. The building has one set of stairs near the entrance and another set of stairs next to the Toad House. You may move across either set of stairs to the center of the building. You may then move across another set of stairs that lead to a shop. Inside the shop, you may purchase the following items for the following prices:

Stop Watch - 15 Coins
Shooting Star - 15 Coins
Super Soda - 3 Coins
Maple Syrup - 10 Coins
Life Shroom - 25 Coins
Super Shroom - 10 Coins)

In the first area of Star Haven, you must move to the far right where you will see a Toad House. You must move past the Toad House and enter an entryway.

In the next area, you will see a sanctuary where the Star Spirits reside. Continue to move to the right, and move across some steps. As soon as you reach the sanctuary, enter.

Inside the sanctuary, move along and move across some steps to an altar to speak with the Star Spirits. The Star Spirits will now give you a Star Power called Star Beam. The Star Beam will deactivate the power of the Star Rod whenever Bowser uses it in your battle with him. Next, the Star Spirits will provide you with an item called the Star Ship. As soon as you hop into the Star Ship, it will take you to Bowser's castle, where you will begin the final chapter.

Chapter 8: A Star-Powered Showdown!

Bowser's Castle

As soon as you reach Bowser's Castle, exit the Star Ship and move along. You may use a Save Block near a wall in the back. Next, move to a door at the bottom (across from the Save Block) and enter.

You will appear inside a courtyard. Move across a bridge to an area of land with a set of double doors that are locked. On the area of land, move along to the right and enter an opening at the end.

In the next area, move along and move down a couple of steps, where you will encounter an enemy called a Koopatrol.

(A Koopatrol is a Koopa Troopa that is covered in steel and has a spike on its head as well as spikes on its shell. It has 8 Heart Points, an Attack Power of 4 and a Defense Power of 3. It will attack by slamming its shell into you. You must not jump on the Koopatrol or use attacks that involve bodily contact, or you will receive damage from its spike. As soon as the Koopatrol's Heart Points become low, it will charge itself and attack you with 10 points of damage. The Koopatrol may also summon another Koopatrol. As with all other Koopa Troopas, it will be defenseless if you flip it onto its back.)

You must defeat the Koopatrol in order to receive a Castle Key. (In this area, you may move further along, where you will see a prison full of Toads, but you cannot reach it just yet.)

(Inside Bowser's Castle, you will encounter more Koopatrols along with other enemies such as Hammer Bros., Magikoopas, Bony Beetles and Dry Bones.

A Hammer Bros. is a Koopa Troopa that attacks with a hammer. It has 12 Heart Points, an Attack Power of 5 and a Defense Power of 1. If a Hammer Bros. attacks you with its hammer, it can shrink you. As soon as the Hammer Bros. Heart Points become low, it will throw several hammers at you repeatedly, and each hammer inflicts 2 points of damage.

A Magikoopa is a Koopa Troopa that uses magic. It has 11 Heart Points, an Attack Power of 6 and a Defense Power of 0. It will attack you by using its wand to hurl magic at

you. The Magikoopa can also create clones of itself, in which you may use an attack that hits all enemies in order to attack the real one. The Magikoopa can also increase the Attack Power and Defense Power of any other enemy in battle. It can also heal itself or a single enemy with 5 Heart Points and heal all enemies with 3 Heart Points. The Magikoopa can also make another enemy electric or transparent. (If the Magikoopa is alone in battle, it will often run away.)

A Bony Beetle is a Buzzy Beetle that is made of bone. It has 8 Heart Points, an Attack Power of 3 and a Defense Power of 4. It will attack by spinning its shell into you. The Bony Beetle will also release spikes that will inflict 5 points of damage when it attacks you. The Bony Beetle will also be defenseless if you flip it onto its back.

A Dry Bones is a skeleton of a Koopa Troopa. It has 8 Heart Points, an Attack Power of 4 and a Defense Power of 2. It will attack by throwing a bone at you. You may attack the Dry Bones until its Heart Points reach 0, but it can still resurrect itself, in which you will have to fight it again. In order to defeat the Dry Bones for good, you must use attacks that involve fire or an explosion.)

Return to the courtyard of the castle. Use the Castle Key to unlock the double doors, and enter.

You will appear on a walkway in an area that has lava and gears. Move across the walkway to the end, and enter an opening.

You will appear inside a hallway. Move across the hallway to the end, and enter some double doors.

First Guard Door

In the next area, you will encounter a large stone of Bowser's face. It is called a Guard Door, and it will ask you if you want to enter. If you choose "Yes" and approach the Guard Door, it will open a trap that you will fall into.

You will now appear inside a prison. You may use a Heart Block and speak with Toads.

(Inside the prison, you may move to a pile of crates on the left near the back and Tornado Jump on them. You must Tornado Jump on the top crate to reach the bottom crates. The bottom left crate contains a Tasty Tonic, and the bottom right crate contains a Life Shroom.)

Inside the prison, move to the wall on the right, and you will see a crack. Use Bombette to destroy the crack, which will create an opening that you may enter.

In the next area, you may use a Save Block. Move along to the end and enter an opening.

In an area that is filled with lava, you may either jump or use Parakarry to move across two big platforms. Next, a moving platform will appear, and you must ride it to another platform. Afterward, you must move to a wider platform. You must now quickly move across several small platforms before they sink into the lava and onto a bigger platform, where you may enter an opening.

In the next area, you will appear on a platform with tiny steps. Move down the steps, and you will see a platform with a switch. You may use Kooper to hit the switch or ride Lakilester to the platform and hit the switch. A moving platform will then appear, and you must ride that platform to a larger platform.

As soon as you reach the platform, you will see an opening and another platform. If you ride Lakilester through the opening, you will appear in an area that has a chest on a large platform. You cannot reach the chest just yet, so exit.

In the previous area, you must ride Lakilester to the right until you reach another platform with a switch. Hit the switch and another moving platform will appear. Ride Lakilester to the platform on the right side of the opening, and ride the moving platform to another platform. Next, use Parakarry to reach a tiny platform. Afterward, use Parakarry to reach two small platforms, where you may either jump or use Parakarry to move over the platforms. You must use Parakarry again to reach two more platforms. You may then jump or use Parakarry to move over those platforms and onto a larger platform, where you may enter an opening.

In the next area, you must ride Lakilester past a platform that has a "Mystery?" and onto a pair of platforms. (You may move to the top platform and use Kooper to grab the "Mystery?".) Continue to ride Lakilester past a platform that has a Thunder Rage (which you cannot reach just yet) and onto another pair of platforms. Move to the top platform, and a moving platform will appear. Move onto that platform and quickly use Bow to become invisible as the platform takes you underneath a flow of lava. As soon as you reach another platform, use Parakarry to reach a larger platform, where you will see an opening. A locked door lies on a platform past the opening, but you cannot open it yet. Now, ride Lakilester through the opening.

In the next area, ride Lakilester past a large fountain of lava until you reach some steps that lead to an area. Move along the area until you reach a set of stairs. Move across the stairs and then another set of stairs. You will encounter a group of enemies that you must fight. As soon as you defeat the enemies, you must hit a switch, which will cause the flow of lava to disappear. Now, exit the area.

You are now able to move freely through the areas that contained lava.

In the previous area with the locked door, you must now move to the left. (You can now grab a Thunder Rage on a platform.) Move all the way to the left and enter an opening.

In another previous area, you may enter the opening that led to the room with the chest. You may now open the chest for a Castle Key.

(You may return to the first area that contained lava with platforms. [It lies right after the area with the Save Block outside of the prison.] In that area, move all the way to the left, and enter an opening at the very bottom.

In the next area, you may continue to move to the left until you reach a large platform with a yellow "?" block. You may move across some steps to the platform and hit the block for a Life Shroom. Continue to move to the very left end, and enter another opening.

You will appear in a bottom area of the courtyard. Move all the way to the left until you reach some ledges. Move across the ledges, and you will find a pink "?" block that contains the Deep Focus Badge.)

Return to the area with the locked door. Use the Castle Key to unlock the door and enter.

In the next area, you will appear in darkness. You must use Watt to light the darkness, and you will see that you are in a cave. (You must also have Watt as your party member in battle.) Move along and move across a winding pathway. You will then come across two pathways. The pathway on the bottom leads to a dead end, so move across the top pathway to a gap. Use Parakarry to move across the gap. (If you fall into the gap, you will appear at the end of the other pathway, in which you may simply backtrack.)

As soon as you cross the gap, use Watt again and continue to move along. You will now come across three pathways. (You may move across the pathway in the very back, where you will find a yellow "?" block that contains a POW Block. The pathway on the very bottom leads to a dead end.) Move along the pathway in the center and use Parakarry to move across a gap.

Use Watt again, and move along the path until you reach an entryway that you must enter.

In the next area, move along a pathway, and you will come across three pathways again. (If you move across the pathway in the very back, you will find a yellow "?" block that contains a Shooting Star. The pathway in the very front leads to a dead end.) Move along the pathway in the center, and use Parakarry to move across a gap.

As soon as you cross the gap, use Watt and continue to move along, where you will come across three more pathways. (The pathway in the front and the pathway in the center lead to dead ends.) Move across the pathway in the back, where you will come across a gap. (If you move over the gap, the pathway will lead to a dead end.) Move through the gap, and you will land near a jump pad. (You may use the jump pad to return to the top if you choose.) Near the jump pad, continue to move along to the end, and enter an opening.

In the next area, you will see a stone pedestal that has a carving of Bowser. Push the pedestal to reveal an opening and enter.

You will return to the area with the first Guard Door. The Guard Door will now allow you to enter.

You will appear inside a large hall. Move along to the center of the hall and use a Save Block.

(You may move past the Save Block to a hallway on the right. Move along the hallway, and enter an opening. In the next area, move down some stairs and enter an opening at the bottom. You will appear inside an area with a prison. You may defeat a Koopatrol and receive a Prison Key. You may use the key to unlock the prison and enter, where you may speak with citizens. You may also speak to a Toad near some bunks, where you may take a nap.)

Inside the large hall, move across a set of stairs.

(At the top of the stairs, you may move along the hallway to the left until you reach double doors that you may enter. You will appear inside a storeroom, where a Spiked Goomba is selling items. Speak to the Goomba, and you may purchase the following items for the following prices:

Super Shroom - 30 Coins
Maple Syrup - 30 Coins
Thunder Rage - 30 Coins
POW Block - 15 Coins
Dizzy Dial - 25 Coins
Mystery? - 5 Coins)

At the top of the stairs, move along the hallway to the right, and enter some double doors.

In the next area, move along a hallway to the end, and enter more double doors.

You will appear inside a large chamber. Move all the way to the end, and enter an opening.

In a second area of the chamber, move all the way to the end, where you will see locked double doors that you cannot enter. Move to a nearby jump pad, and use the jump pad to reach a dock that leads to a ledge. Move across the ledge and pull a chain, which will cause the area to fill with water. Move to the dock, and use Sushie to ride across the water to the previous area.

In the first area of the chamber, move to a dock and onto a ledge. Hit a switch, which

will cause a jump pad to appear. Use the jump pad to reach another dock and a ledge. You must then approach a crack in the wall and use Bombette to destroy the crack, which will create a hole that you must enter.

You will appear in the second area of the chamber again, but you will be at a higher place. Now, perform a Tornado Jump on a block to release a switch. Hit the switch, and a passageway will appear. You must move through the passageway. (You will move across a ledge between the passageway, where you may jump to reveal an invisible block that contains Maple Syrup.) At the end of the passageway, pull a chain to fill the area with more water. Now, move back through the passageway and exit.

In the first area of the chamber, approach a dock and ride Sushie across the water to another dock that leads to a ledge with a Castle Key. Move onto the ledge and grab the key. Now, ride Sushie back to the previous dock and exit.

In the second area of the chamber, move through the passageway to the end, and pull the chain to drain the water. Move back through the passageway and exit.

In the first area of the chamber, drop down to the ledge with the jump pad. Approach the nearby dock and ride Sushie in the water to the opening that leads back to the second area of the chamber.

In the second area of the chamber, ride Sushie to a previous dock and a ledge, where you may pull the chain to drain all of the water. Now, drop down to the bottom of the chamber and move to the double doors. Use the Castle Key to unlock the doors, and enter.

In the next area, move to a set of stairs on the right. Move across the stairs to a hallway, and you will encounter flying bullets called Bombshell Bills.

(A Bombshell Bill is a gold-colored bullet that has 3 Heart Points, an Attack Power of 6 and a Defense Power of 0. It will attack by flying at you and exploding. You can defeat the Bombshell Bill before it does this.)

As you move along the hallway, you will encounter more Bombshell Bills. At the end of the hallway, you will encounter enemies called B. Bill Blasters (Bombshell Bill Blasters) that you must fight.

(A B. Bill Blaster is a gold cannon that will continuously fire a Bombshell Bill. It has 10 Heart Points and a Defense Power of 4. You must use strong attacks to inflict damage on this enemy.)

After you defeat the B. Bill Blasters, move to a set of stairs on the left. Move across the stairs to a hallway. Move along the hallway, where you will encounter more Bombshell Bills and B. Bill Blasters.

Next, move to another set of stairs on the right, and move across the stairs to a hallway. As you move along the hallway, you will encounter Bombshell Bills and B. Bill Blasters once again.

As soon as you defeat the B. Bill Blasters, move across another set of stairs to a hallway. Move across the hallway, and you will encounter Bombshell Bills and B. Bill Blasters once more.

After you defeat the B. Bill Blasters, move across another set of stairs and enter double doors.

You will appear inside an area that contains three stone pedestals.

(A chandelier lies between the first and second pedestals. You may move underneath the chandelier and jump to reveal an invisible block that contains Maple Syrup. A chandelier that lies between the second and third pedestals has a "?" block that contains a Super Shroom.)

In this area, you must move to the third pedestal and push it to reveal an opening that you must enter.

You will appear inside a passageway. Move along the passageway to the right until you reach an opening and enter.

You will appear inside another area with three stone pedestals. Move to the other side of the area and use a Save Block. You will see locked double doors, which you cannot enter. You must now move to the first pedestal and push it to reveal an opening that you must enter.

You will appear inside a passageway, where you may use a Heart Block. Now, move along the passageway to the right, and enter an opening at the end.

You will appear in another area with three stone pedestals once again. An opening lies next to the second pedestal. If you enter the opening, you will appear inside a passageway. You may move along the passageway to the right and enter an opening on the other side. However, you will appear inside a room that contains nothing.

In the previous area with the pedestals, push the second pedestal to the right, which will reveal another opening that you must enter.

You will appear inside a passageway, where you must move to the left until you reach an opening that you must enter. You will appear inside a room, where you may collect a Castle Key.

Return to the stone pedestal area with the Save Block and locked double doors. Use the Castle Key to unlock the doors and enter.

Second Guard Door

In the next area, move along and you will encounter a second Guard Door. You must speak to the Guard Door, and he will offer you a challenge that you may accept. The Guard Door will summon different groups of enemies, and you must carefully observe all of the enemies. The Guard Door will then ask you questions about the enemies. He will ask a total of seven questions, but you will only need to answer five questions correctly. If you answer five questions correctly, the Guard Door will allow you to pass.

The questions and answers are as follows:

1) "Tell me, how many Koopas were there?"
3.

2) "Which were there three of?"
Red Shy Guys.

3) "Who came out of the middle entrance?"
Red Shy Guys.

4) "How many Goombas were there?"
2.

5) "How many arms did you see just now?"
4.

6) "Which were there three of?"

Bob-ombs.

7) "You just saw some Koopas. I ask you this: What color were their shells?"

Purple.

The Guard Door will only allow you to answer two questions wrong. If you answer a third question wrong, the Guard Door will summon three Anti Guys that you must fight. If you defeat the Anti Guys, the Guard Door will allow you to pass.

As soon as you enter the Guard Door, you will appear in an area that is similar to a balcony.

(As soon as you enter the area, you may move to the left and hit a "?" block that contains a Super Shroom. You may move to the right and hit another "?" block that contains Maple Syrup. Move further along to the right and hit a "?" block that contains another Super Shroom.)

Move along the area, and move across a set of stairs. (At the top of the stairs, you may drop down to a ledge and collect Jammin' Jelly.) Move across another set of stairs to the top. Continue to move along until you reach some double doors and enter.

You will appear inside another large hall. Move along to the center of the hall and use a Save Block.

(You may move to a hallway on the left. Move across the hallway and enter an opening. In the next area, move down some stairs and enter an opening at the bottom. You will appear inside a prison, where you may defeat a Koopatrol to receive a Prison Key. You may use the key to unlock the prison and speak with citizens. You may also speak to a Toad near some bunks on the very right, who will allow you to take a nap.)

Inside the large hall, move across a set of stairs.

(At the top of the stairs, you may move to the left and continue along until you reach double doors that you may enter.

You will appear inside a room that contains buildings of stone with multiple colors. Move to the nearest building and move across steps to the top, where you will see two columns with a red "!" switch between them. Move to the column in front of the building and use Bombette to hit the switch. The columns will rise, and you must quickly move across the building and the other column to another building, where you may enter an opening.

In the next room, you may collect an Ultra Shroom.)

At the top of the stairs, move to the right and continue moving until you reach double doors that you must enter.

In the next area, move along to the right, and you will come across stairs. If you continue to move past the stairs, you will come across double doors that are locked. Move across the stairs, and move along a hallway to double doors that you may enter.

You will appear inside a room that contains buildings of stone with multiple colors. You must move past a large building, and you will come across a red "!" switch. If you hit the switch, a pillar in the ground will rise in front of the large building, and another pillar will rise next to the building. You must move on top of the pillar in front of the building and use Kooper or Bombette to hit the switch. As soon as the pillars rise,

quickly move across the building and the other pillar to another building, where you must enter an opening.

In the next room, you may collect a Castle Key.

Return to the previous area with the locked double doors below the stairs. Use the Castle Key to unlock the doors, and enter.

You will appear inside an area that contains torches on a wall behind a large fence. A number of six torches appear in the order of top, bottom, bottom, top, bottom, top. Move along to a set of stairs. If you move across the stairs, you will come to an opening. If you move back down and go past the stairs, you will come to another opening. In this area, you must go through several rooms in the exact same order that the torches appear. Each room has two sets of stairs on opposite sides with a top area above the stairs and a bottom area below the stairs.

In the area with the torches, move across the stairs and enter the opening.

In the next room, move to the bottom and enter an opening on the very right.

In the next room, stay on the bottom and enter an opening on the right.

In the next room, move across either set of stairs to the top and enter an opening on the very right.

In the next room, move to the bottom and enter an opening on the right.

In the next room, move across either set of stairs to the top and enter an opening on the right.

In the next area, move along a pathway until you reach double doors and enter.

You will appear inside a hallway, where you may use a Heart Block. Move all the way across the hallway, and you will see an imposter disguised as Princess Peach in front of double doors. If you speak to the imposter, it will offer to follow you back through Bowser's castle. (If you move back in the other direction, the imposter will pretend to follow you. As it follows you, it will fall behind and eventually move out of sight. If you follow the imposter, it will move in the same direction back to the double doors.) You must attack the imposter a few times to reveal it as a Duplighost, and you will enter a battle with four Duplighosts. As soon as you have defeated the Duplighosts, enter the double doors.

Third Guard Door

You will appear inside an area with a third Guard Door. The Guard Door will summon the Koopa Bros. to attack you. However, Jr. Troopa will appear and eliminate the Koopa Bros. He will then challenge you to a fight.

In this battle, Jr. Troopa has 60 Heart Points, an Attack Power of 8 and a Defense Power of 2. He will attack by jumping on you. Jr. Troopa will also grow wings as well as a spike on his head. He will attack by flying into you. He will also retreat inside his shell and attack you with his spike, which will inflict 9 points of damage. Jr. Troopa will also take out a wand and hurl magic at you. He may use the wand to attack you with lightning, which inflicts 9 points of damage. He may also use the wand to heal himself with 10 Heart Points.

After you defeat Jr. Troopa, the Guard Door will allow you to pass.

In the next area, move across some stairs and enter a door at the top.

You will now appear at Princess Peach's castle. You may use a Save Block that lies next to small steps that lead to the castle. (You may move past the small steps to the right and jump to reveal an invisible block that contains an Ultra Shroom.) Move across the small steps to the doors of Peach's castle and enter.

Peach's Castle

Inside Peach's castle, you will appear on the first floor.

(On the first floor of the castle, you may move to a small set of stairs on the very right. Move across the stairs and move along to a door that you may enter. You will appear inside a guest room. You may move to a wardrobe, where you will meet a Toad. The Toad will offer you to take a nap in a bed.)

On the first floor of the castle, move across a large set of stairs and enter double doors.

You will appear on the second floor of the castle.

(On the second floor of the castle, you may move to a door that lies on the bottom left next to the double doors you entered. As soon as you enter the door, you will appear inside a library.

In the library, you may move past bookshelves and a filing cabinet. As soon as you reach a table full of books and a vase with flowers, you may move behind the table to stacks of books in a corner near a large window. You may climb on the books to reach the top of a bookshelf that leads to a walkway. Move along the walkway and collect a Life Shroom.)

On the second floor of the castle, two sets of stairs lie on opposite sites. You may move across either set of stairs to reach double doors that you must enter.

You will appear inside a large hallway. Move along a red carpet and move across stairs to the top. Move along a hall and enter double doors.

In the next area, you will encounter King Bowser.

In your battle with Bowser, he will have 50 Heart Points and a Defense Power of 1. He will attack by blowing fire at you (Fire Attack), which inflicts 8 points of damage. He will also jump on you (Stamp Attack) and inflict 6 points of damage. (If Bowser jumps on you, he can take away your ability to use items as well as your Jump and Hammer.) Bowser will also attack you with his claw (Nail Attack), which will inflict 6 points of damage. (If Bowser attacks you with his claw, it can poison you.)

At any time in the battle, Bowser will charge himself with the Star Rod, in which he will be invincible and you cannot inflict any damage on him. The Star Rod will also cause his Attack Power to be twice the amount. (Bowser can also use the Star Rod to create a wave of energy that will inflict 4 points of damage on Mario and 3 points of damage on his partner. Bowser may also use the Star Rod to heal himself with 20 Heart Points.) If you use the Star Beam, the Star Spirits will appear and deactivate the Star Rod. Bowser will no longer be invincible, and you are able to attack him.

As soon as you defeat Bowser, he will run away with Princess Peach. You must now follow him. Move across a long hallway and enter double doors.

In the next area, move along and move across stairs until you reach the very top. Now, enter double doors.

In the next area, move along a pathway and enter more double doors.

You will appear inside a tower with spiral stairs. (You may use a Save Block if necessary.) You must now move across the stairs until you reach the top, where you must enter double doors.

In the next area, move across a thin walkway to a battle arena, where you will fight Bowser again. The battle arena is a machine, and Kammy Koopa will activate the machine to increase Bowser's power and strength.

In your final battle with Bowser, he will have 99 Heart Points and a Defense Power of 2. His attacks will also be stronger. If he blows fire at you, it will have an Attack Power of 10. If he jumps on you or claws you, each attack will have an Attack Power of 8. If Bowser uses the Star Rod to create a wave of energy, it will inflict 6 points of damage on Mario and 3 points of damage on his partner. Bowser can also use the Star Rod to attack you with lightning, which will inflict 10 points of damage.

As soon as Bowser uses the Star Rod to increase his power, you may use the Star Beam, but it will not work.

You will now be in control of Princess Peach and Twink. Princess Peach and Twink will engage in a battle with Kammy Koopa.

In the battle, you may use Twink to perform a "Dash", in which he will attack Kammy Koopa. The attack will not inflict any damage, however. You must now use Princess Peach to perform "Focus", which will give Twink strength. Kammy Koopa will then attack Twink with a block. If you perform a Dash on Kammy Koopa again, she will receive 1 point of damage. You must continue to use Twink's Dash and Peach's Focus a few more times. As a result, Twink will inflict more damage on Kammy Koopa (and she will inflict less damage on him). You must attack Kammy Koopa until she is defeated.

Princess Peach will now make a wish to give the Star Spirits power. As a result, the Star Beam will become the Peach Beam.

You will now continue your battle with Bowser. If you use the Peach Beam, the Star Spirits will be able to deactivate the Star Rod again. You are now able to attack Bowser, and you must fight him until he is defeated.

As soon as you defeat Bowser, you will accomplish the game.

(Bowser and Kammy Koopa will be thrown into space, and Bowser's castle will be destroyed. The Star Rod will be returned to the Star Spirits, and the Star Spirits will express their gratitude to Mario. Princess Peach's castle will return, as well.)

(Inside Toad Town, Princess Peach will have a party at her castle. You will be in control of Mario, and you may go to the castle.

[Inside the town, you will only be able to travel in the main gate area and the plaza. You are not able to leave Toad Town, and you cannot save.]

As soon as you enter the castle, Princess Peach will arrive and express her thanks. Afterward, the credits of the game will roll.)

Items

Mushroom - a mushroom that restores 5 Heart Points.

Dried Shroom - a mushroom that restores 1 Heart Point.

Super Shroom - a mushroom that restores 10 Heart Points.

Volt Shroom - a mushroom that electrifies Mario in battle, in which enemies that touch him receive damage.

Life Shroom - a mushroom that restores 10 Heart Points if they reach 0.

Ultra Shroom - a mushroom that restores 50 Heart Points.

Honey Syrup - syrup that restores 5 Flower Points.

Maple Syrup - syrup that restores 10 Flower Points.

Jammin' Jelly - jelly that restores 50 Flower Points.

Goomnut - a nut that restores 3 Flower Points.

Egg - an egg that restores 5 Heart Points.

Whacka's Bump - an item that restores 25 Heart Points and 25 Flower Points.

Dried Fruit - a fruit that restores 15 Heart Points.

Lemon - a fruit that restores 1 Heart Point and 2 Flower Points.

Lime - a fruit that restores 3 Flower Points.

Apple - a fruit that restores 5 Heart Points.

Coconut - a fruit that you use to attack any enemy in battle.

Melon - a fruit that restores 15 Heart Points.

Red Berry - a fruit that restores 5 Heart Points.

Yellow Berry - a fruit that restores 3 Heart Points and 3 Flower Points.

Blue Berry - a fruit that restores 5 Flower Points.

Bubble Berry - a fruit that restores 5 Heart Points.

Dried Pasta - pasta that restores 3 Heart Points and 2 Flower Points.

Cake Mix - an item that restores 1 Flower Point.

Iced Potato - a potato that restores 5 Heart Points.

Tasty Tonic - a drink that cures you if you are poisoned or shrunk in battle.

Super Soda - a drink that restores 5 Flower Points and cures you if you are poisoned or shrunk in battle.

Koopa Leaf - a leaf that restores 3 Flower Points.

Strange Leaf - a leaf that restores 5 Flower Points.

Stinky Herb - an herb that restores 5 Flower Points.

Stone Cap - an item that turns Mario into stone in battle, in which he is unable to move but is impervious to attacks.

Repel Gel - an item that makes Mario transparent in battle.

Fire Flower - a flower that burns all enemies with 3 points of damage.

Sleepy Sheep - an item that causes enemies to fall asleep in battle.

Dizzy Dial - an item that makes enemies dizzy and unable to move in battle.

Fright Jar - a jar that contains a scary spirit that scares enemies away from battle.

POW Block - an item that flips enemies with shells onto their backs and inflicts two points of damage on all enemies.

Thunder Bolt - an item that attacks a single enemy in battle with 5 points of damage.

Thunder Rage - an item that attacks all enemies in battle with 5 points of damage.

Shooting Star - an item that attacks all enemies in battle with 6 points of damage.

Stop Watch - an item that paralyzes enemies in battle.

Dusty Hammer - an item that you use to attack any enemy in battle.

Snowman Doll - a snowman that crushes all enemies in battle with 4 points of damage.

Pebble - an item that you use to attack any enemy in battle.

Mystery? - an item in the form of a bag that will randomly give you an item.

Enemies

Goomba - an enemy that attacks by Headbonking. It has 2 Heart Points, an Attack Power of 1 and a Defense Power of 0.

Spiked Goomba - a Goomba with a spike on its head. It has 2 Heart Points, an Attack Power of 2 and a Defense Power of 0. You must not touch its spike, or you will take damage.

Paragoomba - a Goomba with wings. It has 2 Heart Points, an Attack Power of 1 and a Defense Power of 0. It will attack by flying into you. If you jump on it, it will lose its wings and become an ordinary Goomba when it falls to the ground.

Gloomba - a Goomba that lives in the Toad Town Tunnels. It has 7 Heart Points, an Attack Power of 2 and a Defense Power of 0. Like other Goombas, it attacks by Headbonking.

Spiked Gloomba - a Gloomba with a spike on its head. It has 7 Heart Points, an Attack Power of 3 and a Defense Power of 0. As with other Spiked Goombas, you must not touch its spike.

Paragloomba - a Gloomba with wings. It has 7 Heart Points, an Attack Power of 2, and a Defense Power of 0. It will attack by flying into you. If you jump on it, it will lose its wings and become an ordinary Gloomba.

Hyper Goomba - a Goomba that has 7 Heart Points, an Attack Power of 1 and a Defense Power

of 0. Like any Goomba, it attacks by Headbonking, but it also has the ability to charge itself, which increases its Attack Power to 8. You must use Bow's Outta Sight (or any item that will make you transparent) in order to avoid that attack.

Hyper Paragoomba - a Paragoomba that has 7 Heart Points, an Attack Power of 1 and a Defense Power of 0. Like any Paragoomba, it attacks by flying into you and loses its wings when you jump on it. It will also charge itself, which increases its Attack Power to 8. You must use Bow to become transparent and avoid that attack.

Koopa Troopa - a turtle-like enemy. It has 4 Heart Points, an Attack Power of 1 and a Defense Power of 1. It attacks by retreating inside of its shell and spinning into you. (You can knock it onto its back with attacks like the Jump, Headbonk or a POW Block.) If it is on its back, it is entirely defenseless and cannot fight for a couple of turns.

Paratroopa - a Koopa Troopa with wings. It has 4 Heart Points, an Attack Power of 1 and a Defense Power of 1. It attacks by flying into you. (If you use the Jump, Headbonk or a POW Block on it, it will lose its wings and become an ordinary Koopa Troopa.) (Tip: If you jump or Headbonk on it twice with the action command, it not only loses its wings but falls onto its back when it hits the ground.)

Dark Koopa - a dark-colored Koopa Troopa that has 8 Heart Points, an Attack Power of 3 and a Defense Power of 2. Like any Koopa, it will attack by spinning its shell into you, but it can also do an attack with its shell that will make you dizzy. It will open its mouth in a grin to indicate that it will do it, at which point, you may flip it onto its back to prevent it.

Magikoopa - a Koopa Troopa that uses magic. It has 11 Heart Points, an Attack Power of 6 and a Defense Power of 0. It will attack you by using its wand to hurl magic at you. The Magikoopa can also create clones of itself, in which you may use an attack that hits all enemies in order to attack the real one. The Magikoopa can also increase the Attack Power and Defense Power of any other enemy in battle. It can also heal itself or a single enemy with 5 Heart Points and heal all enemies with 3 Heart Points. The Magikoopa can also make another enemy electric or transparent. (If the Magikoopa is alone in battle, it will often run away.)

White Magikoopa - a Magikoopa that has 11 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by using its wand to hurl magic at you as it floats on its broom. (If the Magikoopa is on the ground, it will hit you with its wand.) A White Magikoopa will heal other enemies in the battle. If the White Magikoopa heals a single enemy, the enemy recovers 5 Heart Points. If it heals all of the enemies in the battle, each will recover 3 Heart Points. If the Magikoopa is by itself, it will often run away from the battle.

Red Magikoopa - a Magikoopa that has 11 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by using its wand to hurl magic at you if it floats on its broom. (If the Magikoopa is on the ground, it will hit you with its wand.) A Red Magikoopa will increase the Attack Power of the other enemies in battle. (If the Magikoopa is by itself in battle, it will often run away.)

Green Magikoopa - a Magikoopa that has 11 Heart Points, an Attack Power of 3 and a Defense Power of 0. The Magikoopa will use its wand to hurl magic at you as it floats on its broom. (If the Magikoopa is on the ground, it will hit you with its wand.) A Green Magikoopa will increase the Defense Power of any enemy in battle. (If the Magikoopa is by itself in battle, it may run away.)

Yellow Magikoopa - a Magikoopa that has 11 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will use its wand to hurl magic at you as it floats on its broom (and will hit you with its wand while on the ground). A Yellow Magikoopa will give any enemy in battle an electric charge. (As with any Magikoopa, it will run away if it is alone.)

Gray Magikoopa - a Magikoopa that has 11 Heart Points, an Attack Power of 3 and a Defense Power of 0. (It will hit you with its wand while on the ground.) A Gray Magikoopa has the ability to make any enemy in battle transparent. (As with any Magikoopa, it will run away from battle if it is alone.)

Lakitu - a Koopa Troopa on a cloud. It has 12 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by throwing a Spiny Egg at you, which can hatch into a Spiny.

Koopatrol - a Koopa Troopa that is covered in steel and has a spike on its head as well as spikes on its shell. It has 8 Heart Points, an Attack Power of 4 and a Defense Power of 3. It will attack by slamming its shell into you. You must not jump on the Koopatrol or use attacks that involve bodily contact, or you will receive damage from its spike. As soon as the Koopatrol's Heart Points become low, it will charge itself and attack you with 10 points of damage. The Koopatrol may also summon another Koopatrol. As with all other Koopa Troopas, it will be defenseless if you flip it onto its back.

Hammer Bros. - a Koopa Troopa that attacks with a hammer. It has 12 Heart Points, an Attack Power of 5 and a Defense Power of 1. If a Hammer Bros. attacks you with its hammer, it can shrink you. As soon as the Hammer Bros'. Heart Points become low, it will throw several hammers at you repeatedly, and each hammer inflicts 2 points of damage.

Dry Bones - a skeleton of a Koopa Troopa. It has 8 Heart Points, an Attack Power of 4 and a Defense Power of 2. It will attack by throwing a bone at you. You may attack the Dry Bones until its Heart Points reach 0, but it can still resurrect itself, in which you will have to fight it again. In order to defeat the Dry Bones for good, you must use attacks that involve fire or an explosion.)

Fuzzy - a bouncing enemy that has 3 Heart Points, an Attack Power of 1 and a Defense Power of 0. It will attack by sucking your Heart Points from you and adding those Heart Points to its own.

Forest Fuzzy - a green Fuzzy that has 6 Heart Points, an Attack Power of 1 and a Defense Power of 0. It will behave the same way as a normal Fuzzy by sucking your Heart Points and adding them to its own, but it can also divide and create another Forest Fuzzy.

Jungle Fuzzy - a yellow Fuzzy that has 7 Heart Points, an Attack Power of 2 and a Defense Power of 0. As with any Fuzzy, it will attack by sucking your Heart Points and adding those Heart Points to its own, but you must use the Action Command to stop it from doing so. (Tip: The Zap Tap Badge is excellent to use against this enemy.) A Jungle Fuzzy will also divide and create another Fuzzy.

Bob-omb - a bomb-like enemy. It has 3 Heart Points, an Attack Power of 1 and a Defense Power of 0. At first, it will attack by jumping on you. Once you attack it, its fuse ignites, indicating that it will explode. If you jump on it when its fuse is lit, you will take damage when it explodes. It is definitely safe to attack it from a distance. If you do not defeat the Bob-omb, it will explode on you during its turn.

Bullet Bill - a bullet that has 2 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack by flying into you and exploding.

Bombshell Bill - a gold-colored bullet that has 3 Heart Points, an Attack Power of 6 and a Defense Power of 0. It will attack by flying at you and exploding. You can defeat the Bombshell Bill before it does this.

Bill Blaster - a cannon that has 4 Heart Points and a Defense Power of 1. It does not attack, but it will continuously fire a Bullet Bill.

B. Bill Blaster (Bombshell Bill Blaster) - a gold cannon that will continuously fire a

Bombshell Bill. It has 10 Heart Points and a Defense Power of 4. You must use strong attacks to inflict damage on this enemy.

Monty Mole (Mt. Rugged) - a mole that attacks by throwing rocks. It has 3 Heart Points, an Attack Power of 2 and a Defense Power of 0.

Monty Mole (Flower Fields) - a mole that has 12 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by throwing rocks at you.

Cleft - a rock-like enemy. It has 2 Heart Points, an Attack Power of 2 and a Defense Power of 0. It attacks by head-butting. You must be careful not to touch its spikes, or you will take damage.

Hyper Cleft - a Cleft that has 4 Heart Points, an Attack Power of 3 and a Defense Power of 3. It will attack by head-butting you, but it can charge itself, which increases its Attack Power to 8. You must use Bow to become transparent when it does. You must also not jump on its spikes, or you will take damage. If you use Bombette's explosion to flip it over, you can inflict more damage when you attack it.

Bandit - a thief that attacks by bumping into you and stealing your Coins. It has 5 Heart Points, an Attack Power of 2 and a Defense Power of 0. It can steal up to 10 of your Coins. (You can prevent this by using the action command to defend yourself when it attacks.) You must attack it before it runs away with your Coins to get your Coins back.

Pokey - a cactus monster that has 4 Heart Points, an Attack Power of 2 and a Defense Power of 0. You must be careful to not touch its spikes. It will attack by detaching a part of its body and throwing it at you. It will also approach you and fall onto you. It will even summon another Pokey.

Pokey Mummy - a mummified Pokey that has 4 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack in the same way as a normal Pokey, but it has the ability to poison you for a few turns, as well. You must also be careful not to touch its spikes.

Buzzy Beetle - a bug-like enemy that has 3 Heart Points, an Attack Power of 2 and a Defense Power of 2. It will attack by retreating inside of its shell and spinning into you. You must flip it onto its back in order to attack it.

Bony Beetle - a Buzzy Beetle that is made of bone. It has 8 Heart Points, an Attack Power of 3 and a Defense Power of 4. It will attack by spinning its shell into you. The Bony Beetle will also release spikes that will inflict 5 points of damage when it attacks you. The Bony Beetle will also be defenseless if you flip it onto its back.

Spike Top - a bug-like enemy with a spike on its head. It has 4 Heart Points, an Attack Power of 3 and a Defense Power of 4. It will attack by spinning into you. You must avoid bodily contact with the Spike Top. As with other enemies that have shells, it will become defenseless if you flip it onto its back.

Spiny - a beetle-like enemy with spikes. It has 5 Heart Points, an Attack Power of 4 and a Defense Power of 3. It will attack by spinning into you. As with all enemies that have shells, its Defense Power will be 0 when you flip it onto its back.

Swooper - a bat-like enemy that has 4 Heart Points, an Attack Power of 2 and a Defense Power of 0. It attacks by flying into you.

Swoopula - a bat-like enemy that has 8 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack by flying into you, and it will also suck away your Heart Points. As it sucks your Heart Points, you must use the Action Command to stop it. (You may wear the Zap Tap Badge to prevent this attack.) A Swoopula will hang from the ceiling, and you may use attacks that involve earthquakes to bring it down or party members that

can reach it.

Stone Chomp - a round and hard enemy that will attack by biting you. It has 4 Heart Points, an Attack Power of 3 and a Defense Power of 1.

Piranha Plant - a plant that will attack by biting you. It has 5 Heart Points, an Attack Power of 3 and a Defense Power of 0. You must be careful not to jump on it, or you will take damage from its teeth.

Putrid Piranha - a Piranha Plant that has 12 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by biting you, and it will also breathe poison on you with an Attack Power of 2.

Frost Piranha - a Piranha Plant that has 10 Heart Points, an Attack Power of 4 and a Defense Power of 0. It will attack by biting you, and it will also breathe ice that can freeze you. (If you are frozen, you are unable to attack or perform any actions in battle. The Feeling Fine Badge will make you immune to this.) Attacks that involve fire are very effective against this Piranha.

Clubba - a large reptile-like creature that has 8 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by hitting you with its spiked club. You must not use any airborne attack that involves bodily contact with the Clubba, or you will take damage from its club.

White Clubba - a Clubba that has 12 Heart Points, an Attack Power of 5 and a Defense Power of 0. It will strike you with its club, but it will also strike you with its club a few times in a row. Attacks that involve fire are very effective against this Clubba.

Shy Guy - an enemy that has 7 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack by jumping on you. It will also perform an acrobatic move on you that has an Attack Power of 3.

Groove Guy - a dancing Shy Guy that has 7 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack by performing a dance that will make you dizzy. It will also summon other Shy Guys to the battle.

Medi Guy - a medical Shy Guy that has 7 Heart Points, an Attack Power of 1 and a Defense Power of 0. It will attack by jumping on you, and it will also heal the other enemies in the battle.

Sky Guy - a Shy Guy on balloons that has 7 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by firing pellets from a slingshot. If you burst its balloons, it will fall to the ground and become an ordinary Shy Guy.

Spy Guy - a camouflaged Shy Guy that has 7 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will change its weapon from a slingshot to a hammer each time it is attacked. It will fire pellets at you with its slingshot. If it attacks with its hammer, it will take away your use of the Jump, Hammer or items.

Pyro Guy - a Shy Guy that is made entirely of flames. It has 7 Heart Points, an Attack Power of 4 and a Defense Power of 0. You must attack it from a distance and avoid bodily contact with it. Attacks that involve water or snow will inflict a lot of damage on it.

Spear Guy - a Shy Guy that attacks with a spear. It has 7 Heart Points, an Attack Power of 3 and a Defense Power of 0. You will take damage if you try to attack it with the Hammer if its spear is pointing forward, or if you try to jump on it if its spear is pointing upward. A Spear Guy will also summon another Spear Guy. After the Spear Guy throws its spear at you, it will become an ordinary Shy Guy.

Hurt Plant - a creature that looks identical to a Heart Plant. It has 8 Heart Points, an

Attack Power of 2 and a Defense Power of 0. It will attack by biting you, which will also poison you.

M. Bush - a creature disguised as a bright green bush. It has 8 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by biting you, which can poison you, as well.

Lava Bubble - an enemy shaped as a ball of fire. It has 9 Heart Points, an Attack Power of 4 and a Defense Power of 0. It will attack by jumping on you, and it will attack your party members with balls of fire, as well. You must avoid attacks that involve bodily contact. Attacks that involve water and ice are very effective on this enemy such as Sushie's Squirt and Tidal Wave as well as a Snowman Doll. (The Ice Power Badge is effective against this enemy, too.)

Ember - a fire enemy that has 10 Heart Points, an Attack Power of 4 and a Defense Power of 0. It is an enemy that will burn you. It will attack by jumping on you, and it will also attack your party member with balls of fire. If you attack an Ember, it will divide and release another Ember. Attacks that involve water are very effective against this enemy.

Crazee Dayzee - a flower enemy that has 8 Heart Points, an Attack Power of 4 and a Defense Power of 0. It will attack by singing a lullaby that can put you to sleep and make you unable to battle. (The Feeling Fine Badge will prevent that attack.) If the Crazee Dayzee's Heart Points get low, it will run away from the battle.

Amazy Dayzee - a rare Crazee Dayzee that has 20 Heart Points, an Attack Power of 20 and a Defense Power of 1. It is a flower that will often immediately run away during the first turn. It will act the same way as a Crazy Dayzee, but you must be careful of its strong attack. (If you manage to defeat an Amazy Dayzee, it will produce a lot of Star Points.)

Bzzap! - a bee-like enemy that has 3 Heart Points, an Attack Power of 6 and a Defense Power of 0. It will attack by stinging you, which can poison you. It will also summon a group of small bees that will sting you, which can shrink you, as well.

Ruff Puff - a cloud enemy that has 10 Heart Points, an Attack Power of 4 and a Defense Power of 0. It will attack by slamming on you.

Gulpit - a fish-like enemy that has 12 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack by licking you. The Gulpit also has a pile of rocks and will throw a rock at you during each turn. The small rocks have an Attack Power of 5, and the big rocks have an Attack Power of 7. You may destroy the pile of rocks to prevent this attack.

Duplighost - a ghostly enemy that has 15 Heart Points, an Attack Power of 4 and a Defense Power of 0. It will attack by slamming into you. It also has the ability to disguise itself as Mario or his party members and to use their abilities.

(Note: If Mario and an enemy are both electrified, Mario can touch the enemy without receiving damage. However, the enemy can touch Mario without receiving damage, as well.)

Badges

Power Bounce - a Badge that allows you to jump on an enemy repeatedly until you miss the timing of the action command.

Multibounce - a Badge that allows you to jump on all enemies if your timing of the action command is correct.

Jump Charge - a Badge that increases the Attack Power of the Jump by 2 points.

S. Jump Chg. (Super Jump Charge) - a Badge that increases the Attack Power of the Jump by 3 points.

Power Jump - a Badge that allows you to jump on an enemy using a lot of Attack Power.

Mega Jump - a Badge that allows you to jump on an enemy using tons of Attack Power.

D-Down Jump - a Badge that allows you to jump on an enemy which can disable its Defense Power.

Dizzy Stomp - a Badge that allows you to jump on an enemy which can make the enemy dizzy.

Sleep Stomp - a Badge that allows you to jump on an enemy which can put the enemy to sleep.

Shrink Stomp - a Badge that allows you to jump on an enemy which can shrink the enemy and decrease its Attack Power by half.

Smash Charge - a Badge that increases the Attack Power of the Hammer by 2 points.

S. Smash Chg. (Super Smash Charge) - a Badge that increases the Attack Power of the Hammer by 3 points.

Hammer Throw - a Badge that allows you to throw the Hammer at any enemy in battle.

Spin Smash - a Badge that allows you to hit an enemy with the Hammer in battle, which will cause the enemy to hit other enemies.

Quake Hammer - a Badge that allows you to use the Hammer to create an earthquake that slightly damages enemies on the ground or ceiling in battle.

Power Quake - a Badge that allows you to use the Hammer to create an earthquake that greatly damages enemies on the ground or ceiling in battle.

Mega Quake - a Badge that allows you to use the Hammer to create an earthquake that severely damages enemies on the ground or ceiling in battle.

Power Smash - a Badge that allows you to hit an enemy with the Hammer using a lot of Attack Power.

Mega Smash - a Badge that allows you to hit an enemy with the Hammer using a huge amount of Attack Power.

D-Down Pound - a Badge that allows you to use the Hammer to attack an enemy and disable its Defense Power.

Slow Go - a Badge that causes you to move slowly.

Speedy Spin - a Badge that allows you to Spin Dash faster and further.

HP Plus - a Badge that increases your maximum number of Heart Points by 5 points. (If you wear more than one HP Plus Badge, your maximum number of Heart Points will be increased even more.)

FP Plus - a Badge that increases your maximum number of Flower Points by 5 points. (If you wear more than one FP Plus Badge, your maximum number of Flower Points will be increased even more.)

Power Plus - a Badge that increases the Attack Power of the Jump and Hammer by 1 point. (If you wear another Power Plus Badge, the Attack Power of the Jump and Hammer will be increased by 2 points.)

Flower Saver - a Badge that will save you 1 Flower Point if you perform an action that requires Flower Points in battle. (If you wear another Flower Saver Badge, you will save 2 Flower Points.)

Happy Heart - a Badge that will frequently give Mario 1 Heart Point when he performs an action in battle. (If Mario wears another Happy Heart Badge, he will receive 2 Heart Points.)

Happy Flower - a Badge that will frequently give Mario 1 Flower Point when he performs an action in battle. (If Mario wears another Happy Flower Badge, he will receive 2 Flower Points.)

Defend Plus - a Badge that decreases the damage that Mario receives by 1 point.

Damage Dodge - a Badge that decreases the damage that you receive by 1 point if you use the action command to defend yourself when an enemy attacks. (If you wear another Damage Dodge Badge, the damage will be decreased by 2 points.)

P-Up, D-Down - a Badge that increases your Attack Power by 1 point and decreases your Defense Power by 1 point.

P-Down, D-Up - a Badge that decreases your Attack Power by 1 point and increases your Defense Power by 1 point.

HP Drain - a Badge that decreases your Attack Power by 1 point but gives you Heart Points each time that you attack an enemy. (You can receive a maximum of 5 Heart Points, and the amount of Heart Points depends on the attack that you use.)

All or Nothing - a Badge that increases your Attack Power by 1 point if you perform the action command successfully but causes you to have no Attack Power if you fail.

Power Rush - a Badge that increases your Attack Power by 2 points if your Heart Points reach "Danger!".

Mega Rush - a Badge that increases your Attack Power by 4 points if your Heart Points reach "Peril!".

Last Stand - a Badge that decreases damage from attacks by half if your Heart Points reach "Danger!".

Close Call - a Badge that sometimes causes enemies to fail to attack you if your Heart Points reach "Danger!".

Attack FX A - a Badge that changes the sound of the Jump (in battle) and Hammer.

Attack FX B - a Badge that changes the sound of the Jump (in battle) and Hammer.

Attack FX C - a Badge that changes the sound of the Jump (in battle) and Hammer.

Attack FX D - a Badge that changes the sound of the Jump (in battle) and Hammer.

Attack FX E - a Badge that changes the sound of the Jump (in battle) and Hammer.

Dodge Master - a Badge that makes the timing of the action command slightly easier. (Note: The Badge only works on Mario.)

Deep Focus - a Badge that replenishes more Star Energy than normal when you choose the "Focus" option. (If you wear more than one Deep Focus Badge, your Star Energy will be replenished even more.) (Note: The Badge only works on Mario.)

Group Focus - a Badge that allows Mario's party members to use the "Focus" option to replenish Star Energy.

Double Dip - a Badge that allows you to use two items in the same turn during battle.

Triple Dip - a Badge that allows you to use three items in the same turn during battle.

First Attack - a Badge that allows you to defeat an enemy that is no longer worth any Star Points with a First Strike.

Bump Attack - a Badge that allows you to defeat an enemy that is no longer worth any Star Points by simply bumping into the enemy or if it bumps into you.

Spin Attack - a Badge that allows you to defeat an enemy that is no longer worth any Star Points with a Spin Dash.

Dizzy Attack - a Badge that allows you to Spin Dash into an enemy, which will cause it to be dizzy in battle.

Peekaboo - a Badge that allows you to see an enemy's Heart Points without the use of Goombario's Tattle ability.

Chill Out - a Badge that prevents an enemy from attacking you with a First Strike.

Pretty Lucky - a Badge that occasionally causes enemies to fail to attack you.

Lucky Day - a Badge that causes enemies to fail to attack you a little frequently.

Zap Tap - a Badge that electrifies Mario, which inflicts damage on enemies that touch him.

Feeling Fine - a Badge that protects you from attacks that can poison you, make you dizzy, put you to sleep, freeze you or shrink you in battle.

Spike Shield - a Badge that allows you to jump on any spiked enemy without receiving damage.

Ice Power - a Badge that increases your Attack Power on any fire enemy by 2 points and allows you to jump on a fire enemy without receiving damage.

Fire Shield - a Badge that decreases the damage that you receive from fire attacks by 1 point and allows you to jump on a fire enemy without receiving damage.

Refund - a Badge that gives you coins when you use an item in battle.

Pay-off - a Badge that gives you coins for the amount of damage you receive in battle.

Quick Change - a Badge that allows Mario or his party members to choose another party member in battle without losing a turn. (You will be able to choose a different party member as many times as you like.)

Heart Finder - a Badge that makes more hearts appear after you defeat an enemy.

Flower Finder - a Badge that makes more flowers appear after you defeat an enemy.

Money Money - a Badge that makes twice the amount of coins appear after you defeat an enemy.

Runaway Pay - a Badge that allows you to receive Star Points (from enemies you have defeated) even if you run away from battle.

I-Spy - a Badge that alerts you if you are in an area where a Star Piece lies underground.

Rowf's Badge Shop

The following is a list of the Badges that are available at Rowf's Badge Shop in Toad Town after each chapter:

After Chapter 1:

First Attack

D-Down Pound

Multibounce

Speedy Spin

After Chapter 2:

Sleepy Stomp

Double Dip

Dodge Master

After Chapter 3:

Spin Smash

Group Focus

Jump Charge

After Chapter 4:

FP Plus

HP Plus

All or Nothing

After Chapter 5:

Mega Quake

Damage Dodge

S. Smash Chg.

No new Badges will be available after the remaining chapters.

Star Pieces

Inside the forest that lies to the far west past Goomba Village, move to a tree far on the upper right and hit it to retrieve a Dolly. Give it to Goombaria in Goomba Village, and she will give you a Star Piece.

In the area of large stumps that lies west right before Goomba Village, move to a fork in the road and then move left. Move past a tree, then down some stumps and collect a Star Piece on a ledge.

A tree that lies next to the Goomba King's fortress contains a Star Piece.

A tree that lies next to Merlon's house in Toad Town contains a Star Piece.

Inside Shooting Star Summit, move to the very bottom of the mountain and then move upward, where you will see a Star Piece behind it.

In the area of Pleasant Path where you have to hit a tree to drop a switch and then hit the switch to make a bridge appear, move across the bridge, and then move to the right toward some stumps. Move downward to a bottom area, and move all the way to the left. Use Kooper to grab a Star Piece on a ledge that lies across.

In the area that lies right before the Koopa Bros. Fortress, hit the first tree right next to the entrance of that area for a Star Piece.

In an area of Mt. Rugged with the diagonal mountains, move across those mountains and then, move left through a tunnel on a high cliff. Below the tunnel, collect a Star Piece on wooden planks.

In the next area of Mt. Rugged with rushing water, move to a slide and ride it across a gap to another area with a slide. Enter the next area, and keep moving to the left across mountain steps and past a tunnel. Move near a jump pad, where you will see a Star Piece surrounded by coins on a ledge. Use Parakarry to reach it.

In the central area of the Dry Dry Ruins, use Parakarry to reach a ledge on the top right, and use Bombette to blow open a crack in the wall. Enter the hole to another room, and press a switch on the far right to make sand drain. Grab the Star Piece that is revealed.

In the area of the Toad Town Tunnels with the seesaw platforms, move across the platforms and enter an opening. In the next area, you will see platforms that move upward. Ride one to reach a tall ledge against the wall. Use Parakarry to move across more ledges, and collect a Star Piece on a ledge at the very end.

Inside the clearing in Goomba Village (the area where Mario fell after he was defeated by Bowser in the beginning of the game), Spin Jump in the center of the clearing to reveal a Star Piece.

In an area west of Goomba Village that has a Heart Block, Spin Jump near the right side of the Heart Block to reveal a Star Piece.

In the area with the Goomba King's Fortress, move across the bridge past the fortress and to an upper right corner near a tree and small fence, where you may Spin Jump to reveal a Star Piece.

Inside Toad Town, move to the area with the three Toad women near the dojo, and Spin Jump on the right side of the women to reveal a Star Piece.

Inside Toad Town, move in front of the shack that lies near the entrance to Forever Forest and Spin Jump to reveal a Star Piece.

At the Toad Town port, Spin Jump near a Save Block and lamppost to reveal a Star Piece.

At the Toad Town station, move across the train tracks and to the far right, where you may Spin Jump to reveal a Star Piece.

In the area that lies right before Shooting Star Summit and Merlurvee's Place, Spin Jump past the bridge and near steps to reveal a Star Piece.

Inside Shooting Star Summit, Spin Jump on the very first step of the mountain to reveal a Star Piece.

At Merlurvee's Place, Spin Jump near flower pots outside of her house to reveal a Star Piece.

Inside Pleasant Path, Spin Jump near the three blue candy canes to reveal a Star Piece.

In the next area of Pleasant Path, Spin Jump in front of a tree near the area you entered from to reveal a Star Piece.

Inside Koopa Village, Spin Jump on the left side of three Bob-ombs to reveal a Star Piece.

Inside Mt. Rugged, Spin Jump on the far right side of the slide near the trio of Monty Moles to reveal a Star Piece.

In the area of Dry Dry Desert with the stone cactus, Spin Jump in front of the stone cactus to reveal a Star Piece.

Inside Dry Dry Outpost, Spin Jump on top of the house where you met Sheek to reveal a Star Piece.

Inside Boo's Mansion, Spin Jump on a rug near a sofa to reveal a Star Piece.

Inside Boo's Mansion, Spin Jump on a rug in the room where you received a Record from Boos to reveal a Star Piece.

Inside Boo's Mansion, Spin Jump in front of a clock in the basement to reveal a Star Piece.

Inside Boo's Mansion, go to the room where you received the Super Boots and Spin Jump on the left side of the room near crates to reveal a Star Piece.

Inside Boo's Mansion, enter the door on the right of the first floor. Spin Jump on some boards on the floor, which will reveal a hole that you may enter. You will appear on top of a bookshelf in a library. Move to the bottom edge of the bookshelf, and use Parakarry to move on top of some crates. Spin Jump on the crates to collect a Star Piece.

In the first area of Gusty Gulch, Spin Jump near a small rock to reveal a Star Piece.

In an area of Gusty Gulch that lies right before the area that has Tubba Blubba's Castle, collect a Star Piece behind some rocks and a dead tree.

Inside the first area of Tubba Blubba's Castle, enter double doors on the left. Inside a hallway, move to the very far left and enter an upper door. Inside a room, move on top of crates and a chair to reach a table with a Star Piece.

In the area of Tubba Blubba's Castle with the broken banisters around a large gap, move to

the very left side of the banisters and drop through the gap to land on a table with a Star Piece.

Inside Blue Station at Shy Guy's Toy Box, perform a Spin Jump in the center of the station near the train platform to reveal a Star Piece.

In the area of Shy Guy's Toy Box with the spring boxes, move behind a yellow block and collect a Star Piece.

In the same area of the toy box, use Parakarry to move to the top of the first building and collect a Star Piece there.

Inside Pink Station at Shy Guy's Toy Box, Spin Jump in the center of the station near the train platform to reveal a Star Piece.

Give the Mailbag to the clerk at the post office to receive a Star Piece.

Inside Green Station at Shy Guy's Toy Box, Spin Jump in the center of the station near the train platform to reveal a Star Piece.

Inside the building past the moving blocks, collect a Star Piece.

Give Russ T. his dictionary, and he will give you a Star Piece.

Inside Red Station at Shy Guy's Toy Box, Spin Jump in the center of the station near the train platform to reveal a Star Piece.

In the sandy beach area of Lavalava Island, hit a Coconut tree on the right side of a Spinning Flower to receive a Star Piece.

In the first area of Yoshi's Village, move to an area with a raven statue and Spin Jump to reveal a Star Piece.

In the area of Jade Jungle where you found Sushie, move to an island on the upper right and collect a Star Piece next to a tree.

In the area of Jade Jungle that had a pipe covered with bushes on a high area, ride Sushie to an entryway on the very left. In the next area, move past an island in the center and collect a Star Piece under the water.

In a dark area of Jade Jungle that lies right before the area with Raphael the Raven, Spin Jump near some Heart Plants to reveal a Star Piece.

Inside Mt. Lavalava, go to the very bottom of the central area and enter an opening on the very right. In the next area, a Star Piece lies underground past a ledge with a Super Block.

Inside Mt. Lavalava, go to the area that lies right before the area with the Lava Piranha boss, where a Star Piece lies underground near a Heart Block.

Inside Toad Town, move to the area with the three Toad women near the dojo, and approach a dock in a pond. Ride Sushie across the pond to a dock on the very left, where you will find a Star Piece next to a house.

In the area of Flower Fields where you meet Petunia, a Star Piece lies underground near a patch of yellow flowers that are next to the entrance.

In the area of Flower Fields where you meet the red flower who guards a gate, a Star Piece lies underground in front of the tree that has Yellow Berries.

In the area of Flower Fields where you meet the yellow flower who guards a gate, move to the tree that has Blue Berries and collect a Star Piece in a patch of pink flowers on the right side of the tree.

In the area of Flower Fields that lies directly before the area where you meet Lily, a Star Piece lies underground at the very right end near two patches of yellow flowers.

In the area of Flower Fields where you meet the Bubble Plant, move to a set of stairs that lie past the area of thorns. Move across the stairs and then, move through a log. Continue moving to the very right end, where you will find a Star Piece.

In the area of Flower Fields with the block puzzle, move to a stone building that lies past the puzzle. Move through an arch on the right side of the building and move to a jump pad. Use the jump pad to reach the top of the building and move on top of the arch, where you may Spin Jump to reveal a Star Piece.

If you purchase items from Rip Cheato in the Toad Town Tunnels, the first, fifth and tenth items he sells will be Star Pieces.

Inside Shiver City, a Star Piece lies underground on the right side of Mayor Penguin's house.

In the area of Shiver Snowfield with the snowmen, a Star Piece lies underground near the very bottom edge across from the snowmen.

Inside Shiver Mountain, go to the area that contains the sculpture where you placed the Star Stone to cause sets of stairs to appear. Move across the stairs to a cliff with a Save Block. You may drop down from the cliff to a bottom area and collect a Star Piece on the very right.

Inside the Crystal Palace, go to the opposite side of the main hall and enter double doors on the very left. You will appear outside of the palace, where you may move to the left and enter an opening. You will appear inside a cave, where you may collect a Star Piece.

In the area of the Crystal Palace with the big rhino statue, a Star Piece lies underground on the very left.

In the area of the Crystal Palace with the small rhino statue, a Star Piece lies underground on the very left.

Super Blocks

The very first Super Block exists within the oasis of the Dry Dry Desert (area F7 on the Dry Dry Desert map that comes with this guide).

In the Dry Dry Ruins, move to the room with the Stone Block and Artifact. In that room, move all the way to the left and enter a door (after defeating Pokey Mummies and obtaining a key). In the next area, move down some steps and use Bombette to blow open a crack in the wall. Enter the hole, and in the next area, move from a ledge to a bottom area, where you will see a Super Block next to a jump pad.

In the train station at Mt. Rugged, move across the mountain steps near the train, and you will see a Stone Block. After you obtain the Super Hammer, smash the Stone Block, and move further into an area where you will find a Super Block.

In the area of the Toad Town Tunnels with the seesaw platforms, move across the platforms and enter an opening. In the next area, you will see platforms that move upward. Ride a platform up to a top area. In that area, move to the right and drop through a large,

square hole. You will appear in an area with a Super Block.

In the area of Tubba Blubba's Castle with the large table, enter double doors on the left. In another area, move down several sets of stairs until you reach the bottom, where you will find a Super Block.

In the area of the Toad Town Tunnels with the checkered grid, three invisible blocks lie above the third row of the grid. One block is at the very right end, another block is in the center and the third block is on the very left end. There are two spaces on the grid between the blocks. You may move a small blue block underneath each of the invisible blocks. You may then move on top of the blue block and jump to reveal the blocks. Now, move across some steps near the entrance of the room and use the three blocks to move to a ledge on the opposite side where you will find a Super Block.

Inside Red Station at Shy Guy's Toy Box, enter the entryway on the bottom left to the room with the moving platforms. Make your way across the room until you reach two yellow "?" blocks that lie in front of a building of blocks with numbers on them. Move on top of a brown block with a flower and ride the platform next to it to a wall of blocks. On top of the wall of blocks, move upward and hop on a moving platform on the right. As soon as the platform reaches its highest, use Parakarry to reach the building of blocks, where you will find a Super Block.

In the area of Jade Jungle that contains a lot of water (refer to the Jade Jungle in this guide if necessary), ride Sushie to a dock in the center and move across a log on the right. Move across another log to an island, where you will find a Super Block.

As soon as you enter the central area of Mt. Lavalava, ride a zipline to an area on the right. Move down some steps and enter an opening. In the next area, move along to the right and avoid bars of fire. You will find a Super Block at the very end.

In the central area of Mt. Lavalava, move near a Save Block and smash a Metal Block to reveal an opening. In the next area, ride a zipline. As soon as you reach a light-colored area in the wall, hop off the zipline to reach a ledge, where you will find a Super Block.

Inside Toad Town, move to the area with the three Toad women near the dojo. Approach a dock in a pond. Ride Sushie across the pond to a dock in the center, which leads to an area with a pipe. Enter the pipe to reach an area under the pond. Inside, move to the right and hop on top of a wide area of space. Move to the far right, and you will find a Super Block.

In the area of the Toad Town Tunnels with the seesaw platforms, move to the bottom and enter a green pipe on the very right. In the next area, move to the right and smash some Metal Blocks. Move across some stairs to an area where you will find a Super Block.

In the area of Flower Fields where you meet the yellow flower who guards a gate, a set of stairs lie past the area of thorns. Move across the stairs, and move all the way to the very left end, where you will find a Super Block.

In the area of Flower Fields with the block puzzle, move to a stone building that lies past the puzzle. Move through an arch on the right side of the building and move to a jump pad. Use the jump pad to reach the top of the building, where you will find a Super Block.

In the area of the Toad Town Tunnels with the pipe that leads to Shiver City, move all the way to the left, where you will find a Super Block.

Inside Shiver Mountain, go to the area where you used Kooper to hit a switch across a gap, which caused a pillar of ice to fill the gap. Move past that area and across a set of stairs. Move across another set of stairs on the left, and you will find the last Super Block at the top.

Chuck Quizmo

Chuck Quizmo is a game show host who appears in the various towns and villages throughout the Mushroom Kingdom. Each time that you speak to him, he will ask you a question with multiple choices. If you answer a question correctly, he will give you a Star Piece.

You can answer the following questions on Chuck Quizmo's quiz after each chapter:

After Prologue - Question 1

During Chapter 1 - Questions 2 through 10

After Chapter 1 - Questions 11 through 20

After Chapter 2 - Questions 21 through 30

After Chapter 3 - Questions 31 through 37

After Chapter 4 - Questions 38 through 44

After Chapter 5 - Questions 45 through 52

After Chapter 6 - Questions 53 through 60

After Chapter 7 - Questions 61 through 64

The following is a list of all questions and answers to Chuck Quizmo's quiz:

- 1) What is the name of Goombario's younger sister?
Goombaria.
- 2) What is the color of the block you can break with the first hammer you get?
Yellow.
- 3) What ability does Goombario frequently use?
Tattle.
- 4) What color of pants was the Goomba King wearing?
Red and White.
- 5) Which of Mario's battle commands is on the far left?
Strategies.
- 6) How many windows does the Goomba House in Goomba Village have?
One.
- 7) What's the name of the leader of the Red and Blue Goomba Bros.?
Goomba King.
- 8) What color are Luigi's pants?
Blue.
- 9) How many members are there in Goombario's family?
Six.
- 10) What will you receive when you get the right answer in a quiz?

Star Piece.

11) What is the name of the smart Toad living in Toad Town?

Russ T.

12) How many buildings are there in Koopa Village?

Six.

13) Of the following, who is NOT a member of the Koopa Bros.?

Blue Ninjakoopa.

14) How many coins are needed to buy a Mushroom at the shop in Koopa Village?

4 Coins.

15) Where does Merluvlee, who tells fortunes about special things, live?

Shooting Star Summit.

16) What is the name of the character who joined you at the Koopa Bros. Fortress?

Bombette.

17) What color is Bowser's hair?

Red.

18) How many Star Spirits do you have to save?

Seven.

19) What's the name of the elderly Koopa Troopa who always asks for errands to be run?

Koopa Koot.

20) How many Bob-ombs besides Bombette were imprisoned in the jail at the Koopa Bros. Fortress?

Four.

21) Where is the house of the explorer, Kolorado?

Koopa Village.

22) What is the destination of the train which departs from Toad Town station?

Mt. Rugged.

23) What is the name of the fellow who sells Badges in Toad Town?

Rowf.

24) What treasure did Bowser steal from Star Haven?

Star Rod.

25) What is the color of the roof of the house in Koopa Village where you can listen to a radio?

Blue.

26) Who does Kooper idolize?

Kolorado.

27) What does Merlee of Dry Dry Outpost specialize in?

Casting spells.

28) Who hides inside a coffin in Dry Dry Ruins?

Pokey Mummy.

29) What can you get when you take Star Pieces to Merlow at Shooting Star Summit?

Badges.

30) Who knew the location of Dry Dry Ruins in Dry Dry Desert?
Moustafa.

31) When you want Tayce T., who loves cooking, to make Lemon Candy, what do you have to give her besides a Lemon?
Cake Mix.

32) Who among the following lives in Forever Forest?
Oaklie.

33) What are Boos, exactly?
Ghosts.

34) What appears when you hit the Whacka living on Mt. Rugged?
Bump.

35) Other than Lemons, what fruit drops when you hit a tree in the desert oasis?
Lime.

36) What is the name of the strange person in Toad Town who can increase Mario's status?
Chet Ripppo.

37) What ability does Bombette frequently use?
Bomb.

38) What does Gourmet Guy like?
Cake.

39) Who was the second companion to join your team?
Kooper.

40) Who tried to steal coins from you in the desert?
Bandit.

41) What is the name of the Star Spirit who can use Star Storm?
Skolar.

42) What are addressed to your companions and sent to the post office?
Letters.

43) Among the following, which building is NOT in Toad Town?
Mayor's House.

44) What kind of book did Gourmet Guy drop?
Cooking.

45) Who am I?
Chuck Quizmo.

46) Where do I show up?
In towns and villages.

47) What is the name of the plant that grows in Jade Jungle and blows out stars?
Trumpet Plant.

48) What color was the leader of Yoshi's Village?
Green.

49) What is the name of the elderly man who tells fortunes in Toad Town?

Merlon.

50) How many colors of Yoshis did you see in Yoshi's Village?

Six.

51) How would the Yoshi Kids in Yoshi's Village describe Sushie?

Bossy.

52) What building is across from the Toad Town post office?

Merlon's house.

53) What kind of card do you get when you defeat Lee at the Dojo in Toad Town?

Second-Degree.

54) What color is the brooch that Princess Peach wears?

Blue.

55) Who gave you Miracle Water in Flower Fields?

Lily.

56) What is the name of Lakilester's girlfriend?

Lakilulu.

57) How do you make the pipe leading to the Toad Town Playroom come out?

Hit a tree.

58) Among the following, who is inside Club 64?

Pop Diva.

59) Which of the following do Shy Guys never do?

Sing.

60) What best describes the relationship between Mario and Luigi?

Brothers.

61) Among the following, who is found in Starborn Valley?

Ninji.

62) How many companions do you travel with?

Eight.

63) What is the name of the Star Kid who's always with Princess Peach?

Twink.

64) How many Star Spirits have you saved in total?

Seven.

Koopa Koot

Koopa Koot is an elderly Koopa Troopa who lives in Koopa Village. He lives in a house at the very far right end of the village. Each time that you speak to him, he will ask you to do a favor for him.

The following is a list of the favors that Koopa Koot asks you to do for him after each chapter. (After you have done a favor, he will give you 1 Coin, but he will also reward you with other things, as well, which are highlighted in parentheses.)

During Chapter 1:

A book from Kolorado

Sleepy Sheep (After you give Koopa Koot this item, he will give you a Silver Credit that allows you to play a game in the Toad Town Playroom.)

After Chapter 1:

A Tape from Goomba

Koopa Tea (If you give Koopa Koot this item, he will give you three Star Pieces.)

Luigi's autograph

After Chapter 2:

Empty Wallet (Inside Koopa Village, you will find this item in a bush near the house with the blue roof.)

Tasty Tonic

Merlurvee's autograph (Speak to Merlurvee, and she will ask you to retrieve a Crystal Ball from Merlee in Dry Dry Outpost. After you have done so, she will give you her autograph. Give the autograph to Koopa Koot, and he will give you three Star Pieces.)

After Chapter 3:

Information from the Toad Town News board

Life Shroom (If you give Koopa Koot this item, he will give you a Gold Credit that allows you to play a game in the Toad Town Playroom.)

Nutty Cake

After Chapter 4:

Stop the noise coming from the Bob-ombs inside Kooper's house. (To do so, enter Kooper's house and speak to the Bob-ombs with Bombette as your party member. Koopa Koot will give you three Star Pieces as a reward.)

A photo from a Boo in Boo's Mansion (As soon as you enter the mansion, speak to the first Boo that you see to be given the photo.)

Koopasta

After Chapter 5:

Glasses (In the first area of Koopa Village, look inside a bush that lies at the very bottom and directly across from the Toad House to find the glasses.)

Lime (Koopa Koot will give you three Star Pieces for this item.)

Kooky Cookie

After Chapter 6:

A package from a Boo in Gusty Gulch (Go to the first area of the village in Gusty Gulch, and speak to a Boo near the Save Block. You will have to exit the area and enter again in order for the Boo to give you the package.)

Coconut

A Red Jar from the shop in Dry Dry Outpost (In order to obtain the jar, you must purchase a Dusty Hammer, Dried Pasta, Dusty Hammer and Dried Shroom in that order. Give the jar to Koopa Koot, and he will give you three Star Pieces.)

Koopa Koot will ask for no favors after the remaining chapters.

Tayce T.

Tayce T. is a Toad woman who lives in Toad Town. She lives in the part of Toad Town with the pipe that leads to the Toad Town Tunnels and the area on the far right that leads to Forever Forest. Tayce T. lives in a yellow house next to a road sign.

If you speak to Tayce T. and give her an item, she will offer to cook a meal for you. (If you obtain the Cookbook in Chapter 4 and give it to her, she will be able to cook meals with two items.)

The following is a list of Tayce T.'s meals along with the various ingredients for each meal:

Fried Shroom - a meal that restores 6 Heart Points and 2 Flower Points.

Ingredients:

Mushroom

Super Shroom

Dried Shroom (after you give the Cookbook to Tayce T.)

Mushroom + Dried Shroom

Fire Flower + Dried Shroom

Hot Shroom - a meal that restores 15 Heart Points and 5 Flower Points.

Ingredients:

Volt Shroom

Life Shroom

Mushroom + Super Shroom

Mushroom + Volt Shroom

Mushroom + Fire Flower

Dried Shroom + Volt Shroom

Super Shroom + Dried Shroom

Super Shroom + Volt Shroom

Bland Meal - a meal that restores 10 Heart Points and 10 Flower Points.

Ingredients:

Mushroom + Egg

Mushroom + Dried Pasta

Mushroom + Iced Potato

Super Shroom + Egg

Super Shroom + Dried Pasta

Super Shroom + Iced Potato

Super Shroom + Fire Flower

Volt Shroom + Egg

Volt Shroom + Dried Pasta

Volt Shroom + Iced Potato

Volt Shroom + Fire Flower

Life Shroom + Dried Pasta

Life Shroom + Iced Potato

Life Shroom + Fire Flower

Goonnut + Dried Pasta

Goonnut + Koopa Leaf

Goonnut + Fire Flower

Egg + Life Shroom

Egg + Dried Pasta

Egg + Iced Potato

Coconut + Iced Potato

Dried Pasta + Coconut

Dried Pasta + Red Berry

Dried Pasta + Yellow Berry

Dried Pasta + Blue Berry

Dried Pasta + Iced Potato

Dried Pasta + Strange Leaf

Cake Mix + Iced Potato

Koopa Leaf + Red Berry

Koopa Leaf + Yellow Berry

Koopa Leaf + Blue Berry

Strange Leaf + Coconut

Volt Shroom - a mushroom that electrifies Mario in battle, in which enemies that touch him receive damage.

Ingredients:

Mushroom + Goomnut

Mushroom + Dried Fruit

Mushroom + Koopa Leaf

Mushroom + Strange Leaf

Super Shroom + Dried Fruit

Dried Fruit + Life Shroom

Dried Fruit + Ultra Shroom

Honey Shroom - a meal that restores 5 Heart Points and 5 Flower Points.

Ingredients:

Mushroom + Honey Syrup

Shroom Steak - a meal that restores 30 Heart Points and 10 Flower Points.

Ingredients:

Ultra Shroom

Mushroom + Life Shroom

Mushroom + Ultra Shroom

Dried Shroom + Life Shroom

Dried Shroom + Ultra Shroom

Super Shroom + Life Shroom

Super Shroom + Ultra Shroom

Volt Shroom + Ultra Shroom

Life Shroom + Ultra Shroom

Maple Shroom - a meal that restores 5 Heart Points and 10 Flower Points.

Ingredients:

Mushroom + Maple Syrup

Shroom Cake - a meal that restores 10 Heart Points and 10 Flower Points.

Ingredients:

Mushroom + Cake Mix

Super Shroom + Cake Mix

Jelly Shroom - a meal that restores 5 Heart Points and 50 Flower Points.

Ingredients:

Mushroom + Jammin' Jelly

Honey Super - a meal that restores 10 Heart Points and 5 Flower Points.

Ingredients:

Super Shroom + Honey Syrup

Honey Syrup + Volt Shroom

Honey Syrup + Life Shroom

Maple Super - a meal that restores 10 Heart Points and 10 Flower Points.

Ingredients:

Super Shroom + Maple Syrup

Volt Shroom + Maple Syrup

Maple Syrup + Life Shroom

Jelly Super - a meal that restores 10 Heart Points and 50 Flower Points.

Ingredients:

Super Shroom + Jammin' Jelly

Volt Shroom + Jammin' Jelly

Life Shroom + Jammin' Jelly

Electro Pop - a meal that restores 15 Flower Points.

Ingredients:

Volt Shroom + Cake Mix

Thunder Rage - an item that attacks all enemies in battle with 5 points of damage.

Ingredients:

Volt Shroom + Dried Fruit

Dizzy Dial - an item that makes enemies dizzy and unable to move in battle.

Ingredients:

Strange Leaf

Volt Shroom + Strange Leaf

Strange Leaf + Stinky Herb

Sweet Shroom - a meal that restores 30 Heart Points and 20 Flower Points.

Ingredients:

Life Shroom + Cake Mix

Ultra Shroom + Cake Mix

Super Soda - a drink that restores 5 Flower Points and cures you if you are poisoned or shrunk in battle.

Ingredients:

Honey Syrup

Maple Syrup

Jammin' Jelly

Apple

Red Berry

Yellow Berry

Blue Berry

Honey Syrup + Maple Syrup

Honey Syrup + Koopa Leaf

Maple Syrup + Lemon

Maple Syrup + Lime

Maple Syrup + Apple

Maple Syrup + Coconut

Maple Syrup + Red Berry

Maple Syrup + Yellow Berry

Lemon + Apple

Lemon + Red Berry

Lemon + Blue Berry

Lime + Lemon

Lime + Apple

Lime + Red Berry

Lime + Blue Berry

Apple + Coconut

Apple + Red Berry

Apple + Yellow Berry

Apple + Blue Berry

Coconut + Melon

Coconut + Red Berry

Coconut + Blue Berry

Red Berry + Yellow Berry

Red Berry + Blue Berry

Yellow Berry + Blue Berry

Koopa Leaf + Maple Syrup

Koopa Leaf + Jammin' Jelly

Koopa Leaf + Lemon

Koopa Leaf + Lime

Koopa Leaf + Coconut

Tasty Tonic - a drink that cures you if you are poisoned or shrunk in battle.

Ingredients:

Lemon

Lime

Coconut

Bubble Berry

Honey Syrup + Lemon

Honey Syrup + Lime

Honey Syrup + Apple

Honey Syrup + Coconut

Honey Syrup + Red Berry

Honey Syrup + Yellow Berry

Honey Syrup + Blue Berry

Honey Candy - a meal that restores 20 Flower Points.

Ingredients:

Honey Syrup + Cake Mix

Special Shake - a drink that restores 20 Flower Points.

Ingredients:

Melon

Honey Syrup + Jammin' Jelly

Honey Syrup + Melon

Maple Syrup + Jammin' Jelly

Maple Syrup + Melon

Jammin' Jelly + Red Berry

Jammin' Jelly + Yellow Berry

Jammin' Jelly + Blue Berry

Lemon + Jammin' Jelly

Lemon + Melon

Lime + Jammin' Jelly

Lime + Melon

Apple + Jammin' Jelly

Apple + Melon

Coconut + Jammin' Jelly

Melon + Jammin' Jelly

Melon + Red Berry

Melon + Yellow Berry

Melon + Blue Berry

Koopa Leaf + Melon

Strange Leaf + Melon

Honey Ultra - a meal that restores 50 Heart Points and 5 Flower Points.

Ingredients:

Honey Syrup + Ultra Shroom

Maple Ultra - a meal that restores 50 Heart Points and 10 Flower Points.

Ingredients:

Maple Syrup + Ultra Shroom

Jelly Ultra - a meal that restores 50 Heart Points and 50 Flower Points.

Ingredients:

Jammin' Jelly + Ultra Shroom

Nutty Cake - a meal that restores 10 Flower Points.

Ingredients:

Goornut

Life Shroom - a mushroom that restores 10 Heart Points if they reach 0.

Ingredients:

Super Shroom + Koopa Leaf

Super Shroom + Strange Leaf

Volt Shroom + Koopa Leaf

Life Shroom + Strange Leaf

Goornut + Super Shroom

Goornut + Volt Shroom

Goornut + Life Shroom

Goornut + Ultra Shroom

Koopa Leaf + Life Shroom

Koopa Leaf + Ultra Shroom

Big Cookie - a meal that restores 20 Flower Points.

Ingredients:

Goornut + Cake Mix

Egg + Cake Mix

Cake Mix + Red Berry

Cake Mix + Yellow Berry

Cake Mix + Blue Berry

Fried Egg - a meal that restores 10 Heart Points.

Ingredients:

Egg

Boiled Egg - a meal that restores 8 Heart Points and 8 Flower Points.

Ingredients:

Egg + Strange Leaf

Egg + Stinky Herb

Deluxe Feast - a meal that restores 40 Heart Points and 40 Flower Points.

Ingredients:

Whacka's Bump + Strange Leaf

Fire Flower - a flower that burns all enemies with 3 points of damage.

Ingredients:

Dried Fruit + Strange Leaf

Lemon Candy - a meal that restores 5 Heart Points and 15 Flower Points.

Ingredients:

Lemon + Cake Mix

Lime Candy - a meal that restores 20 Flower Points.

Ingredients:

Lime + Cake Mix

Apple Pie - a meal that restores 5 Heart Points and 15 Flower Points.

Ingredients:

Apple + Cake Mix

Spaghetti - a meal that restores 6 Heart Points and 4 Flower Points.

Ingredients:

Dried Pasta

Cake - a meal that restores 15 Flower Points.

Ingredients:

Cake Mix

Coco Pop - a meal that restores 3 Heart Points and 15 Flower Points.

Ingredients:

Cake Mix + Coconut

Yoshi Cookie - a meal that restores 15 Heart Points and 15 Flower Points.

Ingredients:

Cake Mix + Melon

Jelly Pop - a meal that restores 64 Flower Points.

Ingredients:

Cake Mix + Jammin' Jelly

Potato Salad - a meal that restores 10 Heart Points.

Ingredients:

Iced Potato

Koopa Tea - a drink that restores 7 Flower Points.

Ingredients:

Koopa Leaf

Koopasta - a meal that restores 7 Heart Points and 7 Flower Points.

Ingredients:

Koopa Leaf + Dried Pasta

Kooky Cookie - a meal that restores 15 Flower Points and makes you electrified, invisible or sleepy in battle.

Ingredients:

Maple Syrup + Cake Mix

Cake Mix + Koopa Leaf

Cake Mix + Stinky Herb

Strange Cake - a meal that will make you electrified, sleepy or transparent in battle.

Ingredients:

Strange Leaf + Cake Mix

Sleepy Sheep - an item that causes enemies to fall asleep in battle.

Ingredients:

Red Berry + Strange Leaf

Yellow Berry + Strange Leaf

Blue Berry + Strange Leaf

Healthy Juice - a drink that restores 40 Flower Points.

Ingredients:

Strange Leaf + Special Shake

Spicy Soup - a meal that restores 4 Heart Points and 4 Flower Points.

Ingredients:

Fire Flower

Fire Pop - a meal that restores 20 Flower Points but decreases 1 Heart Point.

Ingredients:

Fire Flower + Cake Mix

Egg Missile - a weapon that is used to attack any enemy in battle.

Ingredients:

Fire Flower + Egg

Frozen Fries - a meal that restores 15 Heart Points.

Ingredients:

Fire Flower + Iced Potato

Yummy Meal - a meal that restores 20 Heart Points and 20 Flower Points.

Ingredients:

Whacka's Bump (after you give the Cookbook to Tayce T.)

Egg + Ultra Shroom

Dried Fruit + Dried Pasta

Dried Fruit + Iced Potato

Dried Pasta + Ultra Shroom

Iced Potato + Ultra Shroom

Strange Leaf + Iced Potato

Fire Flower + Ultra Shroom

(Note: If you give Tayce T. a "Mystery?", the result will randomly be any meal. If you give Tayce T. ingredients that are not listed in this section, she will cook a meal called a Mistake, which restores 1 Heart Point and 1 Flower Point.)

Letters

In an area of Mt. Rugged with a Save Block near the entrance, move down some mountain steps and past a slide. Move up more mountain steps, and use Kooper to grab a letter addressed to Merlon on a ledge. Give the letter to Merlon, and he will give you a Star Piece.

In an area of Mt. Rugged with the two very tall cliffs that lie before Buzzar's nest, drop to the bottom and collect a letter to Goompapa on the right. Give Goompapa the letter, and he will give you a letter to Muss T. in Toad Town.

Give the letter to Muss T. (who hangs around the area of Toad Town where Princess Peach's castle used to be), and he will give you a letter to Koover in Koopa Village.

Give the letter to Koover (who wanders next to the Toad House in the village), and he will give you a letter to Fishmael in the Toad Town Port.

Give the letter to Fishmael (the fellow who fishes at the port), and he will give you a letter back to Koover.

Give the letter to Koover, and he will give you a letter to Mr. E in Dry Dry Outpost.

Give the letter to Mr. E (who wears a blue turban in the second area of Dry Dry Outpost), and he will give you a letter to Miss T. in Toad Town.

Give the letter to Miss T. (one of the three Toad women near the dojo), and she will give you a letter to Little Mouser in the Dry Dry Outpost shop.

Give the letter to Little Mouser (the owner of the shop), and he will give you a letter to Franky in Boo's Mansion.

Give the letter to Franky (a Boo who floats around the first floor of the mansion after you get Bow as a party member), and he will give you a letter to a Toad child named Dane T. in Toad Town.

Give the letter to Dane T. (one of the two Toad children who hang out at the station), and he will give you a letter to a Red Yoshi Kid in Yoshi's Village.

Give the letter to the Red Yoshi Kid, and he will give you a letter back to Dane T.

Give the letter to Dane T., and his friend will give you a letter to Frost T. in Starborn Valley.

Give the letter to Frost T. (a Toad who stands at the very bottom area of Starborn Valley), and he will give you a letter to Goompapa in Goomba Village.

Give the letter to Goompapa, and he will give you the Lucky Day Badge.

In an area of Mt. Rugged with rushing water, move to a slide and ride it across a gap to another area with a slide. Enter the next area, and keep moving to the left across mountain steps and past a tunnel. Move to a jump pad and use it to reach a high cliff. Move to a slide and ride it across a gap to another high cliff. Move to the right, and you will see a letter addressed to Kolorado. Give the letter to Kolorado, and he will give you a Star Piece.

In an area of the Dry Dry Desert that lies right before Dry Dry Outpost, move to a bottom tree that lies directly across from the sign that speaks of the town. Hit it to receive a letter to Mort T., the innkeeper of the Toad House in Koopa Village. Give him the letter, and he will give you a Star Piece.

Inside Dry Dry Outpost, a letter addressed to the traveling Nomadimouse in Dry Dry Desert sits on the roof of the Toad House. If you give the Nomadimouse the letter, he will give you a Star Piece.

In an area of Gusty Gulch that lies directly past the village of Boos, continue moving to the right until you see a letter addressed to Fice T. in front of a branch. Give the letter to Fice T., and he will give you a Star Piece.

In the area of Dry Dry Desert that had Kolorado's campsite (which is gone after Chapter 3), hit the tree where the campsite was to receive a letter to Goompa in Goomba Village. Give the letter to Goompa, and he will give you a Star Piece.

In the sandy beach area of Lavalava Island, move on top of a formation of rocks and collect a letter to Igor in Boo's Shop. Give the letter to Igor, and he will give you a Star Piece.

In the area of Jade Jungle where you found Sushie, move to an island on the upper right and hit a tree to receive a letter to Russ T. in Toad Town. Give the letter to Russ T., and he will give you a Star Piece.

Inside Flower Fields, move to an area that lies directly past the area with the block puzzle. In that area, move through a log past the entrance (or you may use Lakilester to move across an area of thorns below the log). As you move past the log, move to a patch of orange flowers at the bottom, where you will find a letter to Minh T. Give the letter to Minh T., and she will give you a Star Piece.

In the area of Shiver Snowfield with the snowmen, move to a large tree next to a smaller tree on the very left. Hit the large tree a few times to remove its leaves and reveal a letter that is addressed to Mayor Penguin. Give the letter to Mayor Penguin, and he will give you a Star Piece.

In the area of Shiver Snowfield that lies right before Starborn Valley, move behind a piece of ice near some steps and collect a letter to Merlow. Give the letter to Merlow, and he will give you a Star Piece.

The Dojo

The Dojo is a place inside Toad Town that lies in the main gate area (the area with a shop, Russ T.'s house, and the green pipe that leads to Mario's house). The dojo lies at the very right end.

As soon as you enter the dojo, you may speak to a toad in a red robe called The Master. You may also speak to a Buzzy Beetle named Chan and a Duplighost named Lee. If you speak to the master, you may choose to do nothing ("Only drop in") or "Try" to fight in the dojo.

In your first battle at the dojo, you will fight Chan. Chan has 15 Heart Points, an Attack Power of 2 and a Defense Power of 2. He will attack by rolling into you. As with any enemy with a shell, he will be defenseless if you flip him onto his back.

If you defeat Chan, you will receive a First-Degree Card.

In your second battle at the dojo, you will fight Lee. Lee has 20 Heart Points, an Attack Power of 5 and a Defense Power of 0. As a Duplighost, Lee can transform himself into Mario or any of his party members. Lee can then use Mario's abilities or his party members' abilities.

If you defeat Lee, you will receive a Second-Degree Card.

In your third battle at the dojo, you will fight The Master. The Master has 50 Heart Points, an Attack Power of 6 and a Defense Power of 0. He will attack by punching you.

If you defeat The Master, you will receive a Third-Degree Card.

In your fourth battle at the dojo, you will fight The Master again. In this battle, he will turn yellow, which indicates that he has upgraded himself and increased his power. He now has 75 Heart Points, an Attack Power of 8 and a Defense Power of 0. He will attack by punching you. He will also charge at you and punch you twice in a row.

If you defeat The Master, you will receive a Fourth-Degree Card.

In your fifth and final battle at the dojo, you will fight The Master yet again. In this battle, he will upgrade himself even more. He will now have 99 Heart Points, an Attack Power of 10 and a Defense Power of 1. He will attack by punching you. He will also charge at you and punch you two to three times in a row.

(Tip: Each time that you fight The Master, use attacks that inflict a lot of damage and heal yourself if necessary. You may also wear the Zap Tap Badge or use Bow's Outta Sight to avoid The Master's repeated punches.)

If you defeat The Master, you will receive a Diploma.

Toad Town Playroom

The Toad Town Playroom lies in the area with the train station. Near the entrance of that

area, you must move to a small isolated space on the left. You must then move to the far left and hit a tree, which will cause a pipe to appear. Enter the pipe to reach the playroom.

Inside the playroom, you will appear in the reception area. You must have a Silver Credit or a Gold Credit to play games in the playroom. (You may obtain these items by doing favors for Koopa Koot, so refer to him in this guide.) If you have a Silver Credit, you may play a game called Jump Attack. If you have a Gold Credit, you may play a game called Smash Attack. You must speak to a Toad behind a counter, who will activate pipes that lead to rooms containing those games.

Inside each room, you may read a sign that explains how a game is played, and you may speak to a Toad, who will explain the game, as well. You may speak to the Toad to begin the game, or you may exit the room by choosing "Don't play".

Jump Attack is a game in which you must jump to hit blocks and release panels. In the game, there are four types of panels: A 1-Coin panel gives you 1 coin, a 5-Coin panel gives you 5 coins, and a 5-Times panel gives you 5 times the amount of coins you have collected. A Bowser panel will cause you to lose your coins, and the game will end. In the game, 11 blocks will appear. You may choose the 5-Blocks option to hit 5 blocks, the 7-Blocks option to hit 7 blocks, or the 9-Blocks option to hit 9 blocks. If you win the game, you will receive coins. (If you win the 9-Blocks option, your coins will be doubled.) You must pay 10 coins to play.

Smash Attack is a game in which you must hit blocks with your hammer. In the game, blocks will appear on the ground, and you must hit 10 blocks that contain Peach Panels. You must do so in 30 seconds. If you hit a block that has a Bob-omb, you will be unable to move for one second. If you hit a block that has a Fuzzy, it will latch onto you, and you must press the A button repeatedly to escape. If you win the game, the remaining seconds that you have will be multiplied by 10, which will be the number of coins that you receive. You must pay 10 coins to play.

(In the reception area of the playroom, you may move to the side of the counter, where you will see two charts. One chart shows your results for Jump Attack, and the other chart shows your results for Smash Attack.)

Toad Town Tunnels

Inside the Toad Town Tunnels, you will encounter enemies called Gloombas and Dark Koopas.

A Gloomba has 7 Heart Points, an Attack Power of 2 and a Defense Power of 0. Like an ordinary Goomba, it attacks by headbonking.

A Spiked Gloomba has 7 Heart Points, an Attack Power of 3 and a Defense Power of 0. As with any spiked Goomba, you must not jump on it, or you will take damage from its spike.

A Paragloomba is a Gloomba with wings. It has 7 Heart Points, an Attack Power of 2, and a Defense Power of 0. It will attack by flying into you. If you jump on it, it will lose its wings and become an ordinary Gloomba.

A Dark Koopa has 8 Heart Points, an Attack Power of 3 and a Defense Power of 2. Like any Koopa, it will attack by spinning its shell into you, but it can also do an attack with its shell that will make you dizzy. It will open its mouth in a grin to indicate that it will do it, at which point, you may flip it onto its back to prevent it.

As soon as you enter the Toad Town Tunnels, move across a green pipe on the right. Use

your Hammer to smash a yellow block, which will reveal an opening that you may enter.

In the next room, you may smash blocks. (Next to a block that has a Spiked Gloomba, there is an invisible block that has a Super Shroom.)

Move to the right end of this room, and enter an opening.

In the next room, continue to the right and move across a green pipe. A Blooper will then appear that you must fight.

The Blooper has 30 Heart Points, an Attack Power of 3 and a Defense Power of 0. It will attack by jumping on you as well as shooting ink at you. Use airborne attacks that deal a lot of damage.

After you defeat the Blooper, open a chest that contains the Shrink Stomp Badge.

Return to the very first area of the tunnels, and smash a Stone Block on the left with the Super Hammer.

In the next room, you must fight an Electro Blooper.

The Electro Blooper has 60 Heart Points, an Attack Power of 4 and a Defense Power of 0. It will charge itself with electricity, in which you must not touch it, or you will take damage. (If it is electrified, you can attack it with Parakarry's Shell Shot or any item that attacks from a distance.) If you attack it, it will lose its charge. The Blooper will also use electricity to attack, which has an Attack Power of 6. It will also attack by jumping on you and shooting ink at you.

After you have defeated the Blooper, a blue "!" switch will appear. Hit the switch to reveal three blue pipes. The pipe on the far right leads to Goomba Village, the pipe in the center leads to Koopa Village, and the pipe on the far left leads to Dry Dry Outpost. These pipes will give you quick access to each of those towns.

Move to the left end of this room, and hit a Stone Block to enter the next area.

In the next area, you may hit some "?" blocks. One of the blocks contains a Snowman Doll, an item that crushes all enemies in battle with 4 points of damage.

Next, you will see platforms that move upward. Move to a platform and ride it to a ledge, where you may enter a pipe.

In the next area, enter an opening directly across from the pipe you entered from.

In the next room, smash a block that has a jump pad. Use the jump pad to reach a ledge, where you will find a chest that contains the Power Smash Badge.

Return to the previous room, and approach two platforms that move up and down in a seesaw pattern. If you move on the first platform, it will lower and the second platform will rise, allowing you to use it to reach a ledge where you may enter an opening.

In the next area, you will see more platforms that move upward. Ride one of the platforms to reach a ledge against the wall. Use Parakarry to reach a ledge next to it and then another ledge at the very end, where you may collect a Star Piece.

Next, ride one of the platforms again to reach a top area. Move to the right and drop through a square hole. You will appear in an area with a Super Block.

Return to the previous area with the seesaw platforms. Move to the bottom and enter a green pipe on the far right.

In the next area, move to the right and smash Metal Blocks. Move across some steps to an area where you will find a Super Block.

Return to the first area of the tunnels. Spin Jump on a boarded up hole in the center and enter.

In the next area, enter an opening on the left.

In the next room, the openings will be sealed by gates, and you must defeat Dark Koopas to open them. After you have defeated the Koopas, a blue "!" switch will also appear. Hit the switch to make a blue pipe appear, which leads to Boo's Mansion. Next, enter the opening on the far left.

In the next room, you may move to a checkered grid, which starts near an upper wall. Three invisible blocks lie above the third row of the grid. One block is at the very right end, another block is in the center and the third block is on the very left end. There are two spaces on the grid between the blocks. You may move a small blue block underneath each of the invisible blocks. You may then move on top of the blue block and jump to reveal the blocks. Now, move across some steps near the entrance of the room and use the three blocks to move to a ledge on the opposite side where you will find a Super Block.

In the area that lies directly below the hole that was boarded up, approach a wooden dock on the right. Ride Sushie across the water to another dock. As soon as you board that dock, you will immediately go into battle with a Super Blooper.

A Super Blooper has 70 Heart Points, an Attack Power of 5 and a Defense Power of 0. It will attack you with ink. It will also charge itself to increase its Attack Power. Use Bow's Outta Sight to avoid the attack, or the Blooper will attack you twice, each attack worth 10 Heart Points. The Blooper will also produce Blooper Babies.

A Blooper Baby has 6 Heart Points, an Attack Power of 2 and a Defense Power of 0. It will attack by sucking your Heart Points, and you must use the Action Command to stop it.

After you have defeated the Blooper, a blue "!" switch will appear. Hit the switch, and a blue pipe will appear that leads to Yoshi's Village.

Near the dock, enter an opening.

In the next area, move across some steps on the upper left, and use Lakilester to move across an area of spikes. Enter a pipe at the end.

The next area contains a pathway. (An invisible block that contains Maple Syrup lies on the very left across from the pipe you entered from.) On the pathway, move down and to the right. (An invisible block on that part of the pathway contains a Stop Watch.)

Move to the other end of this area. (An invisible block that contains a Volt Shroom lies next to a "?" block that has a Coin.) Smash a Stone Block and enter an opening.

The next area contains blocks, which you cannot reach just yet. (An invisible block that contains a Life Shroom lies in the center of the blocks.) In this area, move to the other end. Smash a Metal Block to reveal an opening and enter.

In the next area, hit a block to release a jump pad. Use the jump pad to reach a high ledge, where you may move to a bottom area. Open a large chest to receive the Ultra Boots. The Ultra Boots increase the Attack Power of the Jump and enable you to perform the Tornado Jump, which allows you to jump higher. To perform the Tornado Jump, press A to jump, and press A again while in the air.

Near the chest, use the Tornado Jump on a block to release a jump pad, and use the jump pad to reach the ledge so that you can exit the area.

(In the previous area, you may use the Tornado Jump to reach the blocks.)

Return to the area with the spikes. Move all the way to the right near an opening. (Use the Tornado Jump to reach a block that has a Shooting Star.) Enter the opening.

In the next area, move down some stairs to the bottom. A "?" block lies next to the ledge near the entrance along with a row of invisible blocks. Use the Tornado Jump to reveal the blocks. Now, move across the blocks to a ledge on the other side, where you may enter a blue door.

In the next area, enter a pipe.

In the next area, move to some stairs on the right. Move across the stairs, and you will find a pipe that leads to a place called Shiver City in Chapter 7. (In this area, you may also move to the left and move past the pipe that you entered from. Move all the way to the end, where you will find a Super Block.)

Return to the area with the blocks that lead to the blue door. Move to the bottom, and enter a pipe on the very right.

In the next area, move to the other end. Use Bombette to blow a hole in the wall that you may enter.

In the next area, you will meet a fellow named Rip Cheato, who will sell you items for 64 Coins. He will sell these items in the following order:

- First Item - Star Piece
- Second Item - Life Shroom
- Third Item - Bump Attack Badge
- Fourth Item - Repel Gel
- Fifth Item - Star Piece
- Sixth Item - Super Shroom
- Seventh Item - Mushroom
- Eighth Item - Dried Shroom
- Ninth Item - Dried Shroom
- Tenth Item - Star Piece

If you purchase any more items, each one will only be a Dried Shroom.

Enter a pipe past Rip Cheato.

You will appear inside the Odd House in Toad Town, where you will find the Odd Key behind some crates on the upper left. You may use the key to unlock a door and exit.

Thank you for taking the time to read and use my walkthrough, and I hope it has been a great help. If you have any questions about my walkthrough or need any help with this video game, please send me an email at Kellye_Marie123@Cox.net or KellyeMB123@Gmail.com.

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