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1 - FAQ History

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02-23-01 Began on version 1 of this FAQ. Within the next 2 days I will complete this FAQ to the best of my ability while only having the game for 2 days. Finished up to end of Chapter 1.

02-25-01 I renewed the game at the rental store! YAY!

02-28-01 Finished v.0.1, an incomplete version. Submitted this document to GameFAQs and Fresh Baked Games.

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2 - Walkthrough

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The following is a complete spoiler of the entire game. Well, up until where I was when I had to return this game to the rental store. I will finish this section when I am able to, probably when I rent the game again or I buy it.

The way this works, is that I put everything in that is, of course, essential to the game and parts that may not be essential but you only get one chance to achieve, a little bit that isn't essential, but makes sense to do at the time and isn't totally out of the way of the main game. Other stuff that isn't out of the way, but you can always come back and do later, will be listed in the 'Mini-Games/Side Quests' section. For instance, badges and star-pieces that are scattered throughout the world are listed during the walkthrough, whereas a part where you can complete a side quest by doing favors for an old Koopa in return for a silver credit is not listed in the walkthrough, but rather in the 'Mini-Games/Side Quests' section.

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2-0 The Beginning

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Alright. At the start of the game, you watch Mario and Luigi get a letter from Princess Peach inviting you to the castle. Play begins at the castle. When you get there, talk to everyone. Most will say stupid stuff, but it's a good idea to always talk to everyone in this game.

First thing you really need to do is head to the star door in the middle of the room, up the staircase. Now, go to the next star door at the center of the room at the top of the stairs in the next room. Walk up the red carpet to the last star door, where Princess Peach awaits. Go in and talk to her.

Now a cutscene type thing will happen and Bowser will show up. You have to fight him, but you have no chance, and end up losing. Bowser will steal the castle, Mario will get tossed out a window, and so begins the story of one of the greatest RPGs in Mario History...Paper Mario!

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2-1 Prologue

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...A Plea from the Stars!

After getting tossed out the window, Mario survives a fall to the ground and so begins

Prologue: A Plea from the Stars. Anyway you watch a cutscene of the seven Star Spirits flying around Mario. They yack about how he's going to be okay and go on to once again save the universe. Along comes a goomba and takes him away to Goomba Village, where the game really starts.

Goomba Village

When you wake up, you'll get some info from the Toad. Now, leave Toad House and walk to your right. You'll come to a rainbow block with a big 'S' on it. Hit it. This is a save block, go ahead and save your game.

Enter the big house and then go through the back door and talk to GoomPa. Now leave the house and you'll have to talk to Goombario. Now go talk to GoomPaPa, he's the one near the gate to the far right. Kammy Koopa will appear and skrew things up.

Go back to where you talked to Goompa. The veranda will be gone, and you'll fall to your death. Not really. You'll find a bunch of wood and rubble as well as Goompapa. Walk off to the screen to the west, where you'll find the hammer hidden in a bush. Search all the bushes until you find it. There's also a bunch of coins hidden in the bushes, and some you can get outa the trees by hitting them with the hammer. There is one block on the ground you can hit with the hammer that contains 10 coins. And there is a Save Block. Most importantly (besides the hammer, of course) is a Dolly which is hidden in the tree on the right. Smack it to shake the Dolly loose.

Now try to head east. You'll be stopped by Jr.Troopa. Here's your first real fight. Smash him with the hammer and jump on him until you beat him and he runs off crying. Now go east. Get the coin box with the hammer and smash the big yellow block that is blocking your way. There's a Heart Box where you can restore your life. North a bit is a spring board that leads you to 3 coins and a Fire Flower! Head east again.

In this area are some Goombas. You'll want to fight them all, so you can get Star Points and increase your level. Just make sure you jump on them or hit them with the hammer before they touch you, so you can get first strike. After that you'll get coins for beating them. Be careful on the spike ones, you can't jump on them. Also, you have to jump on the Paragoombas to knock them down before you can hit them with the hammer.

Head east a bit in this area and climb up on a ledge you come to. Use the ledges as a stair system to work your way up to a tree. Hit the tree for a coin and then keep going and you'll reach a Star Piece!

Now continue east and Goompa will open the gate for you. You'll get to talk to everyone and you can trade Goombaria her Dolly for another Star Piece! Now, Goompa will come back outa the house and give you the Power Jump Badge. He'll let you keep the hammer and Goombario will join your party.

Go ahead and rest in the Toad House to restore your HP. Now you can bust that big block that was blocking your way and leave Goomba Village to the east. But before you leave, make sure you hit the tree near the big yellow block and a Goomnut will fall out of it.

Goomba Road

In this next area read the sign and you'll fight a Goomba. If you get first strike, press Z when the battle starts to switch to Goombario so he can use 'Tattle'. You will probably want to use this once on every type of enemy so that you'll always be able to see how much HP they have and you'll learn about any weaknesses or strengths they have.

There are lots of boxes on the way, make sure to hit them all. On the second screen you'll come to a ? Box that contains the Close Call Badge! Read the sign next to it to get a Mushroom! At about this time you will be running out of life. Don't worry and don't use the mushroom because first off, you'll need it later, and second a Heart Box is at the end

of the second screen. On the third screen you'll fight the Goomba Bros. You will probably need your mushroom during this fight. If you use Tattle on each of the Bros. (as I did) you will definitely need the mushroom to survive the battle. After the battle walk back west and hit the heart box again. There is also a save box on the screen where you fought the Bros.

On the next screen, the sign you see shows a mushroom but actually contains a Goomba. Now go to the next screen and you'll see a cutscene of the Goomba Bros. whining to the Goomba King. Next the king will come out and battle you. On the first turn, use the hammer on a little white 'X' on the Goomnut tree in the background. A large nut will fall and hit the king and also knock out both of the brothers. Don't hit it again, though, or you'll just waste a turn.

Now that the battle is over, hit the tree in the background and you'll get yet another Star Piece! One of the bushes on the side of the castle contains a ? Switch. Hit it and a bridge will come down, allowing you to cross over a big ditch. The tree on the other side has a coin. Also, walk down and around a fence to smack a block with your hammer and another ? Block will appear. Hit the ? Block to get a Super Shroom. Exit to the east and you'll be able to choose one of three options to continue or quit, with or without saving.

You'll see another cutscene of Bowser and Kammy Koopa talking. The Koopa Bros. will come in and start talking about how they're going to defeat Mario. Then they scurry off when Bowser realizes nobody must be guarding the Star Spirit that they are keeping at their fortress.

Now, let's cut back to Mario. Walk down the stairs-like ledges until you come to a ? Block. Inside is a Sleepy Sheep. Now, walk east some more and you'll see a tree. Hit the tree to make a Spring Box fall. Jump on the Spring Box to get on top of an overpass. Walk east a bit on the overpass and you'll come to a chest. Inside the chest is the Hammer Throw Badge!

****Toad Town and Shooting Star Summit****

Now, continue to the next screen east. You have made it to Toad Town! Toad will come up to you and talk to you about how glad he is you're back and how he hopes you'll save Princess Peach. Here you can heal yourself, and there's a Save Box. Continue east and then head north, to Shooting Star Summit. Continue on the path over the next 2 screens and head up the stair-like ledges up to Shooting Star Summit. On the next screen, walk left around the summit to find a Star Piece!

Continue up the ledges around the summit until you come to a large round circle. Eldstar is waiting there for you, talk to him. Now all the Star Spirits will appear and talk to you. They fill you in on the story and tell you pretty much what you have to do.

Now the save menu will appear, followed by another cutscene of Bowser's transformation of Peach's castle. The princess is shown. Bowser and Kammy come to talk to her about pretty much nothing and then they're off. And then a little Star Kid appears and says he'll help the princess somehow. The princess sends Tink, the Star Kid, on a mission to find Mario and to give him the 'Lucky Star'.

Now we go back to Mario. You can walk down to the base of the summit and travel right a bit below and around and you will come to a fortune teller's house. Upstairs in the house is the fortune teller's sister, who will trade you badges for your star pieces. Anyway, make your way back to Toad Town. Before you get there, Twink will appear and give you the Lucky Star. He will also show you how to use the action command if you want him to. After he finishes, a Magikoopa shows up and you have to battle. He's pretty easy for the most part. In the first round, use Tattle first and then have Mario jump on him. Try to use the action command to hit him twice if you can.

****Begin your Adventure****

When you arrive back in the town, Toad comes to talk to you once again. He tells you that Merlon has been looking for you. So, head to Merlon's house. It's the one with the spinning roof. You'll have to try and open the door a few times, because the first one or two you'll just get 'Merlon is out!!' as an answer.

Well, when you get in, after telling you a long, drawn-out story, he tells you he can help you. He tells you how to get to the Koopa Bros. Fortress. So, head out and then rest up at the Toad House if you need it. Then, set out east towards the Fortress! Oh wait... No, there are some Toads blocking your way! They tell you it would be a bad idea to go to the Fortress, and that it'd be even worse to get help from Merlon. Well, let's see what Merlon has to say about that. Head to Merlon's house and talk to him. He'll come to your rescue and reveal the Toads' true identity...The Koopa Bros.! Now The Koopa Bros. flee, and so does Merlon, but first he tells you to seek out a blue-shelled koopa. Anyway, you can finally start east.

AND SO BEGINS...

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2-2 Chapter 1  
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...Storming Koopa Bros. Fortress!

****Koopa Road****

As soon as you start out, you'll encounter a new foe...the Koopa! Watch out as they will launch themselves at you inside their shells. Try to jump on them to get first strike. Hitting them with the hammer is no good, because they are protected by their hard shell. Use Tattle to get the goods on the enemy. You'll also encounter all the Goombas you met earlier.

Along the road is a lot of blocks. Hit them for various items, but watch out, some contain enemies. One red ? Box on the first screen contains the Dizzy Attack Badge! On the same screen, you'll also find a Fright Jar in a yellow ? Box. On the next screen, the first ? Box contains a POW Block. The tree next to it holds a blue ! Switch that raises a bridge you must cross.

Over the bridge you'll find a box that contains a Spiked Goomba. A little bit up the way, a ledge will start going up in another stairs-like set. On the first ledge, there's a fence. Behind the fence is a Sleepy Sheep. The last box on this screen contains 10 coins. On the next screen, go down a set of staris ledges at the very beginning. There are three boxes sitting together. If you hit them in the right order, you'll get the Attack FX B Badge. Here's the orderto hit the blocks in:

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A red box will appear, containing the badge. Now continue east, where you'll find the Koopa Village, and in quite a predicament.

****Koopa Village****

A group of Fuzzies is terrorizing the town! Help ward off the fuzzies, by hitting them with your hammer, and the Koopas will be thankfull. One shell is being warn by a Fuzzie, just hit it with the hammer. Another is on top of a box you must break. A third is in a tree, just hit the tree with the hammer to know the shell loose. The bushes contain coins, Dried Shrooms, and Koopa Leaves. You may also find Chuck Quizmo here. If you take his quiz

and win, you'll get a star piece!

On the next screen, there is one shell that is pretty hard to get worn by a fuzzie who runs pretty fast. Another is on top of a block that is too high to hit. You have to push another blue box under it to break the block. The house in the middle, the one shaking, belongs to the blue-shelled koopa that Merlon told you about. Go open the door. It seems that Koopa, the blue-shelled koopa, is having quite a problem. Go chase down the fuzzy through Kooper's house and two screens to a wooded grove of trees. You have to watch closely as the Fuzzy plays hide-and-seek. Guess where he's hiding by hitting the tree you think he's in. If you guess correctly three times, you'll get the shell back.

When you go to leave, Kooper shows up. He's ready to kick some Fuzzy ass, but you've already got his shell, so give it to him. Then he joins your party. However, when you try to leave the area, the Fuzzies attack! (I know, sounds like a discovery channel special). After beating them, go west and stop at a couple of tree stumps. Climb onto the smallest one then jump to the bigger one and face the other bigger one. Press C-Down to get the HP Plus Badge! This is a pretty nice badge, it makes your max HP increase by 5!

When you get back to the town, go to the block that was too high to hit when you were fighting off the Fuzzies in the town. Move the blue block again and hit the too-high box to get a Star Piece! Now you are pretty much finished here in Koopa Village for now, so continue on!

****Koopa Road...again****

Head back west two screens. On the second screen, on the ledge where you got the sleepy sheep from behind the fence, go down a bit and you'll find a set of ledgs stairs that bring you down to a river. Use Kooper's special move to get a Star Piece! Now head back east and keep going east. This time, don't go down to where Koopa Village is, keep going east. On the next screen, theres a set of five coins. Just as you're getting them, a koopa will suprise attack you. If you stay on the high ledge on this screen, you can hit a too-high-to-reach block with Koopa's shell shot.

When you come to a gap that you cannot cross, use Kooper's shell shot to hit a blue ! Switch and raise a bridge. On the next screen, hit the tree to get a star piece. If you have been battling every enemy you have come accross, you should probably go up a level about now. It doesn't matter much what you upgrade, because you need them all equally about now. Continue on this path and you'll come to a heart box. On the next screen you'll get to the Koopa Bros. Fortress and next to it is a Save Box.

****Koopa Bros. Fortress****

When you walk up to enter the fortress, the Black Koopa Bro. will stop you for a second. When he goes back inside, enter the fortress. In this room, you'll have to fight one Koopa, and you'll also run into a Bob-omb. When you defeat them, they'll give you the Fortress Key, which you need to proceed into the next room.

In the next room, there are two Bob-ombs. When you finish them, proceed east again. You'll see a cutsceen of the Green Koopa Bro. hiding a Fortress Key. Then Mario enters and he'll run off. In this room, there are three Koopas, each of which are accompanied by one or two Bob-ombs. The Bob-ombs are pretty easy, as long as you beat each on in only one turn. Continue east again. At the end of this room is a Koopa that is accompanied by three Bob-ombs. Beat the enemies to make a blue switch drop down. Go ahead and hit the blue switch, which will make the staircase drop, giving you access to the bottom level.

Climb down the stairs. Continue west from this bottom room. When you enter the new room, the doorways will rise above Mario's head, making it impossible to leave until you defeat all the badies in the room. So, go ahead and kick some but. Once the enemies are defeated, the dorways drop into place and you can continue west. In the next room, you'll have to be careful around two spinning fire lines, like the ones from the original Super

Mario Bros. at the end of the room is another Fortress Key. Grab it and get out.

Go back to the room with the stairs. Climb them, and unlock the door to the east with the Fortress Key. There will be a cutscene of the Yellow Koopa Bro. setting a trap for you. Don't worry about it, you have to fall for the trap to win. But before you climb up, go down and to a door in the south wall of the room. Exit and there will be a Save Box if you want to save. Go ahead up to the top and hit the ? Box.

You will fall into a cage cell full of Bob-ombs. Don't worry, they're on your side. Talk to the pink one after she finishes talking to you, and she'll join your party. She'll show you where a crack in the wall is, so go blast a hole in the cell wall, and then I advise staying in the cell to hit a heart box quickly and then getting out of the cell. When you try to leave the room, a Koopa and two Bob-ombs will stop you and you'll have to fight. When you finish them, head west.

Walk back up the stairs and then go east. Walk around, past the door where the save block was, and to a crack in the wall. Blast it open with Bombette, and outside is a chest containing the Refund Badge! Now, go back inside and head out west again. Head west once more, and you'll be in the room where the Green Koopa 'hid' the key. Right as you walk in, there's a key in a cell. There's a crack in the side of the cell, blast it open with Bombette. If you walk west a bit more, there's another cracked cell holding the Power Bounce Badge! You can blast it open to get this great badge.

Walk back east and then east again. Walk up to where the trap was set and go west. Unlock a door west in this room and go through it. You need to get Kooper out for this room. See the gray vertical line in the wall behind you on the first platform? Walk past it and then use Kooper's C-Down move to hit the red ! Switch. Walk past the switch onto another platform where you'll be blocked by a gray wall that was extended by the switch. Hit the switch again from this platform. Repeat with the next switch. Then head up a small bit of stairs and go through a door west.

In this new room, hit a blue ! Switch to lower a flight of stairs. Take the stairs down to a lower room. Get on top of the slightly raised platform and use Bombette to bomb a hole in the wall. Walk through and grab a Fortress Key, the one that the Green Koopa Bro. had locked up. Now go back west and up the stairs and unlock a door to the west. Go ahead through the door. Hit a blue switch in the room you are in now to raise a humungous flight of stairs from below up to the platform you're on. Walk around and take the stairs up. From one of the Koopas on the stairs, you'll get a Mushroom. Walk up a ramp to the north and then past a door in the east wall and up another ramp to the south. Battle a Bob-omb and get the Smash Charge Badge! Now walk back down the south slope to the door you past and go through it.

After you walk forward a bit, the Koopa Bros. come out and start firing cannons at you. Walk forward a bit more, and then south down a flight of stairs. Blow apart a rock with Bombette and you can get a Maple Syrup in a ? Box. Walk back up and go forward. Try to jump over any Bullet Bills that come your way. Near the cannons, go down another flight of stairs to a Heart and Save Box. Smash one of the Bill Blasters with a hammer to get first strike and you'll have to battle the cannons (?!). You may wish to use the heart box again after the battle, but then go east through the huge door. The Koopa Bros. will be talking and then you'll get attacked by a big Bowser Suit. After defeating the suit, the Koopa Bros. tumble out and you have to fight them.

After the battle, you will probably rise a level. Select something to upgrade that you didn't last time, especially is you chose HP, because you've upgraded it twice already. Anyway, the Koopa Bros. fall over the bridge with their costume. They land in the cage where the Bob-ombs were, and you will finally rescue the first Star Spirit! Once you get the Star Spirit Card, It will be the End of Chapter 1! A save menu will appear, and then a cutscene about Peach.

End of Chapter 1

At this point, you have to walk around as Peach to find a secret exit. Examine a picture to the right of the fireplace and then press a switch you will reveal. Enter the fireplace. Walk to the west and press a switch below a candlestick. You will spin around on the platform, and then you'll be in Bowser's private room. Walk over to a table to the west and examine a book...it's Bowser's diary. You will learn about his next plans, and then you'll get caught by Bowser and thrown back into your room. After that, Twink sends news to Mario.

Now Mario is shown talking to Eldstar, the Star Spirit just freed. Eldstar gives you the Star Spirit's Power for use in battle. He'll also show you how to use it if you want. Anyway, now you have two new abilities that are somewhat helpful in battle. Then Eldstar tells you that you have to get the Star Beam to counteract the star rod and defeat Bowser. Eldstar leaves and you can continue on your quest.

Walk west from the fortress. On the next screen, there's a small wall with a crack in it. Use Bombette and then go through the hole and down a pipe. When you come up on the other side, walk to the east and open a chest to gain the FP Plus Badge! Now, walk back and fall off the platform to get back to where you were. Continue along the path west. You will encounter the usual Koopa Troopas. When you're almost back to the Jr. Troopa again, you have to fight him, and he's a bit more powerful this time. When you beat him, continue on to the town. When you enter the town, you are met by Twink, who gives you the info from Peach. After he talks to you, go ahead and rest up at the Toad House and save at the Save Block in front of it.

Now head south. On your way, you will be stopped by the owners of the Badge Shop, which you can now check out. Anyway, exit south. Near the south exit of this screen you'll see a Bub-ulb. Talk to it to receive a Magic Seed. You need to get four different coloured seeds, it's important for later in the game! Now, go south again and go to where a big rock is blocking the train. Blow the rock up using Bombette and then talk to the conductor to get on the train. It will take you to Mt. Rugged. And now is the beginning of...

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2-3 Chapter 2  
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...The Mystery of Dry Dry Ruins!

****Mt. Rugged****

At the train station, search the bushes for coins and an egg. Now, go north up some steps and hit a Heart Block if you need to. A little forward, you'll meet the mail koopa. He'll ask you to find some letters for him. Go east and climb the steps. You can go up and take the slide if you want. Keep going. You'll meet the Monty Mole, and the first one will give you Honey Syrup if you defeat it.

Go east. Go forward and then down a flight of stairs. A Monty Mole will pop out of the wall. The ? Block contains a Sleepy Sheep. If you try to go west, break a large block with the hammer and you'll meet Whacka. You can talk to him. If you hit him with the hammer, you'll get a Whacka's Bump, which is great 'cuz it restores 25 HP and FP! Anyway, go back up the steps and continue east. You'll find a save block on the next screen. Continue east on this screen and climb a bit of steps. You'll see a letter. You can reach it with Kooper's shell shot. Keep going east.

On the next screen, you'll meet the Cleft. These things are a pain! You can't beat them right now, until you get a special badge in a little while. Anyway, continue east, up a couple steps, and up a slope. At the top of the slope, go west again and drop down from the second opening in the rock side to get a star piece. Drop down and go back up the slope again. Go west at the top again, and go to the next screen. Go down a slide. You'll

land somewhere else. Go west from there. On this screen is a cave. There is an opening in the cave to the west side of it on the inside (you can't really see it). Go through it and you'll come out next to a chest containing the Damage Dodge Badge! Continue west and then find a spring box. At the top is two ? boxes. One contains a single coin. The other has Honey Syrup in it. Go down the slide to the east. Follow the platform you land on to find a letter and then drop down and go east. Take another slide to the east and then continue to the next screen east.

Climb some steps and go to the top of the slope. Now go east again. Drop down from where you are to find another letter, then use the spring box to get back up. Now that you have three letters, go west and return to where the mail koopa was. Give him all the letters and he will join your party. Parakarry is his name. Now you can also heal yourself at the Heart Box. Now go east. You can get another Whacka's Bump if you want, or just keep going. After going up a couple steps, go back onto the platform from where you got the first letter. Use Parakarry to fly you over to then next platform and then the next to get the Quake Hammer Badge! Now you can defeat the Clefts, at a price in FP.

Jump down and continue on east. Go up the couple steps and then go east and use Parakarry to fly over a small ditch and get another Magic Seed from the Bub-ulb there. Now, go back west a bit and then up the slope and west. Take the slide to the west. Go west and past the spring box, and use Parakarry to fly over to a bunch of coins and a Star Piece. Now take the spring box and the slide down to another platform where you got a letter. Jump down and go back east. Keep going east and down another slide. Continue east, go up a few steps, and then go east again. Go up the slope again and then go east. Use Parakarry to get across the gap and then keep going east. Cross a bridge and you'll be stopped by a big bird. You can either fight him by saying you're Mario or avoid him by saying you're Luigi. Anyhow he's really easy even if he's got 50 HP and you can take him if you want. Anyway, continue down a few slopes and then east again. Keep going and you'll come to a Heart Box and a Save Box, which are good to use right about now.

****Dry Dry Desert and Dry Dry Outpost****

Go on east and you'll enter the Dry Dry Desert. Watch out for Bandits, the little Shy Guys, and also for the Spikey cacti, and for the Tornados. On the first screen, deliver a letter to one of the Archeologists for a Star Piece! Anyway, continue on the path east until you reach Dry Dry Outpost! Of course, there's a save block and a Toad House if you need them. When you walk forward a bit, a purple mouse will rush out of the store and run east. Follow him. When you find him, he's talking to someone and then he runs back west.

Follow him into the shop, and then buy a Dried Shroom followed by a Dusty Hammer. Buy in that order. He will come and talk to you. When you're done, walk back to where he was talking to that weird guy. Enter the door and exit out the right side. Climp up some boxes onto the roof. Walk accross the a beam between two rooves and you'll find another Letter. Keep going west on top of the roof. Jump down onto a light blue roof with a door. Enter the door and talk to the weird guy. He reveals himself as Moustafa and then gives you the Pulse Stone.

When he's done talking to you, exit the town. Now go north, north, north, east, east, east, east and walk to a stone in the middle, where you put the Pulse Stone in a little hole to reveal the Dry Dry Ruins!

****Dry Dry Ruins****

There's a heart block outside, to the left of the enterance. When you enter, you hear a raspy voice warning you not to enter, and there's a Save Block right in front of you.

Alright, head on in east. In here, you'll meet the Pokey Mummy. They will come out of the sarcoughagus, so watch out. In the second sarcoughagus, you'll find the Spike Shield Badge. Continue down some stairs and go east. In this room, you'll find a Ruins Key. Go back west and up and unlock a door to the east. Hit a red switch in that room to drain the

sand. Head back down to the room where you got the key and go east.

In this room, the raspy voice will warn you once more. Head up the stairs a bit in front of you. You'll meet Buzzy Beetle. Around this time, you may gain another level. Pick HP or BP, unless you use a lot of FP attacks you won't need them right now. From now on it won't matter too much what you pick, so I'll stop telling you. Anyway, use Parakarry to get you accross a small gap and then use Bombette to bomb a hole in the cracked wall to go east. Hit a red switch and drain the sand. You'll also fins a Star Piece after the sand is drained!

Go west and then drop down and go east. Get the Ruins Key and then exit back west. Go down a couple flights of stairs and unlock a door, then enter it. Head to the west of this room and hit a yellow ?-Block. Three Pokey Mummies will attack you. The first will give you a Tasty Tonic. After beating the third one, you'll get a Ruins Key. Go into the locked room with the key, to the west. Go up a blue flight of stairs and hit the blue switch. Drop down and climb up the same flight and then hit another switch. Climb up the stairs to your left that drop down and then keep going and down a red flight of stairs. Hit the red switch, climb down a red flight to your right. Now, walk right over to a blue flight. Climb up it, don't hit the switch on the platform, but go up a red flight. It leads to a cage. Fall into the cage to find a large chest containing the Super Hammer!

Break the stone block right next to you and leave this room east. Drop down from your platform. Bomb a hole in the wall to go west and then drop down and find a Super Block! You can upgrade one of your members to Super-rank. Continue east from here, through a long hall, and then east again. Break a stone block and hit a red switch to reveal stairs to a Ruins Key, which you can grab and then head back west, through the hall, and back to the room with the springboard. Bomb a hole and go through the wall in the west. Break the stone block and beat the Stone Chomps to get the Diamond Stone. Head back east, up the spring board, and east again. Head up some stairs and east, and then up a red flight of stairs. Hit a switch and then go and break the stone block to get the Artifact. Now drop down and go east. Go east again and break a stone block to get the Pyramid Stone, you'll have to fight some Stone Chomps to get it.

Now, go back west, and west down some stairs. Keep going west and throught the next room. Drop down and go east. You'll hear another warning from the raspy voice here. Go east and use the Ruins Key to go through the locked door. Hit a red switch to drain the sand. Note the statues on the back wall. Make a note of how the symbols are arranged. Go back west and drop down to a lower door to go east. Go east through this room, too. Break a stone block and get the Lunar Stone, after getting it you'll have to fight a couple Stone Chomps. When you finish, go back west. Go west again and place the three treasure stones you got in the statues the same way you saw them arranged on the mini-statues in the room where you drained the sand. The chomps' eyes will glitter and a set of large stairs will descend.

Follow the stairs down. Along the way will be a Heart Block. At the bottom go east. In the next room, you'll hear the raspy voice again, and there'll be a Save Block. Go east again where you'll have to fight Tutankooopa. Watch out, he'll send his Chomps after you. You may want to go raise a level and gain some FP if you have trouble beating him. After you beat him, he get's kicked out by his own Chomp and you can rescue the 2nd Star Spirit.

****End of Chapter 2****

Now the Save Menu appears. You switch to peach again. Take the secret passage to the secret room and leave the room. Be careful not to be seen by the guards, stay out of the light. Go to the room just a bit south of the room you left. It is the library. Avoid the guards' sight and in this room you will find the Power Rush Badge! After getting it, walk accross the main hall to a room accross from the room with the secret passage. In this room you'll find the Deep Focus Badge and a chest. Put the two badges in the chest then return to the library. At the end of the library, listen to two Koopas talking. After they finish they catch you and throw you back in your room. Then Tink flies off to tell Mario

what the Koopas said. Then you will switch back to Mario...

Mario will be talking to the Star Spirit he just freed. She'll raise your Star Energy to 2 and give you the ability Lullaby. Just so you know, whenever you want you can go get those things the princess put in the chest from another chest in Merlow's place in Shooting Star Summit. Now, go south 'till you reach the trail and then west until you get to the archeologists' camp. Talk to Kolorado and give him the Artifact in return for a Star Piece!

Now continue west and over Mt.Rugged until you get to the Train Station. Hop a train back to Toad Town. On the way back, you can fight the big buzzard if you haven't already. Also, on the way back, after you see the Heart Block, there's a stone block you can now break. On the other side of it is a Super Block that will upgrade another one of your party members!

Once you get back, go ahead and save and rest up if you want or need to. Then, go east from south Toad Town. A ghost will be scaring the guard, so go chase it into the forest. As you try to enter the forest, the sky gets dark and you will encounter Bootler, a ghostly butler. And so begins...

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2-4 Chapter 3
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...The "Invincible" Tubba Blubba

I'm going to make the forest very easy for you by telling exactly where to go. Ok, as you enter, go right and stop at the 2nd turn-off. On the next screen, you'll meet some strange dood who will give you advice on getting through the woods. On this screen, go right and take the 3rd exit. On the next screen, take the 3rd exit again. Next take the first, in front of a tree with a red glowing face. At the next one take the third. On the next one, take the exit near the bushes that say 'hehehe' and don't dissapear. And, finally, on the next one, take the exit near a sign.

Now, hear you are at Boo Mansion. Enter the gate and you'll be greeted by bootler at the front door. There are Save and Heart Blocks out front. When you enter, go up the flight of steps and take the second door you come to. Open the cabinet on the left wall that is in the middle of two darker cabinets. Don't touch the other cabinets, they'll crush you and make you lose life. A bunch of Boos will come out and pass around a record. You have to hit the one holding the record with the hammer to get the record. When you have the record, leave, and then go to a door just west of that room.

Go over to the back-left corner of this room and use the Record on an old Phonograph. You have to tap the A Button so that the meter bar will stay at 'OK'. If you do, a ghost will come over and start dancing. When he does, quickly press B and rush over to open the chest. You will get the Weight. Now, leave the room and go back downstairs. In the main hall is a sofa. Jump onto the brown cushion, and you will fly onto the chandelier. Use the Weight to hold the chandelier down and you can enter a room that was hidden behind a cabinet that moved when the chandelier was pulled down.

Go into the room. Ignore the chest, it has nothing in it, it just sends the chandelier in this room crashing onto your head. Go down the stairs. Now, go through a door to the south. Now head through a door east. In the back-right corner is a giant chest. Open it and a bunch of Boos will come out. This is a lot like what you did with the record. You have to smash the Boo with the Boots to get them. Once you get the boots, you can do a Spin Jump. Spin Jump over the boarded area on the floor and you'll crash through to the basement.

In the basement, hit the blue ! switch. Another one will fall. Hit that one and a huge

! Switch will fall. Go to the right. Jump onto a chair then onto a stack of boxes and Spin Jump the switch to hit it. Some stairs will descend. Go up them and exit to the north. Go up the stairs in this room and then go south to the Main Hall. Go to the room on the far right in the North wall. Inside, Spin Jump the boarded area of the floor. You will land on top of a book shelf in the library. Go up the shelf and look right. Use Parakarry to fly across and grab the Boo's Portrait. Now use Bombette to go through the west wall.

In this room, go up the stairs and south to the main hall. GO up the stairs and talk to the empty frame on the far right. Use the Boo's Portrait on it and then talk to it again and it will send you up to the third floor. Go through the either door up here.

Bow will talk to you, along with Bootler, the butler. They tell you about their predicament with Tubba Blubba and show you a Star Spirit they have imprisoned. Bow will also join your party at this point, much to the protesting of her butler. So, exit the room, go on down and leave the castle. You can heal and save if you want and need to. Now go east to follow a path.

You will come to a gate that Bow will have her servants open. Head east and you'll meet Hyper Goomba, a fiesty fellow, though easily defeated. Go east past the windmill and you'll enter the Boos' town. A citizen Boo will greet you and Lady Boo at the front gate. A few steps into the town is a Save Block. Behind it, a building with the door open has a coin box inside. On the next screen is a heart box. Go forward a bit after passing it and Tubba Blubba will storm into the town. Hurry and hide with Bow so he doesn't see you. He'll gobble down a Boo right in front of you, then stumble away.

Go east. On this screen, you'll meet the Hyper Cleft. These guys are a pain, so try to avoid them or find a good way to beat them. Also on this screen is a ?-Box with a Repel Gel in it. Make sure you get it. Go east again. Here you will have to go up on a small ledge and use Parakarry to get across. Go east again. On this screen, you'll find a Save Block. Go into the giant door to enter Tubba Blubba's Castle.

Now, in the house you have to use Bow's C-Down move to turn transparent so that those floating guys don't see you and grab you and take you out of the house. You should use this move a lot to avoid having the crap beat out of you by the large number of powerful baddies in this place. After sneaking past the flying crane-game claws, go west. Walk, don't run, past the sleeping guards, so they won't wake up. If they see you, turn transparent. Go into the last door north in the hall. In here, climb onto some boxes then onto a chair and from there onto the table to get a Star Piece. Now leave and go through the giant door west.

In here, escape the guards and go north. Climb down the stairs, past sleeping guards. Spin Jump the boarded part of the floor. You'll land next to a chest containing the Castle Key. Get the key and then drop down to the south. A Boo will give you some info on what you need to do and there is a Heart Block where you can recover. Leave west. As soon as you exit, there'll be a Super Block. Hit it and upgrade one of your party members. Go up the stairs and leave east. Go east again, and then through the hall and leave east to get into the main hall. Unlock and go through the eastern door with the Castle Key.

Walk past a couple guards and climb the stairs in this room. Go through a large door on the upper level to the west. Go over the bridge and exit west. Put Bombette down right next to the sleeping Clubba. When she explodes, you'll have to fight. When you finish, go through the hole in the wall. Spin Jump through the one on the upper-right. Then use Parakarry's ability to fly from table to table and obtain the D-Down Jump badge. Now, make your way back to the room where you used Bombette. When there, head west through the hall and go through a door north. In here, walk when the spikes are down and use Bow before they come up. Do this until you get to the end, where you'll receive another Castle Key. Exit and go west. Here, either fight the Clubba or lead him away from the lock by letting him chase you. Then, unlock and go through the door with the Castle Key.

When you go through the door, a ?-Block holds a Maple Syrup. Make your way up the

stairs and go east. Now, walk forward until Tubba Blubba is like right about to catch you and go invisible. Let him walk past you a bit and then make a run for the door in the far east end that goes north. Walk past the 6 sleeping Clubbas in this room to grab another Castle Key and then it's fun to run past them and watch them all scamper after you like dogs. Now, leave and unlock and go through the door east.

In this room is a Heart Block and a Save Block. Go east again. Go over the bridge east and then head to the back of the room. Tubba Blubba will come in and say some garble and then go to sleep. Open the little chest. It doesn't matter if you say yes or no, the Key still screams and wakes up Tubba Blubba. Make a run for it. Run back to the Main Hall from here and get out fast. The Boos will show up and hold the door while you rush west to the Windy Mill. Unlock the door of the Windmill and go inside. Spin Jump the pipe there and you'll find Tubba Blubba's true heart. You have to battle it. Make sure you go invisible whenever the heart charges up to give you a woopin. He'll leave as soon as you can beat him with one move. How disappointing! He goes and reunites with the body. Chase after him and now you have to battle the (very wimpy) body.

The reunited heart and body are extremely weak, you should beat them in no time. After the battle, there's a good probability you will raise your level. Tubba Blubba cries and runs off, after spitting up all the eaten Boos. You get the 3rd Star Spirit from the Boos. Also, Bow decides to stay on with you through your adventure (wow, that's so...wonderful).

End of Chapter 3

As always, a save menu will appear and you'll have to control Peach for a while. Go ahead (as Peach) through the hidden panel. You will see Bowser talking with Kammy Koopa. Koopa will ask Peach what Mario hates the most. Say Mushroom, then Thunder Rage, and then Super Soda. Instead of three enemies waiting for him in Shy Guy's Toy Box, Mario will meet...three great items for his use! AHHH!

Now we join Mario again. The star spirit will raise your Star Spirit and give you Star Storm for use in battle. After some more chit chat he leaves you and you can leave Boo Mansion. When you enter the forest, you'll have to face Jr.Troopa again. He's a bit harder now, and a lot stronger. After the battle, you may want to go back to Boo Mansion to heal up. After that, make your way through the forest back to Toad Town. Now, you need to go back into the Forest after Jr.Troopa runs away. You have to walk around until you find a path going into the middle of the woods. One of the paths goes to a Bub-ulb which will give you the third Magic Seed! Find your way back to Toad Town. Rest at the Toad House and save if you wish. If you go to rest, you'll notice that the city has been infested by Shy Guys. Simply smack it with the hammer to get rid of it.

Anyway, from the screen where the Toad House is, go south then west. You will be stopped by Twink, who will give you the werd. Then, go to the westernmost house and inside. Turn invisible and wait. A Shy Guy will come in and go through a hidden door. When he's gone, find the door and use the springboard to enter the Shy Guy Toy Box, as well as entering...

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2-5 Chapter 4
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...Trials in the Toy Box!

When you enter, head south-west. On this screen you'll meet the Shy Guy. He's pretty easy. Go forward a bit and you can fight a black Shy Guy who is guarding a chest. Though you may need to gain some levels before you are powerful enough to defeat him. If you beat him you get a _____. Now continue west. There are many Shy Guys here, all holding objects. You need to get the one holding the calculator. You can also battle the other ones if you want, they're good for Star Points and some of the items they have, as well as coins.

When you're done in here, head back east and leave the Toy Box. Head to Rowf's Badge Shop and return the calculator. You'll get the I Spy Badge! Now, go back to the Toy Box. Go south-east this time. You'll see Kammy Koopa put whatever you said Mario hated to Bowser next to a chest to guard it (hopefully you picked Mushroom). Now back to Mario. Go east and you'll see three blue boxes. Jump on the one against the wall blocking your way. Use the hammer while standing on it to jump onto the wall. Use the box on the wall the same way to go to the next wall. Jump down and keep going.

Past the first Sky Guy you meet, behind a yellow block is a Star Piece. Go into the door of a blue building. Go up some stairs (there's a dark line on the front of the building where the stairs are so you'll know where to jump. Then come back out and keep going up the outer stairs. Jump to the pink building and then down onto the wall. You can jump from the wall to a ?-Block and then to the next ?-Block, which contains a Thunder Bolt. Keep going east, where whatever is guarding the chest will await. In the chest is the Storeroom Key. Exit the Toy Box and go a bit down the road east to the Shop. Give the manager the key and you can get the items in the storeroom he. Make sure you get the Toy Train.

Once you have the train, go back to the room where the Toy Box is. Stand against it and press the A Button when the '!' appears above Mario's head. Use the Toy Train on the box and it'll fly down onto the track. Now go inside. Jump on the arrow button to the right outside the Train Station and then talk to the conductor until he asks where you want to go. Select 'Pink Station' and you'll be on your way. A chest just east of the station holds the Mailbag. Get it and then go south-east. You'll see Kammy put one of his brilliant guards next to the chest.

Keep on east. Watch out for Sky and Shy Guys. At the first spring box, you'll launch onto a wall in the back. Go west on the wall until you get to a chest. You'll get the Defend Plus Badge! Go back east and hit another box to go over the wall. Now go east until you come to a glass fence and you see a shy guy running. Go back west quickly and stand on the right side of a big blue pannel. Stand against it until the Shy Guy spins it around, letting you in. Now, go east and you'll come to a chest containing the Ice Power Badge.

Now, keep going east. You'll find Kammy Koopa's 'guard' guarding a chest containing the Frying Pan. Exit the Toy Box and go east. Go to Tayce T.'s house, it's yellow and on the corner next to a blue street sign. Give her the frying pan and she'll give you Cake. Now, leave her place and go north. Enter the Post Office and return the Mailbag. You'll get a star piece. Now leave. You may want to rest at the Toad House and save also.

Return to the Toy Box and go to the Pink Station. This time go southwest. Go west until to you get to a huge Shy Guy. Give him the Cake and he'll go bonkers. Get the Cook Book he drops and then go through the door he clears up. Go east and use the pink switch and then return to the station. Go to the Green Station.

If you want you can do the following: Go east and use Bow's invisible move to go through the wire fence blocking the way. Get the Shy Guy holding the paper above his head and recieve the paper. Go east and get through the moving blocks by jumping and using Parakarry's move. You'll find a chest next to a 'guard'. In the chest is a Dictionary. Go to the smart Toad's house and give him the Dictionary then show him the Mystery Note. He'll decipher it and give you a message.

Or, you can do it the EASY way and just hit the blocks you see outside the station in this order: Yellow, Green, Red, Blue. That's what the Mystery Note says anyway, and it's just a waste of time to do it. After hitting the blocks, the track will fall into place and you can now go to Red Station.

Once you reach Red Station, there will be Heart and Save Blocks next to the platform. Go southwest. Jump onto a small box and then onto a moving platform. Go up onto the wall and then jump to the Ferris Wheel of platforms. Jump to the next wall and then jump down.

Watch out for Pyro Guys. Get onto another small block down a bit and jump onto another moving platform. Jump to the wall and go along the wall to the end. Jump onto a moving platform to the right and go up to a Super Block. Upgrade Bow if you haven't already. Otherwise upgrade whoever. Go east again over that wall.

Go west into a dark room. A large ghost type guy will be in there with a lantern. You'll have to fight him. To beat him, attack the lantern and then hit him in the head. Once you beat him, hit the lantern with a hammer to release Watt, a little spark guy. He will join your party-whoopie!

Exit through the east. If you use Watt, you'll see there's a hidden block right outside the door. Hit it to get a Snowmell Doll. There's also a hidden red ?-Block along the way east in this room that has a Deep-Focus Badge in it! Anyway, leave this room east and then you may want to heal up and save with the Heart and Save Blocks in this room.

Now go southeast. Use Bombette to blow through the blocks and then pursue the Shy Guys east. Go east again and use Watt to light up the dark area. The Shy Guys will be all scaredy and stuff and they'll make you chase 'em east again. Here you'll be attacked by a slew of ___ -Guys. It's good to have the Defense Plus Badge on, because most of the monsters that attack only do 1 damage each. The thing is, that without the badge, the 20 or so of them that attack at once will pretty much destroy you!

After beating the batalion, you'll talk to Watt and then get the Star Spirit. Yippeekiyaaaay!

****End of Chapter 4****

Now you'll have to play Princess Peach again. It's through the secret passage, out the room, and to the southeastern room from the main hall. You'll come face-to-face with the Gourmet Guy. He gives you the key to go downstairs (what a moron). So go unlock the door and go down. Go to the room thats on the right under the stairs. This is the kitchen. Tink will get a cook book and you can make a cake! Yippee!

Ok, you have to follow the direction EXACTLY! Don't ever do anytnig wrong, and only add one of each ingredient. Make sure you bake it exactly for 30 seconds. If you do it wrong you gotta do it all over. When you finish, bring it back to Gourmet Guy. If it's perfect, he goes Berzerk, just like he did for Mario when he gave G. Guy the cake. Well, because of your wonderful cake, he tells you where the next Star Spirit is, and you can tell Tink and Tink can tell Mario, which he does. Wow...somehow Mario keeps figuring out just exactly where to go!

Now we return to Mario. He is given new power by the Star Spirit. Twink shows up and is 'star' struck..haha...by the 'honorable' star spirit. He gives you the info and you can continue your adventure. You should be just outside that strange house. Go west to the dock. Talk to Kolorado and then go out on the pier he's near. Walk onto the whale and do a spin jump on it's back. He will swim around and you'll step off. He'll complain about his stomache. Go into his mouth and you'll find a little guy jumping around causing trouble. Beat him and he'll stop jumping around. The whale will spit you and the little guy out of his blow hole and will agree to take you to Lavalava Island, where the next Star Spirit is being held (and, coincidently, where Kolorado is going to hunt for treasure). And so begins...

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2-6 Chapter 5
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...Hot Hot Times on Lavalava Island!

When you land on the island go east. Help out Kolorado with the Fuzzy and then go up on some rocks to get a letts. Go east and then east again. You can rest up and save if you

wish. Go east again and save Kolorado once more, this time from a Spear Guy. Keep goin east and you'll find the volcano. On the way back to Yoshi village, pick up some Jammin' Jelly behind a large gree tree.

When you return, you find all the parent yoshis are having a cow because the 5 little yoshis went into the jungle. You have to go save them, so go northwest. Go north a bit and press A att some bushes to push 'em aside. Go east and then over a log bridge. You have to hit a tree a few times to get the Cheep Cheep out of it. When she falls out, talk to her. She'll join your party, and now you can swim with C-Down.

Go back west and swim out on the little board west. Land on the little island with the Shy Guy and the red ?-Box on it. Kill the Shy Guy and hit the box for the Power Quake Badge, a more powerful version of the Quake Hammer. Go under a log bridge west and then continue off-screen west. Go under another log bridge and go west and land on an island. You'll hear 'Buh-buh-boooo huh-hoooo!'. Move some bushes north and then fight a little bluish bush north of that. When you beat it, go north through where it was and find a little red yoshi behind a bush.

Go back south and jump off the island. Swim a bit north and get onto a smaller island. Follow a chain of log bridges to an island with a Super Block. Use it and then go back to the small island. Go north on another log bridge and go north off screen. Go north and through some bushes then off east. Go east over a log bridge and hit the stump on the island with the Hammer to make a log bridge. Go over it. Go east over a log bridge and to the next screen. Here you have to save a little yellow Yoshi from the clutches of two Pranha Plants.

After saving the Yoshi, go west, over the first log bridge then onto a platform to swim to another platform just a bit south. Climb onto it and then walk south. Here, you'll here 'Zzzzzz...' and a purple yoshi will be sleeping up in a tree. Smash the tree a few times and save the yoshi, then go back north. Swim bask north to the platform. Go west over the log bridges and off-screen west.

Swim off a platform to the west. Go west a bit and then onto another platform to the north. Walk over to a purple spinning plant. Jump on it and press Z to fly up on top of the cliff. To the north a bit move a few bushes and go down a pipe. Use Watt to brighten it up and climb up some ledges to a green Yoshi. He will run home. Now leave the cave. Jump down from the cliff and swim off the platform. Go west in the water. On this screen, jump onto a platform right in front of you to stop swimming. Hit another stump to the west to create a bridge and go over it to rescue a blue yoshi. Now make your way back to the village, just go south over a log bridge from where the Yoshi was and then hit a stump to create a log bridge that will take you to where you an exit right into the village. Walk south a bit and then straight west.

Walk south a bit to a plank and cross it. Go north over another plank and talk to the Village Leader. He'll give you the Jade Raven! Now go back to the village. Rest and save if you wish, then go northwest into the jungle once more. Go west over the log bridge then north over another and then off-screen north. Go to the platform right in front of you and swim under a log bridge north directly to another platform where a statue is. Go up to the statue and use the Jade Raven on it. It will move to the left allowing you passage deeper into the jungle. Go into the passage it creates.

Now go east a bit and north and just to the right of where a pink flower is, go up to some bushes and move them to go north. On this screen go all the way east and move a box to cover the spout. Now move another to cover the next spout. Keep covering the spouts until they're all covered. After a few, a big rock will plumet off. Cover that spout with a box and then go north. Go to the tree that is the second to last to the east. Jump onto the vines hanging off of it to reveal a passage north. Follow the passage.

Go east and you'll have to fight three Putrid Piranhas and a W Magikoopa. After defeating them go east. Go into the opening in the tree. There will be a Save Block if you

need it, then start up the stair circling around the tree. At the top exit then go up the circling ramp. Go past the next opening to find the Happy Heart badge, then go back and enter the opening. Go up more stairs and out and then talk to the giant bird. He'll call a bunch of little birds and then jump off the platform. Jump down after him. Talk to him when you land. Follow him through the jungle and talk to him again when he stops. He'll have the little ravens build you an entrance to the volcano. At some point, Kolorado shows up. He jumps on when it's finished, before you, and then the giant raven gives you an Ultra Stone!

Jump onto the basket and then east a bit and onto a wheel that will bring you down next to a heart box, where you can heal. Enter east into the volcano. Go east and down the passage. On the next screen will be Kolorado, who will act completely stupid again. Jump east over some small platforms, watch out for the sinking ones, onto a bigger round platform. From here jump to a floating moving platform when it comes your way and it'll take you east to another large platform. Watch out for Lava Bubbles. Go east over a few more platforms and then leave east.

Jump onto one of those hanging wheel things and at the end, go east. At the end of the passage you'll find a Super Block! GO back west and jump over the platforms. You can get some ?-Blocks, but then go west, down some stairs, and then down another wheel thing, which has a Save Block next to it. At the bottom, go west into a new room. Take the high path and use Parakarry to get over some lava. Push the blocks into the lava to block it off. Then, go back down and fly over some more lava to go west. In here, use two blocks one after another to climb out onto the second and use Parakarry to get you over. Walk up some steps and then open the huge chest, containing the Ultra Hammer! Now you can break those damn metal blocks!

Now, break one metal block to the east and go east. Go east over some lava and then break another block and exit east again. Go over some lava and then go up some steps to a chest containing the Dizzy Stomp Badge. Go back west, then up some steps, and east again. Go up and east through the passage. Go east again, and use a spring box to get up next to a save block. If you use the wheel thing and only go about halfway, you can get the Fire Shield badge, which is VERY useful in this place!!! Anyway, up near the Save Block, go east by breaking the metal block and Kolorado will go extatic and jump off a cliff.

Use the glider (the wheel thingy). If you jump off just before the end, you'll land next to a Super Block where you can upgrade a party member to ultra-rank if you want. Anyway, when you take the glider to the end go east. Go down a passage east. When you just start on it, a big spiky thing falls just behind you and you have to make it out before it hits and damages you!

On the next screen, wait for a floating moving platform to reach you and then jump onto it. Go to the end of the platform it takes you to. Jump over the spinning fire lines and watch out for Lava Bubbles. When you get to the end, wait for the next moving platform then jump to it. On the platform it takes you to, exit east. In here, go east all the way and push a little block to the foot of a platform. Start hitting all the Metal Blocks on the stairway. When you break the last one, another big spikey thing will chase you down the stairs. Don't let it hit you (although it will crush Kolorado). It will crash through what's blocking your path and you can continue that way.

Go through the doorway it plowed open for you. Go east a bit and Kolorado will go extatic again. You can hit a heart box if you need to. If you follow Kolorado you can get a Super Shroom and some syrup if you want from some ?-Blocks. Anyway, go back west down some stairs. There's a save box if you want to use it. GO ahead east to the boss of this level. You may want to make sure you have the Fire Shield and Ice Power Badges on for this guy. Also make sure to have Sushi out. Go ahead and battle it out.

After defeating the baddies, you'll finally rescue the 5th Star Spirit! And so is the end of Chapter 5!


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Name: Bandit

Max HP: 5

Attack Power: 2

Defense Power: 0

Description: This is a Bandit. Bandits bump into you hard and shake up your pockets. They can steal up to 10 coins. They'll slyly aproach you and then slam into you all of a sudden. If you can damage them in an attack, you can get your stolen coins back. Let's beat 'em before they can make off with our loot!

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Name: Big Lantern Ghost

Max HP: 40

Attack Power: 5

Defense Power: 0

Description: This is a Big Lantern Ghost. He avoids attacks by hiding in the dark. Your friends, like (ahem) me, will also be damaged when he does the flash attack. The flash attack's power is 2. Hit the lantern many times to make it brighter, then you'll be able to attack him. As soon as you can see, hit him right in the head!

~~~~~

Name: B Ninjakoopa

Max HP: 5

Attack Power: 1

Defense Power: 1

Description: This is Black Ninjakoopa. Black is pretty fashionable...He has a little bit of defense power, but you can turn him over by jumping on him, just like a normal Koopa Troopa. Let's flip him over quik! Otherwise, the Bros. may form a tower and do their famous spinning attack!

~~~~~

Name: Bowser???

Max HP: 10

Attack Power: 1

Defense Power: 1

Description: Bowser...? But he looks kind of...lame. I mean, he's lame anyway, but...Does Bowser really look like this? I always imagined him looking, well, a lot scarier.

~~~~~

Name: Buzzar

Max HP: 40

Attack Power: 3

Defense Power: 0

Description: This is Buzzar. He guards Mt.Rugged. Wow! That's one big bird! If you get caught in the clutches of his sharp claws, you'll lose 4 HP! Try to wriggle out of his grip. His special attack is flapping his wings to create wind. This attack damages your party members, too. But he was hatching eggs, wasn't he? Is it possible that he's really a she? I wonder...

~~~~~

Name: Buzzy Beetle

Max HP: 3

Attack Power: 2

Defense Power: 2

Description: This is a Buzzy Beetle. Buzzy Beetles are cute--but mean. Fire attacks don't work well against these hardheads. If you can flip 'em over, though, their defense power falls to 0. Keep flipping 'em, Mario! I heard that they used to flourish all over the place, but now they're only found in dark, shadowy places.

~~~~~

Name: Chomp

Max HP: 4

Attack Power: 3

Defense Power: 3

Description: It's a Chomp. You've heard about Chomps before, I'm sure. They're made of

such hard stuff that most of your attacks won't even faze them. I heard a rumor that the Chomps are a little Peeved at Tutankooa because he works them so hard.

~~~~~

Name: Cleft

Max HP: 2

Attack Power: 2

Defense Power: 2

Description: This is a Cleft. Clefts are pretty strong, so you'd better be careful. Their specialty is pretending to be rocks, so watch your step on the mountain. You'll get hurt if you jump on the spikes on their heads. you know, there's courage in running away sometimes...

~~~~~

Name: Forest Fuzzy

Max HP: 6

Attack Power: 1

Defense Power: 0

Description: This is a Forest Fuzzy. Forest Fuzzies are always green. If they grab hold of you, they'll absorb your HP and add it to their own. The fiends! Those no good...Oh! And they sometimes divide. If they divide they become even stronger, so try to beat 'em before they can split.

~~~~~

Name: G Ninjakoopa

Max HP: 5

Attack Power: 1

Defense Power: 1

Description: This is Green Ninjakoopa. He looks exactly the same as a normal Koopa Troopa. He has a little bit of defense power, but you can turn him over by jumping on him, just like a normal Koopa Troopa. Let's flip him over quik! Otherwise, the Bros. may form a tower and do their famous spinning attack!

~~~~~

Name: Goomba

Max HP: 2

Attack Power: 1

Defense Power: 0 You can jump on them or whack 'em with the Hammer.

Description: This is a Goomba. Goombas are what you'd call "small fries." Actually, they're pretty much the smallest fries....Hey, wait! I'm one of 'em! These guys are old school. They've been around since you were in Super Mario Bros.!

~~~~~

Name: Groove Guy

Max HP: 7

Attack Power: 2

Defense Power: 0

Description: This is a Groove Guy. Groove Guys wear weird clothes. They're probably stage clothes. Pssh... You know performers...They shake their booties to call in reinforcements. They also spin around in front of you and make you feel dizzy. These rock 'n' rollers are a drag, so let's ditch 'em as fast as we can.

~~~~~

Name: Hyper Goomba

Max HP: 7

Attack Power: 1

Defense Power: 0

Description: This is a Hyper Goomba. Hyper Goombas are crazy, uncivilized Goombas living in Gusty Gulch. They sometimes charge their power before attacking. That charged attack will take away 8 HP, so watch out when they start to glow. It's a good idea to use Bow or an item to become transparent. The attack will miss for sure.

~~~~~

Name: Hyper Cleft

Max HP: 4

Attack Power: 3

Defense Power: 3

Description: This is a Hyper Cleft. Hyper Clefts have more defense power than normal Clefts. They sometimes charge their power before attacking. That charged attack will take away 8 HP, so watch out when they start to glow. It'll miss you if you become transparent.

~~~~~

Name: Hyper Paragoomba

Max HP: 7

Attack Power: 1

Defense Power: 0

Description: This is a Hyper Paragoomba. Hyper Paragoombas are Hyper Goombas with wings. They sometimes charge their power before attacking. That charged attack will take away 8 HP, so watch out when they start to glow. It'll miss you if you become transparent. Except for that, they're no different from normal Paragoombas, so use a Jump attack to defeat 'em.

~~~~~

Name: Jr.Troopa (1)

Max HP: 5

Attack Power: ?

Defense Power: ?

Description: N/A (You don't have Goombario yet to use Tattle)

~~~~~

Name: Jr.Troopa (2)

Max HP: 15

Attack Power: 2

Defense Power: 1

Description: What was his name? Jr. Troopa? I don't remember exactly.....Just joking, kid! He looks so adorable hiding in his egg, doesn't he? So cute! It should be a snap to beat him now....I think.

~~~~~

Name: Jr.Troopa (3)

Max HP: 40

Attack Power: 5

Defense Power: 1

Description: It's Jr.Troopa. I can't get enough of this guy! Waa ha ha ha! Did the little guy get lost in the big, bad forest? Apparently he's grown wings, so he can fly now. You'll have to jump to reach him. He's a bit stronger, so it may be worth it to use any items you have to attack him.

~~~~~

Name: Jr.Troopa (4)

Max HP: 40 (But he only has 20)

Attack Power: 6

Defense Power: 1

Description: It's Jr.Troopa! He swam all the way after us! This kid...he's got guts! He still flies but now he has a spike on his head. It'll hurt if you jump on him. He seems tougher this time... Luckily for us, he also looks pretty tuckered out. Well, he should be tired. The little guy swam to Lavalava Island and back! It seems better to attack from a distance with an item or something, rather than attacking him directly.

~~~~~

Name: Jungle Fuzzy

Max HP: 7

Attack Power: 2

Defense Power: 0

Description: This is a Jungle Fuzzy. Jungle Fuzzies are very similar to other Fuzzies, but they live in the jungle, so... ..that's their name. They cling to you, suck out your HP and add it to their own. What a sleezy move! They won't stop clinging to you unless you tear 'em off with the Action Command. They also occasionally divide, so let's beat 'em before they get the chance.

~~~~~

Name: Koopa Bros.

Max HP: ?

Attack Power: ?

Defense Power: ? I'm not sure about this...

Description: The Koopa Bros. have formed a tall Koopa tower! They do a spinning attack with the whole gang piled atop one another. Hit 'em with the Hammer or something to make 'em unstable. After that, any attack should knock 'em down. If you use an explosion, you can make 'em fall down at once. If you flip 'em over, the battle will nearly be ours! Beat 'em one by one!

~~~~~

Name: Koopa Troopa

Max HP: 4

Attack Power: 1

Defense Power: 1 There shells are hard.

Description: This is a Koopa Troopa. Everbody knows Koopa Troopas. They're Bowers followers. If you can flip 'em over, their defense power will fall to 0 and it will become much easier for you to defeat 'em. You can flip 'em over with a POW Block or a Jump Attack.

~~~~~

Name: Lave Bubbles

Max HP: 9

Attack Power: 4

Defense Power: 0

Description: This is a Lava Bubble, a fire ball monster. Lava Bubbles live near lava. They are obviously pretty hot, so you'll get hurt if you try to jump on 'em. They sometimes attack your friends (like me!), too. The power of that attack is 2. Because of their fiery nature, they fear snow and water.

~~~~~

Name: M.Bush

Max HP: 8

Attack Power: 3

Defense Power: 0

Description: This is an M.Bush. M.Bushes pretend to be real bushes and wait for unwary prey. Their bites are sometimes poisonous, so be careful. If you get poisoned, your HP will gradually fall. Your situation could become critical unless you restore your HP as soon as possible. Let's clear 'em out quickly, OK? Use your most powerful attack, why don't you?

~~~~~

Name: Medi Guy

Max HP: 7

Attack Power: 1

Defense Power: 0

Description: This is a Medi Guy. Medi Guys are the emergency workers of the Shy Guy clan. They have the power to heal their wounded companions. Of course, they also attack. We'd better hurry up and take them out of the mix. It's a pain if they keep fixing all the damage we do.

~~~~~

Name: Monty Mole

Max HP: 3

Attack Power: 2

Defense Power: 0

Description: This is a Monty Mole. Monty Moles are rock-throwing moles, big time mischief-makers. Ugh. They have kind of scary looking faces. They're pretty weak, though. Maybe they wear sunglasses because they have really sensitive eyes; or maybe they're just hip.

~~~~~

Name: Paragoomba

Max HP: 2

Attack Power: 1

Defense Power: 0

Description: This is a Paragoomba. Obviously, Paragoombas are Goombas with wings. You can't hit 'em with the Hammer while they're airborne. If you damage 'em, they'll fall to the ground and become ordinary Goombas.

~~~~~

Name: Piranha Plant

Max HP: 5

Attack Power: 3

Defense Power: 0

Description: Piranha Plants pop out of the ground at unexpected moments, so be on your guard. You've seen 'em in every one of your adventures, so I imagine you know 'em pretty well. Their sharp jaws point upward, so you'll get bitten if you try to jump on 'em. They smile after they bite people. That smug smile...it makes me hopping mad!

~~~~~

Name: Pokey

Max HP: 4

Attack Power: 2

Defense Power: 0

Description: This is Pokey, an evil cactus. Pokeys attack by throwing parts of their bodies or by coming up close and falling on you. Be careful fighting them! It'll hurt if you jump on their spiky heads! They also have an annoying habit of calling in reinforcements. Let's beat 'em quickly!

~~~~~

Name: Pokey Mummy

Max HP: 4

Attack Power: 2

Defense Power: 0

Description: This is a Pokey Mummy. Pokey Mummies are Pokeys that dried out and became mummies then went to live in the ruins. Careful! They have spikes on their heads! Trust me--it'll hurt if you jump on 'em. The mummification also made 'em poisonous. If you get poisoned when the attack you, you'll take damage for a while. What do you say we beat 'em before they can poison us?

~~~~~

Name: Putrid Piranha

Max HP: 12

Attack Power: 3

Defense Power: 0

Description: This is a Putrid Piranha. Putrid Piranhas sometimes bite, but the truly scary thing is their nasty, poisonous breath. The power of their breath is two, but your HP will begin to fall if you get poisoned. You should try to recover as quickly as possible if you get poisoned.

~~~~~

Name: Pyro Guy

Max HP: 7

Attack Power: 4

Defense Power: 0

Description: This is a Pyro Guy. Pyro Guys are on fire, so any contact with them will cause damage. They're tough opponents, mainly because their attack power is so high. Any attacks that involve water or snow are our best bet because...well...you know.

~~~~~

Name: R Magikoopa

Max HP: 11

Attack Power: 3

Defense Power: 0

Description: This is a Red Magikoopa. He's one of the magicians in the Koopa clan. Snappy red robes, huh? He can magically increase the attack power of others. Take care of him before he can pump up his companions!

~~~~~

Name: R Ninjakoopa

Max HP: 5

Attack Power: 1

Defense Power: 1

Description: This is Red Ninjakoopa. He's the Koopa Bros. leader. He's pretty much just a normal Koopa Troopa, though. He has a little bit of defense power, but you can flip him over by jumping on him, just like a normal Koopa Troopa. Let's flip him over quik!

Otherwise, the Bros. may form a tower and do their famous spinning attack!

~~~~~

Name: Shy Guy

Max HP: 7

Attack Power: 2

Defense Power: 0

Description: This is a Shy Guy. They're ne'er-do-wells. Big time rascals. No good...They occasionally do acrobatic attacks that have an attack power of 3. Who knows what lies in the hearts of these troublemakers? I guess they're dangerous, but they're pretty small time.

~~~~~

Name: Sky Guys

Max HP: 7

Attack Power: 3

Defense Power: 0

Description: This is a Sky Guy. Sky Guys are master balloonists. We can attack their balloons, too. Once they fall, they're just like normal Shy Guys. I wish I had a balloon so I could float... That looks awesome!

~~~~~

Name: Spear Guy

Max HP: 7

Attack Power: 3

Defense Power: 0

Description: This is a Spear Guy. Spear Guys are relatives of Shy Guys. They live in the jungle. You'll get hurt if you attack them with the hammer while they're pointing the spear at you. You'll also get hurt if you try to jump on 'em when the spear's pointing upward. Pay attention to the position of their spears when we attack. Oh yeah, they also sometimes call in reinforcements. After they throw their spears, they become ordinary Shy Guys.

~~~~~

Name: Spiked Goomba

Max HP: 2

Attack Power: 2

Defense Power: 0

Description: This is a Spiked Goomba. Spiked Goombas are Goombas with spikes on their heads. Whatever you do, don't jump on their spikes or you'll get hurt or even paralyzed!

~~~~~

Name: Spy Guy

Max HP: 7

Attack Power: 2

Defense Power: 0

Description: This is a Spy Guy. Spy Guys look like they're ready for war in their spiffy camouflage gear! They change their weapons each time they attack. You'd best try to avoid their hammer attack! Every time you're hit by it, you'll lose one of your commands!

~~~~~

Name: Stone Chomp

Max HP: 4

Attack Power: 3

Defense Power: 1

Description: This is a Stone Chomp, who guards the treasure in this room. He's made of stone. Duh! His jaws can supposedly crush a Coconut. I don't know about you, but I don't want to become a snack.

~~~~~

Name: Swooper

Max HP: 4

Attack Power: 2

Defense Power: 0

Description: This is a Swooper, a ghost bat. Swoopers got their name because they swoop down out of the shadows. Even Jump attacks can't reach 'em while they're hanging on the ceiling, but earth tremors will knock 'em loose. Parakarry can also knock 'em loose with



one of his moves. You can attack 'em however you choose once they're hovering in the air.

~~~~~

Name: Tubba Blubba (2)

Max HP: 10

Attack Power: 4

Defense Power: 0 ...probably.

Description: This is Tubba Blubba, now reunited with his heart. This is finally his true self. His Hip Attack causes 10 points worth of damage. Be careful, because I'm not sure what his other attacks can do....But...I think he's definitely weaker than before...

~~~~~

Name: Tubba's Heart

Max HP: 50

Attack Power: 6

Defense Power: 0

Description: This is Tubba's Heart. You might say it's the "heart" of Tubba's secret. Ha! OK, that wasn't funny. He has a terrible attack, so hide when he tells you he's about to unleash it. This attack will take away 12 HP! Whoa! Try to beat him before he can do his huge attack again. Trust me, it's dangerous. This is Bow's turn to shine!

~~~~~

Name: Tutankoopaa

Max HP: 30

Attack Power: 3

Defense Power: 0

Description: This is Tutankoopaa; He's one of Bowser's followers and he's been assigned to guard on of the Star Spirits. I've heard he has some sort of a pharaoh complex. He attacks by throwing shells from that high perch. Try to dodge when he uses magic: its attack power is 2 and it'll sting for sure. And he also summons Chomps, his loyal subjects. Those Chomps have some serious attack power. Think hard about who to attack first, Tutankoopaa or Chomp.

~~~~~

Name: Y Ninjakoopa

Max HP: 5

Attack Power: 1

Defense Power: 1

Description: This is Yellow Ninjakoopa. Yellow reminds me of curry. Isn't that a weird thing to think of in the middle of a battle? He has a little bit of defense power, but you can flip him over by jumping on him, just like a normal Koopa Troopa. Let's flip him over quik! Otherwise, the Bros. may form a tower and do their famous spinning attack!

~~~~~

////////////////////////////////////
3-1 Boss/Mini-Boss Strategies
\\

Here are some hints for beating the harder enemies in the game. The list is in alphabetical order, like the Complete Enemy List. At this time the list isn't even NEAR completion, not even for how far the guide goes. I will add all the other big bad enemies in the next update, version .75 or verion 1.0! (Version .2 will only have completed and updated lists, like this one. Version 1 will have the entire guide completed, even the walkthrough.)

~~~~~

\*Name: Bowser (1st Battle)

\*Location: In Princess Peach's Castle, before the Prologue.

\*Strategy: You can't even win, but he could be considered a boss, so just keep jumping on him untill he beats the crap outa you. Hey, I wonder what would happen if you used a GameShark code for infinite HP and actually beat him!?? Oh well, there must be a reason there's a note not to use the code before the first battle. I might try it and tell you what happens later, but for now I don't wanna risk screwing up my game!

~~~~~

*Name: Bowser??? (Bowser costume)

*Location: End of Koopa Bros. Fortress.

*Strategy: This one's a synch. Just use the Hammer with the Action Command and Bombette's Body Slam and dodge the puny 1-Damage attacks it dishes out. You shouldn't have to spend any FP or lose any HP if you block well and just keep using the Action Command on your attacks.

~~~~~

\*Name: Buzzar

\*Location: At the end of a bridge at the end of Mt.Rugged.

\*Strategy: He's pretty easy. He only uses three attacks, none of which do any serious damage. He does have 50 HP, though. I beat him on the way back from Dry Dry Desert rather than on the way there, so what I did was Jump on him with a Power Bounce and then use Parakarry's Sky Dive or Shell Shot until he was finished. I don't even think you have to ever fight this guy, but hey, what do I know?

~~~~~

*Name: Goomba Bros.

*Location: On the road right before the Goomba King's Castle.

*Strategy: How I did it, was on the first turn, I hit the blue one with the hammer and then used Tattle on him. On the second turn I hit the blue one again and used Tattle on the red one. Then the other turns, I attacked the Blue one with both party members until he was defeated and then attacked the red one with both party members until he fell, too. I had to use a Mushroom, because of the two rounds without attacks when I used Tattle. You don't have to use Tattle, I really only used it to write this guide.

~~~~~

\*Name: Goomba King

\*Location: At the Goomba King's castle, after the Goomba Bros.

\*Strategy: On the first turn, hit the Goombnut Tree with the hammer on the little white 'X'. This will take 3 HP off of the King and also defeat both the brothers. Now, use Tattle. Over the next turns, just hit the king with both party members, using Mario's hammer or jump, and Goombario's Headbonk, until the Goomba King is defeated.

~~~~~

*Name: Jr.Troopa (1)

*Location: Near Goomba Village

*Strategy: This is your first battle. However, it is still considered a Mini-Boss, because it's a pretty powerful enemy that will become more and more powerful throughout the game. Anyway, all you need to do for now is hit him with the hammer every turn. You cannot mess this battle up really or change the outcome, so it's a no-brainer.

~~~~~

\*Name: Koopa Bros. (after beating Bowser??? - the Bowser costume)

\*Location: At the end of the Koopa Bros. Fortress.

\*Strategy: Well well. I used Bombette as a companion and let her attack first. I gave them a bomb to knock 'em down right away and then used Power Bounce on 'em. When they were down, I'd jump on the second one in a row with Mario and hit the first with Bombette's Body Slam to keep at least those two from piling up again. Once you defeat the first one, which you can in the first turn using the starting method I described, this will keep them from ever piling up.

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4 - Badge List

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How far I have completed the game will determine how complete this list is, but it should be as good or better than all other lists available at this time. You can get more than one of some badges. In such a case, two locations will be listed.

NOTE: There are not 80 different badges in the game. There is a total of 80 badges overall. There are duplicates of some badges, like Deep Focus and HP Plus. If there are

more badges than one of a certain kind, the number of the type will be shown after it...like this: Deep Focus (2).

~~~~~

Badge Name: All or Nothing

BP Used: 4

Use: If you use the Attack Comand, you get +1 Attack Power. If you miss, the attack does 0!

Location: Bought at Badge Shop in Toad Town for 150 Coins.

~~~~~

Badge Name: Attack FX A

BP Used: 0

Use: Changes various sound effects.

Location: Buy from Merlow at Shooting Star Summit for 1 Star Piece.

~~~~~

Badge Name: Attack FX B

BP Used: 0

Use: Changes various sound effects.

Location: On Pleasant Path, hit three blocks in this order:

3

1 2

~~~~~

Badge Name: Attack FX C

BP Used: 0

Use: Changes various sound effects.

Location: Dry Dry Desert.

~~~~~

Badge Name: Attack FX D

BP Used: 0

Use: Changes various sound effects.

Location: Trade lyrics from Toad in Club 64 to musician in Dry Dry Outpost and then send music back to Toad to get this from Girl.

~~~~~

Badge Name: Attack FX E

BP Used: 0

Use: Changes various sound effects.

Location: Get in Shiver City. It's in a chest in an abandoned house. Next to the house with no door, is another house. Go inside and jump on stuff to get up to the windows on the left side of the house. You'll go through the window. Jump to the next house and go through its window to find the chest.

~~~~~

Badge Name: Bump Attack

BP Used:

Use: Mario can destroy an enemy in the field (outside of battle) by hitting - without having to fight it!

Location: Bought from Rip Cheato.

~~~~~

Badge Name: Chill Out

BP Used: 2

Use: Enemies can't hit Mario with First Strike.

Location: Buy from Merlow at Shooting Star Summit for 3 Star Pieces.

~~~~~

Badge Name: Close Call

BP Used: 1

Use: Enemies miss attacks when Mario has 'Danger' status.

Location: Found on Goomba Road.

~~~~~

Badge Name: Damage Dodge (2)

BP Used: 3

Use: When you block with the action command, get an additional damage off.

Location-1: Mt.Rugged

Location-2: Bought at Badge Shop in Toad Town.

~~~~~

Badge Name: D-Down Jump

BP Used: 2

Use: For 2 FP, you can jump on an enemy to lower their Defense Power.

Location: Tubba Blubba's House.

~~~~~

Badge Name: D-Down Pound

BP Used: 2

Use: For 2 FP, Mario can lower the Defense Power of an enemy with the hammer.

Location: Bought at Badge Shop in Toad Town for 75 Coins.

~~~~~

Badge Name: D-Down, P-Up

BP Used: ?

Use: ?

Location: Get in Crystal Palace.

~~~~~

Badge Name: Deep Focus (3)

BP Used: 1

Use: The Star Spirit

Location-1: Found in Library of Princess Peach's Castle. Put it in chest so Mario can get it at Shooting Star Summit.

Location-2: Get it in a hidden red ?-Block in the west part of Red Station in the Shy Guy Toy Box. Use Watt to see the box.

Location-3: I forgot.

~~~~~

Badge Name: Defend Plus

BP Used: 6

Use: Decreases any damage against Mario by 1.

Location: In Shy Guy's Toy Box, in a chest. It's in the southeast of Pink Station, go southeast and use a jack-in-the-box to get up to a back wall. Go west to find a chest containing it.

~~~~~

Badge Name: Dizzy Attack

BP Used: 2

Use: Sometimes, Mario's attacks in battle will cause enemies to become dizzy.

Location: Pleasant Path, find in a red ?-Box.

~~~~~

Badge Name: Dizzy Stomp

BP Used: 1

Use: For 2 FP, let's you do a Dizzy Stomp that might make enemies dizzy.

Location: Toad Town Tunnels.

~~~~~

Badge Name: Double Dip

BP Used: 1

Use: You can use 2 items in 1 turn with this.

Location: Bought at Badge Shop in Toad Town for 100 Coins.

~~~~~

Badge Name: Dodge Master

BP Used: 2

Use: The action command will work more with this on.

Location: Bought at Badge Shop in Toad Town for 100 Coins.

~~~~~

Badge Name: Feeling Fine

BP Used: 3

Use: Mario won't get Dizzy or Poisoned when protected by this badge.

Location: Bought from Merlow at Shooting Star Summit for 5 Star Pieces.

~~~~~

Badge Name: Fire Shield

BP Used: 2

Use: Damage from fire attacks is reduced by 1.

Location: On a platform in Lavalava Volcano. You have to jump off of a glide-thingy halfway down the rope it's on.

~~~~~

Badge Name: First Attack

BP Used: 1

Use: You can defeat a weaker enemy if you get First Strike in a battle.

Location: Bought at Badge Shop in Toad Town for 100 Coins.

~~~~~

Badge Name: Flower Finder

BP Used: 3

Use: Gives you more flowers from the enemies after a battle.

Location: Bought from Merlow in Shooting Star Summit for 12 Star Pieces.

~~~~~

Badge Name: Flower Saver (2)

BP Used: 6

Use: For every attack requiring FP, the cost is 1 FP less.

Location-1: Bought from Merlow in Shooting Star Summit for 25 Star Pieces.

Location-2: Use a Blue Berry at the Flower Fields Well (the guy going *sniffle* gives it to you).

~~~~~

Badge Name: FP Plus (3)

BP Used: 3

Use: Raises your max FP by 5.

Location-1: Pleasant Path - After beating the Koopa Bros. Fortress, blast a hole in this wall with Bombette to go down a pipe. You'll come out on top of a high platform on which there is a chest with this.

Location-2: Bought at Badge Shop in Toad Town for 150 Coins.

Location-3: Found in Forever Forest.

~~~~~

Badge Name: Group Focus

BP Used: 2

Use: Party members can use the focus comand to in rease Star Power quicker.

Location: Bought at Badge Shop in Toad Town for 100 Coins.

~~~~~

Badge Name: Hammer Throw

BP Used: 2

Use: For 2 FP, you can throw the hammer at an enemy in battle.

Location: Goomba Road

~~~~~

Badge Name: Happy Flower (2)

BP Used: 3

Use: Slowly recovers FP during battle.

Location-1: Bought from Merlow in Shooting Star Summit for 8 Star Pieces.

Location-2: Get it in Flower Fields. You have to hit these three trees in this order: middle, right, left.

~~~~~

Badge Name: Happy Heart (2)

BP Used: 3

Use: Slowly recovers Mario's HP during battle.

Location-1: Bought from Merlow in Shooting Star Summit for 8 Star Pieces.

Location-2: In the jungle on Lavalava Island, on the tree where you meet Ralph the Raven, go past the outside opening (after you've gone inside at the bottom and have come out about halfway up) and you'll find it along the ramp that circles around the tree.

~~~~~

Badge Name: Heart Finder

BP Used: 3

Use: Gives you more hearts from the enemies after a battle.

Location: Bought from Merlow in Shooting Star Summit for 12 Star Pieces.

~~~~~

Badge Name: HP Drain

BP Used: 3

Use: Lowers your Attack Power by 1 to restore 1 HP every turn in battle.

Location: Bought from Merlow in Shooting Star Summit for 15 Star Pieces.

~~~~~

Badge Name: HP Plus (3)

BP Used: 3

Use: Raises your max HP by 5.

Location-1: Behind Kooper's house on a high tree stump. You have to use Kooper's C-Down move to get it.

Location-2: Bought at Badge Shop in Toad Town for 150 Coins.

Location-3: Found in Forever Forest.

~~~~~

Badge Name: Ice Power

BP Used: 2

Use: Increases Attack Power against fire enemies by 2.

Location: Shy Guy Toy Box, in a chest in southeast Pink Station.

~~~~~

Badge Name: I Spy

BP Used: 1

Use: A flashing Star Piece tells you when you're near a hidden pannel. (In the ground. You spin jump on it to get a Star Piece.)

Location: You get it from Rowf, the Badge Shop owner, once you return his calculator from the Shy Guys in Shy Guy's Toy Box.

~~~~~

Badge Name: Jump Charge

BP Used: 2

Use: Lets you increase the Attack Power of your Jump Attack by 2.

Location: Bought at Badge Shop in Toad Town.

~~~~~

Badge Name: Last Stand

BP Used:

Use: When Mario has 'Danger' status, he only recieves half damage.

Location: Found in a room on the lower floor of Peach's Castle. Find while you're Princess Peach and then put it in the chest for Mario to get it at Shooting Star Summit.

~~~~~

Badge Name: Lucky Day

BP Used: ?

Use: ?

Location: Given to you by Goompapa.

~~~~~

Badge Name: Mega Jump

BP Used: ?

Use: For a price in FP, use a jump more powerful than the Power Jump.

Location: In the Crystal Palace.

~~~~~

Badge Name: Mega Rush

BP Used: ?

Use: ?

Location: Get in Tubba Blubba's Castle.

~~~~~

Badge Name: Mega Smash

BP Used: ?

Use: For a price in FP, use a Hammer smash more powerful than the Power Smash.

Location: In the Crystal Palace.

~~~~~

Badge Name: Mega Quake

BP Used: ?

Use: For a price in FP, do a very powerful Quake Smash with the Hammer.

Location: Bought at Badge Shop in Toad Town.

~~~~~

Badge Name: Money Money

BP Used: 7

Use: Doubles coins recieved from enemies from battles.

Location: Bought from Merlow in Shooting Star Summit for 20 Star Pieces.

~~~~~

Badge Name: Multibounce

BP Used: 1

Use: For 2 FP, you can jump on all enemies one after the other as long as you don't miss an Action Command.

Location: Bought at Badge Shop in Toad Town for 75 Coins.

~~~~~

Badge Name: Pay-Off

BP Used: 2

Use: The more damage Mario sustains in battle, the more coins he will receive.

Location: Bought from Merlow in Shooting Star Summit for 1 Star Piece.

~~~~~

Badge Name: P-Down, D-Up

BP Used: ?

Use: ?

Location: Get in Crystal Palace.

~~~~~

Badge Name: Peekaboo

BP Used: 3

Use: With it, you can see your enemies' HP (what the heck, isn't that what Tattle is for?).

Location: Bought from Merlow in Shooting Star Summit for 10 Star Pieces.

~~~~~

Badge Name: Power Bounce

BP Used: 2

Use: For 3 FP, as long as you don't miss an Action Command, you keep jumping on an enemy.

Location: Koopa Bros. Fortress, in a cage you have to bomb open using Bombette.

~~~~~

Badge Name: Power Jump

BP Used: 1

Use: For 2 FP, Mario can use a more powerful jump in battle.

Location: Given to you by Goomba in Goomba Village.

~~~~~

Badge Name: Pretty Lucky

BP Used: 3

Use: Sometimes enemies won't attack when they see Mario.

Location: Bought from Merlow at Shooting Star Summit for 5 Star Pieces.

~~~~~

Badge Name: Power Plus (2)

BP Used: 6

Use: The Attack Powers of Mario's Jump and Hammer attacks increase by 1 each.

Location-1: Bought from Merlow in Shooting Star Summit for 25 Star Pieces.

Location-2: Gotten by opening a chest after beating Dark Shy Guy in Shy Guy Toy Box.

~~~~~

Badge Name: Power Quake

BP Used: 2

Use: For 4 FP, Mario can use a more powerful Quake Smash in battle.

Location: Found in a red ?-Box in the jungle on Lavalava Island.

~~~~~

Badge Name: Power Rush

BP Used: ?

Use: ?

Location: Get in Peach's Castle.

~~~~~

Badge Name: Quake Hammer

BP Used: 1

Use: For 2 FP, creates an earthquake that damages enemies on the earth and ceiling. Also flips over shelled enemies.

Location: In Mt. Rugged, on a ledge you have to fly to with Parakarry.

~~~~~

Badge Name: Quick Change

BP Used: 4

Use: When you have it on, you can switch your party member and attack with it on the same turn for.

Location: Do 3 Spin Jumps (pound the ground) in Merlon's house.

~~~~~

Badge Name: Refund

BP Used: 1

Use: You get some coins back when you use items in battle.

Location: Koopa Bros. Fortress.

~~~~~

Badge Name: Runaway Pay

BP Used: 1

Use: You will still get starpoints for any defeated enemies if you run from battle.

Location: Dry Dry Desert

~~~~~

Badge Name: Shrink Stomp

BP Used: 1

Use: For 2 FP, you can do a Shrink Stomp, and have a chance of shrinking an enemy.

Location: Underground Pipes in Toad Town.

~~~~~

Badge Name: Sleep Stomp

BP Used: 1

Use: For 2 FP, you can do a Sleep Stomp, which may make an enemy fall asleep.

Location: Bought at Badge Shop in Toad Town for 75 Coins.

~~~~~

Badge Name: Slow Go

BP Used: ?

Use: ?

Location: ?

~~~~~

Badge Name: Smash Charge

BP Used: 1

Use: For 2 FP, you can make your hammer temporarily more powerful by 2 Attack Power. You can do it consecutively to make it cumulatively more powerful.

Location: Koopa Bros. Fortress

~~~~~

Badge Name: Speedy Spin

BP Used: 1

Use: You can Spin-Dash farther and longer with this.

Location: Bought at Badge Shop in Toad Town for 50 Coins.

~~~~~

Badge Name: Spike Shield

BP Used: 2

Use: Lets Mario jump on spiked enemies without being hurt.

Location: In the second sarcophagus in the first room of Dry Dry Ruins, where you fight the Pokey Mummies for the first time.

~~~~~

Badge Name: Spin Attack

BP Used: 3

Use: You can defeat weak enemies by Spin-Dashing into them instead of battling them.

Location: Dry Dry Desert





Q: What's the name of the leader of the Red and Blue Goomba Bros.?

A: Goomba King

Question #8

Q: What color are Luigi's pants?

A: Blue

Question #9

Q: How many members are there in Goombario's family?

A: Six

Question #10

Q: What will you receive when you get the right answer in the quiz?

A: Star Piece

Question #11

Q: What is the name of the smart Toad living in Toad Town?

A: Russ T.

Question #12

Q: How many buildings are there in Koopa Village?

A: Six

Question #13

Q: Of the following, who is NOT a member of the Koopa Bros.?

A: Blue Ninjakoopa

Question #14

Q: How many coins are needed to buy a Mushroom at the shop in Koopa Village?

A: 4 Coins

Question #15

Q: Where does Merlurlee, who tells fortunes about special things, live?

A: Shooting Star Summit

Question #16

Q: What is the name of the character who joined you at Koopa Bros.' Fortress?

A: Bombette

Question #17

Q: What color is Bowser's hair?

A: Red

Question #18

Q: How many Star Spirits do you have to save?

A: Seven

Question #19

Q: What's the name of the elderly Koopa Troopa who always asks for errands to be run?

A: Koopa Koot

Question #20

Q: How many Bob-ombs besides Bombette were imprisoned in the Koopa Bros.' Fortress?

A: Four

Question #21

Q: Where is the house of the explorer, Kolorado?

A: Koopa Village

Question #22

Q: What is the destination of the train which departs from Toad Town?

A: Mt.Rugged

Question #23

Q: What is the name of the fellow who sells badges in Toad Town?

A: Rowf

Question #24

Q: What treasure did Bowser steal from Star Haven?

A: Star Rod

Question #25

Q: What color is the roof of the house in Koopa Villiage where you can listen to the radio?

A: Blue

Question #26

Q: Who does Kooper idolize?

A: Kolorado

Question #27

Q: What does Merlee in Dry Dry Outpost specialize in?

A: Casting Spells

Question #28

Q: Who hides inside a coffin in Dry Dry Ruins?

A: Pokey

Question #29

Q: What can you get when you take Star Pieces to Merlow at Shooting Star Summit?

A: Badges

Question #30

Q: Who knew the location of Dry Dry Ruins in Dry Dry Desert?

A: Moustafa

Question #31

Q: When you want Tayce T. to make Lemon Candy, what do you have to give her?

A: Cake Mix

Question #32

Q: Who among the following lives in Forever Forest: Jr.Troopa, Oaklie or Cleft?

A: Oaklie

Question #33

Q: What are Boos exactly?

A: Ghosts

Question #34

Q: What appears when you hit the Whacka living on Mt. Rugged?

A: Bump

Question #35

Q: Other than Lemons, what fruit drops when you hit a tree in the desert oasis?

A: Lime

Question #36

Q: What is the name of the strange person in Toad Town who can increase Mario's status?

A: Chet Rippo

Question #37

Q: What ability does Bombette frequently use?

A: Bomb

Question #38

Q: What does Gourmet Guy like?

A: Cake

Question #39

Q: Who was the second companion to join your team?

A: Kooper

Question #40

Q: Who tried to steal coins from you in the desert?

A: Bandit

Question #41

Q: What is the name of the Star Spirit who can use Star Storm?

A: Skolar

Question #42

Q: What are addressed to your companions and sent to the post office?

A: Letters

Question #43

Q: Among the following, which building is NOT in Toad Town: Shop, Station, or Mayor's House?

A: Mayor's House

Question #44

Q: What kind of book did Gourmet Guy drop?

A: Cookbook

Question #45

Q: Who am I?

A: Chuck Quizmo

Question #46

Q: Where do I show up?

A: In towns and villages

Question #47

Q: What is the name of the plant that grows in Jade Jungle and blows out stars?

A: Trumpet Plant

Question #48

Q: What color is the leader of Yoshi's Villiage?

A: Green

Question #49

Q: What is the name of the elderly man who tells fortunes in Toad Town?

A: Merlon

Question #50

Q: How many colors of Yoshis did you see in Yoshi's Villiage?

A: Six

Question #51

Q: How would the Yoshi Kids in Yoshi's Villiage describe Sushie?

A: Bossy

Question #52

Q: What building is across from the Toad Town Post Office?

A: Merlon's House

Question #53

Q: What kind of card do you get if you defeat Dojo in Toad Town?

A: 2nd Degree

Question #54

Q: What color is the brooch that Princess Peach wears?

A: Blue

Question #55

Q: Who gave you Miracle Water in Flower Fields?

A: Lillie

Question #56

Q: What is the name of Lakilester's girlfriend?

A: Lakilulu

Question #57

Q: How do you make the pipe leading to Toad Town Playroom go down?

A: Hit a tree

Question #58

Q: Among the following, who is inside Club 64:Dancer, Composer or Pop Diva?

A: Pop Diva

Question #59

Q: Which of the following do Shy Guys never do-Sing, Dance, or Run?

A: Sing

Question #60

Q: What best describes the relationship between Mario and Luigi?

A: Brothers

Question #61

Q: Among the following, who found Starborn Valley:Penguin, Lakitu, or Ninji?

A: Ninji

Question #62

Q: How many companions do you travel with?

A: Eight

Question #63

Q: What is the name of the star kid who's always with Princess Peach?

A: Twink

Question #64

Q: How many Star Spirits have you saved in total?

A: Seven

~\*~\*~\*~\*~\*~\*~\*~\*~\*~\*~\*~\*~\*~\*~\*~\*

6 - Mini-Games/Side Quests

~\*~\*~\*~\*~\*~\*~\*~\*~\*~\*~\*~\*~\*~\*~\*~\*

Jump Attack!:



8110f35e0xxx

Badge Slot 15

8110f3620xxx

(MODIFIER DIGITS FOR PREVIOUS CODE)

Skill Modifier

Replace the xxx with the associated code. 8110f3620xxx

094 - Apple  
053 - Artifact  
11c - Spin Attack  
11d - Dizzy Attack  
120 - Bump Attack  
0e6 - First Attack  
06f - Autograph  
071 - Autograph  
146 - Attack FX B  
027 - Crystal Ball  
058 - Magical Bean  
09e - Blue Berry  
09f - Red Berry  
01e - Crystal Berry  
0a1 - Bubble Berry  
0a0 - Yellow Berry  
090 - POW Block  
02c - Magical Seed Blue  
084 - Thunder Bolt  
029 - Cook Book  
0e4 - Power Bounce  
031 - Bucket  
093 - Whacka's Bump  
062 - Buter  
148 - Attack FX C  
0d2 - Strange Cake  
0b7 - Shroom Cake  
0d6 - Nutty Cake  
0c1 - Cake  
030 - Calculator  
112 - Close Call  
0cb - Honey Candy  
0ce - Lime Candy  
0d0 - Lemon Candy  
088 - Stone Cap  
00a - First Degree Card  
00b - Second Degree Card  
00c - Third Degree Card  
00d - Fourth Degree Card  
0ed - Quick Change  
109 - Smash Charge  
10a - Jump Charge  
10b - Smash Chg.  
10c - Jump Chg.  
063 - Cleanser  
0ac - Coconut  
0d3 - Kooky Cookie  
0c0 - Big Cookie  
0d9 - Yoshi Cookie  
060 - Cream  
07b - Silver Credit

07c - Gold Credit  
145 - Attack FX D  
113 - P-Up D-Down  
116 - P-Down D-Up  
114 - Lucky Day  
09a - Dizzy Dial  
024 - Dictionary  
106 - Triple Dip  
0e9 - Double Dip  
00e - Diploma  
130 - Damage Dodge  
13a - Damage Dodge  
13b - Damage Dodge  
081 - Snowman Doll  
056 - Dolly  
0f5 - HP Drain  
147 - Attack FX E  
0d8 - Boiled Egg  
0c9 - Fried Egg  
0ab - Egg  
05f - Egg  
149 - Attack FX F  
151 - Attack FX F  
135 - FP+  
0be - Deluxe Feast  
11a - Heart Finder  
11b - Flower Finder  
0f2 - Feeling Fine  
065 - Flour  
140 - Happy Flower  
080 - Fire Flower  
129 - Deep Focus  
133 - Deep Focus  
132 - Deep Focus  
143 - Group Focus  
0d4 - Frozen Fries  
0a8 - Dried Fruit  
097 - Repel Gel  
074 - Glasses  
0f7 - Slow Go  
0a5 - Goomnut  
02d - Magical Seed Green  
134 - HP+  
0e7 - HP+  
0e8 - Quake Hammer  
005 - Super Hammer  
006 - Ultra Hammer  
086 - Dusty Hammer  
004 - Hammer  
136 - Happy Heart  
0ff - Happy Heart  
137 - Happy Heart  
0ae - Stinky Herb  
098 - Fright Jar  
018 - Golden Jar  
077 - Red Jar  
0a2 - Jammin' Jelly  
0bc - Healthy Juice  
12e - D-Down Jump  
002 - Spin Jump



003 - Tornado Jump  
001 - Jump  
123 - Mega Jump  
121 - Power Jump  
07a - Prison Key  
010 - Fortress Key  
013 - Castle Key  
01a - Castle Key  
020 - Storeroom Key  
079 - Warehouse Key  
078 - Castle Key  
06b - Odd Key  
06a - Castle Key  
034 - Blue Key  
033 - Red Key  
01f - Mystical Key  
014 - Palace Key  
011 - Ruins Key  
07d - Prison Key  
0b5 - KooPasta  
0a6 - Koopa Leaf  
0a9 - Strange Leaf  
06e - Koopa Legends  
09c - Lemon  
036 - Letter  
09d - Lime  
0f1 - Pretty Lucky  
067 - Lyrics  
069 - Mailbag  
0e3 - Dodge Master  
0bb - Yummy Meal  
0bd - Bland Meal  
068 - Melody  
0ad - Melon  
066 - Milk  
0c8 - Egg Missile  
0aa - Cake Mix  
0fd - Money Money  
0e1 - Multibounce  
08a - Mushroom  
096 - Mystery  
025 - Mystery Note  
0f4 - All Or Nothing  
02e - Magical Seed Orange  
0fe - Chill Out  
076 - Package  
023 - Frying Pan  
06d - Sneak Parasol  
0a7 - Dried Pasta  
103 - Runaway Pay  
0fc - Pay-Off  
085 - Pebble  
144 - Peekaboo  
073 - Old Photo  
0b1 - Apple Pie  
0f8 - FP Plus  
0d1 - Jelly Pop  
0cc - Electro Pop  
0cf - Coco Pop  
0cd - Fire Pop

01d - Boo's Portrait  
0af - Iced Potato  
0ee - D-Down Pound  
0fa - Ice Power  
13c - Power+  
0e2 - Power+  
108 - Mega Quake  
117 - Power Quake  
082 - Thunder Rage  
02a - Jade Raven  
022 - Record  
02b - Magical Seed Red  
104 - Refund  
0f9 - Mega Rush  
10d - Power Rush  
0d5 - Potato Salad  
05e - Salt  
138 - Flower Saver  
139 - Flower Saver  
105 - Flower Saver  
032 - Scarf  
0bf - Special Shake  
08f - Sleep Sheep  
019 - Kooper's Shell  
0e5 - Spike Shield  
0ec - Fire Shield  
0d7 - Maple Shroom  
0da - Jelly Shroom  
08c - Super Shroom  
08e - Ultra Shroom  
095 - Life Shroom  
08d - Dried Shroom  
08b - Volt Shroom  
0ca - Honey Shroom  
0ba - Sweet Shroom  
0b9 - Hot Shroom  
0b6 - Fried Shroom  
128 - Power Smash  
12b - Shrink Smash  
126 - Mega Smash  
127 - Power Smash  
124 - Power Smash  
0e0 - Spin Smash  
09b - Super Soda  
059 - Fertile Soil  
0b0 - Spicy Soup  
0c7 - Spaghetti  
11f - Speedy Spin  
11e - I Spy  
111 - Last Stand  
083 - Shooting Star  
007 - Lucky Star  
0b8 - Shroom Steak  
12f - Shrink Stomp  
0ef - Dizzy Stomp  
0eb - Sleep Stomp  
00f - Ultra Stone  
012 - Pulse Stone  
06c - Star Stone  
057 - Water Stone

017 - Diamond Stone  
016 - Pyramid Stone  
015 - Lunar Stone  
061 - Strawberry  
05d - Sugar  
0c4 - Honey Super  
0c6 - Jelly Super  
0c5 - Maple Super  
0a3 - Maple Syrup  
0a4 - Honey Syrup  
100 - Zap Tap  
05c - Tape  
0c3 - Koopa Tea  
107 - Hammer Throw  
089 - Tasty Tonic  
021 - Toy Train  
0b2 - Honey Ultra  
0b4 - Jelly Ultra  
0b3 - Maple Ultra  
05b - Volcano Vase  
070 - Empty Wallet  
092 - Stop Watch  
05a - Miracle Water  
064 - Water  
01c - Weight  
13e - Defend+  
0f3 - Attack FX  
15c - Star Piece

Badge Slot 14  
8110f3600xxx

Have All Members In Your Party!

Love, Lik  
8010f2ac0001  
8010f2b40001  
8010f2bc0001  
8010f2c40001  
8010f2cc0001  
8010f2d40001

Infinite HP

Use Only After Defeating Bowser At The Begining Of The Game!  
8010ef950063  
8010f2920063

Infinite FP

Use Only After Defeating Bowser At The Begining Of The Game!  
8010ef960063  
8010f2950063

Max Level  
8010f2990063

Have All Spirits!

Love, Lik  
8010f51e0007

Max Star Points  
8010f2a00063

Max Badge Points  
8010f2980063

Max Star Pieces  
8010f29f0063

Key Item Slot 1  
80110f3040xxx

Key Item Slot 2  
8110f3060xxx

Key Item Slot 3  
8110f3080xxx

Key Item Slot 4  
8110f30a0xxx

Key Item Slot 5  
8110f30c0xxx

Key Item Slot 6  
8110f30e0xxx

Key Item Slot 7  
8110f3100xxx

Key Item Slot 8  
8110f3120xxx

Key Item Slot 9  
8110f3140xxx

Key Item Slot 10  
8110f3160xxx

Item Slot 1  
8110f4440xxx

Item Slot 2  
8110f4460xxx

Item Slot 3  
8110f4480xxx

Item Slot 4  
8110f44a0xxx

Item Slot 5  
8110f44c0xxx

Item Slot 6  
8110f44e0xxx

Item Slot 7  
8110f4500xxx

Item Slot 8  
8110f4520xxx

Item Slot 9  
8110f4540xxx

Item Slot 10  
8110f4560xxx

Badge Slot 1  
8110f3440xxx

Badge Slot 2  
8110f3480xxx

Badge Slot 3  
8110f34a0xxx

Badge Slot 4  
8110f34c0xxx

Badge Slot 5  
8110f34e0xxx

Badge Slot 6  
8110f3500xxx

Badge Slot 7  
8110f3520xxx

Badge Slot 8  
8110f3540xxx

Badge Slot 9  
8110f3560xxx

Badge Slot 10  
8110f3580xxx

Badge Slot 11  
8110f35a0xxx

Badge Slot 12  
8110f35c0xxx

(MODIFIER DIGITS)

Skill Modifier

Replace the with the associated code.

Jump 001

Spin Jump 002

Tornado Jump 003

Hammer 004

Super Hammer 005

Ultra Hammer 006

Lucky Star 007

First Degree Card 00a

Second Degree Card 00b

Third Degree Card 00c

Fourth Degree Card 00d

Diploma 00e

Ultra Stone 00f

Fortress Key 010  
Ruins Key 011  
Pulse Stone 012  
Castle Key 013  
Palace Key 014  
Lunar Stone 015  
Pyramid Stone 016  
Diamond Stone 017  
Golden Jar 018  
Kooper's Shell 019  
Castle Key 01a  
Weight 01c  
Boo's Portrait 01d  
Crystal Berry 01e  
Mystical Key 01f  
Storeroom Key 020  
Toy Train 021  
Record 022  
Frying Pan 023  
Dictionary 024  
Mystery Note 025  
Crystal Ball 027  
Cook Book 029  
Jade Raven 02a  
Magical Seed Red 02b  
Magical Seed Blue 02c  
Magical Seed Green 02d  
Magical Seed Orange 02e  
Calculator 030  
Bucket 031  
Scarf 032  
Red Key 033  
Blue Key 034  
Letter 036  
Artifact 053  
Dolly 056  
Water Stone 057  
Fertile Soil 059  
Miracle Water 05a  
Volcano Vase 05b  
Tape 05c  
Sugar 05d  
Salt 05e  
Egg 05f  
Cream 060  
Strawberry 061  
Buter 062  
Cleanser 063  
Water 064  
Flour 065  
Milk 066  
Lyrics 067  
Melody 068  
Mailbag 069  
Castle Key 06a  
Odd Key 06b  
Star Stone 06c  
Sneak Parasol 06d  
Koopas Legends 06e  
Autograph 06f

Empty Wallet 070  
Autograph 071  
Old Photo 073  
Glasses 074  
Package 076  
Red Jar 077  
Castle Key 078  
Warehouse Key 079  
Prison Key 07a  
Silver Credit 07b  
Gold Credit 07c  
Prison Key 07d  
Fire Flower 080  
Snowman Doll 081  
Thunder Rage 082  
Shooting Star 083  
Thunder Bolt 084  
Pebble 085  
Dusty Hammer 086  
Stone Cap 088  
Tasty Tonic 089  
Mushroom 08a  
Volt Shroom 08b  
Super Shroom 08c  
Dried Shroom 08d  
Ultra Shroom 08e  
Sleep Sheep 08f  
POW Block 090  
Stop Watch 092  
Whacka's Bump 093  
Apple 094  
Life Shroom 095  
Mystery 096  
Repel Gel 097  
Fright Jar 098  
Dizzy Dial 09a  
Super Soda 09b  
Lemon 09c  
Lime 09d  
Blue Berry 09e  
Red Berry 09f  
Yellow Berry 0a0  
Bubble Berry 0a1  
Jammin' Jelly 0a2  
Maple Syrup 0a3  
Honey Syrup 0a4  
Goonnut 0a5  
Koopa Leaf 0a6  
Dried Pasta 0a7  
Dried Fruit 0a8  
Strange Leaf 0a9  
Cake Mix 0aa  
Egg 0ab  
Coconut 0ac  
Melon 0ad  
Stinky Herb 0ae  
Iced Potato 0af  
Spicy Soup 0b0  
Apple Pie 0b1  
Honey Ultra 0b2

Maple Ultra 0b3  
Jelly Ultra 0b4  
KooPasta 0b5  
Fried Shroom 0b6  
Shroom Cake 0b7  
Shroom Steak 0b8  
Hot Shroom 0b9  
Sweet Shroom 0ba  
Yummy Meal 0bb  
Healthy Juice 0bc  
Bland Meal 0bd  
Deluxe Feast 0be  
Special Shake 0bf  
Big Cookie 0c0  
Cake 0c1  
Koopas Tea 0c3  
Honey Super 0c4  
Maple Super 0c5  
Jelly Super 0c6  
Spaghetti 0c7  
Egg Missile 0c8  
Fried Egg 0c9  
Honey Shroom 0ca  
Honey Candy 0cb  
Electro Pop 0cc  
Fire Pop 0cd  
Lime Candy 0ce  
Coco Pop 0cf  
Lemon Candy 0d0  
Jelly Pop 0d1  
Strange Cake 0d2  
Kooky Cookie 0d3  
Frozen Fries 0d4  
Potato Salad 0d5  
Nutty Cake 0d6  
Maple Shroom 0d7  
Boiled Egg 0d8  
Yoshi Cookie 0d9  
Jelly Shroom 0da  
Spin Smash 0e0  
Multibounce 0e1  
Power+ 0e2  
Dodge Master 0e3  
Power Bounce 0e4  
Spike Shield 0e5  
First Attack 0e6  
HP+ 0e7  
Quake Hammer 0e8  
Double Dip 0e9  
Sleep Stomp 0eb  
Fire Shield 0ec  
Quick Change 0ed  
D-Down Pound 0ee  
Dizzy Stomp 0ef  
Pretty Lucky 0f1  
Feeling Fine 0f2  
Attack FX 0f3  
All Or Nothing 0f4  
HP Drain 0f5  
Slow Go 0f7



FP Plus 0f8  
Mega Rush 0f9  
Ice Power 0fa  
Pay-Off 0fc  
Money Money 0fd  
Chill Out 0fe  
Happy Heart 0ff  
Zap Tap 100  
Runaway Pay 103  
Refund 104  
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