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[M2]

Version Info

[M2.1]

Latest Version

Version 5.0
March 6, 2011

Added secret on hammering Star Piece panels.

Version 5.0
May 17, 2010

Added secret found in game intro at Peach's Castle.

Version 5.0
May 10, 2010

Added secret on sound effects from tree in Koopa Village.

Version 5.0
December 22, 2009

~~HAPPY HOLIDAYS & NEW YEAR 2010*~*~

Version 5.0
October 26, 2009

My walkthrough for Paper Mario (N64) is (finally) version 5.0. Woo hoo! That means all content has been followed through with a fine-tooth comb and is 99.9% accurate based on the best way I can write it. You might find the occasional typo, but it should be mostly (emphasis on mostly) correct.

The biggest change is errors in the walkthrough chapter totals found

at the top of each chapter section. Some details in the walkthrough and separate sections have also been adjusted for accuracy.

Enjoy!

~Megan~

Version 1.0
May 5, 2009

Unfortunately, Yahoo! is shutting down all free Geocities web sites this summer. I have decided to close down all my Geocities web sites early to beat the rush in saving all my files. Until Yahoo! officially dumps the sites, I've posted a short message there, but all content has been removed.

Thank you for all of your support of my web sites for over 10 years! I will be considering a move to my own web site domain, but for now, you can access my video game FAQ/walkthroughs on GameFAQs.com and any other sites located in the Credits section.

Many thanks & happy gaming,
~Megan~

Version 1.0
January 14, 2009

Walkthrough now available at ChapterCheats.com.

Version 1.0
January 9, 2009

Walkthrough now available at Vgnerd.com.

Version 1.0
December 20, 2008

Walkthrough now available on ***NEW*** website:
http://www.geocities.com/nintendo_girl21sfaqs

Old Zelda & Mario web sites have been removed.

~~HAPPY HOLIDAYS & NEW YEAR 2009*~*~

Version 1.0
November 25, 2008

Fixed totals error on Super/Power Blocks.

Version 1.0
September 15, 2008

Walkthrough now available on MyCheats.com

Version 1.0
June 18, 2008

Walkthrough now also available at Wiiniis United.

Version 1.0
April 22, 2008

Added FAQ on finding Apples.

Added Apples to Items list.

Version 1.0
March 8, 2008

Added FAQ on collecting badge points.

Added FAQ on upgrading Parakarry after Dry Dry Ruins.

Version 1.0
February 26, 2008

Added FAQ on cooking for Gourmet Guy.

Version 1.0
January 30, 2008

FAQ now available at CheatCodes.com

Version 1.0
January 18, 2008

Walkthrough now available on CheatHappens.com

Version 1.0
January 16, 2008

Walkthrough now available on Kuponut.com.

Version 1.0
December 22, 2007

HAPPY HOLIDAYS, FELLOW GAMERS

Version 1.0
November 16, 2007

FAQ now available at Cheatingdome.com.

Version 1.0
October 10, 2007

I FINALLY got through all 1600+ e-mails (about 1500 of them spam) from my old e-mail account, which is now defunct. Unfortunately, there were 3 e-mails about my walkthroughs sitting in my old inbox that got lost. Two of them I posted and answered from memory, but I didn't reply to them personally, so if you are one of those three people, I sincerely apologize. The third guy, especially. If you e-mailed me sometime in the last week and never heard back from me, chances are I lost your e-mail, so send it my way again and I'll get back to you this time, I PROMISE.

Version 1.0
October 8, 2007

Happy Thanksgiving, Canada!

Walkthrough now available at Gamerevolution.com.

Still haven't recovered e-mails under old account yet. Will get to that ASAP. I'm sure there are just THOUSANDS of FAQ-related e-mails waiting for me :oP

Version 1.0
October 6, 2007

SHE'S BAAAAACK!

If you've been wondering where in Mario's overalls I've been in the last week, well here's a breakdown:

- 1) I started teacher's college, 100x more demanding and so updates are now going to be posted less often. *Wipe away a tear*. Hence, I've posted a disclaimer under Contact Info.
- 2) My Desktop had a nearly fatal hard drive crash last week and luckily I managed to save all my highly important data on CDs before the comp blew up. Just kidding...it died a noble death.

3) I bought a laptop (finally) and in between transferring my files, setting up a new e-mail address, and constantly calling Rogers and my local computer shop for solving all kinds of tech issues, I've neglected to update.

4) As for e-mails sent in the last week, they have not yet been read or replied to. Despite a near fatal hard drive crash, my old ISP should be able to restore all messages that were in my Inbox or sent in the last week, *WHEW*. If you fall in this category, please be patient as I catch up with my e-mail.

Thanks for your patience and understanding. I'll get back on things very soon, I promise :o)

Version 1.0
August 28, 2007

Walkthrough now available on Gamesradar.com and Cheatplanet.com

Version 1.0
August 20, 2007

Walkthrough now available on SuperCheats.com and Neoseeker.com. Also added links to my files on these sites from my Geocities site.

Version 1.0
August 19, 2007

Walkthrough and checklists complete to the best of my knowledge.

[M3]

Game Information

[M3.1]

Technical Info

Genre: RPG (Role-Playing Game)
Designer: Intelligent Systems
Publisher: Nintendo
System: Nintendo 64
ESRB Rating: Everyone (E)
Player(s): 1
Release Date: August 11, 2000 (Japan), February 4, 2001 (North America),

in the game, so the tally would look like this: 2 // 4/45.

[M3.4]

Bare Bones Guide

This is a new idea of mine. It's just a simple little strategy guide for playing the game. If you're interested in playing the game strictly on your own, these are some key things to remember:

- 1) Get two upgrades on Jump and Hammer.
- 2) Get eight partners and get them upgraded two times each.
- 3) Keep your badges in a strategic setting.
- 4) Explore all plausible areas of a setting.
- 5) Get hints on how to progress from townspeople.
- 6) Use the Toad House to rest.
- 7) Save periodically.
- 8) Trade Star Pieces for badges.

[M4]

Basic Controls & Actions

- Jump- A
- Move- Control Stick
- Spin- Z
- Item List- C-left
- Party Members List- C-right
- Partner Skill- C-down
- Menu- Start

How to Battle:

- 1) Start a fight
- 2) Choose Strategies, Items, Jump, Hammer, or Star Power
- 3) Press A to select choice
- 4) Choose from list with Control Stick
- 5) Press A to select choice
- 6) Use Control Stick to select enemy (if applicable)
- 7) Press A to begin
- 8) Press A again for action command (if applicable)

[M5]

Characters

[M5.1]

Main Characters

Mario

This plumber hero is at it again, falling for Bowser's tricks and having to travel all over the world to save the Princess.

Abilities: Jump, Hammer, Items, Star Power, use of badges

Goombario

A young, knowledgeable Goomba that joins in your quest. In regular play, can tell you about items or areas you are in.

Where you find him: Goomba Village

How: After finding the hammer and returning to Goomba Village with Goomba.

Abilities:

Tattle- Can tell you information about enemies in battle

Headbonk- In battle, can bonk an enemy on the head with his own noggin

Charge- Super Rank ability; can charge up his Headbonk ability by 2 for his next turn

Multibonk- Ultra Rank ability; like Mario's Power Bounce, can Headbonk an enemy until you miss the action command

Kooper

A blue-shelled Koopa that joins in your quest. Can grab items and hit switches from an unreachable distance.

Where you find him: Koopa Village

How: After getting his shell back from the fuzzies.

Abilities:

Shell Toss- can hit one enemy on the ground while in his shell

Power Shell- In battle, can hit all enemies on the ground while in his shell

Dizzy Shell- Super Rank ability; can hit all enemies on the ground and possibly make them dizzy

Fire Shell- Ultra Rank ability; can hit all enemies on the ground and smoke 'em

Bombette

A pink Bobomb that joins in your quest. In regular play, can bomb a cracked or thin wall, switch or cracked boulder.

Where you find her: Koopa Bros. Fortress

How: After landing in her jail cell

Abilities:

Body Slam- in battle, slams into one enemy on the ground

Bomb- can bomb one enemy on the ground

Power Bomb- Super Rank ability; can bomb all enemies on the ground

Mega Bomb- Ultra Rank ability; can bomb all enemies

Parakarry

A flying Koopa mailman, who has a habit of losing letters. In regular play, can deliver letters to citizens if he's with Mario.

Where you find him: Mt. Rugged

How: When you help him find 3 lost letters on the mountain.

Abilities:

Sky Dive- kicks one enemy

Shell Shot- while in his shell, can shoot at one enemy

Air Lift- Super Rank ability; can lift one enemy out of the battle
Air Raid- Ultra Rank ability; while in his shell, can fly and hit all enemies

Bow

A green ghost with a red bow, who likes to scare wimps. In regular play, can make Mario invisible until you move.

Where you find her: Boo's Mansion

How: After making it through the trials of the mansion and getting to the third floor

Abilities:

Smack- Can smack one enemy multiple times

Outta Sight- Can make Mario invisible for one turn, but takes one of her own

Spook- Super Rank ability; can scare enemies from battle

Fan Smack- Ultra Rank ability; can smack one enemy multiple times with her fan

Watt

A glowing yellow light. While in regular play, can light up a dark area and reveal hidden ? blocks.

Where you find her: Shy Guy's Toy Box

How: After defeating Big Lantern Ghost and hitting the lantern with your hammer

Abilities:

Electro Dash- In battle, can shock one enemy

Power Shock- Can make an enemy paralyzed temporarily

Turbo Boost- Super Rank ability- can temporarily raise Mario's attack power

Mega Shock- Ultra Rank ability- can temporarily paralyze all enemies

Sushie

A Cheep-Cheep fish that baby-sits the young Yoshis. While in regular play, can take Mario across water and dive down to collect items.

Where you find her: Jade Jungle

How: After getting her out of a tree

Abilities:

Belly Flop- in battle, can do a belly flop on one enemy

Squirt- can squirt a stream of water at one enemy

Water Block- Super Rank ability; can temporarily boost Mario's defense

Tidal Wave- Ultra Rank ability; can launch a huge water attack against all enemies

Lakilester

A Lakitu who hates his name and wishes he was tougher. In regular play, can take Mario across lava or spikes safely.

Where you find him: Flower Fields

How: After defeating him in battle

Abilities:

Spiny Flip- can throw a spiny egg at one enemy

Spiny Surge- can throw multiple spiny eggs at all enemies

Cloud Nine- can temporarily boost Mario's defense

Hurricane- can blow enemies off the battleground

Bowser

Mario's longtime foe.

Peach

A.k.a. Princess Toadstool, the ever-kidnapped friend of Mario

Twink

Pint-size star spirit who helps both Mario and Peach

[M5.2]

Supporting Characters

Bartender

Works at Club 54 in Toad Town.

Bootler

Bow's butler at Boo's Mansion. Very protective of Lady Bow.

Chan

A student at the Dojo in Toad Town. Beat him for the 1st Degree Card.

Chanterelle

Singer at Club 64 in Toad Town.

Chet Ripppo

Shady character in Toad Town. You can pay to have an ability increased, but he will decrease another in the process. *NOT RECOMMENDED*

Chuck Quizmo

Caterpillar quiz show host. Will reward you with Star Pieces.

Eldstar

A Star Spirit. The first one you save.

Fice T.

Toad who guards the entrance to Forever Forest. Is afraid of ghosts.

Fishmael

A squid (?) that fishes at Toad Town Port.

Gooma

The Goomba grandmother in Goomba Village.

Goomama

The Goomba mother in Goomba Village.

Goombaria

The Goomba sister in Goomba Village.

Goompa

The Goomba grandfather in Goomba Village.

Goompapa

The Goomba father in Goomba Village.

Gourmet Guy

A food-loving Shy Guy from the Toy Box. Loves cake especially.

Harry

Owner of Harry's Shop in Toad Town.

Herringway

Isolated mystery writer in Shiver City.

Kalmar

A Star Spirit. The seventh one you find.

Klevar

A Star Spirit. The sixth one you find.

Kolorado

A famed archaeologist from Koopa Village. Accompanies you to Lavalava Island.

Kolorado's Wife

The patient, but anxious wife of archaeologist Kolorado.

Koopa Koot

An old and very self-absorbed Koopa who uses Mario to do favours for him.

Lakilulu

Lakitu girlfriend of Lakilester who lives in Flower Fields.

Lee

A student at the Toad Town dojo. Beat him for the 2nd Degree Card.

Lily

A water lily in Flower Fields who loves the water.

Luigi

Brother of Mario. Takes care of their house and keeps a secret diary.

Mamar

A Star Spirit. The second one you save.

Master

The dojo master. Beat him three times to get the Diploma. He gets harder each time.

Lyricist

Works on song lyrics at Club 54 in Toad Town.

Mayor Penguin

Mayor of Shiver City. A friend of Herringway. Can be clumsy.

Mayor's Wife

Wife of Mayor Penguin of Shiver City. Can be quick to suspect.

Merlar

An ancestor of the fortune-tellers who appears on Shiver Mountain.

Merle

Son of Merlon. Lives in Starborn Valley.

Merlon

Toad Town fortune-teller.

Merlow

Star Piece collector. Lives on Shooting Star Summit.

Merlurvee

Fortune-teller on Shooting Star Summit.

Minh-T

Botanist toad in Toad Town.

Misstar

A Star Spirit. The fifth one you save.

Moustafa

A secretive green mouse who lives in Dry Dry Outpost.

Muskular

A Star Spirit. The fourth one you save.

Nomadimouse

A travelling mouse posted in Dry Dry Desert.

Oaklie

A fuzzy creature that guides you in Forever Forest.

Petunia

A flower in Flower Fields who loves seeds.

Posie

A flower that sits under the Crystal Tree in Flower Fields.

Postmaster

Runs the post office in Toad Town.

Radio Toad

A pink "eccentric" toad from the Radio Contest.

Raphael the Raven

The master of Lavalava Island.

Rip Cheato

A shady businessman in the Toad Town Sewers. Has some Star Pieces and select badges.

Rosie

A vain rose in Flower Fields that likes things as beautiful as she.

Rowf

Owner of the Toad Town Badge Shop.

Ruff

Son of Rowf. Works at the Toad Town Badge Shop.

Russ-T

Studious toad of Toad Town.

Shiver City Police Chief

Self-explanatory. Seems to miss obvious clues and makes quick assumptions.

Skolar
A Star Spirit. The third one you save.

Sun
The sun!

Tayce-T
A kind cook in Toad Town.

Toad Minister
Took care of Peach before Bowser attacked.

Tolielip
Like his name, a lying tulip in Flower Fields.

Twister
A tornado that appears twice in Dry Dry Desert that carries you
another location in the desert.

Vanna-T
Chuck Quizmo's lovely assistant on the quiz show.

Whacka
A blue mole creature on Mt. Rugged. You can only whack him about
10 times than he never reappears.

Wise Wisterwood
A large tree in Flower Fields.

Yoshi Chief
The leader of the Yoshis on Lavalava Island.

[M6]

Locations

Toad Town
The central hub of all the worlds. Has 6 areas and several buildings:

Entrance
West exit to path to Pleasant Path, east exit to second area, Russ T.'s
house, pipe to Mario and Luigi's house, pond with pipe, citizen's house,
Shroom Grocery shop, dojo.

Second Area
West exit to entrance, east exit to Pleasant Path, north exit to castle,
south exit to third area, Merlon's house, post office, save block, Toad

House, garden, badge shop.

Castle

South exit to second area, east exit to Shooting Star Summit path, Muss T. hangs out here, castle ruins.

Third Area

North exit to second area, west exit to fourth area, south exit to fifth area, Tayce T.'s house, warehouse, pipe to sewers, bridge to Forever Forest.

Fourth Area

West exit to port, east exit to third area, Harry's Shop, Shy Guy's building to get to toy box, citizen's house.

Port- east exit to fourth area, Club 64, fishing pond, transportation to Lavalava Island (the whale).

Fifth Area

Pipe to playroom, Lil' Oinks, train station to Mt. Rugged.

Shooting Star Summit

Home of Merlullee the fortuneteller and Merlow the Star Piece trader. Contains road to Star Way on actual summit.

Goomba Village

Home of the Goomba family. Has a Toad House, family house, tree with Goomnuts, east exit to Pleasant Path, west path to backyard, northwest path to back area and playground, pipe to sewers.

Pleasant Path

Path from Toad Town (east exit in second area). Has paths to Koopa Village and Koopa Bros. Fortress.

Koopa Village

Has two areas:

Entrance

West exit to Pleasant Path, Toad House, Bobombs' house, Koopa Shop, Koopa's house with radio, save block.

Second Area

West exit to entrance, Kolorado's house, Kooper's house with exit to back area, Koopa Koot's house, pipe to sewers.

Koopa Bros. Fortress

First dungeon level of the game, home of the Red, Black, Yellow and Green Ninjakoopas.

Mt. Rugged

Mountain cliffs accessible from Toad Town train station, east exit at peak leads to Dry Dry Desert, home of Whacka.

Dry Dry Desert

West exit to Mt. Rugged, east exit to Dry Dry Outpost, several other paths lead to various items, path farthest north and west 3x holds Dry Dry Ruins, path east 1x from Dry Dry Outpost and south 2x is the Oasis (lemons, limes, pond, Power Block, Heart Block).

Dry Dry Ruins

Situated farthest north and west 3x from first area of Dry Dry Desert. The second dungeon level, home of Tutankooa and Chomp.

Dry Dry Outpost

Located farthest east from entrance to Dry Dry Desert. Contains 2 areas:

Entrance

West exit to Dry Dry Desert, citizen's house, Little Mouser's Shop, Composer's house, pipe to sewers, east exit to second area.

Second Area

West exit to entrance area, Merlee the spellmaster, Toad House, Moustafa's house

Forever Forest East exit in third area, guarded by Toad named Fice T., home of Oaklie, has several paths that are followed based on changes in surroundings, path to Boo's Mansion

Boo's Mansion

Accessible from Forever Forest and sewers, has pipe to sewers, Heart Block, Save Block, east path to Gusty Gulch, Boo's Shop, home of Franky, Igor, Bow and Bootler, 8-bit Mario secret

Gusty Gulch

East from Boo's Mansion, houses Windy Mill, home of several Boos, contains Heart Block, Save Block, east path to Tubba Blubba's Castle

Tubba Blubba's Castle

Third dungeon level, east from Gusty Gulch, home of Tubba Blubba and mystical key Yakky.

Shy Guy's Toy Box

Fourth dungeon level, accessible from toy box in fourth area of Toad Town, contains the Blue, Pink, Green and Red Stations, slot machine game, home of Anti-Guy, Big Lantern Ghost and several Shy Guys.

Lavalava/Yoshi's Island:

Accessible from whale ride at Toad Town port or sewers, home of Yoshi family and the Village Leader, has pipe to sewers, Yoshi's Cabana, Toad House, Save Block, northwest exit to Jade Jungle, east exit to Mt. Lavalava.

Star Pieces: 5 // 5/160:

Pleasant Path, Goombaria's Dolly, Goomba King's tree, Merlon's tree, Shooting Star Summit

Letters: 0 // 0/25

Magical Seeds: 0 // 0/4

Super Blocks: 0 // 0/16

Partners: 1 // 1/8- Goombario

Star Powers: 0 // 0/11

Enjoy the opening cinema. When Luigi and Mario enter the castle, the game actually starts. Go up the stairs to the next room, and again in the following room. Follow the red carpet right to the door. Keep going right until Peach talks to you. Then, another cinema. Yup, Bowser's up to his old tricks, dag nab it. Time to fight...but not for long. Just choose the Jump option again and again until Bowser smokes you (sorry). You're knocked out the window & our Prologue begins.

It seems the ground broke Mario's fall (he he he). The 7 Star Spirits come to speak to you and give you power to wake up (eventually). A girl Goomba (Goombaria) finds you and you are taken to a small house. After hearing Eldstar speak and getting some info from the Toad, exit the house. This is Goomba Village.

Go in the other house and then through the door to a veranda. Talk to Goompa, then exit back to the outside. Go to the far right and talk to the dad Goomba, Goompapa. He has fixed the fence, and will allow you to go...but Kammy Koopa flies by and drops a big yellow block on it. Oh great. Goompapa suggests getting the hammer from Goompa.

Go back to where Goompa was. Now the veranda is missing...! Aaah! At the bottom of the mess that was a veranda, talk to Goompa. He'll join you in a small quest to find his hammer. Go left a screen. Search the small bushes, until you find the hammer. Now you can smash yellow blocks and small brick blocks, as well as shake up trees and enemies.

Collect the coins from the bushes and such, then hit the far right tree to collect a Dolly. Head out at right and Goomba will charge ahead, only to come rolling back. You'll have to fight a mini-boss, Jr. Troopa. Just keep using the hammer which is now stronger than Jump. He'll run away when you kick his tookus, promising a return. It'll happen, unfortunately.

Continue right a screen. Smash the yellow block with your newfound hammer and hit the tree for a Mushroom. Hit the Heart Block to refill your HP and jump on the spring to get a Fire Flower. Fall down and go right a screen.

Now, you'll have a chance to work on your fighting skills with the evil Goombas. Go around at the top and collect a Star Piece at the end. Go right one screen and you'll be back at Goomba Village. In talking to the Goomba kids, you'll get a Star Piece (and a kiss) from Goombaria for saving her doll. Goompa gives you the Power Jump badge and Goombario will join your party.

Rest in the Toad House if you want (it refreshes all HP, FP and star power) and hit the Save block at right. You can hit the tree there for a Goomnut any time. Hit the yellow block and continue right. More Goomba enemies are scattered along the path. If you read the first sign with a Mushroom, you'll collect one. Go right a screen.

Hit the red ? block for another badge, Close Call. Go right a screen. Another mini-boss fight, this time with the Goomba Bros. Blue Goomba is weaker. Power Jump takes off 3 HP. Hammer & Jump are also okay. After the fight, you can refresh with the Heart Block from the previous screen, then use the save block at the bottom of this screen.

Bounce up to the top, and the next screen is the Goomba King's Castle. Another fight will start. Hammer the tree to hit all three guys (knocking out Red & Blue Goomba). Power Jump and Hammer away at the King. After the triumphant victory, hit the tree nearby for a Star Piece, then search the small bush near the castle to reveal a switch. Jump on it to make a bridge from the castle. Cross it, then head down and left to a little grove. Hit the block to make a ? block appear, then hit that for a Super Shroom. Head right, save, then watch a cinema with the Koopa Bros.

Get the Sleepy Sheep from the ? block in the bottom left, then hit the tree near the overpass. Jump on the spring to the roof and open the chest for the Hammer Throw Badge. Drop down and enter Toad Town. This area has a lot going on, though your activities here will not start quite yet. Go right a screen from the entrance.

Hit the tree next to the house with a spinning roof for a Star Piece. Go up through the door with the star on it. Go right a screen and stay down on the path. You'll reach Merluvlee & Merlow's house, which holds a fortune teller and the guy who will swap badges for your Star Pieces (that's the only real use for them). Swap with Merlow if you want, then exit and go back left.

Go up to the other path and you'll arrive at Shooting Star Summit. Go left for a Star Piece. Climb up the small cliff and then you'll hear from the Star Spirits about your quest. Save. After that, you'll see a cinema with Peach. Nothing for you to do there, but eventually you'll get to play as Peach, too!

Head back towards Toad Town, where you'll bump into Twink and receive the Lucky Star, which allows you to do the action command. After the demonstration, you'll fight a Magikoopa. Easy peasy. Go back to Toad Town and you'll be told to visit Merlon. He's in the house with the spinning roof.

He'll tell you to go away first, the second time he'll whack the door in your face, then invite you in. He'll tell you about the Koopa Bros. Fortress. Head out and go right, where you'll come across some really warped Toads, who won't let you pass through. Go back to Merlon and talk to him while standing next to him (not across). He'll take you to the Toads and make a spell, revealing them as the Koopa Bros. After that fiasco, head right to begin Chapter 1 of the story.

[M7.2]

Chapter 1: Storming Koopa Bros. Fortress

Major Items/Weapons: None

Badges: 7 // 10/80:

Dizzy Attack, Attack FX B, HP Plus, Power Bounce, Refund, Smash Charge, FP Plus

Star Pieces: 3 // 8/160:

Koopa Village, Pleasant Path (lower level), Pleasant Path (tree)

Letters: 0 // 0/25

Magical Seeds: 1 // 1/4 (Toad Town)

Super Blocks: 0 // 0/16

Partners: 2 // 3/8- Kooper, Bombette

Star Power: 3 // 3/11- Star Energy, Focus, Refresh

This is Pleasant Path, though it's not too pleasant with the annoying Koopas attacking you. Collect the Dizzy Attack badge from the red ? block, a Fright Jar from the yellow ? block, then head right. Get the POW Block in yellow ? block. Hit the tree to drop a switch. Jump on it and a bridge will appear.

Cross it to the other side. Continue right, getting the Sleepy Sheep from behind the fence. At the next screen, take the stairs down. Hit the three blocks in the order left, right and centre to get the Attack FX B badge. Go right and you'll be in Koopa Village, which has become overrun with Fuzzies.

You can help the Koopas get their shells back if you want. Go right a screen and go up to the shaking house. A Koopa will ask you to chase after a fuzzy with his shell. Enter the house and chase the fuzzie all the way to a back forest. He will jump into a tree and hop among three trees. Hit the tree that you think has the fuzzie with the shell in it. When you guess right 3x, you get the shell back. Head left and the Koopa, named Kooper, will find you.

Give him his shell and he'll join your party. Before you leave, the Fuzzies seek revenge. Fight them in battle and they'll run off. Go left a screen and use Kooper to get the HP Plus badge (use the C down skill). Go back to Koopa Village and get the Star Piece by moving the blue block underneath to jump to it.

Go left 3x to head back to an earlier area of Pleasant Path. When you see the stairs going down, take them and go left. Use Kooper to get the Star Piece. Head right 2x to a sign. Hit the switch with Kooper, and jump between the blocks for a Fire Flower. Hit the tree on the way for a Star Piece), then you'll reach the Koopa Bros. Fortress.

After the Black Koopa makes your acquaintance, enter the front door. Beat the Koopa to get a Fortress Key. Unlock the door there with it. Go into this room and right into the very next room. You can grab that pink badge (Power Bounce) now by sneaking to the side of it where the Koopa came out and jumping left (or wait until later and bomb the cracked wall). Go right into another room.

Defeat the Koopa for a switch to drop. Jump on it to lower stairs. Take them down a level and go left. You must beat all enemies in this room to continue. Do so, then go through the left doorway. Avoid the spinning fire (you can jump over them continually until they disappear, collecting 10 coins for each one). Get the key at the end, then go back right two screens. Go back up the stairs and use the key on the locked door at right. Enter a new area. Despite the trap set for you, you need to use it.

First, go right and out the south door and save your game. Then, backtrack inside and go up and hit the ? block. You'll drop down through the trap door into a basement dungeon. Use the Heart Block, then talk to the pink bomb, Bombette. She joins your party. When she suggests bombing the cracked wall to get out, press C down while near the crack and KABOOM! Ah, freedom. On your way out, you'll be attacked by a group of enemies. Defeat them to continue. Go upstairs and left.

Bomb the cracked wall to get a key (and get the Power Bounce badge if you didn't before). Also, backtrack to the room with the trap door at right and resave. Then, bomb the right cracked wall. Enter the outside and open the chest for the Refund badge. Then, head back inside and left, up the stairs and through the door.

Continue to the locked door and use the key to open it. Using Kooper, hit the switch to rearrange the path. Go as far forward as you can and hit the switch behind you. Continue this pattern until you get to the end.

In the next room, jump on the switch and go down the stairs. Bomb the right cracked wall with Bombette and enter through the hole. Get the key there, then backtrack up the stairs. Unlock the door at left and enter. Hit the switch there and stairs will appear. Go up them and follow it up past the door.

Collect the Smash Charge Badge. Then go back to that door you passed earlier and enter it. You are now outside (again). Go right until the Koopa Bros. appear and use their Bullet Bills. Quickly go right and down the small steps to the bottom left.

Bomb the rock and then collect the Maple Syrup from the ? block. Go back up and head right, avoiding the bullets. Go down the steps to the bottom right, just before the cannons. Use the Heart Block and save your game. Then, head back up and jump on or hammer the cannons at the end. Defeat them, then refresh and save your game again in the bottom right. Go through the right door and head right until you begin your first boss fight.

In the first phase, you fight the Bowser Tank. Use Jump/Hammer and Bombette's Bomb. In the second phase, you fight the Koopa Bros. Continue to hammer and bomb, especially when they stack up. Fire Flowers & POW Blocks are good multiple attack items if your FP is low. After the fight, step into the card and Eldstar, your first Star Spirit will be saved.

End of Chapter. At intermission, after each chapter ends, you will get to control Princess Peach, and have a mini-adventure. Cool :o) In the room with Peach, go to the picture just right of the fireplace and press A when the red ! appears. Press A again and the fireplace will open up. Enter it and head left. Press the button there and the cove will turn around into Bowser's room.

Head left and read Bowser's diary (all of it). You will learn that the second Star Spirit is being held in Dry Dry Ruins off of Dry Dry Desert. That is all for this quest, but I promise much more fun with Peach in the future :o)

Back with Mario now. Eldstar gives you star energy and Focus, and the star power of Refresh. After the demonstration on how to use star power, you will be back in the game in front of the fortress. Go left and save your game, then left a screen.

Bomb the cracked wall and enter the pipe. Go right a screen, then open the chest for an FP Plus badge. You cannot reach the pipe, so drop off the edge instead. Go left down Pleasant Path. You can start the Koopa Koot errands if you wish (see Koopa Koot Errands section). On the way back to Toad Town, you

will run into Jr. Troopa again and have to fight. He now hides in his shell for added defense. Use Hammer and Bombette's Bomb. After he collapses, continue left to Toad Town.

Twink will find you. You can try fighting at the Dojo or try to find Chuck Quizmo for quizzes (see Chuck Quizmo Quizzes page). Just a reminder that some characters in this game may seem legit, but will try to cheat you. Case in point: a shady-looking guy next to the dojo and a guy named Rip Cheeto in the sewers (though, you need to buy from him to get Star Pieces, but I'll get to that later).

Go south from where you came off Pleasant Path and just south of the bridge, you'll see a flower poking out of the ground. Talk to it and a Bulbulb will pop up and give you a magical seed. Go up a screen to the garden and talk to the girl. Give her the seed and she'll plant it. You'll need to get all 5 seeds in order to get into a new level, but I'll tell you when you can get a seed :o)

When you're ready to continue to Chapter 2, head all the way south through Toad Town to a train station. Bomb the rock on the tracks, then talk to the conductor. Board the train to Mt. Rugged, and watch the cute cinema.

[M7.3]

Chapter 2: The Mystery of Dry Dry Ruins

Major Items/Weapons: Super Hammer

Badges: 11 // 18/80:
Damage Dodge, Quake Hammer, Attack FX C, Spike Shield, Slow Go, Deep Focus, Power Rush, Spin Attack, Runaway Pay, Power Smash, Shrink Stomp

Star Pieces: 9 // 17/160:
Mt. Rugged (ledge), Mt. Rugged (off the spring), Kolorado's letter, Dry Dry Ruins (draining sand), Kolorado (for Artifact), Merlon's letter, Mort T.'s letter, Nomadimouse's letter, Toad Town Sewers (crossing a gap)

Letters: 5 // 5/25:
Mt. Rugged (to Merlon), Mt. Rugged (to Kolorado), Mt. Rugged (to Goompapa), Dry Dry Desert (Mort T.), Dry Dry Outpost (to Nomadimouse)

Magical Seeds: 1 // 2/4- Mt. Rugged

Super Blocks: 3 // 3/16- Dry Dry Desert Oasis, Dry Dry Ruins, Mt. Rugged

Partners: 1 // 4/8- Parakarry

Star Power: 1 // 4/11- Lullaby

Save when you arrive at Mt. Rugged. You can get an egg from a small bush to your left. Continue left and then up the cliff. At the top, a bird mailman named Parakarry will bump into you, searching for a lost letter. You need to find that letter, as well as two others he's lost. To save time, let's find all three letters at once.

Go right a screen and continue to the fork. Go down and get the Sleepy Sheep from the block, but watch out for the Monty Mole that pops out of the wall. Go

left and break the yellow block. A blue creature pops up from the ground. You can talk to him, and then hit him with your hammer to get Whacka's Bump, a helpful treat. You only get about 10 of those during the game before he gets tired of being whacked and disappears.

Go back up and right to the next area. Further right, up on a ledge, use Kooper to get a letter. Go right 1x, then up & left. Fall to the ledge just before going left for a Star Piece. Use the slide to jump to the other side of the area & go left a screen.

Go left & up to a cave and collect the Damage Dodge badge from the chest. Go down, use the spring to get to the top, then use the slide. Go right to get the second letter. Drop down and go right several times until you come to a large gap. Drop down and get the third letter on the right.

Use the spring to get back up and go left all the way back to Parakarry. Give him all 3 letters and he will join your party. Go right two screens and use Parakarry to fly to the Quake Hammer badge.

After collecting that, go right and stay on the middle ground. Fly to the right and get the magical seed from the Bulbulb. Head back and up to the high ground, and go left. Use the slide again and go left. Go all the way left in this area and use Parakarry to get the Star Piece on the other side of the spring.

Go right three screens, cross that gap with Parakarry and go across the bridge. A big bird named Buzzard will stop you. Now, you have a choice. You can fight him by claiming to be Mario or Princess Peach (you tease you!), or you can avoid the fight by saying you're Luigi. I personally choose to fight to gain star points and get further ahead towards the next level of power, plus it's kind of cheating and you avoid beating a portion of the game. Anyway, up to you. If you fight, use Power Jump and Parakarry's Shell Shot. If low on FP, use Jump and Parakarry's Sky Dive. After the fight (or avoidance of the fight), go right to the next screen.

Go down and right to the Heart Block and save your game. Go right to Dry Dry Desert. Talk to Kolorado and give him his letter for a Star Piece. Keep going right down the sandy path. This path is a lifesaver in getting out of the desert later, so remember the long horizontal path, for it is your friend :o)

Anyway, eventually you'll arrive at Dry Dry Outpost. Save your game there. Follow the running mouse right until he retreats to the Item Shop. Before getting to Dry Dry Ruins, let's do some quick errands. They're worth your while.

Go left a screen to the desert and hit the rightmost tree to get a letter. Go left three more screens and you'll see a stone cactus and a small tornado. Go south 3x and west 2x. Stand on the rock and jump to get the Attack FX C badge. Head back to Dry Dry Outpost (east 2x, north 3x, east 3x, lazy, mathematically-challenged person!). Rest in the Toad House (if necessary) and resave.

Head left and then south one screen. Jump on the block and then above it to get a Life Shroom, a precious item in battle and expensive to purchase later. Go south again to reach the Oasis, a pretty, pleasant area. Use the Super Block at the bottom to upgrade a partner's skills. Choose Bombette. You can hit the big trees to get a lemon and lime.

Head north 2x and east 1x to get to the Outpost. Resave, then go into the shop.

Buy a Dried Shroom, then a Dusty Hammer. The shopkeeper will tell you how to talk to Moustafa, a wise town-person. You can sell back those two useless items if you want. Head right a screen, then far right. Go through the door and then up on the crates. Head left, getting the letter on your way. At the end, drop to the door and enter. Talk to the guy there and he will give you a Pulse Stone to help you find Dry Dry Ruins.

Go west 2x to the desert, then head north as far as possible, then go west until the stone is beeping really fast. You'll see a lone rock in the middle of an otherwise empty area. Put the stone into the rock and the ruins will appear. Use the Heart Block at left, then enter the ruins. Ignore the "very scary" warnings and save. Go right.

Grab the Spike Shield badge in the second coffin, then go right and down to the next area. Get the key there, then go back once and up to the locked door above that room. Enter it. Jump on the block switch, then leave and go through the bottom doorway. Enter the newly opened doorway.

Climb the stairs and use Parakarry to get across, then use Bombette on the cracked wall and enter there. Jump on the block switch there, then collect the revealed Star Piece. Leave and go down the stairs and through the right door. Collect the key, then go back and down to the locked door at left. Open sesame!

At the far left, hit the ? block. You must defeat all the cactus enemies to continue. Do so, and collect the key. Unlock the left door and enter. Go to the bottom and bomb the wall, then go to the bottom of that room and use the Super Block to upgrade Parakarry. Use the spring and go right.

Go back to the top and cross the gap left with Parakarry. Now for a little puzzle to get a big prize. Go up the pink stairs at left and hit the switch. Then, continue the pattern, reaching the left side of the puzzle. When stuck, use the blue stairs, then the pink, going upwards and left. Follow the wood panel around, but don't drop yet. On the left corner, drop and shift left to another wood panel. This is tricky and may take a couple of tries. If you do it right, go down the panel and through the wall. Get the Slow Go badge from the chest. Unfortunately, this badge is pretty useless for your troubles, but it is for completion.

Drop to the bottom finally and open the big chest for the Super Hammer. Your hammer power increases and you can smash grey stone blocks. Demonstrate by smashing the block to get out. Then, go right 1x and through the right top door. Use the puzzle (climb the pink stairs, hit the switch, climb up, and hit the grey block), collecting the Artifact.

Head right 2x, smash the grey block, and collect the Pyramid Stone, then fight the Chomp (sorry, no choice). Go left 1x, then down the stairs and left out the door. Go down, bomb the crack, and go through the hole left. Crush the stone block and fight the Chomp. After that, collect the Diamond Stone.

Go right 2x, then down the hall and through the right door. Hit the grey block, then jump on the switch to open up stairs. Get the key, then go all the way left, up with the spring and right, then through the right door (not using the stairs). Go right all the way and unlock the upper door. Go through and jump on the switch, then back left 1x. Put the Pyramid Stone in the far left statue and the Diamond Stone in the very middle statue. Then go through the bottom door & right 2x.

Break the block and collect the final stone, the Lunar Stone. Beat the Chomp then go back left 2x. Put the Lunar Stone in the far right statue. Stairs will

appear to reach the basement. Go down, use the Heart Block, then go right and save. Then go right to fight Tutankooa. Use Jump and Parakarry's Sky Dive or Shell Shot on Tutankooa. When he summons Chomp, use Hammer and Shell Shot on it. When you're done, collect the card to free Mamar.

End of Chapter, Intermission. Now, time for some more fun with Peach. Take the fireplace passage like last time and once in Bowser's room, go right into the hallway. Avoid the lights from the guards or you'll be caught. If you do get caught, you'll be thrown back into your room, but you can try again until you succeed. Anyway, once in the hallway, go through the far right door. Collect the Deep Focus badge at right. You can put it into the magical treasure chest so that Mario can pick it up.

Go back to the hall and into the door second from left (just left of the door to Bowser's room). Avoid the guards in the library and get the Power Rush badge. If you can, escape from here and go back to the far right room. Drop the badge into the chest, then come back to the library. Go all the way left until she stops to eavesdrop on some guards. They reveal that the third Star Spirit escaped from a creature called the Invincible Tubba Blubba. You are then caught and brought back to your room. Now back to our regularly scheduled programming.

Mario receives the Lullaby star power from Mamar. From the ruins, go south 3x and west 2x. Give Kolorado the Artifact to receive another Star Piece. Go all the way west down Mt. Rugged. On the way back to the train station, you'll see a grey block. Hit it and then use the Super Block to upgrade Kooper.

Then, get to the train, save, and board it for Toad Town. Once back, you have several errands to do before moving on to Tubba Blubba. At the Dojo, you can fight to earn degree cards (basically honour). Fight Chan first. Use Jump to flip him over and use basic attacks on his underbelly. You get the 1st Degree Card. Next, fight Lee. Use basic & FP attacks. You'll get the 2nd Degree Card. You can try to fight the Master. Use good FP attacks.

Give the girl at the garden the magical seed (#2) and give Merlon his letter for a Star Piece. To give you better access to your areas off Toad Town (which for now are Goomba Village, Koopa Village and Dry Dry Outpost), go to the screen with a pipe and a sign that says "Private". Enter the pipe to go to the sewers (how original for Mario!). Go left and break the grey block. In the next room, you'll have to fight a Blooper. Use basic and FP attacks. Once he's gone, a switch appears.

Jump on it and three pipes will appear. From left to right, they go to Dry Dry Outpost, Koopa Village and Goomba Village. Go to Koopa Village and give the toad named Mort T. in the Toad House his letter for a Star Piece. You can continue doing more errands for Koopa Koot if you wish.

Pick up Peach's two badges at the chest at Merlullee's on Shooting Star Summit. Go back to the sewers, then head to Goomba Village and give Goompapa his letter. This will start the chain letter (see Letters for the entire sequence).

Go back to the sewers, then to Dry Dry Outpost. Some more errands to do. From the outpost, go west 3x and south 2x to the blue cactus and tornado. Use the tornado to land on a stump with the Spin Attack badge. Go north 1x to get to the sandy path. Go left until you see the mouse traveler by the tree, and give him his letter for a Star Piece. Then go north 1x.

Jump in the centre of the three trees in a triangle shape to get the Runaway Pay badge. Head back to the Outpost, then to the sewers. Go left 1x, breaking the block. Get the Snowman Doll from the ? block. Go far left and take the pipe, then go through the left door.

the HP Plus Badge from the red ? block. Take the path across from the bee's nest, then take the path with the multiple fast-flashing mushrooms.

In this area, press A while next to each bush and take the path across from the bush where the flowers don't disappear. In this area, press A while next to the big rock until one has a face appear on it. Take the path across from it.

Go around until you can take a path up and collect the FP Plus badge from the red ? block. Walk around in this screen and press A while at the bushes and take the path where flowers appear.

Walk around until you see a sign that says "If you have business at Boo's Mansion, come this way." Take that path to Boo's Mansion. Open the gate with A and Bootler will reappear, telling you to make your way to the third floor. Use the Heart Block and save, then enter the mansion. BTW, if you've played Luigi's Mansion for Game Cube, you'll see the similarities :o)

Anyway, take the stairs to the second floor and go through the rightmost door. Open the cupboard and several boos appear with a record. Watch carefully and hit the boo that you think has the record. You can keep trying until you get it. Exit and go in the left door. You'll see a boo guarding a chest.

At the record player, put the record on and tap the A button so that the meter stays around "OK". The boo will be drawn to the music and start dancing. When ready, press B and run to the chest. Open it for a weight. Leave and go back down the stairs. At the couch, jump to the discoloured orange part and Mario will spring to a chandelier, pulling it down. Apply the weight and it will stay down, opening a new door. Go through it.

The chest is a fake, but you can try it to see a chandelier nearly crush Mario. Anyway, go down the stairs and take the south door, then the door at right. Open the chest and you'll play another boo game. Hit the boo that holds the Super Boots to collect them. Now Mario's jump power increases and he can do a Jump Pound. In this room, you can jump pound in the northwest corner to collect a Star Piece under the floorboards.

Several areas will have hidden Star Pieces that you need to Jump Pound to collect (see Star Pieces section for all parts). From now on, I'll indicate when a hidden panel Star Piece can be found, but you'll need to backtrack to get the ones from previous areas. You can also use the I Spy badge to find them. Jump pound the patched wood and drop through the floor.

There is a shop here, but the Boo won't sell you anything yet. Hit the blue switch, then the next one, then jump to the chair and stack, then Jump Pound on the big switch to make stairs appear. Climb them and go through the north door. Jump pound by the clock here for a panel Star Piece, then head upstairs and through the bottom door to the lobby.

Jump pound on the rug for a panel Star Piece, then head upstairs and through the rightmost door. Jump pound on this rug for another panel Star Piece. Head back down to the lobby and go through the rightmost door.

Pound the patched wood to land on a bookshelf. Use Parakarry at right to get to the other shelf and collect the Boo's Portrait. Go back over the bookshelf, and carefully fall to the crates below. Jump pound 2x to get a Star Piece. If you miss, you'll need to reroute back to try again. Drop to the ground and bomb the cracked wall.

Enter the hole, go upstairs and through the bottom door to the lobby. Go up to the second floor and all the way right to the empty picture frame. Put in the

portrait and the boo will take you to the third floor. Enter either door where you will meet Bow and she will join your party. Now you can use the item shop you passed by earlier, if you wish. When ready, leave the mansion, save, then go right of the mansion to Gusty Gulch.

Go through the gate, jump pound for a panel Star Piece, then head right 2x. Talk to a Boo, then go right 1x. A sequence will play. You'll need to hit C-down to hide from Tubba Blubba. Unfortunately, poor Stanley is eaten, but don't worry, you'll save him. Go right and then use Kooper to get the Dizzy Dial and get the letter from behind a piece of rubble and Repel Gel from the ? block.

Go right and use Parakarry to cross the gap. Get a Star Piece from behind more rubble near the end of the screen. Go right again and save. Enter Tubba Blubba's mansion. There are guards in the lobby (and in some of the halls). If they catch you, they'll chase you and try to pick you up, taking you back outside. Use Bow's hide ability (C down) to avoid them. If caught, you'll need to start from the lobby again. Anyway, go through the left door.

Avoid the enemies (they're pretty tough) and take the top door at the left end of the hall. Climb on the table to collect the Star Piece, then exit and take the left door, then the top left door. Go down the stairs and pound the patched wood. Get the key from the chest. Go down and talk to the Boo if you want. Use the Heart Block, then take the left door.

Use the Super Block to upgrade Bow, then go upstairs. Take the right door and go back through the lobby to the right door, unlocking it. Go upstairs and take the left door. Go down the hall and through the left door. You'll need to wake the sleeping Clubba by getting near him, and you'll most likely need to fight him (though, miraculously, I was able to avoid the fight!). Bomb the cracked wall where he slept and enter the hole. Pound the wood in the upper right to land in a bedroom. Cross with Parakarry and collect the D-Down Jump badge.

Reroute to the room where you bombed the wall and this time, go down the hall through the upper door. Cross the spikes (when down, of course) and use Bow to hide every once in a while. Collect the key from the chest at the end and exit. Take the left door and go down the hall. Stop at the corner and go through the broken rail to land on a dining room table. Collect the Star Piece, then retrace your steps back to the broken rail.

Push the clock left and enter the passage. Open the right drawer in the dresser and jump up to the other drawer. Use Parakarry to cross to the bed. Hop onto the bookshelf and go down and walk into the wall. Collect the Mega Rush badge. Exit to the hall, unlock the left door and enter.

Collect the Maple Syrup from the ? block, then go upstairs and through the door. Avoid Tubba Blubba by hiding with Bow. Once he passes you far enough, take the upper door. Avoid all the sleeping Clubbas (it's so comical!) and get the key. Exit and unlock the right door. Refresh and save, then go right.

Go down the hall and right through the door. You're in Tubba Blubba's bedroom. Go right and he'll enter without seeing you and sleep. Open the chest to get a tremendously chatty key named Yakkey (go figure). Say Yes to his question and you'll have to run out of the mansion. Tubba Blubba will save you some time by breaking the rail on the third floor, dropping you to the second.

Run through the mansion, using Z to spin when possible. When you exit the mansion safely, the Boos from Gusty Gulch will come and block the front door for you. Save your game, then head left until you reach the windmill. Unlock the door with the key and enter.

Go right and collect the Ice Power badge from the chest, then continue right to get the Thunder Rage and the frying pan from the chest. Go all the way left to Pink Station, and jump on the blue arrow pointing left. Go back to Blue Station, head back to Toad Town and go to Tayce T.'s house. Give her the frying pan and she will make you a cake, but DON'T EAT IT (fat boy)! Go to the post office and give back the mailbag to get a Star Piece.

Head back to the toy box and go back to Pink Station. Go left a screen and keep going left until you see a very large Shy Guy named Gourmet Guy. Talk to him and give him the cake. He will run away, dropping a Cookbook. Pick that up, then go up and left. Jump to get a Super Soda from the hidden ? block. Continue right, jumping in between the two ? blocks for a hidden block with a Dizzy Dial.

Go right 2x, hit the pink switch to flip the train track on the right side, then go left 2x, down and right to Pink Station. Save and take the train right to Green Station. Once there, jump pound by the green Toad for a Star Piece, then hit the blocks in the order of yellow, green, red, blue, and a new track will be laid on the right.

Go southeast and use Bow's hiding skill to get through the fences that block you. Beat the Shy Guy there to get the Mystery Note. The slots game is optional, so have some fun if you wish. Go east and make your way to the back right block. When it lowers, walk into the structure and collect a Star Piece.

Make your way to the highest peak and go right, using Parakarry to fly over the gaps. Collect the Super Soda and dictionary from the chest. Go all the way left to Green Station, and take the train right to Red Station. Jump pound by the red Toad for a Star Piece, refresh and save here, then go southwest. Next to the first elevator here is a hidden ? block with a Volt Shroom. Take the elevator over the wall at left and continue left.

Jump between the two blocks to get a Deep Focus badge. Before going in the door there, get the Snowman Doll from the hidden ? block next to the last elevator. Go left to the next screen. Here you will fight Big Lantern Ghost. Use Bow's Smack on the light, then use Power Jump on the ghost. After you beat him, hit the lamp with your hammer to free Watt, who will join your party. Use Watt to light the room, then go right.

On the second up-elevator, cross onto the roof at right with Parakarry. Use the Super Block to upgrade Watt, then go right to Red Station. Refresh, save and go southeast. Bomb the cracked wall, then go right. Use Watt to reveal a hidden block. Hit it, then use Kooper to get the Shooting Star. There's also a hidden block near the right door with a Sleepy Sheep. Go right and use Watt to light the room.

Continue right to fight General Guy & the Shy Squad. There are four phases in the battle. Watt is the best partner. In the first phase, use basic attacks on the group of Shy Guys. Second phase, same thing on the Stilt Guys. Third phase, same thing (yet again) on the Stacked Guys. In the fourth phase, you fight General Guy. Beat on the lightbulb until it breaks to avoid his biggest attack. Then, hit on the main part with Hammer and Watt's Electro Dash. After the fight, collect the fourth star spirit, Muskular.

End Chapter, Intermission. Now you are Peach. Escape the room as usual and go right to the hall. Take the bottom right door to the dining room. Gourmet Guy is there and will ask you to make him something in the kitchen. He gives you a castle key. Back in the hall, use the key on the bottom locked door to get to the first floor. Take the far right door (up a small set of stairs). You can open the shaking closet to talk to a Toad, then open the chest for the Last

Partners: 1 // 7/8- Sushie

Star Power: 1 // 7/11- Smooch

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Once there, get the Stop Watch from behind the bush and you can also hit the palm tree to get a Coconut (every palm tree with coconuts at the top will drop them for you). Go right and fight the fuzzy beating on Kolorado to continue. Get the letter from the big rock at back and hit the palm tree right of the Spin Plant to get a Star Piece. There is also a Repel Gel and a Mystery? in the hidden blocks near the two ringing bell plants (in fact, any bell plant has a hidden ? block near it). Go east to Yoshi's Village.

Continue right a screen. You can rest, buy items and save here. Go right a screen and fight the Spear Guy hitting Kolorado. Continue right and you will be at the volcano, but cannot enter it yet. Go back left to the village, where the adults are panicking, because the children took off. Save, then go northwest to Jade Jungle. Press A at the bushes at north and they will part.

Go up and east. Hit the tree where the fish summons you 3x and Sushie will join your party. You may want to go back to the village and save, because the jungle search is kind of long, and wouldn't you hate to get game over and start this part over again? Anyway, go east to the dock and ride Sushie in the water. Dive under the bridge and dock at the island with the Star Piece.

Also, hit the tree there for a letter. Ignore the Bulbulb, because he already gave your magical seed to Kolorado. You'll get it later. On land, go west a screen. Ride in the water and dock at the other island. Beat the Spear Guy and get the Power Quake badge from the red ? block. Get on the water and swim west a screen. Dock at the southwest island and part the bushes. Press A at the lone bush (which you'll have to fight), then check the next lone bush and you will save the red Yoshi.

Swim to the middle dock and go right, then south to get a Power Block. Upgrade Sushie. Go north, get the Thunder Rage at the bell plant, then head up a screen and clear the north bushes. Get on the water and dock at the other island.

Use the spinning flower to get up (spin around it to get it moving, then jump on it and hold Z). Clear the bushes and enter the pipe. Use Watt to light up the area, then climb up to save the green Yoshi. Go back to the jungle and drop down. Swim west a screen. Go left, still on the water, and dive to get a Star Piece.

Go back and dock, then hit the tree stump with the hammer to make a bridge. Walk left and you'll save the blue Yoshi. Go back right a screen and go east another screen. Head right, then hit the stump to make a bridge. Get on the water and dock at the south island. Go south a screen and you'll hear someone snoring. Hammer the tree at left to save the purple Yoshi. Go north 1x and get on the water. Get back on the middle dock and go east 1x.

Two piranhas are attacking the last Yoshi. Approach them and fight. After that, you will have saved the yellow Yoshi, and all of the children. Head west and backtrack to the village. Go west 1x to the first part of the village and go to the middle platform. Talk to the Village Leader and he will give you the Jade Raven. On this platform, jump pound for a Star Piece.

Go east 1x, rest and save, then go northwest back to the jungle. Go up and west, then swim west a screen. On land, go north 1x. Go through the bushes

and east 1x. Swim to the north dock with the statue. Put the Jade Raven inside and a path will clear. Take it to a new section.

Get the Stone Cap at the bell plant, then clear the upper right bushes and go north 1x. Move the blue blocks onto the water spouts until a rock is pushed up. Push the last block onto it and then go north 1x. Go far right and then jump to the vine on the tree next to the bushes there. Take the path north. Jump pound in this area for a Star Piece. Go far right, where you'll have to fight the piranhas and a Magikoopa. After the fight, go right and enter the big tree.

Save there, then make your way up the stairs to the outside of the tree. Go right all the way past the hole and get the Happy Heart badge, then go back and take that hole. Go all the way up to the top and talk to the big raven, Raphael. Jump off the edge of the tree and talk to him again. He will clear the big bough out of your way.

Go right 1x to the volcano. Talk to him again and the small ravens will make a device to help you. Kolorado will show up and go first. Raphael will give you the Ultra Stone, which lets you upgrade your partners to Ultra Rank when you find a Power Block. Jump into the small basket, then go right along the branch. Jump to the hook and let it carry you to the end. Use the Heart Block, then enter the volcano.

Go right 1x and hop across the platforms (quickly, because they sink), and go right 1x. Take the hook right to the end. Use Kooper to break the block and drop to collect the POW Block. You can collect coins from the other blocks, then go left and use the spring to get back up.

Take the hook again to the end and go right 1x. Avoid the spinning fire and go right to a Power Block. Upgrade Sushie, then go back left 1x. Go to the bottom left and take the stairs down all the way. Save & use the hook to ride across the gap. If you time it right, you can drop to collect the Fire Shield badge. It will probably take you a couple of tries. On the bottom level, go west 2x.

Go up to the top part and use Parakarry to cross. Push the blue blocks into the lava to narrow the flow and create a path. Go to the upper part of the flow on ground level and cross with Parakarry. Go west 1x and push the blue blocks side-by-side into the lava, then cross the gap with Parakarry. Go up and around to the big chest and collect the Ultra Hammer. Your hammer power increases and you can now break metal blocks. Demonstrate by breaking the block at right, and go east 1x.

Cross the gap with Parakarry, then go along the path at the very bottom, breaking the metal block, at the right side, and head east 1x. Cross the upper gap with Parakarry and climb the rocks at the end to get the Dizzy Stomp badge. Go west 1x and up to the higher path, then east.

Go up and east 1x, then use the spring. Talk to Kolorado, then break the metal block. Save and go east. Jump to the hook and about halfway, when you see light breaking through the wall, hop down to a Power Block and upgrade Kooper. Drop down and jump pound right of the Power Block's platform for a Star Piece. Go back west 1x, use the spring, save again, then go east 1x.

Use the hook, taking it all the way to the end and go east 1x. Get to the end of the screen really fast to avoid getting hit by the rolling spiked thing. Hop across the rocks and go east 1x. Go to the far right and push the block left as far as possible, then hop up and hit all the metal blocks going up. After the last one is hit, run to the right and then down to avoid the rolling

spiked thing again. Go east through the hole.

Use the Heart Block, jump pound nearby for a Star Piece, then go east 1x. Get the Super Shroom and Maple Syrup from the blocks, then go east where you'll meet a dead end. Go back west 1x, then go down the steps to the bottom. Go left and save, then go right. Go east 2x, then a fight will ensue against the Lava Piranha. There are two phases of the battle. In the first phase, use Jump and Sushi's Squirt on the main piranha. Once they sink into the lava, they return with a fiery vengeance for the second phase. Use Sushie's Tidal Wave to hinder the plants' movement. Use Jump and Belly Flop/Squirt, and Tidal Wave any time the Piranhas become heated. After the fight, you will get the fifth Star Spirit, Misstar.

The volcano will start to erupt, so follow the star east 1x, then go up the stairs to the top. Use Bombette to bomb the cracked wall, and escape. The treasure Kolorado found is lifted and lands in Jade Jungle.

End Chapter, Intermission. As Peach, escape the room as usual and go right to the hall. Go down to the first floor and take the leftmost door (up a small set of stairs). Guards will catch you, but allow you to play a quiz game with them. If you are playing this game for the first time, you will not know the answers to some of the questions (they reveal info about the next locale), but if you can buzz in fast enough, you can answer them anyway. Here are the answers to the questions: Lava Piranha, Flower Fields, Chomp, Pass Flower Gate, Princess Peach, Flower, Bowser, Boo, The Flower Garden, On Bowser's Castle. If you win the game, you get a Jammin' Jelly. If you win or lose, you get the Sneaky Parasol.

Back with Mario, you get a new star power, Smooch. Go west 1x to the village, then take the northwest path to the jungle, go through the bushes, then east 1x. Open the chest to get the Volcano Vase. Head back to the village and give the vase to Kolorado in exchange for a magical seed. Go west to the whale and head back to Toad Town.

Jr. Troopa will chase you back and you'll have to fight him. His HP level has dropped since he swam so much, so the battle is easier. He now has a spike and wings. Use your Spike Shield badge to jump on him and Sushie's Squirt attack. Once you finish him off, refresh and save, then go to the sewers.

Go through the hole to the bottom level and go right with Sushie. When you dock, you'll have to fight the Super Blooper. He now powers up his attack (when he turns red) and uses Blooper Babies. Use Sushie's Tidal Wave to get rid of them or Multibounce. As usual, use Jump/Power Jump and Sushie's Belly Flop/Squirt. When he's finished, hit the switch to make a pipe appear that goes to Yoshi Village.

Go back to Toad Town and give the magical seed (#4) to Minh T. A door will appear in the middle of the garden, but don't go through it yet. Deliver a letter to Russ T. for a Star Piece then, in the same area, get on the water with Sushie and get a Star Piece at the leftmost dock. Then, go down the pipe on the centre island there.

Go right to a Power Block and upgrade Bombette. Go back to the sewers and go to Boo's Mansion via the shortcut pipe. Deliver a letter to Igor at the shop for a Star Piece.

Rest and save, then talk to Kolorado near Pleasant Path and he says a big Koopa is blocking the path. Go down and fight Kent C. Koopa. This boss is VERY tough. If you fight him, have a good supply of Sleepy Sheeps, Super Shrooms and Thunder Rages. He's susceptible to sleep attacks. Use Watt's Electro Dash, as

it works under any conditions. Use the Star Power Lullaby as well. It's best not to flip him over, because he'll take two turns to stand up and then whack you. If he's asleep, then you can jump on him to flip him over and then attack his little tail. His attacks are heavy, so block with A, which not only saves you 1 HP, but also protects your partner from getting knocked down. When he's gone, the path clears.

Now, rest and save again, then head through the door in the garden to arrive at Flower Fields.

[M7.7]

Chapter 6: Dark Days in Flower Fields

Major Items/Weapons: Ultra Boots

Badges: 4 // 37/80:

Happy Flower, Flower Saver, Mega Smash, Super Jump Charge

Star Pieces: 4 // 65/160:

Flower Fields (panel, east area by Petunia), Flower Fields (southeast area, in the flowers), Flower Fields (northwest area, top level), Minh T.'s letter

Letters: 1 // 8/25- Flower Fields (to Minh T.)

Magical Seeds: 0 // 4/4

Super Blocks: 5 // 15/16:

Flower Fields (1), Flower Fields (2), Toad Town Sewers (lower west side), Toad Town Sewers (upper east side), Toad Town Sewers (left side of Shiver City entrance pipe)

Partners: 1 // 8/8- Lakilester

Star Power: 1 // 8/11- Time Out

After the Wise Wisterwood tree talks to you, save, then go east 1x. Hit the trees here in the order centre, right, left, and collect the Happy Flower badge from the left tree. Go east again and talk to Petunia. Defeat all the Monty Moles and she will give you a Magic Bean. Hit the tree at left and collect the red berries. Jump pound near Petunia for a Star Piece, then go back west 2x and save.

Go southwest and give a red berry to the red flower. Go along the path and hit the tree to collect the yellow berries. Go west, then talk to the flower under the Crystal Tree (Posie) to get Fertile Soil. Go back east 2x and save, then go southeast.

Give the flower a Yellow Berry. Jump over the spiked plants, using Parakarry for the last couple of gaps that are too wide apart. Go up and left and use the Power Block to upgrade Parakarry. Hit the tree at the end to get blue berries (pick up both). Collect the Star Piece in the grass at right, then go east 1x.

Get the Dizzy Dial from the ? block, and a Maple Syrup in the hidden ? block at right. Go right 1x, then go down and talk to the lily (obviously named

Lily). When she's finished, get the Jammin Jelly from the tree at right, then go left 3x and save.

Go east 3x, and toss a Blue Berry into the well. A Flower Saver badge will be thrown up to you, so collect that. Go back west 3x and save. Go west 1x and give the other blue berry to the blue flower to pass. Jump near the brick block to hit a hidden ? block, then use the spring to go on top of it. Jump above the brick block to get a Shooting Star.

Go west 1x to a maze with two Lakitus guarding it. You'll have to fight them. Once they're gone, you'll need to go through the maze to the path on the other side. When you're in the bush, you can jump to see where you are. This is a rough solution: Left, up, NW, left, up, left, down (not around the lower part, but through the hedge below you), SE, right, up, left to the pipe (take it), left to the next area. Talk to Rosie, who has Lily's Water Stone. She wants something prettier than it (grrrr...selfish flower).

Go back east 1x and then through the maze (just do the reverse of the previous directions). Go back through the southwest screen all the way to Posie and talk to her. She will give you a Crystal Berry. Go back east 2x, then through the west path, through the maze and back to Rosie. Give her the Crystal Berry and she'll give you the Water Stone. Go back east 2x, then go southeast all the way to Lily. Talk to her, then put the Water Stone in the hole. The empty pond will fill with water and she'll give you some Miracle Water.

Go west 1x and use Sushie to float. Go to the middle island with the tree and hit it to get Bubble Berries. Go back west and save. Go northwest and give a Bubble Berry to the bubble flower. Step into the big bubble it produces to float across the spiked pit. Go up the stairs and right to get a Star Piece, then go west 1x. Go up the stairs and use Bombette to bomb the rock. Get the Mega Smash badge here, then go left 1x.

Bomb the rock in the crevice below the steps. Go up the steps to the top of the tower and talk to the sun. Then go back east 1x, where you'll have to fight a Lakitu named Lakilester. Once you beat him, his girlfriend will protect him. Forgive him and he'll join your party. Go back right (use Lakilester to cross the spikes) and save in the main screen.

Go northeast, where you'll have to solve a puzzle. You need to pound each of the blocks in order to get to the other side. Think of each block as numbered from left to right and jump pound them in this order: 1, 6, 5, 2, 6, 7. Use Lakilester to cross the spikes when needed. Once complete, you have access to the other side. Use the spring to get on top and hit the Power Block to upgrade Lakilester. Go east and get the letter hidden in the flowers, then go east again.

Hammer the machine 2x to fight the enemies. Once they're gone, time to smash things! A great anger management course. Smash the Puff-Puff Machine with your hammer on both sides until it shuts down. Very beautiful, eh? Looks like a Vincent Van Gogh painting. Go west all the way to the main screen and save.

Talk to Wise Wisterwood, then go to the brown spot close by. Put the Fertile Soil, Magical Bean and Miracle Water on the spot (in that order). A beanstalk will grow. Before you take it up, you should go back to Toad Town and stock up for the boss battle. Stock up on Super/Life Shrooms and Maple Syrups, and defense items (Stone Caps and Repel Gels). DO NOT USE THUNDER RAGE!! Use your best jump badges along with defense & recovery badges, and no hammer badges. Come back and take the beanstalk up to the clouds. Get the Super Jump Charge badge from the clouds at back, then go east 1x. Step on the brown

cloud to start the fight against Huff N' Puff.

Use Lakilester's Spiny Surge to clear most of the Ruff Puffs and damage Huff. By the way, I love the music in this battle! When he's defeated, touch the card to free Clevar.

End Chapter, Intermission. You are back with Peach once again. Escape the room as usual and go east to the hall. Use the Sneaky Parasol (press B) on a grey Koopatrol guy. Go up to the doors at top and speak to the guard to pass. Go east all the way to the end and talk to the guard at the door. He'll give you a Castle Key if you find the guard who's supposed to relieve him.

Remember to put the Jammin Jelly (if you won it in the previous chapter) in the magic chest on the second floor in the rightmost door. Go back west and down through the bottom door to the first floor. Go down the stairs and unlock the bottom door there. You will be outside, but unfortunately cannot escape. Press B to change back to Peach, then change into the Clubba. Go back inside and all the way up to the guard who gave you the key. You will now be "on duty". Go through the door and all the way up to the roof. Go left and Kammy Koopa will appear, then you will be caught.

The Star Spirit will reward you with Time Out, a new power, and Wise Wisterwood will congratulate you. Go back to Toad Town and save. Now for some errands. Give Minh T. (the flower garden girl) her letter for a Star Piece.

Go to the Sewers and drop through the hole to the bottom floor. Cross the water east with Sushie and then go east 1x. Cross the spikes at the top with Lakilester and go down the pipe. Use Watt to get three hidden ? blocks for a Maple Syrup, Stop Watch, and Volt Shroom. Break the west block, then go west 1x. Break the next block and go west again. Break the block, then jump on the spring to the other side and open the big chest for the Ultra Boots. Use the new Tornado Jump move to break the block, then spring up and go back east 1x.

Jump at the gap between the other blocks to get a Life Shroom from a hidden ? block. Go east again and use the pipe. Cross the spikes again and get the Shooting Star by the east exit then go east again. Hit all the ? blocks, use Watt to get the hidden blocks, then go all the way back west & up the pipe to the first area of the sewers. Go west from here 2x, then use the pipe, then the next pipe in the bottom right. Break the metal blocks, then use the Power Block to upgrade Lakilester.

Take the pipe back and go across the platform lifts, then right a screen. Use the platforms to go up and then get off on the next floor. Go right and drop through the hole. Upgrade Bow with the Power Block. Take the pipe back and go left, then left up the stairs. Take that pipe and go right. Go back to the bottom level through the hole, then cross with Sushie at right and go east 1x. Go along the bottom and east again. Take the lower pipe and bomb the wall.

Enter Rip Cheato's hide-out. See Rip Cheato guide under Shops for help. Take the pipe at right to land at an abandoned warehouse. Get the Odd Key, then unlock the door to exit to Toad Town. Now you have easy access to Rip Cheato.

Go to Merlon's house to learn about Shiver City, then go back through the warehouse to Rip Cheato, then left and up the pipe. Take the blocks at top across and go through the blue door. Take the pipe and go all the way left and use the Super Block to upgrade Watt, then take the pipe at right to Shiver City.

Return to Shiver City (on the way, you'll see Jr. Troopa frozen in ice!) and go talk to the mayor again. He will give you a bucket. You can also give him his letter for a Star Piece. Go back to the snowmen and put the scarf and bucket (used as a hat) on the ones who are missing those items. They will open the way to Shiver Mountain.

Go up through the opening and then right. When you drop down, spin jump the ice, then the switch below it to continue. When you reach a brick block high up, jump to hit it, then spin jump where it was to get an Ultra Shroom. Go east 1x.

To save you time, go down to the bottom level and collect the pebble, then exit to the west and re-enter, grabbing another pebble. Do this again until you have 3 (you can carry more if you want; they can also be an attack item). Continue up and use Kooper to hit the switch. Kooper will duplicate. It should be obvious which one to hit (the one on the left who calls you a moron). Hit him with your hammer and you'll have to fight the Duplighost.

When that's over, continue right to the top and use the Power Block to upgrade Goombario. Now all your partners are at Ultra Rank. Go east 1x and replace the item in the pillar with a pebble. Do this 2 more times to collect the three items, then continue right 1x. Go under the stairs and then use Bombette to bomb the cracked wall. Once inside, continue right through the wall (I'm not joking) and talk to Merlar to receive the Star Stone.

Backtrack outside and go up the stairs to the top. Put the Star Stone in its place and stairs will appear. Go up the first set and go right to get the Mega Jump badge. Continue up another set and go left by the save block. Before you save, drop down, but stay close to the wall to collect a Star Piece. Go back up to the save point, but before you save, go up some more and use the Heart Block, then go back and save. Continue east 2x to get to the Crystal Palace.

Go through the south door. Save, then go east 2x. Open the chest for the Blue Key. Go back west 2x and north 1x to the main area. Spin jump the switch to reveal the blue door. Unlock it and enter. Use Bombette to bomb the cracked right wall, then go through. Go between the third and fourth pillar to the other side of the room and bomb the cracked wall at left, heading through.

Fight the two Duplighosts, then go west 2x, then into the west cave outside to get a Star Piece. Continue back inside and go through the north door. Collect the Super Shroom, then jump pound the patched wood to go down, and go east 2x. Open the chest for the P-Down D-Up badge. Go west 2x, use the spring, then east 2x to get a Shooting Star.

Go back west 2x, south 1x, east to the pillars, down between the third & fourth ones again, west to the main hall, and south 1x. Drop through the hole. Go east 1x and bomb the east wall. Bombette will multiply, and it's just as easy this time to spot the imposters (they use stars, hearts, !s, and st-st-stammering in their speech). Hit each of them, then continue east 1x. Open the chest for the Red Key, then go west 2x, use the spring, north 1x, then spin jump the switch to make the door red. Unlock the door and enter.

Go east 1x along the bottom and you'll have to fight three Clubbas to continue. Go west 1x and up through the mirrors, then east 2x. Bomb the east wall and continue to collect the Triple Dip badge from the chest. Go west 1x.

Now, this can be tricky. You need to be fast. Set Bombette by the switch, then dash to the cylinder section of the mirror to switch to the other side of the room. Go east 2x, and mimic the other side of the mirror by sending Kooper

through the hole. Several obvious imposters will appear. Hit all the others, then continue right. Go south 1x and find the hidden Star Piece panel. Collect the Maple Syrup from the ? block.

Go back north and then east 1x. Use Kooper to hit the switch, then go east 1x. Go up through the mirror and west 2x. Go north 1x, collect the hidden Star Piece, and the Jammin' Jelly in the hidden block at left. Push the statue left and fall down the hole (not that you have much choice!). Go right until you reach the chest with the P-Up D-Down badge.

Go west 2x, use the spring, go south 1x, east 2x, through the mirror, west 2x, and finally south 1x (whew!). Drop down the hole next to the statue, then east 2x and get the Palace Key from the chest. Go west 2x, use the spring, go north 1x, east 2x, and unlock the east door and enter. This is a small puzzle to do before the boss fight.

You need to speak to each live dinosaur by standing the right position so they make their corresponding statue turn as well. Once the statue is turned the right way, push it onto the patterned square. Once they are all in the right spot, stairs appear. Take them to the next room where you can use a Heart Block and save. Go east 1x to fight the Crystal King. Tough boss, cool music.

Use Watt as a partner first. Use Electro Dash and Mega Smash/Jump against the king. When FP is low, use Power Smash/Jump. To avoid his freezing attack as much as possible, don't attack the Crystal Bits. Use A to block that attack. Towards the end of the battle, he multiplies. Switch partners to Lakilester and use Spiny Surge to detect the true king. Once he's finished, collect the Star Spirit, Kalmar.

End Chapter, Intermission. There is a cinema with Peach, but you can't use her. Rats. Just watch for now.

Mario will receive the star power, Up and Away. Go all the way back to Shiver City and stay in the Toad House. When you awaken, several mushrooms and an Ultra Shroom will be there for you. Go back to Toad Town and go to Goomba Village. Give Goompapa his letter and you will receive the Lucky Day badge, completing the chain letter sequence.

You can also complete the music side quest. Talk to the lyricist at Club 64 in Toad Town Port, then see the composer at Dry Dry Outpost (first house on the left from the Sewers shortcut pipe) to establish a connection. Talk to the lyricist again to get the Lyrics. Take them to the composer to get the Melody. Take that to Club 64 and listen to Chanterelle sing. She will give you the Attack FX D badge.

Go to Shooting Star Summit and give Merlow his letter. You may also want to trade Star Pieces for badges. Pick up the Jammin' Jelly from the magical chest, then make your way back to Toad Town.

Get any badges or Star Pieces from Rip Cheeto in the sewers. Since Chapter 8 is the final part of the game (in Bowser's Castle), you should try to complete all you want to do now since you won't be able to return (easily) from the castle once you go through it.

By now, you can probably defeat the Master two more times to get the Diploma (see boss section for help). Also, you can get all the Star Pieces, Tayce T.'s recipes, Koopa Koot's errands, Chuck Quizmo's quizzes, and have fun with the games. To complete all this, check out their separate sections in the table of contents. There is one badge left at Bowser's Castle, so don't worry if you're shy one from the 80 total.

Rest and save before you leave, then head up Shooting Star Summit to the very top. The Star Spirits will create a warp. Enter it to rise up to Star Way. Make your way east all the way to Star Haven. The Ice Power badge is helpful to jump on the Embers. Once at the Haven, you can buy items (cheapest prices are here), rest, and save here. When you're finished, go east 1x. Go up the stairs to the shrine where the seven Star Spirits will give you the Star Beam power and a Star Ship to get to Bowser's Castle. When you're ready, hop in, say yes, and off you go!

^^^
[M7.9]

Chapter 8: A Star-Powered Showdown

Major Items/Weapons: None

Badges: 1 // 80/80- Deep Focus (3)

Star Pieces: 0 // 160/160

Letters: 0 // 25/25

Magical Seeds: 0 // 4/4

Super Blocks: 0 // 16/16

Partners: 0 // 8/8

Star Power: 1 // 11/11- Peach Beam

^^^

When you arrive at Bowser's Castle (hm...no guards?), save, then go through the south door, crossing the bridge to a cave in the bottom right corner. Defeat the Koopatrol for a key, then exit the same way you entered. Unlock the door and enter the main part of the castle. Go east 2x and stand in front of the door, falling through the trap (don't you learn?).

Heal with the Heart Block, get the Tasty Tonic & Life Shroom by jump-pounding the blocks, then bomb the crack and head through the hole. Save once more, go east, and then cross the blocks to the east 1x. Use Lakilester to cross the lava and hit the switch.

Cross, then use Parakarry to cross the wider gap. Use Lakilester to hit the next switch, then go east 1x, using Parakarry for the wider gaps. Use Lakilester to again cross the lava, then use Parakarry to nab the Mystery. Use Parakarry again to go back, then use Lakilester. You'll get the Thunder Rage later.

Use Bow to become invisible and pass the lava spill. Cross with Parakarry, then use Lakilester and go through the north cave. Go right and up the stairs. Fight the group of enemies, then hit the switch to harden the lava, which you can now walk on. Woo hoo!

Go west 1x, get the Thunder Rage, then go west again, north 1x, then open the chest for a key. Exit and go west 1x, then go back west along the bottom, getting the Life Shroom from the ? block. At the far west end, climb up the rocks to get the Deep Focus badge. Go east 4x, unlock the east door, and

enter. Use Watt to illuminate the room, use Parakarry to cross the gap, get the POW Block in the upper west path, then go west 1x along the middle path (get used to this routine).

Use Watt & Parakarry in the next room, get the Shooting Star in the ? block (upper west), then go west along the top path. Hop in the small gap to land beside the spring, and go west 1x. Push the block left, then go down through the door. Go east 1x through the big door and stay downstairs, going east 2x. Beat the Koopatrol for a key, and unlock the cell.

Talk to the toad on the right to rest (ouch). Go west 2x, save, go upstairs, then west to the item shop. The prices are bad, but if you need anything, go right ahead. Exit, then go east 3x.

Spring up, and pull the chain to flood the room. Use Sushie on the water and go west 1x. Get off at the dock, hit the switch, use the spring, then bomb the east wall and enter it. Spin jump at the block, then hit the switch. Go through the wall, collect a hidden Maple Syrup halfway, then pull the chain at the end. Go west, using Sushie to get the key at the other dock. Go east 1x and pull the chain at the end again. Go west 1x, use Sushie, go east 1x on the water, and pull that chain. Drop to the miraculously dry floor and unlock the east door, and, of course, enter.

Go up all the stairs, fighting the four sets of B. Bill Blasters along the way (and any Bombshell Bills that hit you), then finally you are free to go east. Get the Super Shroom from the block, then push the far right block and go through the hole revealed. Go east 1x, then save. Push the leftmost block and go through that entrance. Use the Heart Block, then go east 1x.

Push the block with a gap beside it right to reveal another hole. Go through that entrance, west 1x, and collect the key. Go east 1x, south 1x, west 1x. Use the Heart Block, then go south 1x, unlock the east door, save, and enter. Talk to the Bowser head on the wall and he will give you a quiz. The questions seem to change with every game, but here are some Q&As you might get:

How many Koopas were there?= 3

There were 3 of this type= red Shy GUys

What came out of the middle entrance?= red Shy Guys

What entrance did the red Shy Guys come out?= middle entrance

How many arms did you see?= 4

Which were there 3 of?= Bob-ombs

After you pass the quiz, enter the door.

Get two Super Shrooms and a Maple Syrup, then climb the east stairs, dropping to get a Jammin' Jelly once up the first set of stairs, then continue to the top, and go west 1x. Stay downstairs, save, and go west 2x. Defeat the Koopatrol to get a key, unlock the cell, rest here, then go back east 2x.

Save again, then go upstairs and west 1x. Climb on the pillar, drop to the bottom one, drop Bombette by the red switch at left, then quickly jump to the back pillar. When it rises, hop to the left, and collect the Ultra Shroom in the next room. Go back east 2x, save once again, then go east upstairs.

Climb the stairs, and go east again. Stand on the tile part of the floor left of the red switch and bomb it. Go back and jump right. Go east to collect a key. Go west 2x, down the stairs, and unlock the east door. Once through it, go east in the following pattern on the stairs: up, down, down, up, down, up.

Go straight on the bridge and east 1x. Use the Heart Block, then go right and

talk to Peach (?). Go west 1x, then come back east. Hit Peach with the hammer 3x to reveal a Duplighost, who you'll have to fight (x4!). After that episode, go back and use the Heart Block, then go east 1x. You'll meet up with the Koopa Bros., but they will be knocked out by Jr. Troopa, who you'll fight instead.

He uses his prior attack/defense methods in three short phases. Use Mega Smash/Jump and Watt's Electro Dash. When he's finished (for the last time), the boss door will let you pass. Go east 1x, upstairs, and east again.

Use Watt to find the hidden ? block with the last Ultra Shroom. Save, then go through the star door to reach Peach's Castle. Go to the far right door, open the cupboard, and the Toad will let you rest. After a snooze, go upstairs and through the top door, then to the next door on the left, the library. Climb the stack of books near the window by the table, and go along the little balcony to a Life Shroom. Leave the room, go upstairs, and through that door.

Prepare for battle, then go east to fight Bowser. This is phase 1 of 2. I recommend using these badges plus any others you like: Mega Jump/Smash, Peekaboo, Happy Heart, Happy Flower, Mega Rush, Last Stand, Power Rush, Close Call, Pretty Lucky, Power Jump/Smash, Feeling Fine, Fire Shield. Use Mega Jump/Smash. When your FP gets low, use Power Jump/Smash. Hopefully you have a lot of good items like Life/Ultra Shrooms and Jammin' Jellies. Use Watt as your partner. Electro Dash is very effective for no FP.

When Bowser uses the Star Rod, use the Star Beam. Bowser can use the Star Rod as defense, light beam attack or healing himself. He can also use a poisonous swipe attack, jump on you, knocking out an ability temporarily, and fiery breath. Once Round 1 is finished, he'll escape to the roof with Peach. Take this time to go back and rest in the Toad House. Then return to the fight scene, go east 1x, upstairs, then west 1x, across the bridge, west again, and save here.

Go upstairs and east 1x to the roof where you'll fight a new and improved Bowser (yikes!). In Round 2, use the same strategies in Round 1. When he uses the Star Rod, use Star Beam. Unfortunately, it won't work. You'll now be playing Twink and Peach as they fight Kammy Koopa. Use Dash and Focus until she's down. Peach will wish for the Star Spirits to have more power. Twink will join the Star Spirits and give Mario the Peach Beam. Use it now and whenever Bowser uses the Star Rod for defense. Continue with the same attacks.

Once the battle is complete (and it's somewhat long), congratulations, you've beaten the game! Enjoy the great ending cinemas!

[M8]

Items

There are many items in the game that you should acquire sometime. Some of these items are for short-term, others you'll have for much longer, even through the duration of the game. All food items restore Mario's status during battle and can be used in Tayce T.'s recipes. Here's an alphabetical list:

8-bit Mario

Acquired at: Boo's Mansion

Use: A fun little secret; in the 2nd floor room with a large pot, jump into it and 8-bit Mario jumps out!

Artifact

Acquired at: Dry Dry Ruins

Use: Trade with Kolorado for a Star Piece

Apple

Acquired at: Boo's Mansion (jump pound the crates by the 8-bit Mario vase)

Use: Restores 5 HP; also used in Taste T.'s recipes

Autograph (Luigi)

Acquired at: Mario & Luigi's House

Use: Give to Koopa Koot for an errand

Autograph (Merlurvee)

Acquired at: Shooting Star Summit

Use: Give to Koopa Koot for an errand

Bell Plant

Acquired at: Lavalava Island

Use: Indicates a hidden ? block is nearby; also makes a ringing sound when you touch it

Big Chest

Acquired at: At least 4 times for new boots & hammers

Use: Allows you to take its contents!

Block

Acquired at: Almost everywhere!

Use: Holds a surprise item (hence the ?); some blocks are invisible and can be exposed using Watt

Blue Berry

Acquired at: Flower Fields (southeast area)

Use: To give to the Blue Flower; also restores 5 FP & is used in recipes

Blue Key

Acquired at: Crystal Palace

Use: To open the blue door

Boo's Portrait

Acquired at: Boo's Mansion

Use: To open an entryway to the 3rd floor

Boots

Acquired at: Nowhere, you start with them

Use: Footwear!

Box

Acquired at: Select places

Use: Break open with jump pound/spin jump

Bubble Berry

Acquired at: Flower Fields (northwest area)

Use: To give to the Bubble Plant; also restores 5 HP

Brick

Acquired at: Almost everywhere

Use: Break by jumping under it; usually doesn't contain an item

Bucket

Acquired at: Mayor's House

Use: Give to snowman missing a hat to help open entrance to Shiver Mountain

Bush

Acquired at: Almost everywhere

Use: Shake it and maybe (just maybe) an item or coin will fall out (ooh!)

Butter

Acquired at: Peach's Kitchen

Use: To make a cake for Gourmet Guy

Calculator

Acquired at: Shy Guy's Toy Box

Use: Return to Rowf to get I Spy badge

Cake Mix

Acquired at: Shy Guy's Toy Box (from main area, go southwest, then west 1x & defeat the Shy Guy holding it)

Use: For Tayce T.'s recipes; also restores 1 FP

Castle Key (pink)

Acquired at: Peach's Castle

Use: To unlock a door

Castle Key (green)

Acquired at: Tubba Blubba's Mansion

Use: To open a locked door

Castle Key (yellow)

Acquired at: Bowser's Castle

Use: To open a locked door

Chest

Acquired at: Almost everywhere

Use: These pint-size chests contain small items or badges

Cleanser

Acquired at: Peach's Castle

Use: To make a cake (or not?)

Coconut

Acquired at: Yoshi Island (hammer a palm tree with coconuts growing on it)

Use: Attack item that causes 3 HP of damage to one enemy; also for Tayce T.'s recipes

Coin

Acquired at: Almost everywhere

Use: "Money can be exchanged for goods or services" - Homer Simpson

Cookbook

Acquired at: Shy Guy's Toy Box (from Gourmet Guy)

Use: Give to Tayce T. so she can use two ingredients for recipes

Cracked Wall

Acquired at: Cheap, rundown areas built by Bowser's henchmen

Use: These walls are just dying to be bombed (pretty please?)

Cream

Acquired at: Peach's Kitchen

Use: To make a cake

Crystal Ball

Acquired at: Dry Dry Outpost (from Merlee)

Use: Give to Merlullee to acquire autograph

Crystal Berry

Acquired at: Flower Fields (from Posey)

Use: Give to Rosey in return for the Crystal Stone

Cymbal Plant

Acquired at: Jade Jungle

Use: Don't jump on one of these unless you want to give Mario a major headache. On second thought...

Diamond Stone

Acquired at: Dry Dry Ruins

Use: To help open the way to Tutankooopa

Diary

Acquired at: Mario & Luigi's house

Use: When you learn the jump pound ability, you can return to your house and use it on the patch of floor near the bunk bed to reach an attic area with Luigi's secret diary!

Dictionary

Acquired at: Shy Guy's Toy Box

Use: Return to Russ T. for a Star Piece

Diploma

Acquired at: Dojo (after beating the Master 3x)

Use: For personal gratification (um....nothing really)

Dock

Acquired at: Every water area

Use: Use Sushie to swim and cross over

Dolly

Acquired at: Jr. Troopa's Playground

Use: Return to Goombaria for a Star Piece

Dried Fruit

Acquired at: Dry Dry Desert (acquired from battling a Pokey)

Use: Restores 15 HP

Dried Pasta

Acquired at: Little Mouser's Shop (Dry Dry Outpost)- 3 coins

Use: For Tayce T.'s recipes; also restores 3 HP & 2 FP

Dried Shroom

Acquired at: Little Mouser's Shop (Dry Dry Outpost)- 2 coins

Use: Restores 1 HP

Dusty Hammer

Acquired at: Little Mouser's Shop (Dry Dry Outpost)- 2 coins

Use: Attack item causes 1 HP of damage to one enemy; also for use in a Koopa Koot errand and to find Moustafa

Eater Plant

Acquired at: Lavalava Island

Use: Disguises itself as a heart plant and attacks if touched

Egg

Acquired at: Mt. Rugged (in a bush by the train station); Peach's Kitchen

Use: For Tayce T.'s recipes; restores 5 HP; the other type of egg is to make a cake for Gourmet Guy

Empty Wallet

Acquired at: Koopa Village

Use: Recover as a Koopa Koot favour

Fertile Soil

Acquired at: Flower Fields (from Posey)

Use: To plant the beanstalk to reach Huff 'n' Puff

Fire Flower

Acquired at: Stores & randomly

Use: An attack item that damages all enemies at 3 HP each

First Degree Card

Acquired at: Dojo (after beating Chan)

Use: To advance a level at the Dojo

Floor Switch

Acquired at: Select locations

Use: Certainly, to cause something helpful

Flour

Acquired at: Peach's Kitchen

Use: To make a cake for Gourmet Guy

Flower

Acquired at: After a battle ends

Use: Restores 1 FP each

Fortress Key

Acquired at: Koopa Bros. Fortress

Use: To unlock a door

Fourth Degree Card

Acquired at: Dojo (after beating the Master 2x)

Use: To advance a level at the Dojo

Fright Jar

Acquired at: Stores & sometimes randomly

Use: Item in battle that can scare away enemies

Frying Pan

Acquired at: Shy Guy's Toy Box

Use: Return to Tayce T. for a cake

Glasses

Acquired at: Koopa Village

Use: Recover for a Koopa Koot errand

Gold Credit

Acquired at: Koopa Village (from Koopa Koot)

Use: To play the Smash Attack game at Toad Town Playground

Goomnut

Acquired at: Goomba Village (hammer the tree at right in the main area)

Use: For Tayce T.'s recipes; also restores 3 FP

Hammer

Acquired at: Goomba Village (from Goompapa)

Use: To use hammer attack in battle and to break yellow blocks

Heart

Acquired at: After a battle ends

Use: Restores 1 HP each

Heart Block

Acquired at: Select locations

Use: Lifesavers that restore all HP and FP

Heart Plant

Acquired at: Lavalava Island

Use: Friendly ones give out a heart. Nasty ones attack.

Honey Syrup

Acquired at: Stores & sometimes randomly

Use: Restores 5 FP; also used in Tayce T.'s recipes

Iced Potato

Acquired at: Shiver City Toad House (after a rest)

Use: For Tayce T.'s recipes; also restores 5 HP

Jack-in-the-Box

Acquired at: Shy Guy's Toy Box

Use: Hit it with a hammer to be sprung in some direction

Jade Raven

Acquired at: Lavalava Island

Use: To proceed in Jade Jungle, leading to Raphael the Raven

Jammin' Jelly

Acquired at: Randomly & in Lil' Oinks game in Toad Town

Use: Restores 50 FP; also used in Tayce T.'s recipes

Koopa Leaf

Acquired at: Koopa Village (in some bushes)

Use: Restores 3 FP; also used in Tayce T.'s recipes

Koopa Legends (book)

Acquired at: Koopa Village (from Mrs. Kolorado)

Use: Return to Koopa Koot for an errand

Kooper's Shell

Acquired at: Koopa Village

Use: Return to Kooper and he'll join your party

Lemon

Acquired at: Dry Dry Desert Oasis (hammer the left big tree)

Use: Restores 1 HP & 2 FP; also for Tayce T.'s recipes

Letter

Acquired at: See Letters page

Use: Deliver to recipient to receive a Star Piece

Lever

Acquired at: Shy Guy's Toy Box

Use: To repair train tracks

Life Shroom

Acquired at: Stores, Tayce T.'s recipe & randomly

Use: Restores 10 HP automatically when Mario's HP level reaches 0

Lime

Acquired at: Dry Dry Desert Oasis (hammer the right big tree)

Use: For Tayce T.'s recipes; for Koopa Koot errand; also restores
3 FP

Lucky Star

Acquired at: Shooting Star Summit (from Twink, who got it from
Peach)

Use: Allows you to use the action command

Lunar Stone

Acquired at: Dry Dry Ruins

Use: To help open the way to Tutankoopas

Lyrics

Acquired at: Club 64

Use: Give to Composer in Dry Dry Outpost for the Melody

Magical Bean

Acquired at: Flower Fields (from Petunia)

Use: To plant beanstalk leading to Huff 'n' Puff

Magical Seeds

Acquired at: See Magical Seeds page

Use: Give all seeds to Minh T. at the Toad Town Garden to open the
way to Flower Fields

Mailbag

Acquired at: Shy Guy's Toy Box

Use: Return to Postman for a Star Piece

Maple Syrup

Acquired at: Stores & hidden locations

Use: Restores 10 FP; also used in Tayce T.'s recipes

Melody

Acquired at: Dry Dry Outpost (from Composer)

Use: Give to Lyricist at Club 64 for a song and the Attack FX D badge

Melon

Acquired at: Lavalava Island

Use: Give the yellow adult Yoshi a food item Tayce T. made to receive the melon; restores 15 HP; also used in Tayce T.'s recipes

Metal Block

Acquired at: Later levels

Use: Once you get the Ultra Hammer, you can break these

Milk

Acquired at: Peach's Kitchen

Use: To make a cake for Gourmet Guy

Miracle Water

Acquired at: Flower Fields (from Lily)

Use: To plant the beanstalk to reach Huff 'n' Puff

Mushroom

Acquired at: Stores & acquired randomly

Use: Restores 5 HP; also used for Tayce T.'s recipes

Mystery

Acquired at: Boo's Mansion

Use: Chooses a random item (downside is one is a pebble which causes you to lose 1 HP)

Mystery Note

Acquired at: Shy Guy's Toy Box

Use: Give to Russ T. to decipher a code, revealing a secret in the Toy Box

Mystical Key (Yakky)

Acquired at: Tubba Blubba's Mansion

Use: To open the Windy Mill in Gusty Gulch

Odd Key

Acquired at: Warehouse

Use: To allow a shortcut to Rip Cheato

Old Photo

Acquired at: Boo's Mansion (from Franky)

Use: Return to Koopa Koot for an errand

P-Switch

Acquired at: Almost everywhere

Use: Step on these switches (which can also be red) to activate something helpful

Package

Acquired at: Gusty Gulch (from a ghost)

Use: Return to Koopa Koot for an errand

Padlock

Acquired at: Various locations

Use: Keeps a door locked unless you have a key

Palace Key

Acquired at: Crystal Palace

Use: To unlock a door

Patched Floor

Acquired at: Various locations

Use: Jump pound/spin jump these to break through the floor

Pebble

Acquired at: Shiver Mountain

Use: To replace items that hold up pillars; can also be an attack item

Pipe

Acquired at: Almost everywhere

Use: As a plumber, you can use pipes to reach different locations

Poof Plant

Acquired at: Lavalava Island

Use: Not much, but it makes a nice "poof" sound when you touch it

POW Block

Acquired at: Shops & acquired randomly

Use: Attack item in battle that causes 2 HP of damage to all enemies

Prison Key

Acquired at: Bowser's Castle

Use: To unlock a jail cell

Pulley

Acquired at: Mt. Lavalava

Use: Jump on the pulley which will bring you across a rope to the end (you can also jump off at any time to reach items)

Pulse Stone

Acquired at: Dry Dry Outpost (from Moustafa/Shiek)

Use: To find and open up Dry Dry Ruins

Push Block

Acquired at: Various locations

Use: Pushable block that often makes a path or opens up an opportunity to get an item

Pyramid Stone

Acquired at: Dry Dry Ruins

Use: To help open the way to Tutankooopa

Radio

Acquired at: Koopa Village

Use: Tune in to different stations; the Information Station runs a radio contest (see Games page)

Record

Acquired at: Boo's Mansion

Use: Play to distract a ghost and get the weight

Red Berry

Acquired at: Flower Fields (east area)

Use: To give to the red flower; restores 5 HP; also used in Tayce T.'s recipes

Red Block

Acquired at: Several locations (found within the walkthrough)

Use: These blocks contain badges

Red Jar

Acquired at: Little Mouser's Shop (Dry Dry Outpost)

Use: Give to Koopa Koot for an errand

Red Key

Acquired at: Crystal Palace

Use: To open the red door

Repel Gel

Acquired at: Stores & hidden locations

Use: Makes Mario transparent in battle for a couple of turns

Ruins Key

Acquired at: Dry Dry Ruins

Use: To unlock a door

Salt

Acquired at: Peach's Kitchen

Use: To make a cake (or not?)

Save Block

Acquired at: Almost everywhere

Use: These lifesavers allow you to save your progress at the point where you find them (anything not saved will be lost)

Scarf

Acquired at: Starborn Valley (from Merle)

Use: Give to snowman missing a scarf to help open the way to Shiver Mountain

Second Degree Card

Acquired at: Dojo (after beating Lee)

Use: To advance a level at the Dojo

Shooting Star

Acquired at: Stores & hidden locations

Use: Attack item in battle causes 6 HP of damage to all enemies

Sign

Acquired at: Various locations

Use: These signs point to nearby locations in the open

Silver Credit

Acquired at: Koopa Village (from Koopa Koot)

Use: To play the Jump Attack game at Toad Town Playground

Slide

Acquired at: Mt. Rugged

Use: These fun little strips can be used to reach different parts of the terrain

Sneaky Parasol

Acquired at: Peach's Castle

Use: To take on a guard's identity

Snowman Doll

Acquired at: Stores & hidden locations

Use: Attack item in battle causes 4 HP of damage to all enemies

Spring (board)

Acquired at: Almost everywhere

Use: To reach a high spot

Star Stone

Acquired at: Shiver Mountain (from Merlar)

Use: To open the way to the Crystal Palace

Stinky Herb

Acquired at: Flower Fields (walk by the flowery vines against the walls of any area to find one)

Use: Restores 5 HP

Stone Block

Acquired at: Various locations

Use: When you get the Super Hammer, you can break these

Stone Cap

Acquired at: Stores & hidden locations

Use: Protects Mario from damage in battle for a couple of turns

Stop Watch

Acquired at: Stores & hidden locations

Use: In battle, can make enemies lose a number of turns

Storeroom Key

Acquired at: Shy Guy's Toy Box

Use: Return to Harry's Shop to get three free items and a toy train

Strange Leaf

Acquired at: Boo's Mansion (outside in front of the mansion from the second lone bush on the right side)

Use: Restores 5 FP; also can be used in Tayce T.'s recipes

Strawberry

Acquired at: Peach's Kitchen

Use: To make a cake for Gourmet Guy

Sugar

Acquired at: Peach's Kitchen

Use: To make a cake for Gourmet Guy

Super Block

Acquired at: Various locations

Use: These blocks upgrade a partner's attack power & provides a new skill (see Super Block page for more details)

Super Boots

Acquired at: Boo's Mansion

Use: Increases jump attack and allows you to do a jump pound

Super Hammer

Acquired at: Dry Dry Ruins

Use: Increases hammer attack and allows you to break stone blocks

Super Shroom

Acquired at: Stores & hidden locations

Use: Restores 10 HP; also used in Tayce T.'s recipes

Tape

Acquired at: Goomba Village (from Goomba)

Use: Return to Koopa Koot for a favour

Third Degree Card

Acquired at: Dojo (after beating the Master once)

Use: To advance a level at the dojo)

Thunder Bolt

Acquired at: Stores & hidden locations

Use: Attack item that causes 5 HP of damage to one enemy

Toy Train

Acquired at: Harry's Shop

Use: Drop into the toy box before entering it and you'll have access to other stations

Tree

Acquired at: Almost everywhere

Use: Foliage! Also, hit them with your hammer and sometimes items or coins will fall out

Twister

Acquired at: Dry Dry Desert (3)

Use: These tornados don't cause damage, but instead drop you off in another area of the desert

Ultra Boots

Acquired at: Toad Town Sewers

Use: Strongest jump attack & allows you to do a spin jump

Ultra Hammer

Acquired at: Mt. Lavalava

Use: Strongest hammer attack & allows you to break metal blocks

Ultra Shroom

Acquired at: Just 5 locations & Lil' Oinks game; you can find them:

1) In Dry Dry Desert, go north 1x from Kolorado's camp (the first screen off Mt. Rugged). Hammer the empty coin block 5x for a Mushroom,

15x more for a Super Shroom, and a total of 100x for an Ultra Shroom!

2) In Shiver City, after you finish the Crystal Palace, rest at the Toad House & you'll get several Mushrooms & an Ultra Shroom.

3) On Shiver Mountain, hit the brick block, then tornado jump for a hidden block with an Ultra Shroom.

4) In Peach's Castle, head to the outside area where Peach turned into a Clubba. Use Watt to find a hidden block with an Ultra Shroom.

5) In Bowser's Castle, in the room with the coloured pillars that you use Bombette to adjust, head through the upper left to an Ultra Shroom.

Use: Restores 50 HP

Vine

Acquired at: Jade Jungle

Use: Jump at the vine to pull it and it will open up a new area

Volcano Vase

Acquired at: Jade Jungle

Use: Trade with Kolorado for a Magical Seed

Volt Shroom

Acquired at: Stores & hidden locations

Use: Makes Mario electrically charged in battle causing damage to enemies who touch him; also can be used in Tayce T.'s recipes

Warehouse Key

Acquired at: Shiver City

Use: To unlock the city's warehouse and find Herringway

Water

Acquired at: Peach's Kitchen

Use: To make a cake (or not?)

Water Stone

Acquired at: Flower Fields (from Rosey)

Use: Refills the spring in Flower Fields

Weight

Acquired at: Boo's Mansion

Use: To hold down the chandelier, revealing another room

Whacka's Bump

Acquired at: Mt. Rugged from Whacka, a blue mole; can only get 8 before he runs away

Use: Restores 25 HP & 25 FP; also can be used in Tayce T.'s recipes

Whirl Plant

Acquired at: Lavalava Island

Use: Spin with Z around the plant, then jump on it to be lifted up higher

Yellow Berry

Acquired at: Flower Fields (southwest area)

Use: To give to the Yellow Flower; restores 3 HP & 3 FP; also can be used in Tayce T.'s recipes

Yellow Block

Acquired at: Various locations

Use: When you get the Hammer, you can break these

[M9]

Badges

There are 80 badges to find. Some badges are duplicated. Some are free and some have to be bought. Below is a list of all the badges and where to get them (including duplicates). For more detailed instructions, see walkthrough.

All or Nothing

Where to Get It: Rowf's badge shop

Purpose: Raises attack power by 1 if action command is used

Attack FX A

Where to Get It: Merlow

Purpose: Changes sounds of attack in playing field

Attack FX B

Where to Get It: Pleasant Path

Purpose: Changes sounds of attack in playing field

Attack FX C

Where to Get It: Dry Dry Desert

Purpose: Changes sounds of attack in playing field

Attack FX D

Where to Get It: Club 64 in Toad Town

Purpose: Change sounds of attack in playing field

Attack FX E

Where to Get It: Shiver City

Purpose: Changes sounds of attack in playing field

Bump Attack

Where to Get It: Rip Cheeto in Toad Town sewers

Purpose: Defeats enemies in playing field by a single touch

Chill Out

Where to Get It: Merlow

Purpose: Prevents enemy from getting First Strike in playing field

Close Call

Where to Get It: Path to Toad Town

Purpose: During battle when Mario is in danger, some enemies' attacks may miss him

D-Down Jump

Where to Get It: Tubba Blubba's mansion

Purpose: Increases jump attack with possibility of decreasing enemy defense

D-Down Pound

Where to Get It: Rowf

Purpose: Increases hammer attack with possibility of decreasing enemy defense

Damage Dodge

Where to Get It: (2)- Rowf & on Mt. Rugged

Purpose: Damage to Mario decreases by 1 when he uses action command

Deep Focus

Where to Get It: (3)- Shy Guy's Toy Box, Peach, Bowser's Castle

Purpose: Increases charge on Star Power during a turn

Defend Plus

Where to Get It: Shy Guy's Toy Box

Purpose: Raises defense by 1

Dizzy Attack

Where to Get It: Pleasant Path

Purpose: Can make enemy dizzy in battle if you spin (with Z) at him in playing field

Dizzy Stomp

Where to Get It: Mt. Lavalava

Purpose: Jump attack in battle can make an enemy dizzy

Dodge Master

Where to Get It: Rowf

Purpose: Makes action command work more frequently

Double Dip

Where to Get It: Rowf

Purpose: Allows you to use two items in one turn

Feeling Fine

Where to Get It: Merlow

Purpose: Prevents poisoning and dizziness against Mario in battle

Fire Shield

Where to Get It: Mt. Lavalava

Purpose: Increases defense against fire enemies by 1

First Attack

Where to Get It: Rowf

Purpose: Defeats enemies in playing field with a First Strike

Flower Finder

Where to Get It: Merlow

Purpose: Receive more flowers for FP after a battle

Flower Saver

Where to Get It: (2)- Flower Fields & Merlow

Purpose: Decreases FP needed for special attack by 1

FP Plus

Where to Get It: (3)- Rowf, Pleasant Path & Forever Forest

Purpose: Raises FP maximum by 5

Group Focus

Where to Get It: Rowf

Purpose: Allows Mario's partner to use Focus

Hammer Throw

Where to Get It: Path to Toad Town

Purpose: Attack an enemy by throwing hammer

Happy Flower

Where to Get It: (2)- Merlow & Flower Fields

Purpose: Gives you 1 FP during battle each turn

Happy Heart

Where to Get It: (2)- Merlow & Jade Jungle

Purpose: Gives you 1 HP during battle each turn

Heart Finder

Where to Get It: Merlow

Purpose: Receive more hearts for HP after a battle

HP Drain

Where to Get It: Merlow

Purpose: Decreases attack power by 1, while restoring 1 HP per turn

HP Plus

Where to Get It: (3)- Pleasant Path, Rowf & Forever Forest

Purpose: Raises HP maximum by 5

I Spy

Where to Get It: Rowf

Purpose: Detects hidden Star Pieces in underground panels.

Ice Power

Where to Get It: Shy Guy's Toy Box

Purpose: Protects Mario from fire attacks and increases attack power against fire enemies by 2

Jump Charge

Where to Get It: Rowf

Purpose: Increases jump attack for next turn by 2

Last Stand

Where to Get It: Peach

Purpose: When in danger, Mario receives half the enemy's attack

Lucky Day

Where to Get It: Goompapa (through Chain Letter Sequence)

Purpose: Enemy attacks miss Mario more often

Mega Jump

Where to Get It: Shiver Mountain

Purpose: Strongest jump attack

Mega Quake

Where to Get It: Rowf

Purpose: Strongest quake attack against both ground and ceiling enemies

Mega Rush

Where to Get It: Tubba Blubba's mansion

Purpose: When in peril, attack power increases by 4

Mega Smash

Where to Get It: Flower Fields

Purpose: Strongest hammer attack

Money Money

Where to Get It: Merlow

Purpose: Receive double the coins after a battle

Multibounce

Where to Get It: Rowf

Purpose: Jump attack all enemies in a row

P-Down D-Up

Where to Get It: Crystal Palace

Purpose: Defense increases by 1 while attack goes down by 1

P-Up D-Down

Where to Get It: Crystal Palace

Purpose: Attack increases by 1 while defense goes down by 1

Pay-Off

Where to Get It: Merlow

Purpose: The more damage on Mario in the battle, the more coins you receive afterwards

Peekaboo

Where to Get It: Merlow

Purpose: Allows you to see all enemy's HP in battle

Power Bounce

Where to Get It: Koopa Bros. Fortress

Purpose: Allows jump attack to continue until action command is missed

Power Jump

Where to Get It: Goompapa

Purpose: Jump attack increases by 2

Power Plus

Where to Get It: (2)- Merlow & Shy Guy's Toy Box

Purpose: Increases jump & hammer attacks by 1

Power Quake

Where to Get It: Jade Jungle

Purpose: Stronger quake attack against ground & ceiling enemies

Power Rush

Where to Get It: Peach

Purpose: When in danger, attack power increases by 2

Power Smash

Where to Get It: Toad Town sewers

Purpose: Stronger hammer attack

Pretty Lucky

Where to Get It: Merlow

Purpose: Enemies' attacks occasionally miss

Quake Hammer

Where to Get It: Mt. Rugged

Purpose: Attacks ground & ceiling enemies

Quick Change

Where to Get It: Merlon

Purpose: Allows you to change your partner without losing a turn

Refund

Where to Get It: Koopa Bros. Fortress

Purpose: Receive coins back when using an item in battle

Runaway Pay

Where to Get It: Dry Dry Desert

Purpose: Earn Star Points received in battle even when you run away

S. Jump Charge

Where to Get It: Cloudy Climb (within Flower Fields)

Purpose: Charges jump attack by 3. Uses 1 turn.

S. Smash Charge

Where to Get It: Rowf

Purpose: Charge hammer attack by 3. Uses 1 turn.

Shrink Stomp

Where to Get It: Toad Town sewers

Purpose: Can shrink enemies and cut their attack power in half

Sleep Stomp

Where to Get It: Rowf

Purpose: Can put enemies to sleep

Slow Go

Where to Get It: Dry Dry Ruins

Purpose: Makes Mario walk slower

Smash Charge

Where to Get It: Koopa Bros. Fortress

Purpose: Charges Mario's hammer attack by 2. Uses 1 turn.

Speedy Spin

Where to Get It: Rowf

Purpose: Increases speed & distance gained with Z-button spin

Spike Shield

Where to Get It: Dry Dry Ruins

Purpose: Jump on spiked enemies in battle, receiving no damage

Spin Attack

Where to Get It: Dry Dry Desert

Purpose: Defeat enemies in the playing field by spinning into them

the Yoshi's area.

24) Jade Jungle- In the area where you found the blue Yoshi kid, use Sushie to dive and collect it near the makeshift bridge.

25) Jade Jungle- Use Sushie to reach an island in the area where she joined your party

26) Toad Town- In the first area near the pond, use Sushi to reach it.

27) Flower Fields- In the flowers near the tree with Blue Berries.

28) Flower Fields- In the area where you cross the spikes in a bubble, on the top part at right.

29) Flower Fields- Take the NE path. Near the Power Block, spin jump above the right arch.

30) Shiver Mountain- Drop down off the ledge at the Save block.

31) Crystal Palace- On the opposite side of the palace (accessed from the inside) in a cave.

Hidden Panels:

You can either jump pound/spin jump or hammer the ground. The I Spy badge is very helpful to detect hidden panels.

1) Goomba Village- Right of the Heart Block in the area with the broken veranda

2) Goomba Village- Left of the main area in the place where Goombaria first found you

3) Path to Toad Town- In the grassy area east of the bridge

4) Toad Town- Across from the Dojo by the 3 sisters

5) Toad Town- At Fice T.'s guard house near entrance to Forever Forest

6) Toad Town- Southeast corner of train station area

7) Toad Town- At the port just right of the Save block

8) Shooting Star Summit- Just before the fork in the road

9) Shooting Star Summit- Just below Merlurvee & Merlow's house

10) Shooting Star Summit- The first ledge on the way up the actual summit

11) Pleasant Path- Between the three poles with eyes

12) Koopa Village- Just south of the item shop

13) Pleasant Path- Among the coin stash in the area just before the Fortress

14) Mt. Rugged- Right of the ramp near the Save block (third screen from train station)

15) Dry Dry Desert- Just below the stone cactus

16) Dry Dry Outpost- On the roof of the house farthest east

17) Boo's Mansion- On the rug in the lobby

18) Boo's Mansion- On the rug in the rightmost room on the second floor

19) Boo's Mansion- In front of the clock one room before the item shop

20) Boo's Mansion- In the north-west area of the room where you got the Super Boots

21) Gusty Gulch- Just after the gate between Gusty Gulch and Boo's Mansion

22) Shy Guy's Toy Box- Main area of Blue Station in front of the blue Toad

23) Shy Guy's Toy Box- Main area of Pink Station in front of the red Toad

24) Shy Guy's Toy Box- Main area of Green Station in front of the green Toad

25) Shy Guy's Toy Box- Main area of Red Station in front of the red Toad

26) Yoshi's Island- In front of the raven statue in the second area of the island

27) Jade Jungle- Just right of a tree root, in the area you opened by pulling a vine

28) Mt. Lavalava- Right of the Super Block you land on by using the pulley

29) Mt. Lavalava- Near the Heart Block after opening up a room with the Spiked Thwomp

30) Flower Fields- In the east area, left of Petunia

31) Flower Fields- In the southwest area, in front of the yellow berry tree

32) Flower Fields- In the southeast area, just before the right exit off the

Bubble Berry tree near the hidden block

33) Shiver City- In the snow right of the Mayor's house

34) Shiver Snowfield- On the southern side of the area with the snowmen

35) Crystal Palace- Directly below the block with the Maple Syrup in the same room as the dinosaur statue

36) Crystal Palace- Directly below the Jammin' Jelly block in the room with the mini dinosaur statue

[M12]

Letters

Scattered about many levels are 25 letters that Parakarry the mailman has dropped or are part of a Chain Letter sequence. All letters should be returned to their recipients to receive rewards. Usually a Star Piece is rewarded, although completing the chain letter sequence gives you a badge.

Here are where the letters are located, who to give it to, where to find the recipient and your reward. The chain letter follows the list. If you find the instructions confusing, you can also get them using the walkthrough.

Where: Mt. Rugged (go east 2x from entrance and use Kooper's shell toss)
Who: Merlon
Where to: Toad Town, second area
Reward: Star Piece

Where: Mt. Rugged (go east 3x, take slide back, use spring, east 1x, use slide, east)
Who: Kolorado
Where to: Dry Dry Desert, first screen
Reward: Star Piece

Where: Dry Dry Desert (screen just west of Dry Dry Outpost, hit rightmost tree)
Who: Mort T.
Where to: Koopa Village Toad House
Reward: Star Piece

Where: Dry Dry Outpost (roof of Moustafa's house)
Who: Nomadimouse
Where to: Dry Dry Desert, west 3x from Dry Dry Outpost
Reward: Star Piece

Where: Dry Dry Desert (first screen after Kolorado's camp leaves, hammer tree against rock)
Who: Goomba
Where to: Goomba Village
Reward: Star Piece

Where: Gusty Gulch (third area, behind broken tree branch)
Who: Fice T.

Where to: Just over the bridge to Forever Forest in third area of Toad Town
Reward: Star Piece

Where: Lavalava Island (second screen, on big rock at the back)
Who: Igor
Where to: Boo's Shop at Boo's Mansion
Reward: Star Piece

Where: Jade Jungle (in second area, just east of where Sushie joined your party, hit tree with hammer)
Who: Russ T.
Where to: First area of Toad Town (entrance)
Reward: Star Piece

Where: Flower Fields (northeast path, hidden in flowers)
Who: Minh T.
Where to: Garden in second area of Toad Town
Reward: Star Piece

Where: Shiver Snowfield (east from Shiver City, hit the tree second from left 4x)
Who: Mayor Penguin
Where to: Shiver City, second area, leftmost house
Reward: Star Piece

Where: Shiver Snowfield (on the way to Starborn Valley, behind a block of ice at back)
Who: Merlow
Where to: Shooting Star Summit
Reward: Star Piece

Chain Letter Sequence:

In this sequence, you'll find a letter and it will start a chain reaction, each recipient giving you a letter until you end up getting the Lucky Day badge.

- 1) Letter at Mt. Rugged in getting Parakarry, give to Goompapa at Goomba Village
- 2) Letter to Muss T. at castle ruins in Toad Town.
- 3) Letter to Koover, Koopa in front of Toad House in Koopa Village
- 4) Letter to Fishmael, fishing at Toad Town port.
- 5) Letter to Koover.
- 6) Letter to Mr. E., blue-turbaned citizen at Dry Dry Outpost, in front of Toad House.
- 7) Letter to Miss T., girl in orange in front of Dojo in Toad Town.
- 8) Letter to Little Mouser, at Dry Dry Outpost shop.
- 9) Letter to Franky, boo in lobby of Boo's Mansion
- 10) Letter to Dane T., young toad at Toad Town train station.
- 11) Letter to young Red Yoshi at Yoshi's Island.
- 12) Letter to Dane T.
- 13) Letter to Frost T., green Toad in Starborn Valley
- 14) Letter to Goompapa for Lucky Day badge.

17) Kooky Cookie- get Koopa Leaf from bush at Koopa Village and cake mix from Shy Guy's Toy Box (go southwest, then west 1x to get it from a Shy Guy), take both to Tayce T., who must have the Cookbook to make it- 1 coin

18) Package- go to Gusty Gulch and talk to the boo near the Save Block (just in front); while waiting, talk to the Boo just right of him, then talk to the other boo again for the package- 1 coin

19) Coconut- go to Yoshi Village and hammer a tree that has coconuts growing on it (the closest one to the shortcut pipe from the Sewers is at far right)-

20) Red Jar- go to Dry Dry Outpost's item shop and buy a Dusty Hammer, Dried Pasta, Dusty Hammer (again), and Dried Shroom- 3 Star Pieces

^^^
[M14]

Taste T.'s Recipes

There are a total of 50 recipes. Some ingredients are a little tricky to find, so check the items page to see where to find them. Some recipes have more than one combination of ingredients that will work (or several options for one ingredient, which are separated by a /), so you only need to do one combo to make the food. I suggest doing the easiest combo (which should be listed first).

If any combo you give her doesn't work, you get the Mistake (restores 1 HP). As far as I know, it does not count in the 50 listed on Mario's progress board (in his house).

If any combo you give her not listed here works, let me know & I'll add it to the recipes list below.

Apple Pie

Ingredients: Cake Mix + Apple

Use: Restores 5 HP & 15 FP

Big Cookie

Ingredients: Cake Mix + Yellow/Red/Blue Berry/Egg/Goomnut

Use: Restores 20 FP

Bland Meal

Ingredients: Koopa Leaf + Yellow/Red/Blue Berry/Goomnut

Strange Leaf + Goomnut

Iced Potato + Mushroom/Volt/Life/Super Shroom/Cake Mix/Egg/Coconut

Fire Flower + Volt/Life/Super Shroom/Goomnut

Potato Salad + Fried Shroom

Egg + Mushroom/Volt/Life/Super Shroom

Dried Pasta + Yellow/Blue/Red Berry/Egg/Goomnut/Coconut/Volt/Super/Life Shroom

Use: Restores 10 HP & 10 FP.

Boiled Egg

Ingredients: Egg + Strange Leaf/Stinky Herb

Use: Restores 8 HP & 8 FP

Cake (must be done 2x to count in recipe total on progress board in Mario's house)

Ingredients: Cake Mix

Use: Recovers 15 FP; also, give one to Gourmet Guy in Shy Guy's Toy Box

Coco Pop

Ingredients: Cake Mix + Coconut

Use: Restores 3 HP & 15 FP

Deluxe Feast

Ingredients: Strange Leaf + Whacka's Bump

Potato Salad + Shroom Steak

Use: Restores 40 HP & 40 FP

Dizzy Dial

Ingredients: Strange Leaf

Use: Attack item that can cause enemies to become dizzy

Egg Missile

Ingredients: Egg + Fire Flower

Use: Attack item that causes 6 HP of damage to one enemy

Electro Pop

Ingredients: Cake Mix + Volt Shroom

Use: Restores 15 HP & causes Mario to become electrified, damaging enemies who touch him

Fire Flower

Ingredients: Dried Fruit + Strange Leaf

Use: Attack item that uses fire on all enemies, causing 3 HP of damage to all

Fire Pop

Ingredients: Cake Mix + Fire Flower

Use: Restores 20 HP, then takes away 1 HP

Fried Egg

Ingredients: Egg

Use: Restores 10 HP

Fried Shroom

Ingredients: Mushroom

Use: Restores 6 HP & 2 FP

Frozen Fries

Ingredients: Fire Flower + Iced Potato

Use: Restores 15 HP

Healthy Juice

Ingredients: Special Shake + Stinky Herb/Dried Shroom/Strange Leaf

Use: Restores 40 HP

Honey Candy

Ingredients: Cake Mix + Honey Syrup

Use: Restores 20 FP

Honey Shroom

Ingredients: Mushroom + Honey Syrup

Use: Restores 5 HP & 5 FP

Honey Super

Ingredients: Super Shroom + Honey Syrup

Use: Restores 10 HP and 5 FP

Honey Ultra

Ingredients: Ultra Shroom + Honey Syrup

Use: Restores 50 HP & 5 FP

Hot Shroom

Ingredients: Volt Shroom

Use: Restores 15 HP & 5 FP

Jelly Pop

Ingredients: Cake Mix + Jammin' Jelly

Use: Restores 5 HP & 50 FP

Jelly Shroom

Ingredients: Jammin' Jelly + Mushroom

Use: Restores 5 HP & 50 FP

Jelly Super

Ingredients: Jammin' Jelly + Super Shroom

Use: Restores 10 HP & 50 FP

Jelly Ultra

Ingredients: Ultra Shroom + Jammin' Jelly

Use: Restores 50 HP & 50 FP

Kooky Cookie

Ingredients: Cake Mix + Koopa Leaf/Maple Syrup

Use: Recovers 15 FP & either makes Mario electrically charged, sleepy or transparent; also give one to Koopa Koot for an errand

Koopa Tea

Ingredients: Koopa Leaf

Use: Recovers 5 FP; also give one to Koopa Koot for an errand

Koopasta

Ingredients: Koopa Leaf + Dried Pasta

Use: Restores 7 HP & 7 FP; also give one to Koopa Koot for an errand

Lemon Candy

Ingredients: Cake Mix + Lemon

Use: Restores 5 HP & 15 FP; also give to Anti-Guy in the Toy Box to avoid a fight & get the Power Plus badge

Life Shroom

Ingredients: Koopa Leaf + Volt Shroom

Use: Recovers 10 HP when Mario's HP reaches 0

Lime Candy

Ingredients: Cake Mix + Lime

Use: Restores 20 FP

Maple Shroom

Ingredients: Maple Syrup + Mushroom

Use: Restores 5 HP & 10 FP

Maple Super

Ingredients: Maple Syrup + Super/Life Shroom

Use: Restores 10 HP & 10 FP

Maple Ultra

Ingredients: Maple Syrup + Ultra Shroom

Use: Restores 50 HP & 10 FP

Nutty Cake

Ingredients: Goomnut

Use: Restores 10 FP; also give to Koopa Koot for an errand

Potato Salad

Ingredients: Iced Potato

Use: Restores 10 HP

Shroom Cake

Ingredients: Cake Mix + Mushroom

Use: Restores 10 HP & 10 FP

Shroom Steak

Ingredients: Ultra Shroom

Use: Restores 30 HP & 10 FP

Sleepy Sheep

Ingredients: Strange Leaf + Yellow/Red/Blue Berry

Use: Can make all enemies fall asleep

Spaghetti

Ingredients: Dried Pasta

Use: Restores 6 HP & 4 FP

Special Shake

Ingredients: Melon

Use: Restores 20 FP

Spicy Soup

Ingredients: Fire Flower

Use: Restores 4 HP & 4 FP

Strange Cake

Ingredients: Cake Mix + Strange Leaf

Use: Can make Mario transparent & electrically charged, or fall asleep

Super Soda

Ingredients: Apple/Jammin' Jelly/Honey Syrup/Yellow/Blue/Red Berry

Use: Cures poisoning and shrinking, and restores 5 FP

Sweet Shroom

Ingredients: Cake Mix + Life/Ultra Shroom

Use: Restores 30 HP & 20 FP

Tasty Tonic

Ingredients: Lemon/Lime/Bubble Berry/Coconut

Use: Cures poisoning and shrinking

Thunder Rage

Ingredients: Dried Fruit + Volt Shroom

Use: Attack item that causes 5 HP of damage to all enemies

Volt Shroom

Ingredients: Koopa Leaf + Mushroom

Use: Makes Mario electrically charged in battle, causing damage to enemies who touch him

Yoshi Cookie

Ingredients: Cake Mix + Melon

Use: Restores 15 HP & 15 FP

Yummy Meal

Ingredients: Iced Potato + Strange Leaf

Use: Restores 20 HP & 20 FP

7) What's the name of the leader of the Red & Blue Goomba Bros.?

Dr. Goomba

Big Goom

*Goomba King

8) What color are Luigi's pants?

*Blue

Green

Yellow

9) How many members are there in Goombario's family?

Four

Five

*Six

10) What will you receive when you get the right answer in a quiz?

It's me

*Star Piece

Mushroom

11) What is the name of the smart Toad living in Toad Town?

*Russ T.

Smarr T.

Toace T.

12) How many buildings are there in Koopa Village?

Four

Five

*Six

13) Of the following, who is NOT a member of the Koopa Bros.?

Red Ninjakoopa

*Blue Ninjakoopa

Black Ninjakoopa

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

2 coins

*4 coins

8 coins

15) Where does Merluvlee, who tells fortunes about special things, live?

*Shooting Star Summit

Toad Town

Bowser's Castle

16) What is the name of the character who joined you at the Koopa Bros.

Fortress?

Goombario

Kooper

*Bombette

17) What color is Bowser's hair?

*Red

Green

Yellow

18) How many Star Spirits do you have to save?

One

Five

*Seven

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

Koopa Krab

*Koopa Koot

Old Koop

20) How many Bob-omns besides Bombette were imprisoned in the jail at the Koopa Bros. Fortress?

*Four

Eight

Twelve

21) Where is the house of the explorer Kolorado?

*Koopa Village

Toad Town

Goomba Village

22) What is the destination of the train that departs from Toad Town Station?

Goomba Village

Koopa Village

*Mt Rugged

23) What is the name of the fellow who sells badges in Toad Town?

Merlow

*Rowf

Kolorado

24) What treasure did Bowser steal from Star Haven?

*Star Rod

Twink

Princess Peach

25) What is the color of the roof at the house in Koopa Village where you can listen to a radio?

Red

Yellow

*Blue

26) Who does Kooper idolize?

Mario

*Kolorado

Koopa Koot

27) What does Merlee of Dry Dry Outpost specialize in?

Fortune-telling

*Casting spells

Cooking

28) Who hid inside a coffin in Dry Dry Ruins?

Mustafa

*Pokey

Mummy

29) What can you get when you take Star Pieces to Merlow at Shooting Star Summit?

Cards

Coins

*Badges

30) Who knew the location of Dry Dry Ruins in Dry Dry Desert?

Kolorado

*Moustafa

Goombario

31) When you want Tayce T., who loves cooking, to make Lemon Candy, what do you have to give her besides a Lemon?

Star Piece

*Cake Mix

Mushroom

32) Who among the following lives in Forever Forest?

Jr. Troopa

*Oaklie

Cleft

33) What are Boos exactly?

*Ghosts

Thieves

Sheets

34) What appears when you hit the Whacka living on Mt. Rugged?

Heart

Mushroom

*Bump

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

Coconut

Apple

*Lime

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

Rat Cheepa

Diz Onnest

*Chet Rippo

37) What ability does Bombette frequently use?

Sing

Dance

*Bomb

38) What does Gourmet Guy like?

*Cake

Mushrooms

Kooper

39) Who was the second companion to join your team?

Bombette

*Kooper

Parakarry

40) Who tried to steal coins from you in the desert?

Pokey

*Bandit

Nomadimouse

41) What is the name of the Star Spirit who can use Star Storm?

Eldstar
Muskular
*Skolar

42) What are addressed to your companions and sent to the post office?

Parcels
*Letters
Handbills

43) Among the following, which building is NOT in Toad Town?

Shop
Station
*Mayor's House

44) What kind of book did Gourmet Guy drop?

Gardening
*Cooking
Fishing

45) Who am I?

Sir Quizzby
I.Q. Testa
*Chuck Quizmo

46) Where do I show up?

*In towns and villages
On the street
In jail

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

*Trumpet Plant
Hurt Plant
Bellbell Plant

48) What color was the leader of Yoshi's Village?

Blue
*Green
Pink

49) What is the name of the elderly man who tells fortunes in Toad Town?

Merlow
*Merlon
Merluvlee

50) How many colors of Yoshis did you see in Yoshi's Village?

*Six
Eight
Ten

51) How would the Yoshi Kids in Yoshi's Village describe Sushie?

Easygoing
*Bossy
Sleepy

52) What building is across from the Toad Town post office?

Shop
Station
*Merlon's House

53) What kind of card do you get when you defeat Lee at the Dojo in Toad Town?

First-Degree

*Second-Degree

Third-Degree

54) What color is the brooch that Princess Peach wears?

*Blue

Red

Pink

55) Who gave you Miracle Water in Flower Fields?

Posie

Rosie

*Lily

56) What is the name of Lakilester's girlfriend?

Landolaki

Lakitofu

*Lakilulu

57) How did you make the pipe leading to Toad Town Playroom come out?

Jump

*Hit a tree

Hit a switch

58) Among the following, who is inside Club 64?

Dancer

Composer

*Pop Diva

59) Which of the following do the Shy Guys never do?

*Sing

Dance

Run

60) What best describes the relationship between Mario and Luigi?

Neighbors

Friends

*Brothers

61) Among the following, who is found in Starborn Valley?

Penguin

Lakitu

*Ninji

62) How many companions do you travel with?

Seven

*Eight

Nine

63) What is the name of the Star Kid who's always with Princess Peach?

Gleem

*Twink

Glo

64) How many Star Spirits have you saved in total?

Five

Boss & Mini-Boss Strategies

I have listed personal strategies for each boss and mini-boss you encounter in Paper Mario. They are also ranked out of 5 *s based on difficulty. The list is in chronological order.

Bowser

Location: Peach's Castle

HP: N/A

Attack Power: N/A

Best Partner: N/A

Strategies: None. You will lose. Sorry.

Difficulty: *

Jr. Troopa

Location: Jr. Troopa's Playground

HP: 5

Attack Power: 1

Best Partner: N/A

Strategies: Keep on using the hammer.

Difficulty: *

Red & Blue Goombas

Location: Path to Toad Town

HP: 6, 5

Attack Power: 1

Best Partner: Goombario

Strategies: Hammer is strong. Power Jump is good for 3 HP. Goombario can only Headbonk. Multiple attack items like POW Block & Fire Flower work well.

Difficulty: *

King Goomba (and Red & Blue Goombas)

Location: Path to Toad Town

HP: 10, 2, 2

Attack Power: 2, 1, 1

Best Partner: Goombario

Strategies: Hammer the tree first to get rid of the Red & Blue Goombas and deal damage to the King. Basic attacks (Hammer/Jump & Headbonk, Power Jump).

Difficulty: *

Bowser Tank & Koopa Bros.

Location: Koopa Bros. Fortress

HP: 10, 5 each

Attack Power: 1, 4

Best Partner: Bombette

Strategies: First phase is the Bowser Tank. It has a weak attack. Bomb the daylights out of it! Mario should use Hammer. After the tank blows up, the four Koopa Bros. appear.

Use Jump/Hammer and Bombette's Body Slam on the individual Koopas. When they stack up, use Bombette's Bomb or Body Slam and Mario's Hammer to deal major damage. Multibounce is a good badge to use here, as well as Fire Flowers and POW Blocks.

Difficulty: * 1/2

Jr. Troopa Pt. II

Location: Pleasant Path

HP: 20

Attack Power: 3

Best Partner: Bombette

Strategies: Hammer and Bombette's Bomb.

Difficulty: *

Buzzar

Location: Mt. Rugged

HP: 40

Attack Power: 3

Best Partner: Parakarry

Strategies: Jump and Shell Shot. Try to defend attacks with A.

Difficulty: **

Tutankooa & Chomp

Location: Dry Dry Ruins

HP: 30

Attack Power: 2

Best Partner: Parakarry

Strategies: Use Hammer and Shell Shot on Chomp. Use Jump & Sky Dive/Shell Shot on Tutankooa.

Difficulty: **

Blooper

Location: Toad Town Sewers

HP: 30

Attack Power: 3

Best Partner: Parakarry

Strategies: Basic and FP attacks.

Difficulty: **

Chan

Location: Toad Town Dojo

HP: 15

Attack Power: 2

Best Partner: Anyone

Strategies: Jump to flip to him over, then attack his underbelly.

Difficulty: *

Lee

Location: Toad Town Dojo

HP: 20

Attack Power: 5

Best Partner: Anyone

Strategies: Basic and FP attacks.

Difficulty: * 1/2

Master

Location: Toad Town Dojo

HP: 50

Attack Power: 6

Best Partner: Bow

Strategies: Use strongest hammer/jump attacks and Bow's Smack/Outta Sight.

Difficulty: ** 1/2

Tubba Blubba's Heart

Location: Windy Mill

HP: 50

Attack Power: 6

Best Partner: Bow

Strategies: Use Jump/Power Jump and Bow's Smack attack. When it charges up for a big attack, use Bow's Outta Sight to hide.

Difficulty: ** 1/2

Tubba Blubba

Location: Gusty Gulch

HP: 10

Attack Power: 4

Best Partner: Bow

Strategies: Very easy since his heart is weak from battle and his body is worth zilch. Use basic attacks.

Difficulty: *

Jr. Troopa Pt. III

Location: Forever Forest

HP: 40

Attack Power: 5

Best Partner: Parakarry

Strategies: Now he has wings. Use Jump/Power Jump and Parakarry's Shell Shot.

Difficulty: **

Electro Blooper

Location: Toad Town Sewers

HP: 50

Attack Power: 4

Best Partner: Parakarry

Strategies: He now has an electric defense. Use Parakarry's Shell Shot and Jump when he's not charged up. Attack items or Star Storm is also good.

Difficulty: **

Anti-Guy

Location: Shy Guy's Toy Box

HP: 50

Attack Power: 10

Best Partner: Bow

Strategies: This guy is quite tough due to a high attack power. Be sure to block with A always. Use Bow's Smack and Outta Sight. Star Storm is a great Star Power attack. Be sure to stock up on Stone Caps and Super Shrooms. You can fight him later on if you want...or if you don't want to fight him, give him a Lemon Candy to get the badge behind him.

Difficulty: ****

Big Lantern Ghost

Location: Shy Guy's Toy Box

HP: 40

Attack Power: 5

Best Partner: Bow

Strategies: Use Bow's Smack on the light, then use Mario's Jump to hit on the Ghost. Not hard, though the Ghost's Flash attack can knock out your partner for a turn.

Difficulty: **

General Guy

Location: Shy Guy's Toy Box

HP: 30

Attack Power: 4

Best Partner: Watt

Strategies: In the first three phases, use basic attacks on the group, stilt and stacked Shy Guys. In the fourth phase, you fight General Guy. Jump and use Watt's Electro Dash on the lightbulb until it bursts, then use Hammer and Electro Dash on the main part.

Difficulty: ** 1/2

Fuzzipede

Location: Toad Town Port, Whale

HP: 20

Attack Power: 3

Best Partner: Watt (no choice)

Strategies: Use Watt's Electro Shock when he hangs from the ceiling. Mario can use Quake Hammer or items like POW Block or Fire Flower. Jump/hammer when he's grounded.

Difficulty: *

Lava Piranha

Location: Mt. Lavalava

HP: 40

Attack Power: 5

Best Partner: Sushie

Strategies: In the first phase, use Jump and Sushie's Squirt attack. In the second phase, use Sushie's Tidal Wave to hinder the enemy, then Jump and Belly Flop/Squirt. To save FP, you can use the Ice Power and Fire Shield badges, but Tidal Wave is better to avoid the fire attacks and take away a turn from them. Always focus on the bigger piranha.

Difficulty: ***

Jr. Troopa Pt. IV

Location: Toad Town Port

HP: 20

Attack Power: 6

Best Partner: Sushie

Strategies: He now has a spike and wings, despite a decreased HP. Use the Spike Shield badge so you can jump on him. Without it, you can use Star Storm and attack items. Use Sushie's Squirt attack.

Difficulty: * 1/2

Kent C. Koopa

Location: Pleasant Path

HP: 70

Attack Power: 10

Best Partner: Watt

Strategies: Stock up on Sleepy Sheeps, Thunder Rages and Super Shrooms. Use Sheeps and Lullaby as he's very susceptible to sleep attacks. Use Watt's Electro Dash constantly as it's always fully effective. Don't flip him over with Jump, because he'll take two turns to stand up and attack you. Unless he's asleep, then flip him over with Jump and attack his weak point, that little tail with full force. Always block with A to save 1 HP and avoid a hit on your partner.

Difficulty: **** 1/2

Lakilester (Spike)

Location: Flower Fields

HP: 50

Attack Power: 4

Best Partner: Sushie

Strategies: Basic and FP attacks.

Difficulty: **

Huff n' Puff

Location: Flower Fields (Cloudy Climb)

HP: 60

Attack Power: 5

Best Partner: Lakilester

Strategies: Stock up on Super/Life Shrooms, Maple Syrups, Stone Caps and Repel Gel. DO NOT USE THUNDER RAGE! You can't hammer, so use your best jump attack badges. Use Lakilester's Spiny Surge to hit all the Puffs.

Difficulty: ****

Super Blooper

Location: Toad Town Sewers

HP: 70

Attack Power: 5

Best Partner: Sushie

Strategies: Use Tidal Wave to knock out the Blooper Babies. Use Power Jump and Squirt on the Blooper. When low on FP, use Multibounce.

Difficulty: *** 1/2

Jr. Troopa Pt. V

Location: Shiver City

HP: 50

Attack Power: 8

Best Partner: Parakarry

Strategies: Use basic and FP attacks, especially Power Smash and Shell Shot.

Difficulty: **

Monstar

Location: Shiver Snowfield

HP: 20

Attack Power: 1

Best Partner: Anyone

Strategies: Very easy. Basic attacks.

Difficulty: *

Crystal King

Location: Crystal Palace

HP: 70

Attack Power: 6

Best Partner: Watt, then Lakilester

Strategies: Use Watt's Electro Dash and Mega Jump/Smash. When low on FP, use Power Jump/Smash. Avoid continual freeze attacks by not fighting the Crystal Bits. Always focus on the King. When he multiplies, use Lakilester's Spiny Surge.

Difficulty: ****

Master Pt. II

Location: Toad Town Dojo

HP: 75

Attack Power: 8

Best Partner: Watt

Strategies: A more difficult battle. Use a lot of defense badges/items. The Zap Tap badge is good for protection. Use Mega Jump/Smash and Watt's Electro Dash.

Difficulty: *** 1/2

Master Pt. III

Location: Toad Town Dojo

HP: 99

Attack Power: 10

Best Partner: Watt

Strategies: WHOA MAMA! This guy is pretty tough. Use Mega Jump/Smash, Watt's Electro Dash, and Zap Tap badge for sure. Block with A all the time.

Difficulty: *****

Jr. Troopa Pt. VI

Location: Bowser's Castle

HP: 60

Attack Power: 8

Best Partner: Watt

Strategies: Now he uses prior strategies in three short phases. Use Spike Shield badge to jump on him when he spikes up (cool phrase, eh?). Use Watt's Electro Dash and Mega Smash/Jump.

Difficulty: ***

Kammy Koopa

Location: Bowser's Castle

HP: 10

Attack Power: 3 and down

Best Partner: Peach & Twink

Strategies: Dash and Focus.

Difficulty: * (for the sore thumb on the A Button)

Bowser

Location: Bowser's Castle

HP: 50, 99

Attack Power: 8, 10

Best Partner: Watt

Strategies: Use badges Mega Jump/Smash, Peekaboo, Happy Heart/Flower, Mega Rush, Last Stand, Power Rush, Close Call, Pretty Lucky, Fire Shield, and

Feeling Fine. Use Watt's Electro Dash and Mega Smash/Jump or Power Smash/Jump when low on FP. Stock up on Life/Ultra Shrooms and Jammin' Jellies. Use Star Beam in the first phase and Peach Beam in the second one whenever he uses the Star Rod to make himself invincible.
Difficulty: ***

[M19]

Enemies

Name: Amazee Dayzee
Location: Flower Fields
HP: 20
Attack Power: 20 (Sings)
Notes: Rare enemy. Try to use two major attacks against it. If you're lucky, it will sing and you get two more tries. It usually runs away, but if you nab it, you get around 40 Star Points!

Name: Bandit
Location: Dry Dry Desert
HP: 5
Attack Power: 2 (Bumps, steals coins)
Notes: If you get coins/items stolen, beat that Bandit before he runs away with it.

Name: B. Bill Blaster
Location: Bowser's Castle
HP: 10
Attack Power: 0
Notes: Shoots Bombshell Bills. Never directly attacks.

Name: Bill Blaster
Location:
HP: 4
Attack Power: 0
Notes: Shoots Bullet Bills. Never directly attacks.

Name: Bobomb
Location: Koopa Bros. Fortress
HP: 3
Attack Power: 1 (Jump), 2 (Explodes)
Notes: A direct attack will cause it to ignite. The next turn it will run or jump on you and explode.

Name: Bombshell Bill
Location: Bowser's Castle
HP: 3
Attack Power: 6 (Explodes)

Name: Bony Beetle
Location: Bowser's Castle

HP: 8

Attack Power: 3 (Shell), 5 (Spikes)

Notes: An attack changes its mode (shell/spike). Flipping it drops defense.

Name: Bullet Bill

Location: Koopa Bros. Fortress

HP: 2

Attack Power: 2 (Explodes)

Name: Buzzy Beetle

Location: Dry Dry Ruins, Toad Town Sewers

HP: 3

Attack Power: 2 (Shell), 3 (Ceiling Drop)

Notes: Flipping it drops defense.

Name: Bzzap

Location: Flower Fields

HP: 3

Attack Power: 6 (Sting with Poison), 5 (Summons Bees)

Name: Cleft

Location: Mt. Rugged

HP: 2

Attack Power: 2 (Charge)

Notes: Flipping it drops defense.

Name: Clubba

Location: Tubba Blubba's Castle

HP: 8

Attack Power: 3 (Club)

Notes: Sneak around it when sleeping to avoid a fight.

Name: Crazee Dayzee

Location: Flower Fields

HP: 8

Attack Power: 4 (Sings, Sleep)

Notes: Often runs away from battle.

Name: Dark Koopa

Location: Toad Town Sewers

HP: 8

Attack Power: 3 (Shell, Dizzy)

Notes: Flipping it drops defense.

Name: Dry Bones

Location: Bowser's Castle

HP: 8

Attack Power: 4 (Throw)

Notes: Fire/magic attack obliterates it, otherwise its bones can rise back up.

Name: Duplighost
Location: Shiver Mountain, Crystal Palace, Bowser's Castle
HP: 15
Attack Power: 4 (Fling)
Notes: Can take the form of your partner with its attack power.

Name: Ember
Location: Star Road
HP: 10
Attack Power: 4 (Fire Jump), 2 (Fire at Partner)
Notes: Use Ice Power badge to jump on it. Splits into two when attacked.

Name: Forest Fuzzy
Location: Forever Forest
HP: 6
Attack Power: 1 (Suck)
Notes: Can bring up another Forest Fuzzy.

Name: Frost Piranha
Location: Shiver Field, Shiver Mountain
HP: 10
Attack Power: 4 (Bite)
Notes: Can also freeze Mario with Icy Breath.

Name: Fuzzy
Location: Koopa Village
HP: 3
Attack Power: 1 (Suck)

Name: Gloomba
Location: Toad Town Sewers
HP: 7
Attack Power: 2 (Headbonk)

Name: Goomba
Location: Goomba Road, Pleasant Path
HP: 2
Attack Power: 1 (Headbonk)

Name: Gray Magikoopa
Location: Crystal Palace
HP: 11
Attack Power: 3 (Magic)
Notes: Can make ally transparent, tends to run away when alone

Name: Green Magikoopa
Location: Flower Fields, Crystal Palace
HP: 11
Attack Power: 3 (Magic)
Notes: Can raise ally's Defense by 1, tends to run away when alone

Name: Groove Guy
Location: Shy Guy's Toy Box
HP: 7
Attack Power: 2 (Charge)
Notes: Can also spin to make Mario dizzy, summons more Groove Guys

Name: Gulpit
Location: Shiver Field, Shiver Mountain
HP: 12
Attack Power: 2 (Lick), 5 (Small Rock), 7 (Large Rock)
Notes: Starts with 3 large and 2 small rocks which can be attacked and destroyed. Once used, they don't refresh

Name: Hammer Bros.
Location: Bowser's Castle
HP: 12
Attack Power: 5 (Hammer Throw, Shrink), 2 (Hammer Throw Barrage, Shrink)

Name: Hurt Plant
Location: Jade Jungle
HP: 8
Attack Power: 2 (Bite, Poison)
Notes: Poses as Heart Plants.

Name: Hyper Cleft
Location: Gusty Gulch
HP: 4
Attack Power: 3 (Charge), 8 (Hyper Charge)
Notes: Can power up its attack, flipping it drops defense.

Name: Hyper Goomba
Location: Gusty Gulch, Windy Mill
HP: 7
Attack Power: 1 (Headbonk), 8 (Hyper Headbonk)
Notes: Can power up its attack.

Name: Hyper Paragoomba
Location: Gusty Gulch
HP: 7
Attack Power: 1 (Dive), 8 (Hyper Dive)
Notes: Can power up its attack.

Name: Jungle Fuzzy
Location: Jade Jungle
HP: 7
Attack Power: 2 (suck, min.), 10 (suck, max.)
Notes: Can summon more Jungle Fuzzies.

Name: Koopa Troopa
Location: Pleasant Path, Koopa Bros. Fortress
HP: 4

Attack Power: 1 (Shell)
Notes: Flipping it drops defense.

Name: Koopatrol
Location: Bowser's Castle
HP: 8
Attack Power: 4 (Shell), 10 (Hyper Shell)
Notes: Can power up attacks. Can summon Koopatrols.

Name: Lakitu
Location: Flower Fields
HP: 12
Attack Power: 3 (Spiny Throw)
Notes: Can throw endless amounts of Spinies.

Name: Lava Bubble
Location: Mt. Lavalava
HP: 9
Attack Power: 4 (Fire Jump), 2 (Fire at Partner)
Notes: Ice Power badge for jumping.

Name: M. Bush
Location: Jade Jungle
HP: 8
Attack Power: 3 (Dive, Poison)
Notes: Poses as bush.

Name: Magikoopa
Location: Shooting Star Summit, Bowser's Castle
HP: 8, 11
Attack Power: 3 (Magic), 6 (Magic)
Notes: Can raise ally's defense by 1, attack by 1, restore HP, electrically charge an ally, make ally transparent, duplicate. Tends to run away when alone or low on HP.

Name: Medi Guy
Location: Shy Guy's Toy Box
HP: 7
Attack Power: 1 (Swoops)
Notes: Can restore HP on self or ally.

Name: Monty Mole
Location: Mt. Rugged, Flower Fields
HP: 3, 12
Attack Power: 2 (Rock Throw), 3 (Rock Throw)

Name: Paragloomba
Location: Toad Town Sewers
HP: 7
Attack Power: 2 (Swoop)

Name: Paragoomba
Location: Goomba Road, Pleasant Path
HP: 2
Attack Power: 1 (Swoop)

Name: Paratroopa
Location: Pleasant Path, Koopa Bros. Fortress
HP: 4
Attack Power: 1 (Dive)

Name: Piranha Plant
Location: Forever Forest
HP: 5
Attack Power: 3 (Bite)
Notes: Need Spike Shield badge to jump on it.

Name: Pokey
Location: Dry Dry Desert
HP: 4
Attack Power: 2 (Drop, Throw, Jump)
Notes: Can summon other Pokeys.

Name: Pokey Mummy
Location: Dry Dry Ruins
HP: 4
Attack Power: 2 (Throw, Jump, Poison)
Notes: Need Spike Shield badge to jump on it.

Name: Putrid Piranha
Location: Jade Jungle, Mt. Lavalava
HP: 12
Attack Power: 3 (Bite), 2 (Putrid Breath, Poison)
Notes: Need Spike Shield badge to jump on it.

Name: Pyro Guy
Location: Shy Guy's Toy Box
HP: 7
Attack Power: 4 (Fire Charge)
Notes: Need Ice Power badge to jump on it.

Name: Red Magikoopa
Location: Mt. Lavalava, Crystal Palace
HP: 11
Attack Power: 3 (Magic), 3 (Wand Smack)
Notes: Can also raise ally's attack power by 1, tends to run away when alone.

Name: Ruff Puff
Location: Flower Fields
HP: 10
Attack Power: 4 (Clunk)

Name: Shy Guy
Location: Shy Guy's Toybox
HP: 7
Attack Power: 2 (Charge), 3 (Jump)
Notes: Different colours.

Name: Sky Guy
Location: Shy Guy's Toy Box
HP: 7
Attack Power: 3 (Slingshot)
Notes: Attack the balloon to bring it down.

Name: Spear Guy
Location: Jade Jungle
HP: 7
Attack Power: 3 (Stab), 3 (Spear Throw)
Notes: Can summon more Spear Guys. Need Spike Shield badge to jump when spear is pointed up.

Name: Spiked Gloomba
Location: Toad Town Sewers
HP: 7
Attack Power: 3 (Headbonk)
Notes: Need Spike Shield badge to jump on it.

Name: Spiked Goomba
Location: Goomba Road, Pleasant Path
HP: 2
Attack Power: 2 (Headbonk)
Notes: Need Spike Shield badge to jump on it.

Name: Spike Top
Location: Mt. Lavalava, Toad Town Sewers
HP: 4
Attack Power: 3 (Shell)
Notes: Need Spike Shield badge to jump on it.

Name: Spiny
Location: Flower Fields, Toad Town Sewers
HP: 5
Attack Power: 4 (Charge)
Notes: Need Spike Shield badge to jump on it.

Name: Spy Guy
Location: Shy Guy's Toy Box
HP: 7
Attack Power: 2 (Slingshot), 2 (Hammer, temp. lose ability)
Notes: Attack changes mode (slingshot/hammer)

Name: Stone Chomp
Location: Dry Dry Ruins

HP: 4
Attack Power: 3 (Bite)

Name: Swooper
Location: Dry Dry Ruins
HP: 4
Attack Power: 2 (Swoop)
Notes: Needs to be knocked down from the ceiling first.

Name: Swoopula
Location: Crystal Palace
HP: 8
Attack Power: 2 (Swoop)
Notes: Needs to be knocked down from the ceiling first.

Name: White Clubba
Location: Shiver Mountain, Crystal Palace
HP: 12
Attack Power: 5 (Club), 2 (Triple Club)
Notes: Ice attacks ineffective. Fire attacks good.

Name: White Magikoopa
Location: Jade Jungle, Mt. Lavalava, Crystal Palace
HP: 11
Attack Power: 3 (Magic), 3 (Wand Smack)
Notes: Can restore self or ally's HP.

Name: Yellow Magikoopa
Location: Flower Fields, Crystal Palace
HP: 11
Attack Power: 3 (Magic), 3 (Wand Smack)
Notes: Can restore self or ally's HP.

[M20]

Shops

Here are inventory and price lists for all shops, as well as listings for two specialty shops.

Shroom Grocery- Toad Town

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

Harry's Shop- Toad Town

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

Koopa Shop- Koopa Village

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

Little Mouser's Shop- Dry Dry Outpost

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

Boo's Shop- Boo's Mansion

Super Shroom- 13 coins
Life Shroom- 50 coins
Maple Syrup- 25 coins
Snowman Doll- 15 coins
Stop Watch- 25 coins
Mystery- 1 coin

Yoshi's Cabana- Yoshi's Island

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

Shiver City Shop- Shiver City

Dizzy Dial- 15 coins
Shooting Star- 30 coins
Snowman Doll- 8 coins
Maple Syrup- 20 coins
Life Shroom- 40 coins
Super Shroom- 20 coins

Star Haven Shop- Star Haven

Stop Watch- 15 coins
Shooting Star- 15 coins
Super Soda- 3 coins
Maple Syrup- 10 coins
Life Shroom- 25 coins
Super Shroom- 10 coins

Storehouse of Bowser's Castle

Super Shroom- 30 coins
Maple Syrup- 30 coins
Thunder Rage- 30 coins
POW Block- 15 coins
Dizzy Dial- 25 coins
Mystery- 5 coins

Badge Shop- Toad Town

After Chapter 1 -->

Speedy Spin- 50 coins
D-Down Pound- 75 coins
Multibounce- 75 coins
First Attack- 100 coins

After Chapter 2 -->

Sleep Stomp- 75 coins
Double Dip- 100 coins
Dodge Master- 100 coins

After Chapter 3 -->

Jump Charge- 50 coins
Spin Smash- 75 coins
Group Focus- 100 coins

After Chapter 4 -->

All or Nothing- 100 coins
FP Plus- 150 coins
HP Plus- 150 coins

After Chapter 5 -->

S. Smash Charge- 100 coins
Damage Dodge- 150 coins
Mega Quake- 200 coins

Rip Cheato- Toad Town Sewers

Each item is a secret and costs 64 coins each. You need to spend 640 coins total to get all you want! Here's the inventory list in chronological order:

- 1) Star Piece
- 2) Life Shroom

- 3) Bump Attack badge
- 4) Repel Gel
- 5) Star Piece
- 6) Super Shroom
- 7) Mushroom
- 8) Dried Shroom
- 9) Dried Shroom
- 10) Star Piece
- 11) Dried Shroom (and every time from now on)

[M21]

Games

All right, my favourite part of Paper Mario! Well...make that any video game. The games are so much fun, and so they deserve their own page. Here you'll find a bunch of fun stuff.

Slot Machine

Located in Shy Guy's Toy Box, this is a quick free game. Here's the combinations chart from best to worst

*= star slot
\$= coin slot
@= Shy Guy slot
= any slot

*** --> 10 Mushrooms
\$\$\$ --> 10 Coins
**# --> 1 Mushroom
\$\$# --> 1 Coin
@\$* --> Nothing
@@# --> 1 Shy Guy
@@@ --> 3 Shy Guys

Li'l Oink Farm

Located in Toad Town near the Train Station is the Li'l Oink Farm. For 10 coins, the machine churns out an egg. Hammer the egg to release one of ten possible breeds of Li'l Oinks. After releasing 10 pigs into the pen, the first one runs out, releasing its prize. To collect it, you must sacrifice the other nine pigs. Here is the chart of oinkers and their prizes:

Tiger --> Thunder Rage
Pink --> Fire Flower
Black --> Dried Shroom
Flower --> Maple Syrup
White --> Super Shroom
Shroom --> Life Shroom
Star --> Shooting Star

Secrets are things you can actually do in the game that you might not have known. Rumours are supposed secrets which may or may not be true.

Secrets:

*When you get the Spin Jump ability, go back to your house and go in the bedroom. Spin Jump on the floor at left and you'll drop to a secret room where you can read Luigi's diary. He updates it for every chapter you complete.

*In Boo's Mansion, go to the second floor, first room. Jump to the box, then into the vase, and you will turn into 8-bit Mario! To return back to normal, jump into the vase again or exit the room.

*The character Whacka will disappear after about 10 hammer hits (giving you Whacka's Bump), because he just gets peeved at you!

*A sign in Mario & Luigi's house keeps track of your progress in various things.

*After helping the snowmen in Shiver City, sleep at the Toad House, and when you awaken you will get an Ultra Shroom and several Mushrooms. After every sleep at that Toad House, an Iced Potato is left on the table.

*Touching fire in a fireplace as Mario makes him get toasted (but doesn't lose HP)!

*A character named Amazee Dayzee appears at Flower Fields every so often (he looks like a Crazy Dayzee, but is yellow & sparkles). If you fight him and beat him before he runs away, you'll get a lot of star points.

*Along Pleasant Path are a small group of blue-striped poles. Notice that one follows you with its eyes. Walk around it for a cute little song-and-dance as it dishes out hearts!

*There are only 5 locations where an Ultra Shroom can be found (see Items).

*At the end of the game, when Mario & Peach watch the fireworks display, you will either see a mushroom, a flower, or a star, depending on your completion status (I believe this is true for PM, as well as other Mario games).

*Hit the tree near Koopa Koot's house in Koopa Village rapidly & it will emit sounds that are not from Attack FX badges.

*In the game intro at Peach's Castle, go up through the top door as usual, then go straight to the bottom door with a guard. Talk to the guard a few times until he lets you through into Peach's room! There's not much to do in there except look around.

*once you get the Ultra Hammer, you can open secret star piece panels. I haven't tested it out with the other hammers, but it seems that you get the super boots after the super hammer, so it probably won't work.

Rumours:

*There is a house with a boy named Daniel that gives you an even better hammer than the Ultra Hammer. Has been denied.

*There is a Mega Hammer. Has been denied.

*There is a Mega Clubba. Has been denied.

*The green Yoshi can be in your party and used like the others in fights and such, using his tongue attack. This has been disputed. There are screenshots and supposedly hackers have found it to be true, though Nintendo denies it. Here are the steps, if you want to try. It didn't work for me, though in the file I tried it in, I had completed the game. I guess step #2 is disputable.

- 1) Get all other party members.
- 2) Play all levels at least once.
- 3) Collect at least 75 star pieces & have at least 300 coins.
- 4) At the entrance to Toad Town, spin jump on the big star on the ground.
- 5) Go to Forever Forest and run around the first part of it 15 times, then follow the maze to Boo's Mansion.
- 6) Take the pipe there to the sewers.
- 7) Take the sewer pipe to Koopa Village.
- 8) Visit the store there and buy 3 mushrooms.
- 9) Find the Koopa Leaf in the bush near the store.
- 10) Take the pipe back to the sewers and take the pipe to Yoshi's Village.
- 11) Talk to the adult green Yoshi 10 times and he will finally join your party.

Have any secrets or rumours for Paper Mario that aren't here? Send me an e-mail. Please make any instructions for secrets/rumours as detailed as possible. I'll need to check them out for myself and if they're legit, I'll post them herewith credit to you. You'll also make my Thank-Yous page. Lucky you :oD

[M23]

FAQs & Other Oddities

Q: When are more FAQs going to be listed? -- from nintendo_girl21

A: When more people e-mail me with questions! Sheesh (lol).

[M24]

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I would like to thank Nintendo for creating such excellent games.

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- Blake at Gamerevolution.com

...hello, again.

...man, you're just asking for it this time...

....best scroll joke ever.....

...and it is.....

...um....

...I forgot!

...sorry, ran out of other ideas :oP

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