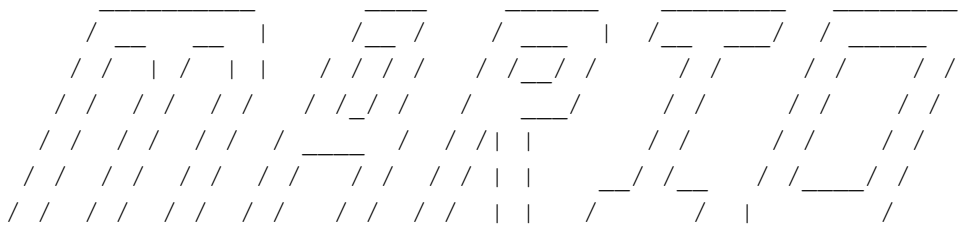
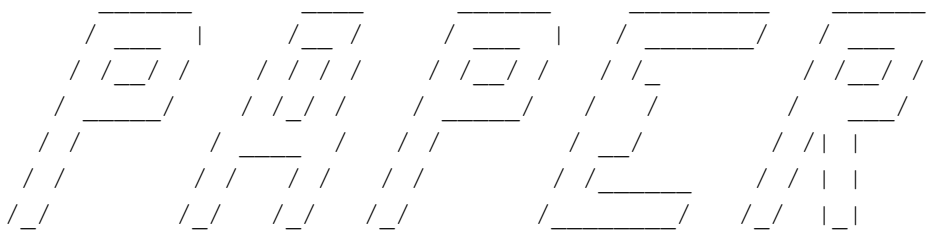


Paper Mario FAQ/Walkthrough

by Iron Knuckle

Updated to v1.25 on Aug 11, 2010



```
=====
Game:          Paper Mario
Platform:     Nintendo 64
Version:      1.25
Last updated: 8 August 2010
Written by:   Iron Knuckle
Type:         FAQ/Walkthrough
GameFAQ status: 100 %
=====
```

```
=====
Table of contents
=====
```

Version Updates

FAQ

Controls

Controller

Game Selection / Start Menu

Pause Menu

Field Controls

Basic actions

Partner Abilities

Statistics

Ailments

Combat System

In the field

In battle

Battle Options

Action Command

Damage Calculation
Level Up & Star Points
Post battle

Main Characters

Mario
Princess Peach
Bowser
Mario's partners

Other Important People

Luigi
The 7 Star Spirits
Twink
Kolorado
Jr. Troopa

Story

Walkthrough

Beforehand: A disaster party at Peach's castle

Prologue: A plea from the stars

1. Repairing Goomba Village gate
 2. Goomba King's fortress
 3. Welcome to Toad Town
- Peach intermezzo #1 - Enter Twink
Post prologue events

Chapter 1: Storming Koopa Bros. Fortress

1. Stroll over Pleasant Path
 2. Fuzzy havoc in Koopa Village
 3. The Ninjakoopa's booby traps
- Peach intermezzo #2 - Bowser's diary
Post chapter 1 events

Chapter 2: The Mystery of Dry Dry Ruins

1. Scaling Mt. Rugged
 2. Scour the Dry Dry Desert
 3. Tutankoopas Crypt
- Peach intermezzo #3 - Sneaking in the library
Post chapter 2 events

Chapter 3: The "Invincible" Tubba Blubba

1. The Forever Forest Maze
 2. Ascending Boo's Mansion
 3. Discovering Tubba Blubba's Secret
- Peach Intermezzo #4 - A short interrogation
Post cha... Oh no, Shy Guys on the loose

Chapter 4: Trials in the Toy Box

1. Blue Station - Storage room key for a toy train
 2. Pink Station - Gourmet blockade
 3. Green Station - Decipher the mystery note
 4. Red Station - The general's army
- Peach Intermezzo #5 - Cake cooking crash course
Post chapter 4 events

Chapter 5: Hot Hot Times on Lavalava Island

1. Lost: 5 Yoshi kids!
 2. The path to Mt. Lavalava
 3. Treasure hunting in the volcano
- Peach Intermezzo #6 - The Koopa trivia quiz
Post chapter 5 events

Chapter 6: Dark Days in Flower Fields

1. The magic bean, fertile soil and magic water
2. Return the light to the fields

Peach Intermezzo #7 - Peach; you're going undercover

Post chapter 6 events

Chapter 7: A Star Spirit on Ice

1. Mario's backroom penguin murdering mystery
2. A valley under the stars so blue
3. Cold welcome in the Crystal palace

Peach Intermezzo #8 - The final preparations

Post chapter 7 events (clear all loose ends)

Chapter 8: A Star-Powered Showdown

1. Basement & First Guard Door
2. Second Guard Door
3. Third Guard Door
4. The final encounter

Epilogue: A great party at Peach's Castle

Appendix A:

Making friends during the adventure

The 8 partners of Mario

- Goombario
- Kooper
- Bombette
- Parakarry
- Bow
- Watt
- Sushie
- Lakilester

Appendix B:

Chart Tables

1. Items
 - I - Attack
 - II - Status ailment
 - III - Food
 - IV - Scenario objects
2. Tayce T. recipes
3. Item shop pricelists
4. Monster compendium
 - I - Regular enemies
 - II - Bosses
5. Chuck Quizmo Questions
6. Special Objects
 - I - Star Pieces
 - II - Badges
 - III - Super Blocks
7. Star Power
8. Star Point Experience

Appendix C:

Badge Setups

Introduction

1. General 30 BP Setup
2. "Danger" Mario
3. Jumpman & Hammerman
4. Single boss fights
5. Low BP level setup

Appendix D:

Side Quests & Optional Events

1. Trade Quest Events
2. Old Koopa Koot favors
3. My Li'l Oinky
4. Casino gaming alley
 - Jump game
 - Smash game
5. Luigi's diary
6. Master the Dojo
7. You've got mail!
8. Letter Delivery Quest
 - Normal letters
 - Chain letter cycle
9. Toad Town Tunnels
10. The Kent C. Koopa blockade

Appendix E:

- Extra
 - Glitches
 - Stuff

Credits

Copyrights

E-mail, Questions and Contributions

Unfinished business

=====
Version Updates
=====

Version 0.05

1 September 2006:

Started with the walkthrough for this game.

Version 0.1

10 September 2006:

Completed the Prologue and listed some of the early monsters in a table to be used for the Monster Compendium of Appendix B.

Version 0.15

15 October 2006:

After a delay of a few weeks I started to work on the walkthrough again. Initialized some of the additional sections such as the Story and the ASCII art at the top of the FAQ.

Version 0.2

17 October 2006:

Completed Chapter 1 in the Walkthrough (including the additional things that can be done here).

Version 0.4

20 October 2006:

Finished the first 4 Chapters with all the additional side quests that can

be completed up to that point.

Version 0.5

25 October 2006:

Worked my way up to the beginning of Chapter 6. Started with some sections of the chart tables; still much to do.

Version 0.6

29 October 2006:

Completed Chapter 7 of the game and added some more hidden items to the previously completed chapters.

Version 0.7

1 November 2006:

Finally finished the entire game with all Super Blocks, 80 Badges and 160 Star Pieces! Started working on the Appendices, which will take quite some time to compile completely. There is still much work to do.

Version 0.8

8 November 2006:

Found out about the Star Point Levels and managed to find the underlying formula determining the amount of Star Points earned from a monster. Added SPLs to all the monsters in the list and FAQ. Added some additional hidden items such as the Repel Gel on Yoshi Island's beach. With the permission of Floogal I included the Refund values for each item in battle in the chart tables of appendix B.

Version 0.85

12 November 2006:

Completed the Tables for all Badges & Star Pieces including Merlurvee's hint. Cleared some errors in the FAQ and updates several sections.

Version 0.9

13 November 2006:

Nearly completed the additional descriptions of all the side quests in appendix D. Added and completed appendices C and E about the Badge setups and Extra section with many loose ends & additional information.

Version 0.95

[First Released Version]

18 November 2006:

Did some clean up and added some new dropped items using Floogal's monster FAQ (with his permission, of course). The Monster Compendium in Appendix B is still a bit messy, but this will be improved in the future.

Version 0.98

21 November 2006:

Corrected some errors and improved the FAQ using some of the suggestions by Floogal and Spilman. See the credits section for the complete list of alterations.

Version 1.0

7 January 2007:

With the aid of Prunon the 5th Repel Gel was found in the game. Also fixed a small counting glitch near the end of the FAQ, there are now 391 items to be found in this game.

Version 1.1

18 June 2007:

Cleared up a few small errors located by Bruno P. Ferreira and added some

new information to the FAQ.

Version 1.15

18 January 2008:

Fixed a few mistakes pointed out by the readers and added the Dizzy Dial to the recipes section.

Version 1.2

22 March 2009:

After some feedback from people by mail I've updated the FAQ with all of those changes. Thank you all for your time to post yours truly. ^_^

Version 1.25

8 August 2010:

Updated the walkthrough after receiving several mails about it.

=====
Frequently Asked Questions (FAQ)
=====

Q: I can't find item 'x' anywhere. Where is it?

A: This may be difficult to locate. If you have absolutely no idea, then you can consult Merlullee the fortune teller at Shooting Star Summit. She can give directions to missing Star Pieces / Badges / Super Blocks for a low price. Take note however that she gives you the directions to a peculiar item only once, so to get the hint again you need to reset the game.

If she cannot find any items within your reach she will give you a complete refund. A trick to save money goes as following. Save just before visiting Merlullee, get the hints and write them down, reset the game and get the missing items while having the original amount of coins! Alternatively just look for the specific item in appendix B, where I included Merlullee's description for each and every item.

Q: What are the ??? for on the black board in Mario's house?

A: These are the statistics that appear and they keep track of how much you have explored and progressed so far. From top to bottom they are:

- Coins Earned
- Badges Collected
- Star Pieces Collected
- Tayce T.'s Recipes
- Chuck Quizmo's Quizzes
- Number of Battles
- Your First Strikes
- Enemies' First Strikes
- Total Power Bounces

Some of the items such as the number of Power Bounces are just included for fun as there is no maximum value for it. Others like Tayce T.'s recipes are limited so you can see how far you progressed through the game.

Q: In Chapter 2; what is the Nomadimouse's favorite food?

A: It is something yellow as you presumably already knew. This yellow object turns out to be a Lemon, which can be found by whacking the tree in the oasis in Dry Dry Desert just outside the Outpost. From the entry point to the outpost just go two screens down.

Q: What is the purpose of the diploma and other rankings from the Dojo?

A: Not much actually; you can consider it more or less like a charm. The only effect the degrees and the diploma itself have is that one inhabitant of Toad Town, Dry Dry Outpost & Shiver City will respond differently depending on your rank.

Q: Who are these Chet Rippo and Rip Cheato guys?

A: As their name suspects there are something fishy things going on here. Chet Rippo is a strange creature (I dunno what it is) who appears next to Harry's shop in Toad Town, but only if none of your stats are at the minimum and neither when you have reached level 27. He tells you that he can increase any statistic for a mere price of 38 Coins. Basically what he does is that he increases 1 statistic by two levels and degrades the other 2 by 1 level (e.g. FP goes up by 10 and HP goes down by 5 and BP goes down by 5 as well). The only time you need his abilities is if you want to have a permanent "Danger" mode. As max HP can be lowered 5 points.

Rip Cheato lives in the part of the Toad Town Tunnels sewers accessible after getting Sushie. This guy offers you a special item at the cost of 64 Coins. You only need the first 10 as everything after that will be a Dried Shroom, but among the first ten you will get 3 Star Pieces, Life Shroom and the Bump Attack badge.

Q: I need MORE money! Is there an easy way to get more coins?

A: Getting more money is something almost everybody wants, but aside from that you could try to equip the cheap Pay-Off badge and get hit several times during a battle to get more coins. I always keep the Refund badge equipped in order to receive as many coins as possible from the items used in battle.

But if you really need loads of money you could either try the Casino games OR equip the Money Money badge (costs 20 Star Pieces and 7(!) BP). For the Money Money badge you can also combine it with the Bump Attack badge on a very high level and walk through Bowser's Castle touching all enemies. This allows you to collect lots of coins, but not as much as you would get for defeating them in battle.

If money is required early on in the game your best choice would be to buy 10 Volt Shroom from Harry's at 10 Coins a piece, cook them all up into Hot Shrooms and sell them for 15 Coins each. Your profit is 50 Coins each time you do this and you don't have to fight at all. Next to that scour the Dry Dry Desert (mapped below) as there are over 120 Coins to be found by hitting all the coin blocks.

Q: Monsters stop giving Star Points, but I need a higher level!

A: Ah, yes the amount of Star Points is limited in such a way that you cannot get to high levels early on in the game. Each enemy has a certain level after which it becomes 'weak' and does not yield any Star Points anymore.

The only way to get a really high level is by beating the Amazy Dayzee who rarely appears in the Flower Fields (Chapter 6). This is very late in the game, and Amazy Dayzees can be very difficult to defeat.

Fortunately, I described a perfect method that allows you to take out

the Dayzee with little to no effort so read the section about this enemy in Appendix E for more details.

Q: What is the maximum level in this game?

A: Mario can achieve level 27, when he reaches this level his statistics look as following: 50 HP, 50 FP & 30 BP. You cannot pass these limits even with Chet Rippo's help. Equipping all FP Plus and HP Plus badges allows you to get 65 HP and 65 FP, but this costs you 18 badge points.

Q: "Danger" Mario... What is it and how can I use it?

A: The term Danger Mario is used, by a specific strategy that allows you to have Mario in Danger mode (max HP = 5) making the Power Rush badge, Last Stand and Close Call badges permanently active. It can be achieved by asking Chet Rippo to raise any statistic other than HP so his HP will be drained to the minimum amount, which is 5 points (it is even less than what Mario starts with).

This setup is not as effective as one would have hoped, because there are only little badges that help Mario out in Danger. In sequel "Paper Mario: the Thousand Year Door" this setup is much more appealing, since you can buy an infinite amount of Power Rushes allowing Mario to reach a standard attack power of 30 or so.

=====
Controls
=====

Controller

Analogue Control Stick

Use this to move Mario around. This can be done either slowly by touching it lightly or running by pushing the stick further into the desired direction. Walking very slowly allows you to pass by some of the sleeping guarding in Tubba Blubba's fortress for example. There is also a Slow Go badge which simply prevents you from running... What is the use in that? The control stick is also used to maneuver the cursor through options (if available).

Digital-Pad

Not used in Paper Mario.

A Button

Confirm an option in a menu selection or cause Mario to jump in the field. If you have upgraded the boots then you can perform a Spin jump by pressing 'A' again in mid-air, this attack may cause loose panels to flip. Later on when you get the Ultra boots the Spin jump is replaced by the Tornado jump. The attack acts like the Spin jump, but it also allows Mario to reach blocks that are very high in the air.

B Button

Cancel the selected option, just the opposite of the 'A' button. In the field you can let Mario use the Hammer (once he finds one) to smash normal and yellow blocks. Upgraded hammers are required to break through stone and metal variants respectively.

C directional Buttons

Unlike most N64 games these four buttons are not used to maneuver the camera, but in this game they are shortcuts to some of the menu options:

C-Left

- - - - -

Make a small item menu appear. You can select and use regular healing items outside a battle with this option. Mario can only carry up to 10 different items, which is not much.

C-Right

- - - - -

This button is used for Partner selection, and thus allows you to interchange your current party member in the field. Handy, if you need a special ability.

C-Down

- - - - -

This operates the special ability of your partner, since each one of the 8 members have a distinct function the result can vary widely. The C-Down can also be used to scroll down in the small information screens (e.g. when viewing a badge or item in the menu)

C-Up

- - - - -

Toggles the Status bar at the top of the screen for a quick overview of the most important statistics. If you remain idle for several seconds it appears automatically. The C-Down can also be used to scroll down in the small information screens (e.g. when viewing a badge or item in the menu)

Top L Button

Not used

Top R Button

Not used

Z-trigger

Use it in the field to spin around. If you do this while running you create a "Spin-dash" which is twice as fast as running. There is however a small stall after you perform this move. Fortunately, if you jump at the end of the spin you can prevent the stall all the same. Some of the badges in your inventory may change the properties of the spin, like adding more speed or causing enemies to get dizzy at the start of the

battle when they get his by the attack.

Next to the Spin-Dash this button can be used in a dialogue to rewind some of the text that has already passed by. This allows you to reread the information if you where just button mashing, while the texts scrolls over the screen.

Game Selection / Start Menu

You can choose from four different files to play. Select an empty file, enter your name (up to eight characters) and hit "END" to create your new save file. The European PAL version has some additional letters that can be used for the name, as they include several letters with accents for the German and French. After creating the file it will be marked by "First Play". Open it and away we go.

There are also options of deleting and copying files to different locations, but those speak for themselves. Lastly you can adjust the sound from "Mono" to "Stereo" to "Surround" and back by using the Z-Trigger and top R button to cycle through options either way.

Pause Menu

There are five different tabs here that have a specific use on their own. You can select them by pressing the control stick either left or right, then 'A' to enter the options of that specific tab. The five tabs are: Stats, Badges, Items, Party, Spirits and Map, I'll briefly explain them below. Take note however that not all tabs are available in the beginning, but only after a certain event.

Stats

At the top there is Mario's Level ranging from 1 to 27. Below it are the amount of Heart/Flower and Badge Points you currently have, and for the first two the maximum amounts are also displayed (the statistics are dealt with in the next section). To the right of this column there is the boots and hammer Mario currently possesses (if Mario gets a new piece of equipment it will automatically replace the weaker variation). Below that is the Star energy meter, which appears to be empty in the beginning. In the lower right corner you can see the amounts of Star Points, Coins, Star Pieces and the total time you spend on this adventure.

Badges

The badges tab has two different sub tabs, one with all badges and another which displays only the active ones giving you a rather quick overview of the badges you currently have equipped. In either of the two tabs you can select the individual badges and set/reset them. Each badge has an amount of Badge points it requires to be equipped, if you do not have enough points you cannot equip the badge so you either need to level-up or unequip some of the other badges.

Items

This tab has two subparts as well: Key Items and just Items. The Key Items section shows you all the important stuff required to complete the game. As these items are critical to your success there is no limit to the amount of Key Items you can carry. The Items tab shows you the useable items, which can either be used to regain HP and FP or have specific uses in battle like attacking an enemy. Mario can only carry up to 10 of these items, and this is actually a bit sad as you will probably have to drop items all the time on your quest.

Possible ways to prevent losing these items is by visiting a town's shop and hoarding them into the list of 32 items can be stored. Next to that you can also prevent loss of items simply by not collecting them! That is, if you jump into a ?-Block, it releases an item then if you leave it be and exit the field the ?-Block will reset the next time you enter allowing you to recollect the item when you like. Just make sure you don't touch the item, because when you do this trick will no longer work.

Party

After Goombario joins you this tab becomes available. It simply shows all the party members in the team, and lists their special field / battle attacks with short summaries. You can also see their rank by looking at the number of blue circles behind their names. If there are none present they are normal ranked, 1 equals Super rank and 2 is used for the Ultra rank.

Spirits

When you beat the Koopa brothers at the end of the first chapter the first Star Spirit is released. Upon freeing him the Spirits tab appears in the pause menu showing all the Star Spirits you saved up to now. If a Star Spirit is rescued he/she will appear instead of a silhouette accompanied by a description of the properties of their respective Star Power attacks.

Map

The last tab displays the Map of the Mushroom kingdom in its total. As you progress through the game new locations get marked and some of the descriptions are updated to the current status. Other than a pretty sight this tab is somewhat useless as it doesn't show you how to get to each location in detail.

----- Statistics -----

Like any RPG there are several statistics used to determine how strong your character is. The biggest difference between an ordinary RPG and Paper Mario is that you cannot directly influence the statistics and most of them have been simplified to make the game very accessible to people who never played an RPG before.

Level

This simply denotes the level of experience Mario has gotten by beating enemies. The only way to increase your level is by gaining 100 Star Points from your enemies. Unlike most RPGs the monsters in this game yield a variable number of Star Points depending on your level and the amount of

enemies at the battle start.

This value is calculated from the Star Point Level of the particular and when Mario's level is equal or higher then you get no Star Points at all. The moment this happens the game considers the enemy to be "weak" and Mario can defeat it in the field with either one of the Spin / First / Bump Attack badges. For more details on the number of star points read the section in the Combat System about this matter. Other than that Mario's level has no use on its own.

HP - Heart Points

Mario starts out with 10 HP and when all ten points are depleted the game turns into the Game Over screen. Upon a level-up you can choose to increase this amount, which will boost the maximum amount by 5 points each time. This can be done until he reaches the limit of 50 HP, but by equipping all 3 HP Plus badges he can get up to 65 HP tops.

Most of the time during game play you only receive damage in the battles, but when you touch lava or fire in the field Mario's health is also reduced by 1 point. Heart Points can be restored by using a wide range of edible items like a standard Mushroom. Other than that Star Powers like "Refresh" and "Smooch" will recover 5 or 20 HP respectively.

Another important aspect is that partners do not have HP. Most of the time all attacks are directed to Mario, but some multi attacks hit partners as well. If a partner gets hit the amount of damage denotes the number of turns it has to sit out doing nothing. Fortunately for you doing the Action command will negate any damage to your partner!

FP - Flower Points

You get 5 FP at the beginning of the game, which is really not that much. FP is used to power all special attacks that Mario and his Partner can use. Most of them require at least 2 FP to perform, hence in the beginning I would really like to recommend to increase FP at your first level up so you have some leeway. As with HP the maximum limit that can be reached is 50 without FP Plus badges and 65 with all three equipped.

There are several badges like the Flower Saver badge which decrease the amount of FP needed by 1, but this badge requires a costly 6 BP. So you have to make a trade-off. Furthermore Special attacks will always need 1 FP so you can never get these attacks completely free of charge. Usually you want to restore FP by devouring either Honey or Maple Syrups. The only Star Power that lets you regain 5 FP is "Refresh".

BP - Badge Points

Initially Mario has 3 points for badges at his disposal and no badges at all. After receiving the Power Jump badge from Goomba you get a quick tutorial about using these. Each time you choose to increase BP at a level up you get 3 more points, instead of 5. Next to that the total amount of BP can never exceed 30 which is not that much if you want to equip badges like Power Plus and Money Money. Each badge has its own unique purpose and therefore the amount of points required to equip varies between 0 and 7.

Note how some badges like HP Plus (HP +5) cost exactly 3 BP, meaning that

equipping such a badge would be the same as choosing to increase HP at a level up (the same goes for FP). Hence it is my main motivation to increase BP as much as possible as you can still increase HP/FP afterwards, but not the other way around.

ATK - Attack power

This statistic is actually never displayed in numbers, but it exists nonetheless. Basically your attack power is the strength your equipment (like boots/hammer) plus any additional changes made by the badges or charging. Items have a default ATK, which cannot be changed. The standard attack power of the equipment and your partners (normal rank) is rather simple to deduce:

Type	ATK	ATK (with Action Command)
Boots	1	1 + 1
Super Boots	2	2 + 2
Ultra Boots	3	3 + 3
Hammer	1	2
Super Hammer	3	4
Ultra Hammer	5	6
Goombario	1	1 + 1
Kooper	1	2
Bombette	1	2
Parakarry	1	2
Bow	1	1 + 1 + 1 + 1
Watt	1	3
Sushie	1	2
Lakilester	miss	3

This may seem that Hammers are much more effective, but this is not the case as it depends on the situation. After you get the Star Pendant just before the beginning of Chapter 1 you can perform an Action command. When you perform this correctly the jump attack will be repeated (hence the '+'), but for the hammer its ATK only increases by 1. So if you do the action command properly, the boots are equally strong as the hammer. Of course you need to take into account that your enemy may have defense, but this will be discussed in the Combat System.

DEF - Defensive power

This is the other statistic that is never shown in numbers either, but as with ATK is there. Mario's defense is by default 0 similar to most enemies and partners. Doing an action command temporarily raises defense by one, hence it decreases damage you take by 1 point. Other ways to increase defense is by using the Defense Plus badge and Damage Dodge badges. Apart from that Sushie's "Water Block" maneuver allows you to temporarily raise your defense by 1 as well. All your partners have 0 defense (even Kooper), but this doesn't matter as the damage they receive equals the amount of turns they are out. If they use the action command all damage is cancelled out.

Star Energy

Other than special attacks powered by Flower Points there is also

something called Star Energy. Each time you rescue a Star Spirit the Star Energy gauge increases by 1 section and you learn a new Star Power attack. These attacks require energy coming from the gauge.

Each section consists of nine parts so to replenish this meter you can either battle 8 turns (each turn 1 part is restored) or use Focus to recover 4 parts. Each equipped Deep Focus badge you add will restore 2 more parts, but this will only work for Mario. With all three Deep Focus badges he can restore 1.25 Star Energy parts using the Focus Command.

Field Controls

Basic actions

In the field you can use the 'A' and 'B' buttons to jump and hammer respectively (of course you need to collect a hammer before you can use it). With C-Down you can use the ability of the current partner who is joining you. For specific information of these abilities and partners I would like to refer you to read Appendix A. Enemies also appear in the field, but you cannot battle them here. Instead when you make contact with an enemy Mario and that enemy get warped to a battle arena where they can fight each other. Note that 1 enemy in the field can actually take part of a group up to 4 enemies.

An important matter is that you can get a free hit at the beginning of the battle if you manage to hit them with a jump / hammer attack or Kooper's / Bombette's special ability. This will net you an extra hit at the start of the battle. Of course, enemies can get a first strike on you so you need to be careful as well. Then again you can wear the Chill Out badge to prevent them from getting the preemptive strike.

Another method to prevent an enemy to get a First Strike is to equip the Dizzy Attack badge. If the enemy hits you while spinning, your spin wins and the enemy gets dizzy instead of Mario getting hit. The badge costs the same as Chill Out to equip. With one enemy being dizzy running away is much easier in case of an unwanted battle. Like Chill-Out the Dizzy Attack doesn't help against projectile first-strikes, but fortunately those are rare.

Ailments

Power / Defense Up

This is actually a good ailment, which increases your general attack power. You can get this status by use Charge if use Watt to energize you. Next to that some badges allow you to charge Jump/Hammer abilities exclusively. Goombario can also charge up if he reaches the Super rank level. The same can be applied for defense by using Sushi's Water cube, the defensive power up is however harder to get since this is the only water to increase defense in battle.

In combat your enemies can charge up as well (varying with ATK +2 / +6) and Magikoopas can also induce both Power and Defense up on the long term. So you'd better take those guys out first.

Power / Defense Down

If there is a power up, then of course a power down also exists. There are no enemies that can cause you to loose either defense or offensive power. Mario in his turn can Muskular's star power Chill Out to lower the ATK of his enemies. This attack ALWAYS works so use it if you are in a dire situation. Defense cannot be lowered, but attacks like D-Down Pound ignore enemy defense and will therefore cause much more damage on heavily armored enemies. There are however few opponents with a strong defense level so you rarely need to use this.

HP / FP recovery

Equipping the Happy Heart or Happy Flower badges, will cause you to regain some HP or FP at the end of a certain turn. Enemies like Fuzzies can also recover HP by draining Mario and White Magikoopa & Medi guy can restore the HPs of their companions making them real nuisances.

Poison

As with most RPGs poison inflicts damage on the applied target if it has success. In this game the victim receives exactly 1 point damage each turn this status has effect, regardless of his defensive power. You can cure this status with Tasty Tonic or protect against it with the Feeling Fine badge.

Sleep

If this ailment occurs you have to skip the amount of turns displayed before waking up again. This status is very annoying as there is nothing you can do about it once it occurs. You just have to wait until the required amount of turns have passed. The bright side is that only very few enemies can induce this status on Mario, so you won't come across this status most of the time. Mario in his turn can use the Sleep Stomp or a Sleepy Sheep item to induce this ailment. Some bosses such as Kent C. Koopa are extremely susceptible to this.

Dizzy

In this game Dizzy has the same effect as Sleep and frost so there is little difference. As with poison you can protect yourself against this status with the Feeling Fine badge obtained from Merlow. Mario can use a Dizzy Dial and the Dizzy Stomp to inflict this status on his opponents as well. It seems to be that flying enemies are more susceptible to this status.

Frozen

Very late in the game you will meet some Frozen Piranha plants who can induce this status on Mario. Its effect is the same as Sleep, Dizzy or Paralysis, because the victim just has to skip a turn when it is under this influence.

Paralysis / Stun

Similar to Sleep and the others this status simply prevents you from moving and thus forces you to skip a turn. Anti-Guys are very sensitive to this Status so make sure you use Watt's special abilities to induce this status whenever needed.

Electric Charge / Electrify

If you equip Zap Tap or use an Electro Pop then every opponent makes physical contact with you receives a point damage. Also if the attacker was supposed to use a multi-hit combo the combo will be broken after the first strike. This is very effective, when you fight against the Master from the Dojo.

Transparent

Repel Gel causes Mario to become completely transparent and therefore impossible to get hit by enemies. Bow's special ability also causes this status, but it does cause you to skip an attack in the turn that follows it. Enemies like Magikoopa can use this status on himself, if this happens you have no other choice then to wait until it wears off. What you could do is using Star Beam, but that Star Power is only available in Chapter 8.

Stone

The Stone Cap bought in Harry's Shop near Toad Town's harbor can cause Mario to petrify. Similar to Transparent it leaves him invulnerable to attacks, but this item has the side effect that Mario cannot move either. As far as I know there are no enemies capable of using this status on themselves.

Shrink

The status is a bit similar to Power Down, because a shrunken character can only do half the damage it would normally do. Rendering you (or your opponent) as a nearly defenseless target as you can hardly damage the enemies.

Command Loss

Only Spy Guy's hammer, Fuzzipede's head butt and Bowser's stomp attack disallow Mario to use a specific battle option. Hammer, Jump and Item can be removed this way, but will return after 3 or 4 turns. If Mario loses all three options, he can do very little so take care.

----- Combat System

----- In the field

If Mario just makes contact with his enemy in the field the battle start in a normal manner. For a First Strike at the beginning of the battle you have to attack your opponent in the field with a Jump / Hammer attack. You can also use Kooper (Shell Toss) & Bombette (Bomb). These attacks require no FP so it can be very helpful if you manage to attack your opponent with Bombette's Bomb attack. On the other hand enemies can attack you, causing you to take damage before the first turn commences. This can however be remedied by equipping the "Chill-Out" badge for 2 BP from Merlow for 2 Star Pieces.

In battle

Paper Mario has a fixed turn based battle system. This means that Mario and his partner always have the first attack and that enemies can only strike afterwards. The battle ends either if all your enemies are gone (defeated or removed from the battle field). You will receive the Star Points for all the enemies that were defeated. The other case is when Mario is defeated / runs away. If Mario's HP is depleted the Game Over screen, but if he successfully runs away he will only loose some coins.

In battle you can use the Z-trigger to switch the order of Mario and his Partner, so the partner can attack before Mario does. There are several tactics Mario can deploy during a battle. The Battle Options subsection will explain all of them in detail.

Battle Options

From left to right we have: Strategies, Items, Jump, Hammer and Star Spirits available. In the beginning of the game not every option can be used, but later on they will all be usable.

Strategies

Change Party Member -> This allows you to exchange a member for another, if you have more than one partner

Do Nothing -> If you can't think of anything useful to do in this turn you can skip it all the same

Run Away -> A Running gauge appears, if the Icon appears over the safe area you can run away, else it has the same effect as doing nothing

Items

If you have any items you can select one item to use in battle. If you have the Double / Triple Dip badges equipped Mario can even use 2 or 3 items in one turn. Additionally the Refund Badge will refund some coins for each item used during the battle.

Jump

This default attack is available right from the start. If you have any special Jump Attack badges equipped you can make a chose between the kind of Jump attack you wish to use. After this you can select an enemy as a target. Note that you cannot jump on ceiling enemies or enemies with Spikes, although the Spike Shields badge will protect you against the latter group.

Hammer

After finding Goomba's Hammer this option can be used. Similar to the Jump command the type of attack can be selected depending on the badges you have equipped. Common sense logic tells you that Mario can only attack the front enemy with the Hammer, unless you use the Hammer Throw via its corresponding badge.

Star Spirit

Upon rescuing the first Star Spirit from Bowser's underlings Mario will be able to use Star Power. These attacks are powered by Star Energy as shown by the gauge that appears at the top of the screen. Restoring Star Energy takes quite a while, so in order to speed this up the "Focus" command allows you to restore it much faster.

Action Command

If you think that this game is just a turn based game where you can just sit back passively watching how everybody on the screen attacks in a predetermined order, then you got it pretty much wrong! After obtaining the Lucky Star from Twink you can use Action Commands forcing you to work for better results. There are three main types of Action Command that can be used.

- Timing -> Press the key displayed on the screen on the correct moment
- Consecutive -> Hit the required button as much as possible to cause as much as possible
- Hold -> Keep the button / control stick pressed, until the command tells you to release the button

The timing and hold commands are the easiest to perform, but as expected most of the stronger attacks require the player to do consecutive tapping for maximal damage. Most of these attacks however will allow you to stop once the gauge reaches 100%.

But wait, there's more to it. When your enemies attack you Mario can reduce the amount of damage by one by pressing 'A' just before the enemies' attack hits you. Most attacks are pretty slow and can easily be blocked, but some like Crazee Dayzee's Song and the Master's Combo attack are very difficult to block. There is a huge lag between the start of the attack and the moment you need to block, making it rather hard to do this correctly.

Damage Calculation

As mentioned in the description of ATK in the Statistics section, damage is dealt by using the base ATK power of an attack. Some enemies however have some level of defense, causing the attacks to be less effective.

Damage calculation is simple:

$$\text{attacker ATK} - \text{target DEF} = \text{Damage}$$

So a jump attack with the normal boots (ATK: 1) on a Goomba (DEF: 0) would yield 1, or 1 + 1 damage if the Action Command is used. A Koopa however has DEF: 1, hence Mario cannot damage it with a single jump. The property of a Koopa however tells you that it falls on his back if you jump on it

exposing its weaker underbelly degenerating his defense to 0, hence with the Action Command you'd get 0 + 1 damage! This also holds the other way round as enemies can do 1 point less damage if Mario equips the Defense Plus badge.

Finally there is a special type of attack which penetrates defense (i.e. defense is always 0) some examples of these attacks are all the attack-items (POW-block), Watt's "Electro Dash", Mario's "D-Down Jump" and "Quake Hammer". They will do the same amount of damage regardless of the defensive level of your opponent. On the other hand there are no enemy attacks that can penetrate Mario's DEF.

Level Up & Star Points

Each time you defeat an enemy you will receive a number of star points denoting the amount of experience you obtain from that enemy. The enemies in Paper Mario have a so-called Star Point Level (SPL) associated with them. Their level is compared to Mario's current level (between 1-27) and the difference determines the amount of Star points you get from it. This kind of battle system prevents players from hoarding experience and thus eliminates the factor of overkill by some degree.

Each time you collect 100 Star Points you can either upgrade your HP by 5, FP by 5 or BP by 3. In practice this means that 3 BP = 5HP/FP hence the HP/FP Plus badges have exactly the same effect as leveling up, but then choosing HP/FP instead of BP. As mentioned above Mario's maximum level is 27 and his statistics will be HP = 50, FP = 50 and BP = 30.

Here are some details about underlying calculation of the Star Points awarded in battle. Basically fighting a strong enemy with a very low level will yield huge amounts of star points and weak enemies will give no points at all! For every two level ups a enemy will give one Star Point less. In formula shape it looks like this where SPL is the monster's Star Point Level:

$$\text{Base SP} = (\text{SPL} - \text{Mario's Level}) / 2$$

Matters are however a bit more complicated as enemies cannot give 0.5 Star Points so this value needs to be rounded to the nearest integer number. Apart from that an enemy will yield more Points if there are more monsters at the start of the battle. This is a crucial notion as the amount of enemies on the screen, when the monster dies is NOT taken into account. For battles with 1 or 2 enemies this number stays the same as the base value, but when 3 or more enemies are present at the start they give more points as an individual. It is 10% of the base SP value times an additional factor which looks like based on the number of enemies present at the start (E start):

E start	factor
1	0
2	0
3	1
4(or more)	3

Again in formula it looks like the following:

$$\text{factor} = \max(0, (\text{E start} * 2 - 5))$$
$$\text{SP} = \text{round}(\text{Base SP} + (\text{Base SP} / 10) * \text{factor})$$

If this is all to complex for you, then don't mind it at all as the game

takes care of everything. Just look at the SPL values if you wish to know, when an enemy is vulnerable to the Bump Attack badge, so it can be defeated in the field without a battle. Enemies like Dry Bones (SPL = 30) and Amazy Dayzee (Level 100) cannot be defeated as their Bump level is higher than Mario's maximum (Level 27).

Post Battle

When the battle is over you return to the field screen, and the monster will display a short dying animation if you won the battle. It will dissolve in dusty cloud sometimes leaving some recovery Hearts / Flowers and/or Coins behind. The number of Coins is determined by the strength of the monster that appeared in the field, but it can be influenced by the Pay-off and Money Money badges. Rarely an item will be dropped as well, but most of the time it is a pretty weak one like a Honey Syrup or a Mushroom.

If you fled from the battle Mario will start flashing (denoting invulnerability) and he will lose some coins. This invulnerability allows you to escape away from the monster who just made contact with you, but this only lasts for 2 or so seconds.

Main Characters

Mario

What do I need to say. To quote the manual: "Our mustached marvel must once again match his wits and courage against Bowser's evil schemes. The Star Spirits held by Bowser's henchman are waiting for Mario to rescue them!" The plumber must go out on an adventure to save his dear princess and everybody in the Mushroom Kingdom.

Princess Peach

Peach Toadstool is not going to sit around doing nothing in this game. Unlike most games where she had to stay kidnapped pretending to be the helpless damsel in distress Peach will help Mario during his quest. After each chapter a small intermezzo needs to be completed, which allows you to open the castle doors for Mario. She can also send some items via a secret treasure chest giving Mario some additional help.

Bowser

He's at it again! This time he stole the Star Rod from Star Haven so he could increase his power, and he uprooted the Princess' Castle from the ground raising it far up into the sky. Mario has to get the Star Rod from his clutches in order to complete his task.

Mario's partners

During your quest you will come across 8 different partners who will help you out with their special abilities and each one of them has his/her unique battle skills allowing you to make the most out of your battles. Each one of them is described in detail in Appendix A, with additional background and all their attacks and properties.

Other Important People

Luigi

The official brother of Mario usually participates in Mario's adventures. This time round he stays behind to guard the house, as Mario is out on his quest to save the princess. Is this truly all there is to it...?

The 7 Star Spirits

Eldstar, Mamar, Skolar, Muskular, Misstar, Klevar & Kalmar are the seven noble Spirits who are the guardians of the Star Rod located in Star Haven a sacred place high in the sky. After Bowser's invasion he used Kammy Koopa's assistance to capture each one of them in cards. The trapped spirits were divided among the strongest members of Bowser's legion and sent to places all over the world. Mario has to save all seven of them in order to break the power of the Star Rod held by Bowser.

Twink

A very young Star Kid who will play an important role during the game. This little star has just ascended from Starborn Valley to become a mature Star Spirit. His power is similar to the other Star Spirits yet it is very limited at the moment. He meets up with Peach and helps her out as good as possible.

Kolorado

The famous archeologist Koopa from Koopa Village can be found on different locations in the world. You will meet him for the first time in the Dry Dry Desert where he is looking for the ancient ruins. Later on Mario and Kolorado set out to Mt. Lavalava to find some secret treasure inside the volcano.

Jr. Troopa

Another youngster, who has a remarkable amount of determination. After entering the playground to the west of Goomba Village without his 'approval', he fights and loses to you. Upon leaving he swears that he will return time after time, until he finally defeats you. This nuisance will make several appearances throughout the game in the weirdest locations so be prepared, when you least expect it.

=====
Story - Taken from the instruction booklet
=====

Once upon a mushroom...

Far, far away beyond the sky, way above the clouds, it's been said that there was a haven where the Stars lived. In the sanctuary of Star Haven

there rested a fabled treasure called the Star Rod, which had the power to grant all wishes. Using this wondrous Star Rod, the seven revered Star Spirits watched over our peaceful world carefully... very carefully.

Then one day, a terrible thing happened... The evil king Bowser appeared in Star Haven and stole the Star Rod! Using its incredible power he quickly imprisoned the seven Star Spirits!

Completely unaware of the trouble in far-off Star Haven, Mario was back home in the Mushroom Kingdom, eagerly reading a letter from Princess Peach. It was an invitation to a party at the castle! With much anticipation, he and his brother Luigi set off for the party, oblivious to the chaos that lay ahead...

=====
Walkthrough
=====

I'll first introduce some of the terminology used throughout the entire walkthrough. First off, whenever entering a new area is found there will be a list of all the Hidden Items/Chests/Star Pieces/Badges/Super Blocks that are to be found there. Behind the numbers there will be a number between parentheses denoting the cumulative total up to that point. Note that some items cannot be obtained right away, so your current total might be lower than these numbers. However most of the time I will list only the items that are available as there is so much backtracking going on in this game. There are many single coins to be obtained, but most of them are clustered together so they are accounted for 1 slot only.

For the total amount of Star Pieces I will add the pieces gained from Chuck Quizmo / Letters / Koopa Koot Favors at the end of each chapter in the Post Chapter Events section. Furthermore an "*" denotes that the item can be obtained for an infinite amount of times, because it regenerates each time you reenter that area. I chose to count these items only once. Another remark is that I listed clusters of coins as one item as they all belong to the same group.

During (optional) Boss battles I will list all the important statistics and attacks that monster can use. By adopting the abbreviations used in the Golden Sun FAQ I will shorten the following terms:

- Health points -> HP
- Attack power -> ATK
- Defensive power -> DEF
- Star points level -> SPL

The amount of Star Points may actually vary, but you can read the details about this in the "Combat System" section above. I do this because it is possible to calculate by Mario's level how much star points you gain from an enemy, hence the name Star Point level.

Beforehand

1. A Disaster Party at Peach's Castle

--Mario & Luigi's Home--

The game starts on a peaceful and sunny day as we see a postman called Parakarry delivering the mail at Mario's place. Not much later Luigi comes out, takes the letter and shows it to his brother. It is a letter from Peach telling them that they are invited at her castle for a big party along with many other people from all over the Mushroom kingdom. Of course the Mario Brothers go there immediately and leave their home via the green sewer pipe in their garden. BTW: Notice how this game starts with a letter just as Mario 64 & Paper Mario: the Thousand Year Door.

--Toad Town--

After arriving in the capital city of the Mushroom Kingdom, Mario & Luigi head straight for the palace and enter it. Luigi stays behind here, because he just wants to mingle around. You gain control of the main character from this moment on.

--Peach's Castle--

As Mario you can talk to various people and look around the place. Take note that all the doors (except the one leading and the kitchen) up are locked securely. You can however enter Peach's room by persuading the guard in front of it on the second floor. Just talk to him 5 times and you are allowed to take a peek inside, but there is not that much to see in particular actually.

When you are done talking to the people enter the hallway after the third floor to meet her royal highness in person. Princess Peach likes to have a moment with Mario all alone, because she seems tired of meeting everybody. Then suddenly an earthquake occurs, but it is no regular quake at all! The ground tears apart as Bowser's Castle and a gigantic Koopa Clown Car emerge from the surface with Peach's Palace on top of it. After ascending high into the sky Bowser drops by Mario & Peach in his own Koopa Clown Car (similar to the one he used in Super Mario World).

Some moments later Big Bad B. drops down and claims Peach to be his own property. Mario steps in and tries to protect her from danger, but Bowser isn't afraid this time round. He admits have some trouble with him in the past, but now things are different. After saying this, the King of Koopas displays the Star Rod, the same item stolen from Star Haven's Sanctuary. Its power radiates making Bowser much stronger than he was before. Your first (predetermined) battle commences:

Boss Battle: Bowser

HP: 10
ATK: 1 / 3 - Nail
 ? / 10 - Flame breath
DEF: 0 / 1
SPL: -

wo / with Star Rod Power-up

You can only use the Jump command in this battle so there is not much for you to do here. Just press the buttons and watch the dialogue, until you reach the third round. Bowser will take his Star Rod out and uses it to become impervious to your wimpy 1 point Jump attack. He will use the scratching Nail attack two more times and it seems to be thrice as powerful this time. This will also cause you to get into "Danger" mode, because your

HP is reduced below 5 points. Next in the final round Bowser uses his Flame breath, which causes 10 points damage. This is enough to cause an instant kill forcing you to lose this battle.

Recently I found out that the Bowser in this battle has 10 HP and his defense is increased by only 1 point after the Star Beam power-up. So I tried to beat him (with some cheats) and it turns out that the game freezes up if you manage to take him out!

After falling in combat Bowser throws the loser out of the castle and Mario falls down through the clouds. The "Paper Mario" Logo appears and the game's initial chapter, or better the Prologue, is displayed.

Prologue: A plea from the stars

1. Repairing Goomba Village gate

--Clearing--

There is a Star Piece hidden here, but you can only get it after obtaining the Super Boots, so it will be mentioned much later...

Mario falls down like a sheet of paper and lies down knocked unconscious by the rousing beating he had to suffer. The 7 Star Spirits appear and heal Mario with some of the little power that is left within them. After doing so they disappear again as a little Goomba girl drops by. It is Goombaria and she notices the sleeping stranger with blue overalls, red shirt and the trademark moustache as Mario. She rushes out, calls for her family to rescue Mario and they place him in the bed inside the Toad House.

--Goomba Village--

Hidden Items: 2 (2)

Goomnut* - Use the Hammer on the tree to make one fall down

1 Coin - Examine the south most bushes around the village

Badges: 1 (1)

Power Jump - Get from Goompa after finding his Hammer

Star Pieces: 1 (1)

-Give the Dolly found in the area with the Hammer to Goombaria

Chuck Quizmo Location:

-Lower left corner of the village's only area

Just before waking up inside the Toad House, Mario receives a message from Eldstar one of the 7 Star Spirits. He requests you to go to Shooting Star Summit in Toad Town so he can speak to you more easily. In the current situation he doesn't have enough power to stay in Goomba Village for much longer and he disappears once again. After that our hero wakes up and a Toad drops by. He seems to be the owner of the inn and tells you that Mario can stay here whenever he is feeling tired to regain his HP, FP and Star Power. Go outside and you can look around the tiny village called: Goomba Village.

Examine some of the bushes to get your very first coin. If you like and talk to the members of the Goomba family walking about this place. To the right is Goompapa the father of Goombario and Goombaria. He is working on fixing the gate so you can leave the village right away. Goompapa tells you that the earthquake from not long ago broke the gate down and he requests

you to wait some more as he is working on it.

Go inside the house of the Goombas and exit via the rear entrance. Out on the veranda talk to Goompa, the grandfather of the family, to find out that he is busy at the moment working on this cozy spot. Miraculously, the gate should be fixed after this event so head back to Goompapa and he tells you that he is done. Just when you are about to leave a strange old Koopa witch comes by on her broomstick. It is Kammy Koopa and she generates a Yellow Block and drops it onto the gate disallowing you to pass by it. After the laughter she leaves thinking that she has dealt with the little culprit problem called Mario.

Goompapa ponders what to do next. When he is finally done he tells you to see Goompa again to get the Hammer from him. With this item you can surely break the obstacle in your path. Back at the veranda you notice something very strange... The thing is that it is no longer there, and after very cartoonish scene he falls down and reaches to a lower region.

--Bottom Area--

Hidden Items: 4 (6)

- 1 Coin - Hammer the ?-Block on the left
- 3 Coins - Use the Jump pad
- Mushroom - Hammer the tree near the big yellow block
- Fire Flower - Use the Jump pad to reach it on a higher ledge

Goompa is here and he tells you that he fell down here as he was working with the Hammer. He then joins you in your quest to find the required item so you can get back to Goomba Village once again. The right area is blocked by another Yellow Block so we have to go left here.

--Bottom Area - Left--

Hidden Items: 10 (16)

- Hammer - Examine the leftmost bush
- 1 Coin(4x) - Examining the bushes around the village
- 1 Coin(2x) - Use the Hammer on the left and center trees
- 2 Coins - Examine the center bush
- Coin Block - In the center of the field, quickly hammer the ?-block to gather up to a maximum of 10 Coins
- Dolly - Use the Hammer on the rightmost tree

Walk around this area and the old coot will tell you that the Hammer is bound to be around here somewhere. Just put your hands in the leftmost bush and the Hammer will automatically appear. Mario picks it up and from this moment on you can use the 'B' button to hammer objects like trees and blocks. Doing this on the rightmost tree will make a Dolly drop down from the branches, pick it and take it along. It belongs to Goombaria who will give you a Starstone if you return it to her. Now that you have the Hammer go back one field. But just before you can return a small koopaling that just hatched from his egg appears. This is Jr. Troopa and you will meet him in various locations. He challenges you to a battle, because you have seemed to enter his playground without permission.

Boss: Jr. Troopa - Round #1

HP: 5
ATK: 1 Jump Attack
2 Jump Attack (power-up)
DEF: 0

This battle is pretty straitforward as there is not much that you can do, other than using the Jump / Hammer commands to cause 1 point damage. After four rounds (4 points of damage) Jr. Troopa increases his power and his Jump attack becomes twice as strong. Don't worry about it for you just need to hit him one more time for a victory.

Because Mario is on level 1 you'll receive exactly 20 Star Points as a token of the experience that you've gained. Notice that the amount of Star Points is variable depending on your level, so in some later occasions the amounts may vary somewhat. This is also the reason why I mention the Star Point level instead of the actual star points. To get the amount of Star Points you need to substract it from Mario's level and divide it by 2 (round off any x.5).

After the battle Jr. Troopa curses you and leaves the scene telling you that he will be back.

--Bottom Area--

Break the yellow block here to get past the blockade (don't forget to collect the Mushroom from the tree). Next to that you can also get a Fire Flower by jumping on the Jump pad to the right. The grey block here cannot be broken with your current hammer, so come back much later to get the hidden Repel Gel from that location. Continue along on the path to the right and you'll find an area filled with enemies.

--Bottom Area - Right--

Hidden Items: 1 (17)

1 Coin - Hit the tree on the upper ledge with the hammer

Star Pieces: 1 (2)

-At the end of the upper left edge

Enemies:

Goomba, Paragoomba, Spiked Goomba

The battles in this game are not an obligatory part so you can just skip the monsters in the field and leave via the right exit. I do recommend that you fight however, because your current HP and FP statistics are very weak and you need the level-ups later on. Try to collect the Star Piece on the upper left edge, because these little trinkets can come in handy in earning several rare badges later on in the game.

--Goomba Village--

Back in Goomba Village again Goompa unlocks the gate and you can enter the village once again. Mario can give the Dolly to Goombaria for a Star Piece. Goompa goes inside to get something good for you. When you return you get the Power Jump badge. Equip it in the Pause Menu under 'Badges' and you can use this power move in battle. You can also listen to his explanation of the Badge system if you like.

Not much later Goompa advices Mario to take Goombario along with you as a partner. The young Goomba agrees and he joins you in your quest to save princess Peach. Goombario's Special ability in the field (C-Down) is giving information about objects/people/areas that are nearby. Try it out if you get stuck sometimes to get a hint. In Battle Goombario can also tatttle his opponents allowing you to see their HP-bar. After getting a new partner and the Power Jump Badge you can leave the village using the Hammer on the

yellow block to the right. The road to Toad Town is reopened allowing you to reach Shooting Star Summit.

2. Goomba King's fortress

--Road to Toad Town--

Hidden Items: 3 (20)

1 Coin(2x) - Hit the first two ?-Blocks you come across

Mushroom - Read the second sign

Badges: 1 (2)

Close Call - Jump up against the Red ?-Block on the second screen

Enemies:

Goomba, Paragoomba, Spiked Goomba

Examine the first sign you come across and the picture of the Goomba animates and attacks you. Further on there are some ?-Blocks, but they only reveal a single coin as a prize. On the next screen hit the distinct red ?-block to find the Close Call badge. Read the sign near it to obtain the Mushroom on display. To the right there is a Recovery block use it, because you will into a mini-boss battle in the following area. A big red Goomba and his blue brother appear. They won't allow you to pass under the decree of their boss the Goomba King.

Mini-Boss: Goomba Bros.

Red Goomba	Blue Goomba
HP: 7	HP: 6
ATK: 1	ATK: 1
DEF: 0	DEF: 0
SPL: 20	SPL: 20

It would have been more or less a parody if Blue Goomba would have been green, but in any case this battle is not too difficult. I would recommend that you save the Fire Flower you found for the upcoming battle so use only normal attacks here. Try to concentrate your attacks on one Goomba so you can take one of them out quickly. The blue one is a little weaker so you might want to take care of him first, using the Power Jump twice and have Goombario Headbonk the red one in advance. After disposing of Blue Goomba the other should fall without any trouble.

After their defeat the two brothers leave the scene calling out for their boss to protect them. Follow them to the next area using the Jump pad. Here you can see another sign with a Mushroom on display, but if you read it the Mushroom turns into a Goomba! Continue on and Mario and Goombario will reach the Fortress of the 'dreaded' Goomba King.

--Goomba King's Fortress--

Hidden Items: 2 (22)

1 Coin - Hit the tree after crossing the bridge

Super Shroom - Hit the block behind King Goomba's fortress from the left with the Hammer. A ?-Block appears holding the item.

Star Pieces: 1 (3)

-Whack the tree just to the left of the fortress

The king comes out and tells you that you shall not pass the bridge to

Toad Town as long as he is around. Indeed, another boss battle commences. He and the two Goomba brothers are going to take you out.

Boss: Goomba King & Goomba Bros.

Goomba King

HP: 10
ATK: 1 - Normal attack
 2 - Stomps and makes some brambles drop on your head
DEF: 0
SPL: 49

Red Goomba

HP: 2
ATK: 1
DEF: 0
SPL: 5

Blue Goomba

HP: 2
ATK: 1
DEF: 0
SPL: 5

Don't be intimidated by the sheer size of his royal highness. He is a lot weaker than he looks. First off use the Fire Flower to damage all three of them and this should take out the two weakened Goombas right away OR alternatively target the Goomnut Tree in the background to have some spiky Goomnuts falling on all three enemy Goombas causing 3 damage! This will only work once however...

For the king himself use some jump attacks and he should be gone without too much of a hassle. Take note however that he might stomp on the ground sometimes, which causes a bramble to fall out from the tree in the background and this damages Mario by 2 points.

Taking all three goons out causes them to retreat into the fortress thinking that they are safe from Mario. Unfortunately, Red Goomba hit the switch to the bridge in the bush outside the fortress. So, examine the bush just to near the construction and hit it to trigger a small cut scene. The Goomba King comes out, asks whether you found that a blue switch and kindly asks you not to activate it. But as you already pushed it the bridge is formed and the King is sent to another kingdom.

Walk over the bridge and claim the Super Shroom from the hidden ?-Block in the area behind it. If you exit the area Kammy Koopa appears checking on the situation. She notices that Mario bested the Goomba King and she reports this to her superiors. King Bowser is somewhat amazed that Mario was victorious, but then the four Teenage Mutant Ninja Tur.. ehm.. Koopas appear. They are guarding the first star in the Koopa fortress to the east of Pleasant Path. However with them up here in the castle nobody is guarding the star, hence Bowser calls them to their duty and sends them back down to the Koopa fortress this very instant.

3. Welcome to Toad Town

--Toad Town - Outskirts--

Hidden Items: 1 (23)

Sleepy Sheep - Jump against the ?-Block in the lower left corner

Badges: 1 (3)

Hammer Throw - In chest on top of the entrance portal. Use the Jump pad from the tree to reach it

After the small intermezzo you can continue on playing, so head to Toad Town right away. If you look carefully at the tree near the entrance the obvious Spring pad becomes visible. Hit the tree, jump onto the entrance roof and collect the Hammer Throw badge for free. When you're done collecting enter Toad Town.

--Toad Town - Main Gate--

Toad Town is quite a large place, but you can only visit the West, North and Center regions at this moment. This is so because the path to the south is blocked by some debris. The Star Piece lurking out in the open in the lower left corner cannot yet be obtained so leave it be (until chapter 6). You can talk to various people around this place and visit various sub-areas:

Russ T. - He is a very smart toad who can give you various hints about game play and other secrets. Listen to some of them to learn some hidden stuff in the game.

The shop - This place that can be found around here is a very basic one that sells some items for a very cheap prize. Personally, I would recommend buying one or two POW-blocks, because they can come in very handy against some of the monsters later on.

The Dojo - This place is not open, yet. Later on in the game you can fight Chan, Lee and the Master to earn a degree. This degree is has no significant purpose, but some people will give you various comments depending on your rank.

Pipe - The green pipe at the entrance leads you back to Mario's home.

--Mario's Home--

There is however not much to do around here. Luigi will be around this place looking after the home for most of the time. You can look at the green tab inside Mario's home to see some statistics of his progress. Next to that the back room has a bed where Mario can sleep and a letter box. If you examine it you can see the letters that you receive throughout the game. Finally, notice the odd square near the letter box. When you get the Super boots you'll be able to enter Luigi's secret diary room. In here you read some of Luigi's diary, but that has to wait until chapter 3.

--Toad Town - Center--

Star Pieces: 1 (4)

-Whack the tree near the left entrance with the Hammer

This area also has several interesting locations, which I will mention here is a short summary. You can also read out the details on the signpost in front of Merlon's house (the house with the spinning roof). Next to that you can also read the backside of the signpost to read some of the gossip and other news. Here are the interesting locations in clockwise order:

Merlon - The fortune teller Merlon lives in the blue home on the west side. He can provide you with hints to help you in your quest. The use of his abilities however comes at a small prize of 5 Coins. If you try to open the door Merlon tells you that there is nobody in... that figures.

- Post Office - In here you can meet Parakarry and your party members can read their respective letters. Goombario should have gotten some mail by now, so check it out if you like.
- Inn - There is a small inn with one bed near the entrance to Pleasant Path. Inside you can sleep overnight at no cost.
- Flower Field - There are four empty flower beds and an peculiar shaped arch in its center. We will unravel its secrets much later.
- Badge Shop - In the lower left corner Rowf and his son Rhuff are setting up a Badge shop just for you. Each time you complete a chapter there will be new badges available. These badges however can be quite expensive in some occasions so spend your money carefully. Currently, you they are busy setting the thing up so you can't buy anything right now.

To the very right of this area you can see four dark Toads. They look suspicious and using Goombario on them confirms that thought as well. The red one tells you not to stray of towards Pleasant Path, because it is supposed to be dangerous. As there is no way to make them move we can only exit to the northern region. This is the place where Peach's castle once was, but it is gone for the moment. Head to the east from here to find the entrance to Shooting Star Summit. The sky will darken and some falling stars denote that you are getting close to your target. The path branches of into two directions, the upper one leads to the Summit itself and the lower one goes to Merlurvee & Merlow's place.

--Merlurvee's Place--

Badges: 15 (18)

-See Merlow's list below

Inside this small home you can find Merlurvee. She is the granddaughter of Merlon who can also foresee events. The difference is that she can tell you where to locate missing:

Star Pieces	@	5	Coins
Badges	@	20	Coins
Super Blocks	@	30	Coins

Take care that each location will only be given once. So, if you consult her take notice to write down the directions that she gives. If she can't find the desired object it either means that it is out your of reach, or held by someone. She can only provide directions to these items if they are not in possession of somebody.

To the left of her you can find a big purple chest. If you examine it right now you'll find out that it is empty. Currently it is pretty useless to you, but there will some point in the game where we can use it to obtain a few more badges and a Jammin' Jelly.

Upstairs Merlow, the grandson of Merlon, resides collecting Star Pieces as a hobby. If you collected some of them he offers you to trade some of them for badges. Here's a list of badges he can trade with you:

Badge	BP	Star P.
-----	--	-----
Attack FX A	0	1
Pay-off	1	1

Chill Out	2	3
Pretty Lucky	2	5
Feeling Fine	4	5
Happy Heart	3	8
Happy Flower	3	8
Peekaboo	3	10
Zap Tap	4	10
Heart Finder	3	12
Flower Finder	3	12
HP Drain	5	15
Money Money	7	20
Flower Saver	6	25
Power Plus	6	25

The total amount of Star Pieces sums up to 160 so you can get every single badge available. If you desperately need a badge right now, then I suggest you walk around Toad Town or Goomba Village and collect a few of the Pieces from Chuck Quizmo's Quiz. He has 64 questions so you can collect 1 Star Piece for each one of them, hence Mario can collect any one of the badges right now, but this is a really boring and tedious job so don't waste too much time on it. However, he appears randomly so it may take huge amount of time to do this right away. My favorites are Chill Out, Pay-off and Power Plus, but beware that Power Plus costs 6 BP to use!

--Shooting Star Summit--

Hidden Items: 1 (24)

Star Pendant - Receive from Twink after the intermezzo (see below)

Star Pieces: 1 (5)

-Left of the entrance, just walk around a bit

Ascend the summit and talk to the vague figure at the top. It appears to be Eldstar once again. He is relieved to see that you made it in good shape. The 6 other spirits appear as well and they all tell about Bowser stealing the Star Rod from the sanctuary at Star Haven. It is your job to retrieve the item from the clutches of Bowser and save Peach and her castle in the process of doing so. This however requires you to find all 7 Star spirits that have been trapped on different locations throughout the Mushroom Kingdom. After the explanation you get to save your game, this also precludes the intermezzo of Peach followed by the intro of the next chapter.

Peach intermezzo #1 - Enter Twink

--Peach's room--

The princess is contemplating on the current situation as Bowser and his trusty sidekick Kammy Koopa enter the room. After intimidating her they leave and you'll hear some knocking on the window outside. Peach walks towards the window and opens it. A young Star kid named Twink hovers into the room and tells Peach that she is allowed to make a wish. Initially Peach wishes him to get the Star Rod from Bowser, but being a rookie she has to pick a task that is a bit easier to perform. Instead, Peach asks him whether he can give Mario a special Star Pendant. Twink is more than happy to perform this task and he leaves right away.

--Shooting Star Summit--

We pick the game up at Mario again. If you walk a bit to the left you will see Twink descending from the stars. He gives Mario the Star Pendant and also a tutorial in using the Action Command. If you are new to this game then I suggest that you listen well to his words. The Action Command is used to get additional attack power when performing an attack. There are many types of Action Commands, but most of them are either of the reaction or the button mashing type. Next to that you can also use it to increase you defense by one point of you press 'A' just the moment before an incoming attack hits either Mario or his partner. When you are done with the exercise a Blue Magikoopa appears. He attacks Mario and although he is a regular enemy in the last part of the game, this Magikoopa is different from the normal Magikoopas you will encounter on your path. It has adjusted statistics so you can beat it this early on in the game.

Mini-boss: Magikoopa

HP: 8
ATK: 3
DEF: 0
SPL: 32

It may not have that much HP, but he has 3 points for attack power. You don't need to worry about this battle as you got fully healed at the end of the previous chapter. Actually, it is impossible to lose here if Mario & Goombario attack every round (even at level 1, no items/badges & without the action command!).

When the magical Koopa is defeated Twink leaves again for the stars. Back in the center of Toad Town a toad comes towards you and tells you to see Merlon the fortuneteller. Go to the home on the left and try to open the door twice. On the second time he finally opens the door and comes out. He tells you to leave for the Koopa Fortress to the east to free the first Spirit. Do so and you will again be obstructed by those four dark toads. One of them blabbers out a hint about you asking help from Merlon. So go back again to Merlon and he will check the situation for you. Merlon sees through the Koopa Bros. disguise, and disposes of them opening the road to Pleasant Path is open once again. Merlon also gives a hint that you should seek out for the help of a blue-shelled Koopa in Koopa Village in order to reach the fortress.

Post prologue events

First we'll do some additional 'clean-up' as I call it. The following feature will tell you about all the new stuff available in the Mushroom Kingdom. If you wish to get on with next chapter, then I suggest you skip this section each time a chapter ends.

This section will be used to describe any optional events you can participate in. These events are usually relatively small and yield little to no mayor changes, but many people like the game because of all these features. The Prologue was relatively small so there is not that much to do right now, but in the following chapters this section becomes much larger.

Post Office & Mario's Home

There should be a mail from Red & Blue Goombas addressed to Goombario in the mail office by now. Later on in the game more mails will arrive here for each individual party member you come across.

You can also watch your progress at your home by examining the black board, and Mario talk talk to Luigi here too. Currently there are no mails addressed to Mario at this point so there is not too much to be done here.

Chuck Quizmo Quizzes

Star Pieces: 64 (69)

- Correctly answer each of the 64 questions
(not all questions are available in the first chapter...)

From this moment on Chuck Quizmo should start to appear in every town you come across. This happens completely random and each time you talk to him and compete in the quiz he leaves the scene. There are 64 questions in the quiz and for successfully completing each trivia question you get a Star Piece. I heard that no all questions are available in the first chapter, but this is difficult to check and there are enough left to get any one of Merlow's badges current moment.

Chapter 1: Storming Koopa Bros. Fortress

1. A stroll over Pleasant Path

--Pleasant Path--

Hidden Items: 6 (30)

- 1 Coin - Hit the first ?-Block you come across
- Fright Jar - Hit the second yellow ?-Block on the first screen
- POW block - Hit the third yellow ?-Block (in the second area)
- Sleepy Sheep - Behind the fence in the second area
- Coin Block - Jump up to the last block in the second area
- Honey Syrup - Hidden behind the rightmost cane in the 3rd field

Badges: 2 (20)

- Dizzy Attack - Hidden in the red ?-Block in plain sight
- Attack FX B - Hit the 3 brown block in the following order:
Left, Right, Center just outside Koopa Village

Star Pieces: 1 (70)

- Use Kooper's special move to reach the piece on the lonely island near the bridge

Enemies:

Goomba, Koopa Troopa, Paragoomba, Spiked Goomba

There is a new type of enemy to be found on Pleasant Path: Koopa Troopa. Make sure that you jump on them so they flip over and expose their weaker underbelly. If you do this their defense drops to 0, making them much easier to beat. Another advantage of turning them over is that they cannot attack you the next upcoming 2 turns. Equipping the Hammer Throw is recommended. This attack allows you to take out the Spiked Goombas in the back, because they cause the most damage. Other than that there is not much to say about the first screen, just get the Dizzy Attack badge ant it is on to the next area!

The lonely Koopa Troopa seems to be guarding a dead end or so it seems.

After inspecting the tree trunk with the Hammer you can use the blue switch to make a bridge appear instantaneously. Take care when you break the mid-air suspended block behind the bridge, because it contains a Spiked Goomba. Carefully look behind the fence on the first ledge here to spot a Sleepy Sheep. Take it along if you like to use this item. The lower ledge around here has a Star Piece, but you need the 'blue-shelled Koopa' to get it. So this has to be postponed until after you find yourself a new partner.

The third field has a peculiar Candy Cane near the entrance. If you walk around it the eyes will try to follow Mario and the Star man music from previous Mario games will be heard. For each complete rotation around the cane a heart is dropped in the field so you can heal yourself. To the right of here there is a Honey Syrup hidden behind another stick. We can either east or south from here. The Koopa Fortress to the east is a dead end for now so we better go south. Notice that just in front of Koopa Village's entrance there are three brown blocks in a triangle. Hit the left, then the right and then the remaining one in this order to make a red ?-Block appear. Inside is the Attack FX B Badge for free.

2. Fuzzy havoc in Koopa Village

--Koopa Village--

Hidden Items: 6 (36)

- 1 Coin(2x) - Examine the leftmost and rightmost bush on the west avenue
- 1 Coin* - Hit a jumping Fuzzy to claim a coin from them
- Dried Shroom - Examine the lower right bush on the west avenue
- Koopa Leaf* - Examine the third right bush at the left part of town
- Kooper's Shell - Retrieve it from the Fuzzy behind Kooper's home

Badges: 1 (21)

- HP Plus - Use Kooper's ability on the tree stump behind his home

Star Pieces: 1 (71)

- After Kooper joins in you can get it from the brown block on the right of town. Just use the blue block as a step to reach it.

Chuck Quizmo Locations:

- Near right exit on the West avenue
- Near left exit on the East avenue

Some strange creatures have invaded the peaceful town of the Koopas. As you notice at the entrance they are a pest to the inhabitants of the village so here's what we have to do to get rid of them all. Note that this is purely optional and you don't get anything in return:

1. Hammer the Fuzzy that kidnapped the leftmost Koopa's shell.
2. Use your Hammer to take out the Fuzzy that is jumping around the area. They jump in a set pattern so locate a point where a Fuzzy makes contact with the ground and get ready to pound it, when it gets near you.
3. Identical to 2.
4. Make the Koopa shell drop down from the tree by using the hammer on it
5. Jump up to the mid-air block to unite another Koopa with his shell

On the right half of the semi-small village there are some more tasks that you can complete.

6. Identical to 2 and 3.
7. Move the block on the blue block under the brown one and break it to return another shell to a desperate Koopa.
8. The sand patch in the center has a Fuzzy that runs away as soon as you get close by. Walk up to it very slowly and then hit it with the Hammer when you get the chance.

If you're done go up to the blue roofed home and try to enter it. Another Shell-less Koopa comes outside, tells you that his name is Kooper and that has also been struck by those pesky Fuzzies. The path behind Kooper's home has two Fuzzies that will do combat against you. Beware that they can drain your HP so take them out one by one. At the end you have to play a hide-and-peek game to claim the blue shell of Kooper. It is quite simple to do, just look carefully for something blue. Hit the correct tree three times and it's yours.

After the mini-game the Fuzzy leaves and Kooper arrives at the scene. Give him his shell back and he joins your party. Kooper mentions that he admires the famous archeologist Kolorado, since he was very small. Don't forget this name as we will hear it quite often in the later chapters. He's hoping to meet him, and therefore Kooper wishes to travel with you. So take him along he is a good sidekick able of hitting all the ground enemies using his Spin Shell attack. You can also use this attack in the field to reach distant out-of-reach objects. After you're done with the introduction the Fuzzy that went of just ago comes back for revenge and so a regular battle against all four of these goofs commences. Take them out with the Spin Shell and on we can continue with the story.

On your way back make sure to get the HP Plus badge with Kooper's ability. Back in the village you can collect a Star Piece at the location where the shell of item #7 first was. The last thing that can be done here is visiting Koopa Koot. See Appendix D. for more information about his favors. Some of them have good rewards, but most of them just give you 1 Coin.

3. The Ninjakoopa's booby traps

--Pleasant Path--

Back at the junction you can go left to retrieve the Star Piece we missed earlier. But since we have to go back to Toad Town after completing this chapter you might as well postpone that. So go right to the Ninjakoopa's fortress.

--Fortress Grounds--

Hidden Items: 3 (39)

5 Coins - In plain sight at the entrance

Thunder Bolt - Use Kooper's ability to break the block that holds it

Fire Flower - Hit the invisible ?-Block between the two brown blocks

Badges: 1 (22)

FP Plus - Use Bombette on the cracked wall in the area before the fortress. Enter the pipe and collect it from the chest.

Star Pieces: 1 (72)

-Hit the tree in the area after the bridge

Enemies:

Goomba, Koopa Troopa, Paratroopa, Spiked Goomba

The 5 coins at the entrance are a decoy to distract, because a Koopa will attack you if you try to nab them. You can however collect them safely using Kooper's ability. Further to the right use Kooper's attack to break the mid-air block and collect the Thunder Bolt. On the other side of the river you can see a switch block, but only with Kooper in your team it can be activated. Do so and another bridge appears in segments. On the other side there are some Paratroopas so you might want to switch back to Goombario as Kooper can reach enemies in the air.

Continue on and ignore the cracked wall and the green pipe behind it. You need a new partner to get there. Anyway, the screen after this point shows the fortress. As you approach it the Black Ninjakoopa comes out, gets scared and retreats. The stupid Koopa doesn't even bother to lock the door to the entrance so we can get inside right away.

--Koopa Fortress--

Hidden Items: 5 (44)

- Fortress Key #1 - Defeat the Koopa Troopa in the first room
- Fortress Key #2 - To the left of the rotating flames on B1F
- Fortress Key #3 - Use Bombette on the cracked wall in the room with the Power Bounce Badge
- Fortress Key #4 - After lowering the second staircase use Bombette on right wall
- Maple Syrup - Blow up the grey block in the Bullet Blaster scene, then jump up to the ?-Block

Badges: 3 (25)

- Power Bounce - Use Bombette to break the cracked wall in room with the Green Ninjakoopa cut scene, or jump through the wall
- Refund - In chest outside; use Bombette on the cracked wall in the rightmost room of the fort
- Smash Charge - left corner on the top level in the first room

Enemies:

Bill Blaster, Bob-omb, Bullit Bill, Koopa Troopa, Paratroopa

Boss:

Bowser...?

Koopa Bros. (B/G/R/Y Ninjakoopa)

Inside you can see a locked door and some red shells floating on the water. Don't waste time on them, just attack the lonely Koopa Troopa and collect the his dropped key. Use it on the door and your in to the second room. Take care (or avoid) the Bob-ombs in this chamber and as you leave a cut scene is displayed showing Green Ninjakoopa carefully placing a key in the locked region. After entering this room yourself defeat the three Koopas (how does that second one get outside the area with the badge!?) leave for the following area. By the way: you can get the Power Bounce badge if you jump through the invisible hole in the cell at the location where that Koopa came through.

Defeating the Koopa at the dead end causes a switch to fall down. Trigger it and an entire stairway drops down to the B1F level. The door to the right leads to the prison, but you can't get in and the Bob-ombs can't get out either. Instead follow the left path, and mysteriously the exits will be placed out of reach. Mario has to take out the three Koopas in order to advance. Avoid the two rotating flames, collect the second Fortress Key, retrace your steps and use it on the locked door.

The Yellow Ninjakoopa is shown while he's constructing a very obvious trap. Unfortunately we have to fall for it in order to continue... Once you enter the scene take the lower exit if you wish to save your game, hit the

suspicious ?-Block to trigger the trap and 'fall' for the trap. You will end up in the jail with the Bom-ombs. Talk to the pink Bob-omb girl to make her join your team. Her name is Bombette and exploding is her game (you never saw that coming did you?). Use her ability to break cracked wall and cause much damage to your opponents in battle. Unfortunately her Bomb attack requires quite a lot FP so don't use it too much. You can also use her bomb as a preemptive First Strike attack in the field.

After you made friends with her use the explosion (C-Down) on the cracked wall in order to escape from the prison. Of course all the racket her explosion causes alerts some enemies who will attack you pronto. After the battle you can back up the stairway and left again. Collect the 3rd Fortress Key and the mighty Power Bounce Badge. Retrace your steps once again to the location with the trap and use Bombette's explosion on the cracked wall to the right to find a Refund badge outside a chest. After doing so go up, left one room, take out the Paratroopa and use the key on the locked door.

You will be on the upper ledge of the previously visited room. Switch your partner (with C-Right) to Kooper and use him on the switches to get to the very left of the room. Hit the switch, walk over to platforms, turn around and deactivate it by hitting again (do this two times). In the next room take out the lonely Koopa Troopa, hit the switch to make the stairs descend, use Bombette on the cracked wall below and collect another Fortress Key. Use it on the lock and hit another blue switch at the dead end in the room behind it. This will raise a huge staircase and awakens the two sleeping Koopas in the pond. Work your way to the top and don't forget to get the Smash Charge badge on the left side. Then go through the doorway and you'll be outside again.

The Koopa brothers challenge you and the use 3 Bullet Bill Blasters to attack you with an infinite supply of Bullet Bills. These guys are weak, but can cause a huge amount of damage so take them out in one go! You can practice against them in order to reach a higher level, but it is not required of course. In order to get past them you need to take out the Blasters themselves too. Get a First Strike on them using Bombette to take one out instantaneously! Other than that make sure you have some strong attacks, because their defense is 1 any weak attacks will not damage them. Use for example the Hammer or Bombette's Bomb. After getting rid of them you can heal and save for the upcoming battle. Enter the door and you'll meet a feeble imitation of Bowser. I don't think I need to explain who is behind the controls of that contraption...

Boss Battle: Bowser...?

HP: 10
ATK: 1
DEF: 1
SPL: 0

Save up some items and good stuff, because you will need them against the Ninja Koopas. Preferably stock up some POW blocks, because they are very handy in the next battle. For this monster hit him with Kooper/Bombette or use the Smash Charge badge to gain some power with your Hammer to strike it severely (Bomb does 4 points damage!). Don't use the normal jump/headbonk attack, because it cannot breach through his defense. On the other hand his attack is wimpy so you can cancel it out with a well-timed Action Command.

It gets blown up (note the painting of Peach inside) the Koopa Bros. finally show up to attack you on their own.

Boss Battle: Koopa Bros.

Koopa Bros.

HP: -

ATK: 1 * 'number of Ninjakoopas on the stack'

DEF: -

G & Y Ninjakoopa

HP: 5

ATK: 1

DEF: 1

SPL: 17

B & R Ninjakoopa

HP: 5

ATK: 1

DEF: 1

SPL: 16

The most bizarre thing about this battle is that B & R Ninjakoopa's Star Point Level is higher than Green and Yellow for some reason. Initially the Koopa Brothers will stack up and deal 4 points damage to you in advance! Mario has to take out the stack, because you need to take out the Koopas individually. The easiest way to do this is using a hammer/any combo to knock over the tower, a POW Block to flip them all over again when they stand up. Once two are defeated, switch to Goombario so that you can keep the remaining flipped over for the rest of the battle or use a Fire Flower/Power Shell when they first go over to instantly defeat them.

If you manage to beat them they fall into their own prison and the first Star Spirit will be freed. Hit the magic card to find Eldstar and in return you'll get some Star Energy and a your first Star Spirit Power: "Refresh". You can also get a tutorial from him, so take it if you are new to this kind of attack. It's not obligatory, of course.

Peach intermezzo #2 - Bowser's Diary

--Peach's Room--

Back in the castle again you get to control Princess Toadstool. You have to find a way to sneak around the castle without getting caught. Peach can't leave via the entrance, because there is a guard outside. Instead examine the picture next to the fireplace to find a button. Press it and you'll be able to escape into the back room where you can find an opened book. You have to take a peak at what appears to be a dairy. Quite soon Peach and Twink find out that it is King Bowser's diary it says that the second Star Spirit is hidden in Dry Dry Ruins. After getting this information Bowser steps in and takes her prisoner again. Twink escapes and tells Mario about his new target.

--Koopa Fortress--

After Eldstar teaches you "Refresh" and the optional tutorial he leaves for Star Haven. Mario can now return to Toad Town to find out that more regions can be explored and that some badges are available at Rowf's shop. Apart from that you can complete some more favors for Koopa Koot and participate in the first trading event (see Appendix D). On your way back, use Bombette to find a secret green pipe with an FP Plus badge at the end.

--Pleasant Path--

On your way back you will meet Jr. Troopa again. If you are participating

in the first Trade event this can be quite a time wasting nuisance. Anyway here goes:

Boss Battle: Jr. Troopa - Round #2

HP: 15
ATK: 2
DEF: 1
SPL: 44

He uses his egg to create a protective barrier of defense 1. So you need to use the Hammer or a Power Jump to damage him. Other than that he is still a push-over so you should be done within 3 or 4 turns.

--Toad Town--

Hidden Items: 2 (46)

Magical Seed - You can get a pink seed from the Bub-ulb near the south entrance of this area

Coin Block - Go to the far west of the port, walk behind the left most box and jump up the boxes using the smaller one as a stepping stone.

Chuck Quizmo Locations:

-Next to Harry's shop

Twink will meet you at the entrance and tells you to leave for Dry Dry Outpost. You can get there using the train at the southern most part of Toad Town (which should be reachable right now). Here are the new locations and the path to Chapter 2.

--Toad Town - South--

In this area you can now visit Tayce T.'s cabin, the path to the Station, Port, Forever Forest & Sewers. The forest is haunted however so you can't get through there, yet. So ignore that part for the moment.

--Toad Town - Southeast--

We have Harry's shop around here which sells much stronger items than the grocery shop, but the prices are also much higher. A Thunder Rage might be nice for later on so buy it if you like. The leftmost home around here has a secret, but again this can only be revealed after getting a new party member. To the far west is the entrance to the Port of Toad Town.

--Toad Town - Port--

There is not much to do around here other than getting some coins from the Coin Block. We will travel to Lavalava Island much later in the game using a 'ship' that docks here, but it is not here currently.

--Toad Town - Train Station--

In the most southern part you can see that the train is blocked by a huge cracked rock. If you use Bombette's explosion on it you can get a free ticket to Mt. Rugged. From there on you can reach Dry Dry Outpost and the Ruins. Skip the next section if you want to continue on with the quest right now.

Post Chapter 1 Events

Rowf's Badge Shop

Badges: 4 (29)

- First Attack @ 100 Coins 1 BP
- Multibounce @ 75 Coins 1 BP
- Speedy Spin @ 50 Coins 1 BP
- D-Down Pound @ 75 Coins 2 BP

Finally, the shop is finished and Mario can buy some Badges here. The first set of badges is nice, so buy them all if you can afford to. They are all worth buying especially if you are a collector and want to get all 80 of 'em in the game. He has the following badges in store for you: D-Down Pound, First Attack, Multibounce and Speedy Spin. In my opinion the last three are quite valuable at the current moment.

Post Office & Mario's Home

Check out these two areas to read a new mail message for Kooper from Kolorado's wife and three for Mario from Little T., Koopa Bros. and Vanna T. Only if you competed in Chuck Quizmo's Quiz Mario will you receive the letter from Vanna.

Koopa Koot Favors (1-5)

Hidden Items: 7 (53)

- 1 Coin (3x) - Reward for completing favors #1, 3 and 5
- Koopa Legends - Get from Kolorado's wife in favor #1
- Luigi's Autograph - Get from Luigi in favor #4
- Silver Card - Reward for completing favor #2
- Tape - Get from Goomba in favor #3

Star Pieces: 3 (75)

- Get as reward for completing favor #4

You can complete the first 5 Favors for the Koopa Koot residing in Koopa Village. See Appendix D for more detailed descriptions of each individual favor. You should be able to get the first set of 3 Star Pieces from him and the Silver Card if you haven't gotten that already (the first two can be completed right after Kooper joins).

Trade Event 1/3

Hidden Items: 1 (54)

- Maple Syrup

Listen to the radio in the rightmost home on the first screen of Koopa Village. Switch the channels and you hear somebody speaking about the first of the Trade Events that occur during the game. Mario has to take a Koopa Leaf to Toad Town's main gate within 5 minutes. Get the leaf from one of the bushes and head for the gate. There should be a pink Toad around here, talk to him (or her?) and give the Leaf for a Maple Syrup as a gift.

Tayce T.'s Cuisine

Inside you can cook some interesting concoctions using the items in your inventory as ingredients. One of the items I like to make is Hot Shroom by cooking a Volt Shroom: this item restores 15 HP and 5 FP. Check the list of recipes in Appendix B for a complete list of them. Mind you that you can only use 1 item at this moment. Later on you will be able to combine two items after finding her a good Cook Book.

Casino

You may have heard rumors about the Casino being hidden around here. There even is one actually! Hit the tree in the top left corner once to make a warp pipe appear out of the blue. Enter it and you'll be in the Casino's lobby. The games you can play here depend on the Membership card that you have. You can get these Cards from Koopa Koot by completing an specific amount of favors for him. The Silver Card lets you play the Jump Game and the Gold Card lets you play both Jump & Smash Games. See Appendix D for more information about these games.

My Li'l Oinky

To the right of the casino there is a small field. You can raise some Li'l Oinkies here. If you get more than 10 of these guys in the pen then the first one leaves dropping an item as he does. Some of the Oinkies like the Golden one drop an Ultra Shroom. Using this thing allows you to collect valuable items that are otherwise not easy to obtain. Read Appendix D for more information about raising Li'l Oinkies.

Exploring the Sewers (Part 1)

Each time you get a new Hammer, Boots or Party member you can explore a new part of the Sewers. We will be going back to this place on various occasions to complete some tasks. They are all optional, but can come in very handy as there are some good items down here and it is also possible to create warp pipes that allow you to reach all the regions in the world in a split second. Our first visit however, will only net us a badge. Just enter the green Pipe to the south of the blue locked home.

--Toad Town Tunnels (first area)--

Hidden Items: 2 (56)

Coin Block, Super Shroom

Badges: 1 (30)

Shrink Stomp

Enemies:

Gloomba, Spiked Gloomba

Boss:

Blooper

For a detailed description of the Toad Town Tunnel's first area see Appendix D, under "Toad Town Tunnels" and look at the first section as the other parts of the tunnels are not yet accessible.

Chapter 2: The Mystery of Dry Dry Ruins

1. Scaling Mt. Rugged

--Mt. Rugged--

Hidden Items: 15 (71)

- Egg - Examine backmost bush to the left of the station
- Coin(3x) - Examine other 3 bushes to the left of the station
- 3 Coins - Go down the slide on the first scene with enemies
- Sleepy Sheep - Descend the stairs near the first Monty Mole to find it in a ?-Block
- Whacka's Bump - Left of the Sleepy Sheep, hit the Whacka to get (up to 8)
- Letter #1 - Use Kooper to collect it near the Save Block
- Letter A - At bottom the right most area of Mt. Rugged
- Letter #2 - Upper left ledge in the left area after the big slide
- Mushroom - Inside the ?-Block in the region with the 3rd letter
- 1 Coin - Hit the left ?-Block in the top left area
- Honey Syrup - Hit the right ?-Block in the top left area
- 3 Coins - Lower ledge near the 2nd Star Piece
- 6 Coins - Collect them with Parakarry near the 2nd Star Piece

Badges: 2 (32)

- Quake Hammer - Use Parakarry to get it (it is near Letter #1)
- Damage Dodge - Near the ledge with the 3rd letter you can walk behind the wall to a chest containing this badge

Star Pieces: 2 (77)

- Fall down the left part on the ledge above the Bub-ulb
- Use Parakarry on the left ledge in the field with the 3rd Letter

Super Blocks: 1 (1)

- Use the Super Hammer to smash the grey block at the station. The follow the path behind it

Enemies:

Cleft, Monty Mole

When the train arrives at the station you can finally set out to find the second Star Spirit. First you need to get past Mount Rugged in order to reach the desert and the outpost to the far east. When you climb up to the top and exit via the right you'll meet up with Parakarry. He requests that you find some lost letters for him. You'd better do this, because we need his help to get past Mt. Rugged itself.

On right there are some Monty Moles that pop out of the walls or dig up through a hole to surprise you. This is nearly the same as those moles who attacked you in Super Mario World. There is a very nutrient item called the Whacka's Bump to be found here, if you take out the Yellow Block and hit the blue creature in the area to the left it will drop one of these items. Take note however that this can only be done 8 times, because the Whacka gets hurt each time this happens. If you use Bombette's Bomb attack on him he even drops 2 bumps! On the screen to the right of here you can save your game. Take care of the moles around here, because they throw rocks at you from a distance. Around here you should be able to see the first letter lying out in the open. Use Kooper's ability on the letter from a distance to obtain it.

The next screen has some really annoying enemies that disguise themselves as a rock. These monsters are known to be Clefts and they have an very strong shell (defense is 2). I recommend that you use either a POW block to flip them over or the D-Down Pound badge from Rowf's badge shop to pierce their defense. Another useful tactic is Bombette's Bomb as preemptive

strike as she can take out the Cleft in 1 go. Scale up the cliff here and go right at the junction (we can do left as we return to Parakarry). Fall down the gap here, collect the letter and attack or avoid the Cleft as you make your way back.

On your way back via the left route, carefully fall down the left opening in the wall to collect a Star Piece on display. Walk to the top again and head left, use the slide, go left again, collect the Mushroom in the ?-Block. To the far left there is a hidden path to a chest with the Damage Dodge badge, just walk into the small inlet and you'll traverse through the wall. Use the Jump Pad to reach the top area, from here you can get a Coin and some Honey Syrup from the two ?-Boxes, then go down the slide to the right to find the third letter and final letter.

Deliver all 3 letters to Parakarry and he joins your team. In the field his C-Down move allows you to cross gaps which are too wide to jump over. Next to that you have to deliver the letters you find on your path to the people around the world. You can do this by checking out to whom a specific letter belongs and then talk to that person with Parakarry as your current partner. See Appendix D for more information about this side quest.

On your way to the Dry Dry Desert you can collect the Quake Hammer Badge, a Magical Seed from the Bub-ulb and the Star Piece (along with some Coins) in the field where the 3rd letter originally was. Back at the dead end use his ability again to cross the ravine. There will be an optional boss battle around here so if you wish to fight get Goombario out (or use Parakarry) as the enemy is a flying one. Walk to the right and a vulture drops by asking whether you saw Mario. You get the following three options: Mario, Luigi, Princess Peach. The first and the third option trigger the battle, but if you select "Luigi" then Vulture mistakes you for Mario's brother and lets you pass without any hassle (I guess that she is colorblind).. This allows you to heal in the area that follows and return for a second time to get the battle done!

Optional Boss: Buzzar

HP: 40
ATK: 3
0/4 - Death Plunge
4 - Swoop
1/3 - Breath Attack (damages partner too)
2 - Feathers
DEF: 0
SPL: 35

This big vulture (or is it a buzzard) has some nasty attacks that can cause status effects on you so beware. Dizzy is the most effective status to use so get out a Dizzy Dial and she will be out for 4 turns. Her attacks have some variation and some of them can hit your partner as well. If you are good at doing the Action Command you can try to take him out by Power Bouncing. Her death plunge attack can be escaped, but it is very difficult. If you fail to escape it Mario will take 4 points damage, but you can use the Action Command to reduce this amount. Don't electrify Mario as the Death Plunge attack will be replaced by the Swoop and that attack cannot be escaped, making the battle harder in all.

The field behind the Buzzar has a Heal & Save Block. Use it to regenerate some of the lost HP and FP and continue on to the right to find the huge Dry Dry desert.


```

2 (
  \      /\      /\      /\      /\      /\      /\      /\      /\
  \      /\      /\      /\      /\      /\      /\      /\      /\
  / Attack \ /      \ /      \ /      \ /      \ /      \ /      \ /
1 (  FX B
  \ badge  /\      /\      /\      /\      /\      /\      /\      /\
  \       / \       / \       / \       / \       / \       / \       / \

```

Loc. Interesting notes / Hidden Stuff

-
- 1B Attack FX C badge, hidden in invisible red ?-block on a small rock
 - 1E 1 Coin Block
 - 1G 10 Coin Block(6x)
1 Coin Tree
 - 2C 10 Coin Block
 - 2E Blue Cacti
Twister warp to 3F (on hill with Spin Attack badge)
 - 2F 10 Coin Block
1 Coin Tree
Tasty Tonic near Oasis entrance (2G)
 - 2G Lemon* / Lime* / 1 Coin Trees
Healing Block
Super Block
Desert Oasis (BGM changes a bit)
 - 3A 10 Coin Block
 - 3B Twister warp to 4C
 - 3D 1 Coin Block
 - 3F Stop Watch, reachable with Kooper
Spin Attack badge, use Twister warp in 2E to stand tall on the hill
 - 3G 1 Coin Block
Life Shroom, jump up on the coin block to reveal a hidden ?-Block
1 Coin Tree
 - 4A Entrance/Exit to Mt. Rugged
Kolorado's excavation site
Letter #5 in Tree (only reachable after Kolorado's team leaves)
 - 4D Stone Cactus
Twister warp to 5E
 - 4E Traveling Nomadimouse under the tree
1 Coin Tree
 - 4F 1 Coin Tree
 - 4G Entrance/Exit to Dry Dry Outpost
1 Coin Tree (3x)

Letter #3 in lower rightmost tree

- 5A Hit empty block 1 time -> reveal ?-Block with Mushroom
Hit empty block 10 times -> reveal ?-Block with Super Shroom
Hit empty block 100 times -> reveal ?-Block with Ultra Shroom

- 5C 1 Coin Block (4x)
Fire Flower ?-Block; center one of the five blocks

- 5E Runaway Pay badge; jump in the center of the triangle of trees

- 5F 2x 10 Coin Block

- 6A Thunder Rage in hidden ?-Block, jump while standing on a small rock

- 6E Twister warp to 7F
1 Coin Block
10 Coin Block
Honey Syrup from the ?-Block

- 7A 1 Coin Block
Fright Jar from the ?-Block

- 7C Dry Dry Ruins entrance
Heart Block (only after the ruins appear)
Location of the pink Toad upon trading event 2/3

- 7F Fire Flower hidden behind small cactus in back of the screen
High concentration of enemies: 10 Pokeys

- 7G 10 Coin Block
1 Coin Tree

When you are done exploring the charms of the desert you'll notice that the Ruins are nowhere to be found, so exit via the east path and you'll enter Dry Dry Outpost. Here you have to complete some more tasks in order to find out where the Dry Dry Ruins are hidden.

--Dry Dry Outpost--

Hidden Items: 1 (118)

Letter #4 - After getting the location of Moustafa you can reach it near his home behind a yellow vase

Chuck Quizmo Location:

- Near the entrance of town
- In front of the Inn

The person in the first home gives you four hints on the desert, use them if you like (alternatively just look at the map above to find all the goodies. If you move on further to the right a purple mouse comes out of his shop and leaves to the east side of town. Go to the east and read the scribbling on the wall for yet another hint. Furthermore if you walk into the back alley to the right of the Toad Inn, jump over the boxes here you'll find the secret fortune teller Merlee. She happens to be the twin sister of Merlulvee. Merlee can cast a spell on you that helps you in battle (e.g. increase attack/defense/Star Points/Coins), but her help occurs randomly so you don't know when you're going to get a bonus. The amount of coins you spend on her determines how long the spell will be active. Personally, I always take the Special Course as the effect lasts for a very long time.

Walk up to the Nomadimouse to the very right of town and the purple mouse of just a moment ago runs past you once again. Something fishy is going on here, but you do not yet know what it is. Talk to the Nomadimouse called Sheek and you'll have to give him something nice in order to make him speak. However if you give the wrong item you will loose it right away. In order to find out the correct item officially you could go back to Toad Town and request the help of Merlon, who will tell you that you need an item found in the oasis of the Dry Dry Desert. So, I can just tell you strait away that a Lemon is what Sheek seeks. You can (optionally) give it to him and he tells you that he can guide you to Moustafa the only mouse who knows where to find the Dry Dry Ruins.

All you have to do is buy a Dried Shroom and then a Dusty Hammer in the Dry Dry Outpost shop. This can be done when you first enter the Outpost so actions of the previous section are superfluous (you can even get the Red Vase for Koopa Koot right now). The shopkeeper will notice this and tells you that you need to get to the highest level of the Outpost, which is behind the door Sheek was guarding. Go there and you'll find a very small home with Sheek inside. He takes of his mantle and reveals to be Moustafa himself! Because you were so nice to him he gives you the Pulse Stone, which allows you to find the Dry Dry Ruins in the desert.

--Dry Dry Desert--

Walk out to the northwest part of the desert and at some point the Pulse Stone will star flashing faster and faster, until you reach a small rock in an otherwise empty field. Use the Pulse Stone on the rock to reveal the Dry Dry Ruins. The entrance opens up and you can enter the home of an ancient Koopa pharaoh called: Tutankooa (how original...).

3. Tutankooa's Crypt in Dry Dry Ruins

--Dry Dry Ruins--

Hidden Items: 9 (127)

- Ruins Key #1 - lies in plain sight in the third room
- Ruins Key #2 - get it after pouring sand in a room via the pink switch
- Ruins Key #3 - drops down after beating the three Mummy Pokeys' trap
- Super Hammer - open the big chest in the leftmost room
- Artifact - break the grey block with the Super Hammer in the Mummy Pokey's trap room
- Diamond Stone - In the lowest left corner of the crypt
- Lunar Stone - Room to the east of the 5 Chomp statues
- Pyramid Stone - Most eastern room on the main floor
- Ruins Key #4 - two areas to the right of the Super Block

Badges: 2 (37)

- Spike Shield - inside second Pokey Mummy's coffin
- Slow Go - Walk through the wall on the ledge BELOW the upper ledge of the Super Hammer chest

Star Pieces: 1 (78)

- After draining the sand in the room with the pink switch in plain sight

Super Blocks: 1 (3)

- Below the room with the Super Hammer with Jump pad

Enemies:

- Buzzy Beetle, Pokey Mummy, Stone Chomp, Swooper

Boss:

- Tutankooa & Chomp(s)

Upon entering the ruins you get to hear Tutankooopa's ghastly voice. Just like the Koopa brothers he advises you to leave this dreaded place, but as always that is just an invitation for a visit. Save in the first room and in the corridor that follows some mummified Pokeys creep out of there coffins. The second coffin holds a Spike Shield; equip it right away and you'll now be able to use jump attacks on any spiked enemy (this only applies to Mario). Follow the lower path to the third room, collect the key, use it on the lock in the previous room and hit the switch to raise the sand level in the lower room. This allows you to reach the corridor to the right.

You'll get a second warning, but it's pretty feeble actually. Take out Goombario and attack the blue Buzzy Beetle. Use the jump ability of both characters to flip the Beetles on their backs leaving them vulnerable for attacks. After the short battle use Parakarry to get to the right ledge and use Bombette open the cracked wall. Hit the pink switch in the room behind, collect the Star Piece, get the second Ruins Key, go down the stair and use the Key on the lower left door.

In the room behind it there are some Pokey coffins and a ?-Block. Hit the block to trigger the Pokeys out. When they are all gone get the Ruins Key that drops down and open the next doorway. There are multiple exits in the following chamber, so first choose the upper left passage by using Parakarry. Again, Tutankooopa will attempt to haunt you to no avail. Walk up the green stairs, hit the green switch to rotate the stairs around, jump up the upper set of green stairs, hit another green switch, then go to the left, hit the only red switch around here, fall down and go up both green and red staircases to reach the top. If you wish to collect the Slow Go badge then don't fall down, but instead walk over the tight passage towards the right. You walk through the wall here and at the end there is a chest with this badge inside. After getting it (or not) drop down and obtain the Super Hammer from the chest. It will increase the power of any Hammer attack by one and you can also crack grey blocks from this moment on.

Go back to the room with the three Mummy Pokeys and hit the red switch to flip the stairs over. Use your newly acquired Hammer on the grey block and you can collect an Artifact. Move left as far as possible from here to reach a small chamber and use the Super Hammer on the big block to take it out. Collect the Pyramid Stone and take out the Stone Chomp (get a first Strike on it with Bombette) and eliminate the other with a Hammer/Body Slam). Go forth to the far right again, descend to the lowest level, use Bombette again to create a passage to the left and fall down here to find your second Super Block. Again, use Bombette on the left wall to find a room with a pedestal and a grey block. Hit it with the hammer and a Stone Chomp pops up. Take it out (use D-Down Pound for an easy victory) and collect the gem on display. This is the Diamond Stone and you need one more jewel to complete the dungeon.

Return to the Super Block follow, then take the lower path and you'll come across a map of this dungeon. We've already visited the two left dots so if we work our way to the lower right one Mario should be able to complete the crypt without too much effort. In the section after this break another block to uncover a pink switch. Hit it to collect the fourth Ruins Key. Retrace all the way back to the room before the Super Hammer and take the last remaining exit.

Once more Tutankooopa will threaten you needlessly. Notice the five Chain Chomp statues as they look very peculiar. We have to come back here later on. Anyway, using the key you can get into the upper right corner and pour

sand in the room below for the last time. After doing so you can see that the Triangle and the Diamond we just go has to go in the go in the leftmost and center Chomp Statues. The Moon shape (which we still need to find) fits in the rightmost statue. Take the lower right path and collect the Lunar Stone. A Stone Chomp will appear from the flame of the candle and attacks you like the previous one.

Back at the five Chomp Statues place all the jewels in the correct spots and the hatch to Tutankooa should be opened. Descend all the way, heal and save and go into the final room to meet the boss of this dump. He warns you one more time, but we are going no matter what he throws at Mario. BTW. You might want to change you badge setup; you don't need the Spike Shield, but the Smash Charge and Quake Hammer badges are good. Alternatively you can stick to the Power Bounce and use that to take him out.

Boss Battle: Tutankooa & Chomp(s)

Tutankooa

HP: 30
ATK: 3 - Buzzy shell throw
2 - Magic attack (hits partner too)
DEF: 0
SPL: 55

Chomp

HP: 4
ATK: 3
DEF: 3
SPL: 14

Tutankooa can summon some Chomps so beware that additional enemies can appear in this battle. Next to that he tries to hit you with Buzzy Shells from a distance. The Chomps that he summons look like the stone version we saw before, except that this one is much stronger. Use a charged Quake Hammer on it to take it out in one go AND damage Tutankooa by 4 points. Other attack will probably not be able to penetrate Chomps really high defense.

Tutankooa's magical attack causes a big phantom Chomp to appear. But you must Action Command guard the debris that falls from the ceiling afterwards, because that is the real attack. I noticed that sometimes this attack is dud and he attacks himself, but the effect is random so I wouldn't bet on that.

Once the Koopa with the Pharaoh complex is taken out a Chomp will start chasing him leaving the Star Spirit unguarded. Touch it to finish this chapter!

Peach Intermezzo #3: Sneaking in the Library

--Peach's Room--

Bowser comes in and tries to threaten the princess once again, admitting that both the Koopa Bros. and Tutankooa failed him. This time however he is going to use Tubba Blubba the Invincible! Then Kammy comes in to bring some bad new for Bowser, the third Star Spirit flew away from the TB's castle and got captured by somebody else.

You regain control over Peach and you have to find out whether Tubba Blubba doesn't have any weakness at all. Go through the fireplace and try to exit the room. Twink warns you that there are guards out patrolling so you have to sneak past them very carefully. Take the first doorway in you come across and Peach will be in the library.

--Library--

Badges: 1 (38)

Power Rush - Collect it with Peach and put it in the chest in the room opposite to Bowser's diary

Walk through the corridor to the far right and collect the Power Rush Badge (if you want to get it now instead of after the next TWO chapters you have to put it in the large chest in the room opposite of the Diary room of Bowser). The Badge will end up in the other chest in Merluvlee's place.

--Treasure Chest room--

Badges: 1 (39)

Deep Focus - in plain sight behind the chest

Put both the Power Rush and Deep Focus badges in the chest and Mario can collect them just after arriving back in Toad Town.

--Library--

This time walk to the far left and you overhear two underlings of Bowser talking about Tubba Blubba. There is also a Life Shroom here, but only Mario can reach it near the end of the game. The Koopatrol and Hammer Brother speak about TB eating ghosts for dinner and residing to the east of Forever Forest. The Hammer Bro also says that Tubba Blubba power will diminish to normal if his secret were to be discovered, but unless that happens he will be invulnerable in battle. After discovering Peach they take her hostage again.

--Dry Dry Desert--

Star Pieces: 1 (79)

-Give Kolorado the Artifact from the ruins

Mamar the second Star Spirit grants you a new Star Power: "Lullaby" and increases the energy bar by one. Retrace your steps back to Kolorado and give him the Artifact you found in the Ruins for a Star Piece. After doing so go back to the station again, use the Super Hammer on the Grey Block here to find another Super Block. After upgrading a team member you can head for Town Toad.

--Toad Town - South--

On with the story, go across the bridge to the southern part of town near Tayce T.'s cuisine. You meet a terrified guard here who is seeing ghosts and that sort of stuff. After the dialogue is completed enter the forest to the east. The ghost will await you here and tells you to venture on towards Boo Mansion at the end. Mario has to solve the riddles of the forest by himself however. BTW: I saved up some Star Pieces to trade the Power Plus Badge and equipped it on Mario. The 6 BP is a big drain, but the additional power is worth it in my opinion.

Post Chapter 2 Events

Back in town there are some new areas to be discovered in the Sewers, new Badges for sale and more Koopa Koot favors to complete. Here's a short list of what can be done:

Rowf's Badge Shop

Badges: 3 (42)

- Dodge Master @ 100 Coins 2 BP
- Double Dip @ 100 Coins 1 BP
- Sleep Stomp @ 75 Coins 1 BP

Your canine friend has three new Badges in his shop up for the grabs. The Dodge Master and Sleep Stomp can be useful, but I never really used Double Dip so only get it if you wish to collect everything.

Post Office & Mario's Home

There is some mail for Bombette at the Post Office from the Dry Dry Railroads and at Mario's home there should be a letter from the Koopa Troopas in Koopa Village. Also notice the musical humming (the notes) coming from out the basement floor. It appears as if Luigi is down there, but we can't get there without the aid of the Super Boots.

Koopa Koot Favors (6-8)

Hidden Items: 5 (132)

- Coin(2x) - Reward for favors #6 and 7
- Wallet - Shake bushes during favor #6
- Crystal Ball - Intermediate trade item for favor #8
- Autograph - Get it from Merlulvee after retrieving the Crystal Ball

Star Pieces: 3 (82)

- Get three of these for completing favor #8

Again look at Appendix D for the details on these mini-quests. Again after completing all three new favors you get 3 Star Pieces from our cranky old man.

Letter Delivery Quest

Hidden Items: 8 (140)

- Letter B - Get from Goompapa upon deliving letter A
- Letter C - Get from Muss T. upon deliving letter B
- Letter D - Get from Koover upon deliving letter C
- Letter E - Get from Fishmael upon deliving letter D
- Letter F - Get from Koover upon deliving letter E
- Letter G - Get from Mr. E upon deliving letter F
- Letter H - Get from Miss T. upon deliving letter G
- Letter I - Get from Little Mouser upon deliving letter H

Star Pieces: 5 (87)

- Deliver letters #1, #2, #3, #4 and #5

You should have obtained 5 letters by now from various locations:

- #1,2 & A - From Parakarry's quest
- #3 - From Dry Dry Outpost near Moustafa
- #4 - Hammer tree in the Dry Dry Desert near the Outpost entrance
- #5 - Hammer tree at Kolorado's excavation site (after he leaves)

All letters except the one for Goompapa (marked by Letter A) will give you a Star Piece in return. To keep everything concise and together all letters are described in detail in Appendix D. The letter to Goompapa activates a cycle with 14 replies, but you cannot yet reach all recipients. Letter I is addressed to Franky the Boo living in Boo's mansion and we cannot yet get there.

Backtracking with the Super Hammer

Hidden Items: 2 (142)

- Repel Gel - Break the grey block in Jr. Troopa's playground and jump up in the center against an invisible ?-Block
- Shooting Star - On the fixed veranda

With the new hammer and the second chapter completed there are some hidden items reachable that we could not get to before. In this case there are only two hidden items both in Goomba Village: Repel Gel and Shooting Star. These two are pretty good items so collect them right now.

Merlurvee's Treasure Chest

If you put in the Power Rush and Deep Focus badges as Peach during the Intermezzo, then Mario can collect these two badges from the treasure chest in Merlurvee's room. Later on we might be able to collect more of them...

Sing, Pop Diva sing!

Hidden Items: 2 (144)

- Lyrics - Get from Simon the composer
- Melody - Give lyrics to the artist in Dry Dry Outpost

Badges: 1 (43)

- Attack FX D - Complete this mini-quest as described below

The reward for completing this mini-sidequest is an Attack FX F badge. It doesn't do anything other than making a sound when you attack, but it's nice get for the collectors. We can participate in this event after chapter 2 is completed which is now.

Talk to the Lyric writer in the café at the Port and he gives you some Lyrics, because Pop Diva Chanterella can't sing without proper music. Hence Mario has to show these to a composer so he can add music to the text. There is a composer living in Dry Dry Outpost. He lives in the rightmost home on the left screen, just show him the Lyrics and you'll get the Melody item in return. Give this to the Master Poet in Club 64 and you get to hear her sing. On top of that you also get the Attack FX D badge for your musical efforts.

Exploring the Sewers (Part 2)

With our new hammer we can explore what lies behind the left entrance. There are some warp pipes here so it is actually a good idea to clear this part of the sewers a.s.a.p..

--Toad Town Tunnels (second area)--

Hidden Items: 3 (147)

1 Coin(2x), Snowman Doll

Badges: 1 (44)

Power Smash

Star Pieces: 1 (88)

Super Blocks: 1 (4)

Enemies:

Buzzy Beetle, Paragloomba, Spiked Gloomba

Boss:

Electro Blooper

For a detailed description of the Toad Town Tunnel's second area see Appendix D, under "Toad Town Tunnels" and look at the second section for a precise walkthrough.

Chapter 3: The "Invincible" Tubba Blubba

1. The Forever Forest Maze

--Forever Forest--

Hidden Items: 1 (148)

Magical Seed - Get blue one from the Bub-ulb centered in the 4th screen

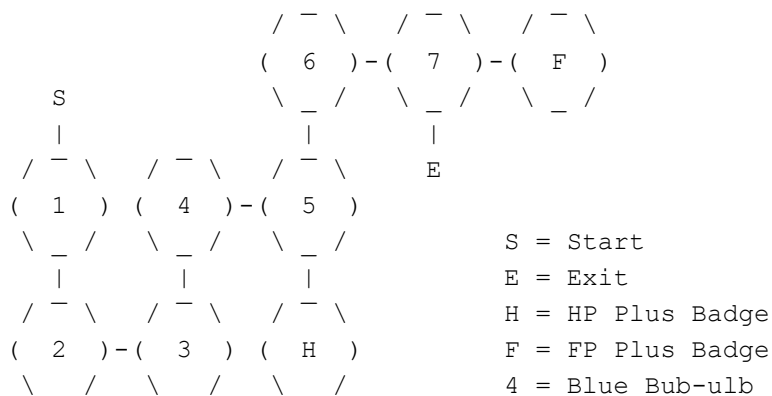
Badges: 2 (46)

FP Plus - Red ?-Block in a hidden area (see map below)

HP Plus - Red ?-Block in a hidden area (see map below)

Enemies:

Bzzap!, Forest Fuzzy, Piranha Plant



I've drawn a small map above here. It should be able to guide you through the forest without any effort. If you equip a Zap Tap here you'll be totally invulnerable to the Forest Fuzzies as their only (drain) attack is cancelled by it! Notice that at each part of the forest it is possible to find the correct exit by watching your surroundings. In the first area the flowers will make a noise and you'll see the grass patches rustling if you are near the correct exit. If you happen to take the wrong turn you will be send back to the start of the forest, so look carefully if you wish to get this done in one go.

In the second area you'll meet Oaklie, the only nice inhabitant of the forest. He informs you about the dangers that lie ahead. Just look for some red eyes in the tree stump and you know you're on the right track. The third screen has Oaklie in the center, but you can ignore him here. Just take exit to the left (it has some distinct blue flowers).

The fourth area has a Bub-ulb in the center so get the third Magical Seed from him (you need it for chapter 7). The right exit is found where a spooky face appears on the tree. In the fifth area there are surprisingly 2 exits. The first one leading to Boo's Mansion can be found by looking at the Toadstools. The huge pack gives away the correct branch. If you take the opposite branch here (these two mushrooms light up slightly longer than the rest) you find an secret area with a Honey Bee hive in the tree, if you Hammer the tree holding the hive a lonely Bzzap! appears (there are two of them in battle). These guys has ATK of 6 thus you must take care if you are going to attack him. There should be an HP Plus Badge in the ?-Block nearby.

Retreat (or continue) to the 6th forest part. In the next area the examining the flowers will tell which path is good. For the 7th section there is a normal exit and secret one. The normal one is denoted with a signpost telling you that you reached Boo's Mansion, but if you take the path to the right here (examine the bush and it will laugh at you) the exit behind it you'll reach a field with a red ?-Block in the center. Head for it and collect the FP Plus badge. The bush on the correct path leading back will grow flowers if you inspect it.

2. Ascending Boo's Mansion

--Boo's Mansion--

Hidden Items: 9 (157)

Volt Shroom - Outside, ?-Block to the right in front of the gate
Strange Leaf* - Outside, Examine one of the rightmost bush
Record - Inside upper right room, prize for completing mini-game
Weight - Chest upper left room, play record to distract the guard
Super Boots - in a chest in the rightmost room of the basement
Maple Syrup - lower left wooden box in Super Boots room
Super Shroom - After the big staircase appears break the left box
Apple(2x)* - Spin jump on Wooden boxes in 8-Bit Mario room
Boo's Portrait - Basement library, use Parakarry to get to it

Star Pieces: 5 (93)

-In the Super Boots room use the Spin Jump on the loose Floor panel
-Floor panel in front of the big clock
-Floor panel in tapestry in the main hall
-Spin jump on the lowest box in the library
-Spin jump on the tapestry in the room where you get the Record

Go through the gate and Bootler comes out again. He tells you to come inside to meet his master and the captured Star Spirit on the third floor. Enter the building, go upstairs, enter the second door you come across. You may need to open it twice, it may be stuck in some cases :). Inside examine the lightly colored cupboard to make some Boos appear, they have (what seems to be) an important item. You can get it after you complete their Hide-n-seek mini game. It is quite simple, just guess where the Record is.

When you got it enter the other room upstairs and put the Record on the

old player. Just tap the button several times (even if your rhythm is way off) the Boo will always get attracted to the music leaving the chest unguarded. Open it and Mario finds an extremely heavy weight. What on earth can you do with this thing? Well, back in the main hall again go to bench and step on the yellow section. This will launch up to the chandelier. Replace your own weight with the Weight and the hidden door remains available to you even after you let go.

Enter the hidden door and you can open the decoy chest, but it won't do you any good. Descend to the basement, go through the door and again. There will be a big chest in the corner open it to get the Super Boots, sort of... You have to play another Hide-n-seek mini game to get it. After a success you can finally equip your new boots. With these boots you can perform a Spin Jump allowing you to break wooden boxes and grids. Next to that you can also use it on loose floor panels to reveal Star Pieces (there are many places where you can do this and I'll list them after the Peach Intermezzo of this chapter). You can even get one from a panel in this particular room.

Anyway, use the boots on the Box stack to claim a Maple Syrup, then use it again to break through the wooden grid in the center. Fall down, hit the two mini switches to make a giant one appear. Climb on top of it and Spin Jump to reopen the stairs back to the first basement floor again. Back in the hall again take the only door that you haven't examined, yet.

In this room you can find some Apples in the right wooden boxes. Next to that you can jump in the vase to the left to become 8-Bit Mario, just like in the old days. It is an Easter egg made by the game developers. If you leave the room Mario will return to normal again. Use the Spin jump to fall down into the library and use Parakarry's ability to get the Portrait of the Boo. Use Parakarry to get back on the left shelf, then jump on the box stack and Spin jump your way to the bottom. Inside the lowest one is a Star Piece. Finally, use Bombette to get back to the starting area.

Climb up the stairs again, use the Boo's Portrait on the rightmost frame and a Boo appears on the frame. If you didn't speak to the Boo before he will even commend you on completing the task without instruction (nice)! Jump up into the drawing and you get free trip to floor number 3. Enter the room behind the doors (doesn't matter which door you take) and meet up with the boss of this home: Lady Bow. She is a greenish ghost who trapped the third Star Spirit named Skolar. She will relinquish him if you help her out and save all the Boos from Tubba Blubba the Invincible. To help you out she even joins along with you, whether you like it or not. Go out to the east to Gusty Gulch.

3. Discovering Tubba Blubba's Secret

--Gusty Gulch--

Hidden Items: 9 (166)

- 1 Coin - ?-Block in the Boo's home behind the Save Block
- 1 Coin - ?-Block after leaving Boo town
- Dizzy Dial - Out in the open, use Kooper to get it
- 1 Coin - ?-Block after Dizzy Dial
- Repel Gel - Inside ?-Block near the previous one
- Letter #6 - In front of the branch after the Repel Gel

Super Shroom - In ?-Box just to the left of the only Star Piece
Coin Block - Near the exit to TB's castle
1 Coin - Even closer to the exit to Tubba Blubba's place

Star Pieces: 2 (95)

-Floor panel just to the right of the entrance to Gusty Gulch
-Hidden behind some brown rocks near the exit to TB's castle

Enemies:

Hyper Cleft, Hyper Goomba, Hyper Paragoomba

Bow commands the two Boos to open the gate to the Gulch, get the Star Piece hiding under the floor panel to the right of here. There are some Hyper Goombas in the upcoming area with the windmill. Hyper Goombas are just like normal Goombas, but after they charge up their ATK becomes 8, which means that two or three attacks will cause your demise so defeat them quickly in combat.

On the next scene you'll find a small village of the Boos which seems to be in near total ruin. Walk up to the second area and Tubba Blubba appears. Better take cover with Lady Boo's C-Down ability. After witnessing how Stanley the Boo gets eaten by Tubba Blubba you can move on towards his home. I recommend that you equip the D-Down Pound once again, because there is an upgraded version of the Cleft to be found in the next region: Hyper Cleft.

Work your way past these charging enemies, collect the letter to Fice T.. I noticed that a First Strike using Bombette's explosion works good against Hyper clefts, but it is a difficult feat to pull off successfully. On the second screen use Parakarry to get past the gap. Continue on and you'll reach his home and a Save Block. Save here, switch to Bow and enter the castle (the Speedy Spin badge is very handy here).

--Tubba Blubba's Castle--

Hidden Items: 5 (171)

Castle Key #1 - Chest in the basement of the castle
Castle Key #2 - Chest in the spike room
6 Coins - On the bed in the room hidden by the clock
Castle Key #3 - Backroom in corridor with Tubba Blubba
Mystical Key - TB's bedroom in a chest (also called Yakkey)

Badges: 2 (48)

D-Down Jump - Fall down from the upper left corridor 2F
Mega Rush - In the bedroom with 9 Coins walk through the wall

Star Pieces: 2 (97)

-On the table in the left room of the 1st left corridor on 1F
-On the big table in the left room with the fake Clock

Super Blocks: 1 (5)

In the room to the west of the Castle Key chest

Enemies:

Clubba

Optional Boss:

Tubba Blubba (cannot be defeated)

Upon entering you will be welcomed by some UFOs that try to pick you up. If they succeed in grappling on Mario he will be thrown out and you have to start all over again. So, if one gets close by use Bow's "Outta Sight" to remain unseen. Use the Speedy Spin to make your life easier and reach out to the left doorway. Enter and sneak by the guard or just rush into him (if you touch the Control Stick softly you will be able to get by the sleeping guards with no trouble). Enter the second door, collect the Star Piece on the table. Go back and leave via the left exit.

There is another Star Piece on the table here, but you can't collect it right now so leave it be. Take the smaller entrance and work your way down the stairs, smash the wooden grid and find the Castle Key in the chest beneath the surface. At the bottom of the screen you can regenerate your HP & FP and the Boo here gives you a hint to check on TB's bedroom for a hint to his invulnerability. Upgrade Bow with the Super Block in the next room, after doing so head back to the building's entrance. Use the Key on the right door and enter the corridor behind.

Take out any of the active Clubbas in here, then use the Speedy Spin to get past the UFOs on the upper floor. Go left and eventually you'll reach the upper right corridor. Even if you don't want to fight any of the Clubbas here take the first one out, because his body conceals a crack in the wall. It can be taken out by Bombette. Inside break all the grids at the edge so you DON'T fall down. Then go down the one in the northeast corner, below use Parakarry to get the D-Down Jump badge and use the Spring platform to get back up again. Spin & hide your way past another UFO and enter the back room. Inside use Outta Sight to get past the spikes, walk over them when they are retracted and collected the Castle Key numero 2 from the chest here.

To the left you can find a big room where you can fall down to collect the second Star Piece (use the Jump pad in from the previous room to get back up rather quickly. Back again, move the Clock so a hidden path is revealed. Enter it, examine the book case so it flips open. Jump on the lids and use Parakarry to reach the bed on the left. Collect 6 Coins here, jump up the ledge on the left, walk through the wall in the lower left corner and you can find the Mega Rush badge. Back in the big chamber again, beat the sleeping Clubba up and use the Castle Key on the lock to enter another staircase to the third floor.

The door behind here leads to a long corridor with the almighty Tubba Blubba in it. You CANNOT beat Tubba Blubba in combat; he has no defense, but all attacks against him will be cancelled out. You first need to find his weakness. So, use Bow to stay out of his sight. After he passes by you can run to the right, but if you do get caught in battle use either Bow's Outta Sight (Repel Gel works too) or the Run away option to escape from him. Enter the back room and sneak/kill the Clubbas to get to the last Castle Key on the display. Use it on the lock in the previous place, enter the bed room and wait for TB to take a nap. Open the chest and Mario finds a key with a personality. Yakkey knows that you are intruders, but he asks so. It doesn't matter what you answer, because he will give your cover away! After collecting him (in the inventory his name appears as: Mystical Key) Spin Dash to the start of the castle and leave for the Windmill; there is where you need to use Yakkey for. Outside the Boos will try to stall some time so Mario can get to the Windmill with leeway. Once you are back there use Yakkey and enter the well inside.

--Windy Mill--

Spin jump on the sealed well and go through each of the three corridors. Take note that there is a Hyper Goomba in each one; more specifically the Hyper Goombas party grows by at each occurrence. I suggest taking them out now, because we need to run back all the way in few moments. At the end Mario finds the secret to Tubba Blubba's power. His heart is not inside of him and therefore he is invincible. Now that we found his weakness, we might as well attack it right here.

Boss: Tubba's Heart

HP: 50
ATK: 6 - normal
 12 - charged
DEF: 0
SPL: 0

His charged attack deals 12 HP damage, so you really need Bow here to save you from a disaster. Switch to her right away if you haven't done so before. Other than that attack the Heart is not that dangerous. Every time he charges up use Outta Sight with Bow. Other than that use Power Bounces or regular Jump attacks (Shrink Stomp helps too). You'll get him in the end. BTW: if his HP drops below 6 or so he escapes the battle. No Star Points to be collected here even if you drain all his HP.

Outside the windmill the heart and shell unite and the battle against the not-so-invincible Tubba Blubba commences.

Boss: Tubba Blubba

HP: 10
ATK: 4
 6 - Hip drop
DEF: 0
SPL: 70

With just 10 HP you should be able to take him out in, say 2 turns. Easy Peasy, that's all there is to it. He should not even be able to attack you if you use 1 power bounce plus any attack from your partner.

Post battle he releases all the Boos and you get the Star Spirit as promised from Bow. Skolar is now officially free. Three Star Spirits down and four more to go we are nearly half way!

Peach Intermezzo #4: Short interrogation

--Peach's Castle--

Twink and Peach are contemplating about what to do next. So we escape again and outside the back door Bowser and Kammy are in a heated discussion. They speak about the Shy Guy's Toy Box being the next target for Mario. So that is where we have to go next. Peach gets discovered and has to answer some questions to Bowser regarding what he hates the most. Bowser uses these three answers to set up that enemy/item to guard the important chests in the Toy Box.

Question 1	Question 2	Question 3
-----	-----	-----
Goomba	Fuzzy	Pokey
Clubba	Hammer Bros.	Koopatrol
Mushroom	Thunder Rage	Super Soda

Personally I take the stronger enemies for the give quite some Star Points and you get to tattle them so you don't need to do that later on. Of course you can opt for the items making those parts ridiculously easy. After this is done Peach gets captured and so the intermezzo ends surprisingly quick!

--Windmill--

Skolar adds his power to yours. This means that the Star Energy bar increases by one and a new Star Power becomes available. It is "Star Storm" this attack costs 2 star energy points and causes 7 points damage to any enemy on the screen. This is quite a useful technique for bigger battles we will come across later on.

--Forever Forest--

As soon as you enter the forest to make your way back to Toad Town an old adversary pops up again. It's Jr. Troopa and he seems to be lost in the forest. Make sure you have a partner who's able to reach a flying enemy, because wings are his new power this time round.

Boss: Jr. Troopa - Round #3

HP: 40
ATK: 5
DEF: 1
SPL: 52

The mini-koopa powers up again and receives wings this time. You have to start using jump attacks or the Hammer Throw to reach him. I managed to put him asleep with the Sleepy Stomp, so try to use this ailment on him. Jr. Troopa seems to be vulnerable to it. Next to that the D-Down Jump does additional damage on him and may even lower his defense to 0.

After the battle take a wrong exit and you'll be back in Toad Town in yippy.

Post cha... Oh no, Shy Guys on the loose

Upon arriving in Toad Town you'll notice that something is wrong. There are little masked guys all over the place causing mischief to everybody. Similar to the Fuzzies in Koopa Village there is a number of things that need to be done in order to get everything back to normal. Some of the objectives can only be cleared after entering Chapter 4, so I will put up some forward references at those places. If you walk towards the harbor then Twink appears to tell you about the Shy Guy's Toy Box. Read the part just before Chapter 4's beginning to find out where it is.

Shy Guy Mischief List (most events are optional!)

-
1. Hammer the Shy Guy at the Train Station
 2. Get Tayce T.'s frying pan back (Chapter 4)
 3. Get Rowf's calculator back (Chapter 4)
 4. Take out the 2 Shy Guys in the flower field
 5. Remove the Shy Guy in the Toad House
 6. Retrieve the Mail bag for the Post office (Chapter 4)
 7. Take out the Shy Guy in the Grocery to restore the shop
 8. Obtain the Dictionairy and return it to Russ T. (Chapter 4)
 9. Get Harry the shopkeeper's Storeroom key back (Chapter 4)
 10. Go to your home and take out the Shy Guy to save Luigi

Rowf's Badge Shop

Badges: 4 (52)

I Spy - for free upon returning the calculator
Group Focus @ 100 Coins 2 BP
Jump Charge @ 50 Coins 1 BP
Spin Smash @ 75 Coins 1 BP

After you get the Calculator from the Shy Guys back you'll receive the I Spy badge for free. Next to that you can also get 3 aforementioned badges for the listed price.

Post Office, Mario's Home & Luigi's Diary

Star Pieces: 1 (98)

-Return the mailbag to the post office

There are currently no mails at the post office, because you need to get the Mail bag back. But after doing so you get a free Star Piece and the following new mails become available 1 for Goombario from Goomba & 1 for Bow from the Boos.

At your home, look at the little box to find 2 letters: one from Moustafa and the other is from Kolorado. As denoted by the title I extended this section with Luigi's Dairy. Now that you have the Super Boots you can Spin Jump on the loose panel in Mario's bedroom. This allows you to take a peek at Luigi's Diary. You can read some parts of it, but if Luigi catches you in that room he takes the diary out and you will never be able to read it again! The first two pages should be readable at this moment.

Koopa Koot Favors (9-11)

Hidden Items: 4 (175)

1 Coin(3x) - Complete favors #9, #10 and #11
Gold Card - Additional reward for favor #10

You can complete three new tasks (and the ones you missed last time of course) for old man Koot. Again check appendix D for the details on completing these tasks. If you get the Gold Card it automatically replaces the Silver one as it is an upgraded version of it.

Trade Event 2/3

Hidden Items: 1 (176)

Maple Super - complete the second trade event

The event requires you to give a Nutty Cake (just cook a Goomnut) to the Pink Toad in front of Dry Dry Ruins entrance. You'll get a Maple Super in return for your efforts. I would like to point out that it might be wise to skip this Trade Event, until after you found Tayce T.'s frying pan. Because you need to cook the Goomnut in order to get the Nutty Cake. When you got it back simply use the blue warp pipes to get to Dry Dry Ruins as quick as possible.

Letter Delivery Quest

Hidden Items: 2 (178)

Letter J - Get from Franky upon delivering letter I

Letter K - Get from Dane T. upon delivering letter J

Star Pieces: 1 (99)

-Deliver letters #6

After visiting Franky you should be able to deliver the next letter of the chain to Dane T. in front of the Station in Toad Town. He in his turn gives a you a letter to the Red Yoshi kid from Lavalava island, but again we cannot go there yet... Mario should have been able to obtain 1 more letter by now: Letter #6: In plain sight near a Hyper cleft on the third area of Gusty Gulch. Give it to Fice T. at the guard post for another little Star Piece.

Merlon's Quick Hint

Badges: 1 (53)

Quick Change

Talk to Merlon outside his home and he gives you a hint to run several circles around the red palm tree in Dry Dry Outpost. Take the sewer shortcut (or the train) to the Outpost and after running several circles the silent Toad speaks. He tells you to use the Spin Jump in the home with the spinning roof. There is only one such house in the Mushroom Kingdom, hence go back to Merlon and Spin Jump thrice in his home. If you do this the Quick Change badge will fall down from the attic. Collect it and use it at 4 BP to interchange your partner in battle without losing a turn. Technically this just means that you can use any attack from your party members in battle.

Star Piece Panel Backtracking Galore

Star Pieces: 16 (115)

Toad Town

1. Train Station - Lower right corner of this screen
2. Port - In front of Club 64 to the right of the Save Block
3. South - In front of guardpost near Forever Forest entrance
4. Main Gate - Panel in grass far south of Dojo

Shooting Star Summit

5. In front of the signpost near the branch between the Shooting Star Summit and Merluvlee's home
6. In front of Merluvlee's home to the right of the door
7. On first stair towards the Summit itself

Goomba Village

8. Clearing - Center area where Mario got revived
9. Jr. Troopa Playground - In front of the healing block

Goomba Road

10. King Goomba's fortress, Over the bridge to the right of the tree

Pleasant Path

11. To the right of rotating Cane

Koopa Village

12. Left avenue - To the left of the three red Bob-ombs

Koopa Fortress approach

13. Under the tile with the 5 decoy coins

Mt. Rugged

14. Near the Quake Hammer badge (to the right of the slide)

Dry Dry Desert

15. Floor panel in front of the Stone Cactus in sector 4D (with whirlwind)

Dry Dry Outpost

16. On the roof of the east side to the left of the letter

With the Super Boots in your possession you should be able to track down a huge amount of Star Pieces hidden under loose panels. These Pieces were missed earlier on so here is a complete list. I'm not counting the pieces from Boo's Mansion and beyond, because they were already listed in the appropriate sections and did not require backtracking. If you haven't bought the Power Plus Badge from Merlow yet, it might be wise to buy it now. The Zap Tap would be my second choice (if you're just a few pieces short try to find Chuck Quizmo for some more pieces).

Exploring the Sewers (Part 3)

With the Super Boots the wooden cover can be broken allowing Mario to reach one basement level below.

--Toad Town Tunnels (Area #3)--

Hidden Items: 3 (181)

1 Coin(3x)

Super Blocks: 1 (6)

Enemies:

Dark Koopa

For a detailed description of the Toad Town Tunnel's third area see Appendix D, under "Toad Town Tunnels" and look at the third section for a precise walkthrough.

--Toad Town--

After completing all the stuff (or skipping it) it is time to head for the Shy Guy's Toy Box. According to Twink it should be here somewhere in Toad Town. If you talk to some other Toads near Harry's shop Mario will quickly discover that he has to hide inside the leftmost home. If he does so a Shy Guy will come out and show him the way. So go to the left most home in the area just before the harbor and hide with Bow's Outta Sight. If you wait a few seconds a Shy Guy will appear and will open the doorway to the Toy Box. Enter it via the Jump pad and of we go!

Chapter 4: Trials in the Toy Box

1. Blue Station - Storage room key for a toy train

--Shy Guy's Toy Box - Blue Station--

Hidden Items: 16 (197)

Stone Cap - Invisible ?-block to the right of the train station

3 Coins - Spin jump on the blue box in the right corridor
5 Coins - Spin jump on the blue box on the blocks
1 Coin(2x) - Jump against the ?-Blocks near the first barricade
Thunder Bolt - In the ?-Block on the rightmost stack
Storeroom Key - Open the guarded chest
Maple Syrup - Invisible ?-Block at the entrance of left corridor
1 Coin - ?-Block in left corridor
Calculator - Attack the red Shy Guy in the leftmost room
Mushroom* - Attack the blue Shy Guy in the leftmost room
Fire Flower* - Attack the green Shy Guy in the leftmost room
Cake Mix(2x)* - Attack the yellow Shy Guy in the leftmost room
Mystery? - Invisible ?-Block in leftmost room
Fright Jar - Invisible ?-Block in leftmost room

Badges: 1 (54)

Power Plus - Open the chest the single Anti Guy is guarding

Star Pieces: 3 (118)

-Hidden Panel in front of Blue Station

-Walk behind the greenish hexagon shaped block

-Ascend the blue building in the center and use Parakarry to reach the roof of the left one

Enemies:

Groove Guy, Shy Guy, Sky Guy

Goomba/Clubba/Mushroom

Optional Boss:

Anti Guy

I split the summary lists up in three parts, because we have to return to Toad Town three times in between, that is for each of the first three stations. The last station is the path to the boss of the Toy Box so that is something for later.

At the Blue Station collect the hidden Star Piece and follow the right path. Kammy Koopa will appear and places the first enemy/item you chose from the list (it's quite funny to see a Mushroom guarding the chest!). In this room you'll meet the first Shy Guy. They come in many variations so take care to tattle all of them. To the right are some blue boxes with a star on them. They are the so-called Jack-in-the-Box so Spin jump on the lid to get launched in a fixed predetermined direction.

Walk to the right and collect the single coin from the ?-Block. Ascend the center building via the stairs in and outside. At the top use Parakarry to reach the Star Piece on the left, then go to the far right and use Parakarry's carry ability from the lower ledge to the right to reach a distant ?-Block which holds a Thunder Bolt inside. To the right you will meet your first 'opponent'. After collecting/obtaining the item/enemy open the chest to find the Storeroom key of Harry.

Back at the station take the left path and you'll find a black shy guy guarding a chest with a Power Plus badge inside. At this moment in the game I strongly recommend NOT to fight him. If you are not prepared well, then you won't stand a chance against him. His black color already gives away that he is MUCH stronger than the normal Shy Guys. He will even warn you twice before commencing battle. You can beat him actually, but there is a much easier way to get past him. He likes a certain kind of candy, and if you give that to him he won't mind you taking the Power Plus badge from the chest. However in order to get the Lemon Candy the Anti Guy wants we need Tayce T. to cook it for you. If you really want to fight him there is a strategy below, but be warned Anti Guy is no push over! To make the battle easier you should have Watt in your team (Watt is a team member who will join you soon).

Optional Boss: Anti Guy

HP: 50
ATK: 10 - normal
 12 - Acrobatic move
DEF: 0
SPL: 42

You read it correctly, his standard attack power is a whopping 10 points. You won't be able to survive more than 3 attacks even if your Action Command is perfect. The Anti Guy has one real weakness; he is very vulnerable to the Paralysis status. If you have Watt in your team you can use her Paralysis attack called "Power Shock" to stun him for several rounds (the success rate is very high on Anti Guy). After doing so start Power bouncing like mad.

The Power Plus badge from Merlow should help you out here. Next to that have some Life Shrooms in store. Each time the Anti Guy kills Mario you will automatically be revived with 10 HP. Moreover if your HP drops below 5 Mario will reach the "Danger" mode and at 1 HP he will be in "Peril". If you happen to have the Power Rush (ATK +2) and Peril Rush (ATK +4) your attack will be boosted (Mega Rush will cancel out Power Rush if Mario is in Peril and both are equipped). Use this additional strength to take out the Anti Guy.

Another possibility is to use Stone Caps (is also cheaper than the Life Shroom at this point in the game) to make Mario invulnerable for most of the time and have your partner attack the Anti Guy. With 2 or 3 of these caps your partner should be able to finish Mr. deadly.

Walk on to the left and Mario finds a storage room with 5 Shy Guys. Attack the red one to claim the Calculator and the others for some items (note that these regenerate each time you enter the Toy Box). This can be handy if you need additional Cake mixes later on in the game for some recipes. Anyway, after getting the Calculator and the Storage room Key go back to Toad Town.

--Toad Town--

Hidden Items: 4 (201)

Snowman Doll - Storage Room
Volt Shroom - Storage Room
Dizzy Dial - Storage Room
Toy Train - Storage Room

Give the Calculator back to Rowf and he gives you the I Spy badge as mentioned above in the previous section. If you give him a moment (leave the screen) the two canines reopen the badge shop again. Look at the list above for the full list of badges. Back at Harry's shop you can give the key to him or just open the back door yourself. Either way collect the items in the back, or at least the Toy Train (second item from the right).

Go back to the entrance of the Toy Box and examine the box itself. This allows you to throw the miniature train into the Toy Box. By doing so the Toy Train becomes an actual train that will land precisely on the tracks allowing you to reach the other train stations.

2. Pink Station - Gourmet blockade

--Toy Box - Blue Station--

Hit the pink switch (on the right) at the train station to leave for the Pink Station. Here we have to find some more of the stolen items.

--Toy Box - Pink Station--

Hidden Items: 4 (205)

- Mail Bag - Open the chest at the station
- 1 Coin - The only ?-Block in the right area
- Ice Power - Open the chest in near the guarded chest
- Frying Pan - Open the guarded chest

Badges: 2 (56)

- Defend Plus - In chest; after the jump to the background go left
- Ice Power - In chest just before "Fuzzy/Hammer Bros./Thunder Rage"

Star Pieces: 1 (119)

- Floor panel in front of the station (near the edge of the map)

Enemies:

- Groove Guy, Medi Guy, Shy Guy, Sky Guy
- Fuzzy/Hammer Bros./Thunder Rage

Collect the Star Piece and the Mail Bag and take the right passage again. Kammy appears to place the second trap. I like battling the Hammer Bros here for the Star points and the Tattle log. Enter the room, use the Blue box to reach the back area and collect the Defend Plus Badge from the chest. Equip it if you're bad at the Action Command, else leave it because Power Plus is more effective for the same price.

Walk on to the left and touch the blue wall of the toy home. If you wait a little a Shy Guy appears and rotates the hidden doorway. This will get you in the back room and Mario can continue on to the right. Hit the ?-Block for a single coin, open the chest nearby for Ice Power badge (effective against fire enemies) and finally beat the monster (or collect Thunder Rage) for the Frying Pan. With the Frying Pan go back to Toad Town, because there is not much more to do in the Toy Box (the left path is a dead end for now).

--Toad Town--

Hidden Items: 1 (206)

- Cake - Return the Frying Pan to Tayce T.

Just return the two items to the rightful owners and you'll end up with an additional Star Piece (which I already mentioned as #98) and a Cake. Don't eat the cake or throw it away, you need it to feed the hungry Gourmet Guy at who is blocking the western end at the Pink Station. If you accidentally lose this item just cook another using Cake Mix.

--Toy Box - Pink Station--

Hidden Items: 10 (216)

- 1 Coin - Hit the ?-Block in the left corridor
- Cookbook - Get from Gourmet Guy after feeding him Cake
- Super Soda - Hit the hidden ?-Block to the right of the red block in the most western corner
- 1 Coin(2x) - Inside ?-Blocks in the back area
- Dizzy Dial - Inside invisible ?-Block in the back area (between the 1 Coin blocks)

- 1 Coin(2x) - Inside ?-Blocks in the back area
- Coin Block - Between the previous 2 blocks
- Thunder Rage - Invisible ?-Block behind the pink switch

Enemies:

Pyro Guy, Groove Guy, Medi Guy, Shy Guy, Sky Guy, Spy Guy

Back at the train station go to the west, collect the single coin from the ?-Block and you'll meet a giant Shy Guy. His name is Gourmet Guy and he won't let you pass unless you give him something good to eat. Remember, the delicious cake you just got? Give it to him and he will be so overwhelmed that he grants you access to the path behind him. Next to that he also drops a Cookbook. If you give this item to Tayce T. back in her cuisine she can make items using 2 different items. This allows you to combine some items like a Super Shroom and Maple Syrup for 'Maple Super'. Go to the path behind him, collect the hidden Super Soda by jumping around in the center of the left corner and fight the new Shy Guy types to the right. Once you reach the right most part hit the pink switch to reopen the path to the next station.

 3. Green Station - Decipher the mystery note

--Toy Box - Green Station--

Hidden Items: 10 (226)

- Fire Flower - Invisible ?-Block to the right of the station
- 1 Coin(4x) - Hit the four colored boxes from left to right
- 6 Coins - On the conveyer belts
- Mystery Note - Take the yellow Shy Guy out of commission
- Dictionary - Open the guarded chest
- Coin Block - On the pink high block (use Parakarry to get there)
- 6 Coins - Surrounding the second Star Piece

Star Pieces: 2 (121)

- Hidden panel in front of the green station itself
- At the moving block section walk into the lower entrance when the blocks descend

Enemies:

Pyro Guy, Groove Guy, Medi Guy, Shy Guy, Sky Guy, Spy Guy
 Pokey/Koopatrol/Super Soda

There is another Star Piece hidden in the floor here. To the right there are four colored boxes around. Hit them from left to right to get 4 coins, any other order causes four Shy Guys to appear. Enter the right passageway and Kammy will make her third appearance. She puts a Pokey/Koopatrol/Super Soda to guard the last chest. Go to the right and you'll find a dead end with a huge barricade blocking the path to the right. Take out Bow and use Outta Sight on the center conveyer belt to reach the right part of this area. Kick the yellow Shy Guy to get a Mystery Note after disposing of him in battle.

To the right of here is a Slot Machine. There are several prizes to be won here, but most of them are quite bad:

Align	Prize	Legend
----	-----	-----
! ! !	- 10 Mushrooms	! = Star
! ! x	- 1 Mushroom	C = Coin
C C C	- 10 Coins	S = Shy Guy

C C x - 1 Coin x = 'something'
S S S - 5 Shy Guys
S S x - 2 Shy Guy
S ! C - nothing (in any order)

If you attack one of the Shy Guys appearing from the Slot Machine an additional target appears in the battle. It is the Slot Machine itself and you can Start and Stop it alternating. With some luck you can get coins from it, so if you extend the battle long enough you may end up with lots of coins. As far as it is known no other items than Coins appear from the Slot machine here.

Further to the right there is a Spy Guy and some moving blocks. You have to make your way to the right (take note that there is a Coin Block on the left pink high block). Also there is a Star Piece and some coins to be found in the lower area around here. Use Parakarry from the blue block again to reach the roof of the square home. To the right the guard of the third chest makes his entrance, for me it was the Koopatrol (he comes with a friend in battle). After beating these clowns up collect the Dictionary from the last chest.

--Toad Town--

Star Pieces: 1 (122)

-Return Dictionary to Russ T.

Give Russ T. the Dictionary and the Mystery note and he will decipher the note. It says: "Hit yellow, green, red, and then blue.". As mentioned above you can also give Gourmet's Cookbook to Tayce T. This will open up new cooking possibilities as you can use 2 items at time from now on.

4. Red Station - The general's army

--Toy Box - Green Station--

Hit the boxes in the aforementioned order (you could have done this without Russ T.'s help too) and the path to the red station will be opened. Hit the right arrow with the Hammer and enter the train to traverse to the last station.

--Toy Box - Red Station--

Hidden Items: 8 (234)

Super Shroom - Hidden in an invisible ?-Block to the left of the station
Volt Shroom - At the entrance just to the right of the small block
Coin block - Above the giant wheel consisting of three platforms
1 Coin - Hit the ?-Blocks
Snowman Doll - Inside the invisible ?-Block before the Lantern Ghost
1 Coin - Invisible ?-Block to the right of the Star box
in the right corridor
Shooting Star - Use Kooper while standing on the 1 Coin block
Sleepy Sheep - The last ?-Block before General Guy

Badges: 1 (57)

Deep Focus - In red ?-Block hidden between the two 1 Coin ?-Blocks

Star Pieces: 1 (123)

-In front of the Red Station

Super Blocks: 1 (7)

On the upper right ledge just before the Lantern Ghost's room

Enemies:

Pyro Guy, Groove Guy, Medi Guy, Shy Guy, Sky Guy, Spy Guy

Boss:

Big Lantern Ghost, General Guy

Get the fourth Star Piece from a panel here and follow the left path. The right entrance leads to a dead end, because you need a new ability. Use the moving platforms to reach the far left exit and take all the items and badge you can find along the way. To the right of the last elevator section you can find a Super block, this will be handy to upgrade the new partner who you will meet in the next room. Enter it and you'll quickly find out that it is pretty dark in here. A strange silhouette appears and does battle with you.

Boss: Big Lantern Ghost

HP: 40

ATK: 5 - Hip drop

2 - Flash attack (hits partners too)

DEF: 0

SPL: 42

Other:

-Extinguishes lantern (requires 2 attacks to target Lantern ghost again)

The Big Lantern Ghost frequently extinguishes the flame in the lantern. When this happens the ghost is completely in the darkness and therefore cannot be attacked. Each time you hit the lantern the flame becomes bigger again. Exchange your partner to Bow and use her normal multi-slap attack to make the flame much bigger. This boss doesn't have any devastating attacks so it should not be too hard all the same. Lantern Ghost does have a special flash attack that blinds you and your partner causing them to miss 2 turns if it hits. If you manage to Action command it on both characters the damage will be minimal.

When the ghost has dissolved the lantern stays behind. A strange voice speaks to you from inside the lantern. This little bright sun is trapped by the Big Lantern Ghost and cannot get out of the prison herself, because Watt is referred to as a girl. If you take out your hammer and free her she will join your party (watch the quote). Her special ability is to shine light on the situation when it is dark and in normal lit rooms her bright light makes invisible blocks appear. This can be very handy if you wish to find all the secrets in this game. Also you can use her to take on Anti Guy as well (remember the previous section I wrote about him).

Return to the red station and take the right path. You'll see a lonely Shy Guy leaving for a big barricade with a crack in it. Use Bombette on it to continue on. Use Watt to find the hidden ?-Block with 1 Coin, stand on it and use Kooper to get the Shooting Star (attack all enemies with ATK 6) item. To the right of here there is also a Sleepy Sheep hidden in the last ?-Block. If you need to heal and save you'd better do that now at the Red Station. If not proceed on inside the structure's entrance, but before doing so you might want to look at your Badge configuration, as the following battle will be a very long one. Take off all your badges and equip at least the following:

Badge

Reason

Power Jump /

General Guys tank is heavily armored so penetrate it

Power Smash /

with much attack power. If Mario's ATK is raised,

D-Down Jump then use D-Down Jump instead.

Spin Hammer Very effective on Shy Stack; costs only 1 BP

Multibounce Change the Stilt Guys back into normal Shy Guys

Damage Dodge There are many weak attacks in this battle, hence
 decreasing damage by 1 can ward off most attacks

If you have any badge points left you can use Power Plus and other badges too. Just pick some, which you like the most. Walk up to the far right, use Watt in the dark room and the Shy Guys run anxiously away from you through the wall. In the back General Guy is going to do battle with you using an entire army of Shy Guys. Here goes:

Boss: General Guy & his army

Shy Squad

HP: 15
ATK: 1 * # of Guys in the squad (1 to 15)
DEF: 0
SPL: 0

Stilt Guy (2x)

HP: 7
ATK: 4
DEF: 0
SPL: 0

Shy Stack

HP: 10
ATK: 1 * # of Guys in the Stack (1 to 4)
DEF: 0
SPL: 0

General Guy

HP: 30
ATK: 4 - normal (Bomb)
 5 + 2 damage to partner (electric; only with bulb on)
DEF: 2
SPL: 73

Bulb (on General Guy's tank)

HP: 8
ATK: -
DEF: -
SPL: -

First you have to do battle against 15 Shy Guys in one squadron: Shy Squad. These are pretty weak and if they take damage in two different turns the rest of the pack runs away from the battle field like a bunch of cowards.

Next battalion to enter the perimeter are two Stilt Guys and General Guy himself, however General Guy cannot yet be attacked. Jumping on a Stilt Guy will revert him into becoming a normal Shy Guy again. So use Multibounce to lower their attack power from 4 to 2.

Third division consists of the Shy Stacks. These are 4 Shy Guys stacked up

on top of each other. Their attack power equals the amount of Guys on the stack so use Spin Hammer to take out one guy of each stack. Then your partner like Kooper can take out another level.

Finally, General Guy decides to take you on by himself. He uses a very oddly shaped tank to armor himself from your attacks, but of course it is possible to break the shell. He has an ATK of 4, so take care to do this rather quickly. The electric attack which he can use against you is somewhat dangerous, but fortunately Watt is immune to it. Smash his light bulb to prevent him from using this maneuver. His tank has three points for armor so use D-Down Jump and Watt to penetrate the armor and cause a lot more damage.

When our dear general is defeated he lets the Star Spirit free which he kept captive. All the Shy Guys including the General leave the room and Muskular the fourth Star Spirit is once again free.

Peach Intermezzo #5: Cake Cooking Crash Course

--Peach's Room--

Twink and Princess Toadstool decide that it is time again to do something and they sneak around the castle once again. Use the button to get to Bowser's room and enter the hall. If you haven't put the Power Rush badge in the treasure chest then now is a good time to do it.

--Gourmet Guy's Room--

Hidden Items: 1 (235)

Castle Key - Get from the big guy

Walk around the hall and eventually Peach will end up in the lower right room. I don't know how that character got up here, but Gourmet Guy makes a reappearance here. He asks Peach to bake a good cake for him, and thus gives you a Castle Key so you can reach the Kitchen on the lower floor. If you remember the first visit to the castle using Mario you know which door reaches to the kitchen. On the lower floor you can also go to the door to the far right.

--Scary Toad's Room--

Badges: 1 (58)

Last Stand - Get it from the chest

Inside this room you'll notice a moving cupboard. Open it and one of Peach's minions comes out. He tells you that he was hiding here in fear, because there are so many evil Koopas walking around the castle. To the right of him there is a small chest with a Last Stand Badge in it. We can deposit this in the Treasure Chest and do it now, as we won't get a chance after baking the cake. The reason for this is that Peach warps back to Gourmet Guy upon completing it.

--Kitchen--

We are going to make a "Special Strawberry Cake" so pay close attention to what Twink says and everything should be fine. Here are the steps outlined briefly:

1. Put Sugar and Eggs into the bowl
2. Mix the ingredients (Tap 'A' continuously)
3. Put Flour and Butter into the bowl
4. Put it into the pan (just pick up the bowl)
5. Bake the cake for 30 seconds (use a watch or clock to do this)
6. Decorate with Cream then Strawberries

After doing all of this take it back to Gourmet Guy (goes automatically) and he tastes it. If you did it right you'll get a hint on the next chapter, if not you have to redo the entire thing over again. The hint is that Mario has to check Mt. Lavalava on Lavalava Island. That particular island is to the far south of Toad Town so he needs a boat (or anything similar to get there).

--Toad Town - Port--

At the port you will find Kolorado again. He wishes to travel to Lavalava Island to solve a mystery. He has to find a volcanic cavern to find a precious treasure hidden inside. Since your objectives to reach this island coincide the two of you work together on this one. To the right of Kolorado at the end of the pier is a Whale who is mostly submerged. Spin jump on his back and he wakes up. He wouldn't mind taking you to Lavalava Island, but there is a terrible itch in his belly. So he opens his mouth and asks you to check it out for him. If you can cure him, then he will take you to the island.

Take Watt as your partner and enter the belly of the whale. Inside it is so dark that you cannot afford to put Watt back, so stick with him. To the far right Mario finds Fuzzipede again. This little guy is causing the trouble. Make sure you have the Hammer Throw or the Quakehammer Badge equipped, because Fuzzipede likes to attach himself to the ceiling. Then again, Watt can reach any enemy on the screen, so that is not that much of a problem either.

Boss: Fuzzipede

HP: 15
ATK: 3
DEF: 0
SPL: 43

You cannot Tattle Fuzzipede (actually there is no Tattle Log to be found in the ROM) so forget about Goombario, besides you need Watt to illuminate the dark battle. Just attack him with Mario and Watt, but beware that his head butt may enforce Command Loss status on our plumber. He has little HP so you should be done in two or three turns. Notice that Watt's Power Shock is very effective against Fuzzipede.

Upon completing this mini battle the Whale exhales through his nostril on his back. This forces, Mario, Watt and Fuzzipede out of the belly. In his gratitude he calls you Dr. Mario and is willing to take you to Lavalava Island. Kolorado comes along too and the entire group takes place on the Whale's back.

Post Chapter 4 Events

--Toad Town--

Back outside the Shy Guy's Toy Box, Muskular gives Mario a new Star Power and increases the length of the Star Energy bar by 1. Your newly acquired power allows you to use "Chill Out", this attack allows Mario to lower all enemies' ATK. Twink drops by and notices Muskular the noble Star Spirit. He is honored to meet him and tells Mario about Lavalava island. Following the same routine as with the other chapters some things can be done in Toad Town.

Rowf's Badge Shop

Badges: 3 (61)

- HP Plus @ 150 Coins 3 BP
- FP Plus @ 150 Coins 3 BP
- All or Nothing @ 100 Coins 4 BP

You can collect the following three badges from his shop this time round. Other than that there is nothing to do around here.

Post Office, Mario's Home & Luigi's Diary

Again two letters have arrived for your party members. One for Kooper from Koover. The second is from Frost T. of Starborn Valley to Parakarry.

Back home Mario has got three letters. One from Goombaria asking about Goombario and another from Tayce T., but only if you gave her the cookbook. It is about a very special recipe (just look at the picture on the card) and the third letter is from Rowf thanking you for buying so many badges. Luigi's Diary has two new pages; one telling about the Shy Guy that came to their home and another about the Goomba family visiting just by.

Koopa Koot Favors (12-14)

Hidden Items: 3 (238)

- 1 Coin(2x) - Complete favors #13 and #14
- Photo - Get from Franky the Boo in favor #13

Star Pieces: 3 (126)

- Get for completing Koopa Koot favor #12

Three new favors are unlocked, complete them all for a total of 14 favors. Just 6 more to go after the next chapter and you're done! If you read more details about these favors the reader is referred to Appendix D.

Chapter 5: Hot Hot Times on Lavalava Island

1. Lost: 5 Yoshi Kids!

--Lavalava Island - Beach--

Hidden Items: 7 (245)

- 2 Coins(2x) - press 'Z' when you are on the Spinning Flower to ascend
- Stopwatch - Behind the bushes in the rear
- Coconut* - Shake any palm tree using the Hammer

Repel Gel - Invisible ?-block to the right of the 1st Bellbell plant
Mystery? - Invisible ?-block to the left of the 2nd Bellbell plant
Letter #7 - On the grey rock at the long beach

Star Pieces: 1 (127)

Hit the rightmost palm tree with the hammer

Enemies:

Jungle Fuzzy

Upon reaching the island Kolorado leaves and goes ahead of you. Mario can collect some coins, Coconuts and a Stopwatch. Go to the right, collect the letter and notice how Kolorado is attacked by a yellow Fuzzy. Attack it (or Kolorado for a funny comment) to defeat it in battle. Use the Zap Tap to ward them off, so they can't cling on to you. You can leave Kolorado behind and he gets rid of the Fuzzy all by himself. Don't forget to collect the Star Piece from the last palm tree in this area.

--Yoshi Village--

Star Pieces: 1 (128)

Hidden Panel in front of the stone Raven statue

Chuck Quizmo Location:

-Lower left corner near the fat palm tree

Talk to some of the local inhabitants to get information about Mt. Lavalava. The village leader tells you that it might not be possible to enter it at this moment so we have to check it out ourselves. To the right of town you find 5 baby Yoshis, some ravens up in the tree and a purple Cheep Cheep called Sushie. Sushie is the caretaker of the 5 younger Yoshis so they don't get themselves in trouble. Therefore she disallows them to enter the jungle, but the five kids have a plan to bypass her somehow... Some of the older Yoshis mention Kolorado passing by just now, he went to the jungle to the east of the village. You'd better go there too, he will most definitely get himself into trouble again.

--Jade Jungle--

Hidden Items: 1 (246)

Jammin' Jelly - Behind the big tree on the right side

Enemies:

Spear Guy

Go to the right and you'll notice the archeologist who is in trouble once again. You can attack the Shy Guy, or just let him be. If you walk to the far right he will escape from the little cretin himself. To the far right you will meet him once again. Here the two of you seem to have struck a dead end, since the lava stream prohibits anybody from passing to the cavern's entrance. Kolorado reckons that there must be some clues around to find another path towards the cave and he leaves you behind. Collect your very first nutritious Jammin' Jelly (restores 50 FP). Walk back to the left and the archeologist pulls a prank on you.

--Yoshi Village--

Back in the village a terrible has happened! All 5 baby Yoshis are gone and Sushie is gone missing too. Everybody is in an uproar and requests you, the hero of this game, to find them and bring them back to town. Exit via the back path and you'll reach a new area.

--Jade Jungle (water area)--

Hidden Items: 16 (262)

- 1 Coin - Bush in lower left corner area #1
- 1 Coin - Examine the left bush at the entrance
- 1 Coin - Hammer the tree in the back
- Letter #8 - In the tree near the first Star Piece
- 1 Coin(2x) - Trees near the Super Block
- 1 Coin - Right bush near back exit in area #3
- 3 Coins - Underwater in area #3
- Thunder Rage - Invisible ?-Block next to the Bellbell plant
- 1 Coin - Bush right behind entrance of area #4
- 1 Coin - Tree on ledge in area #4
- Fright Jar - Hit the tree in area #4
- 1 Coin - Examine any Trumpet Plant
- 1 Coin - Underwater in area #5
- 1 Coin - Tree near Raven Statue in area #5
- 1 Coin - Tree in area #6

Badges: 1 (62)

Power Quake - in red ?-Block on center island at the entrance

Star Pieces: 2 (130)

Area #2 in plain sight

Area #7 submerge with Sushie near the island

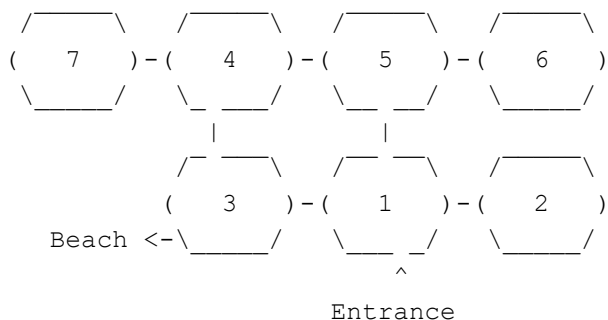
Super Blocks: 1 (8)

In the area #3 where you meet Sushie in the northeast corner

Enemies:

Hurt Plant, M. Bush, Putrid Piranha, Spear Guy

Map



To the right of the entrance there are two Heart Plants, but the lower one is actually a Hurt Plant in disguise. If you examine this one no heart appears, but you have to do battle against some Hurt Plants instead. After dealing with them you can heal with the hearts from the plant in the rear. Walk up the bushes and examine them to reveal a secret path. In the back area examine the lighter colored bush to find a M. Bush hiding inside. It might be a very good idea to equip the "Feeling Fine" badge as many enemies around here can cause the Poison status on you.

Go to the area to the right and walk towards the center to hear a voice coming from the tree. It is Sushie and she got stuck up there by the doing of the 5 Yoshis. Hammer the tree 3 times and she's free again. Sushie will join your party so you can find all the missing Yoshis. Her special C-Down ability is using her as a boat. You can board her on any of those wooden platforms in the water (use C-Down in some location on the water to submerge). Take her out and use her to get to the distant island in the back. There is a Star Piece lying out in the open here, take out your hammer here too to find another letter.

Back at the entrance of the Jungle use Sushie to reach the central island with a lonely Spear Guy. Take him out and collect the Power Quake badge from the red block. Follow the water stream to the left dock at the central island and take out another Spear Guy to find a Super Block. Use it on

Sushie so she becomes stronger. Use Sushie to reach to the lower left corner and you'll hear a Yoshi in distress. Work your way through all of the bushes. Some of them are M. Bush and examine the last bush at the end to find red hiding behind it. BTW: if you take the lower left passage here you'll end up back at the Whale again! Follow the path to the rear exit and you should be in area #4 now.

There is coin on the Munchlesia plant, but it is a decoy causing you to loose HP if you try to get it. Examine then row of bushes to open a path to the back, hit the tree here for a free Fright Jar. Go right here, past the Spear Guy and hit the tree stump with the Hammer to form a new bridge segment. Cross it and head south to find yourself back in the first field. Hit the tree to the left to free the second Yoshi kid. Go down and hit the tree stump here too to form a bridge back to the start of the jungle, this can be a handy short cut sometimes.

Retrace your steps back to the Raven Statue field and head east to get to the field marked by #6. A yellow baby Yoshi is held captive here and you have to rescue him from two Piranha Plants. They turn out to be Putrid Piranhas in battle (Attack them from afar with Kooper or Bombette for a preemptive strike). With 12 HP they are quite strong so take care when doing battle against them, after they are disposed of the Yellow Yoshi returns home only 2 more to go.

Return to #4 and take Sushie for a ride on water towards the smaller island in the back. Using the Spinning Plan with 'Z' to get up the ledge and attack the Spear Guy. When he is gone look at the bushes to reveal a hidden pipe, select Watt, enter the pipe and use her ability to find the path to the 3rd Yoshi. Green Yoshi will thank you for finding him and heads strait back to the village (1 more to go). Use Sushie once again to go left and before docking at the island on field #7 submerge underwater to the far left for a Star Piece. Get on land, create a bridge with the tree stump, talk to the Blue Yoshi and you've saved 5 of them. You'll hear a little fanfare if you got all five of them, so you know for certain that you are done here.

2. The path to Mt. Lavalava

--Yoshi Village--

Hidden Items: 1 (263)

Jade Raven

Go to the elder and as a token of his appreciation he gives you the Jade Raven. Go back to area #4 of the watery jungle to find a socket to place it on. Enter the path leading into the dense jungle.

--Jade Jungle--

Hidden Items: 8 (271)

Stone Cap - Use Watt at the Bellbell plant to reveal the hidden ?-Block
Egg - Pull the vine of the first tree
Volt Shroom - Invisible ?-Block in near the fountain (use Watt)
1 Coin - Hit tree to the left of the Volt Shroom
Fire Flower - Pull the 2nd vine after block puzzle
Mushroom - Pull the rightmost vine after block puzzle
1 Coin - Hit the tree just before the Putrid Piranhas

Ultra Stone - Given by Raphael the Raven

Badges: 1 (63)

Happy Heart - Follow path outside Raphael's tree, it's past the entrance

Star Pieces: 1 (131)

Hidden Floor Panel between two trees in field with Putrid Piranhas

Enemies:

Jungle Fuzzy, Putrid Piranha, Spear Guy, W Magikoopa

At the entrance use Watt to get a Stone Cap from an invisible block, and pull the vine to get an egg from the tree (must have fallen out of a bird's nest). Examine the two bushes to the right to find the path to the next screen. Here you must patch up all the holes in the ground using the blue boxes, except for the hole near the big rock. If you did it correctly the spring's fountain will build up enough power to take out the rock. This opens the next entrance (move one block to get past the fountain).

This section has many trees with vines growing from them. Here's what you'll find from left to right by pulling each distinct vine:

Jungle Fuzzy Fire Flower Jungle Fuzzy Entrance Mushroom

In the next part use the Spin jump to uncover a Star Piece and go to the right to find some Putrid Piranhas. The three of them attack you (with a White Magikoopa in the back). So this is quite a hard regular battle, for the Magikoopa W can heal all enemies. So you'd better take him out first or use "Chill Out" or Star Storm in combination with Kooper's Power Shell.

When you are finished beating them up you can enter Raphael the Raven's tree. Enter it climb up, and go outside. Follow the branch all the way to the end to find a Happy Heart badge. Take a few steps back and go inside again, to find Raphael at the top. Talk to the master raven and he explains to you how to get to the cavern of Mt. Lavalava. He calls for his underlings and they start to build a contraption for you so Mario can reach the entrance of the cave. Kolorado coincidentally passes by and enters the cave before you do walking ahead of you. Before letting you off he gives Mario the Ultra Stone, using this item your partners can increase their level from Super to Ultra Rank. If you hit a Super Block and then this increases their power by 1 and adds a fourth attack to the character's repertoire.

3. Treasure hunting in the Volcano

--Jade Jungle - continued--

Go right, jump into the basket and jump up to the rope to the right. This will give you a free ride to the Volcano's entrance. There are some pretty mean foes in here so make sure that you have at least 1 Power Plus badge equipped, and the Ice Power badge also helps out quite a lot.

--Mt. Lavalava--

Hidden Items: 9 (280)

POW Block - Use Kooper in the room with Spike Tops on the right ledge

1 Coin(4x) - Hit the four lined up ?-blocks near the POW block

Life Shroom - Invisible ?-Block in room with the three blue boxes

Ultra Hammer - In big chest to the in bottom left corner of the cave

Super Shroom - ?-Block to the right of the healing block

Maple Syrup - same as previous

Badges: 2 (65)

Fire Shield - drop down on a floating island from the second rope ride

Dizzy Stomp - Behind a metal block near the ultra hammer in a chest

Star Pieces: 2 (133)

-In room with the second Super block Spin jump on the panel to the right

-Spin jump to the left of the healing block

Super Blocks: 2 (10)

-To the far right are the first rope line

-In the room to the right of the metal block (where Kolorado falls down); use the rope and let go the moment you are under a beam of light

Enemies:

Lava Bubble, R Magikoopa, W Magikoopa, Putrid Piranha, Spike Top

Boss:

Lava Piranha, Lava Bud(2x), Petit Piranha

Continue your way down along the corridor and a Putrid Piranha appears. It has been spying on you and he will alert his boss, because you are an intruder. Kolorado appears in the following chamber and displays to you how you should NOT travel across the little islands. Just run and jump over to the right with much speed or else the instable islands descend into the lava itself. Watch out for the red flames with eyes, for these are Lava Bubbles that attack and even fry you.

After this battle Mario needs to head on to the part with another rope line. Take it and travel all the way to the right. At the end of the corridor is a Super Block, use this to upgrade some of your members to the Ultra Rank. My choice would be either Goombario or Sushie. Mainly due to the fact that the boss here is very weak to water and Sushie is good with water attacks. Back in the previous room collect the POW block with Kooper and collect four coins from the ?-Blocks around. There are some Spike Tops below so have the Spike Shield badge equipped. These guys have 4 points defense, which means that the only way to take them out is turning them on their backs (DEF = 0) or use Watt on them to penetrate their defense.

Go down the long stairway and remember this location as there is a Metal block obstructing you from going to the right here. So take the second rope for a ride to the lower left corner. BTW: let go of the rope when you are under the second stair section, this will put you on a small pillar in the room with the Fire Shield badge in the center. Equip it to increase defense by 1 point against fire attacks. If you missed it, just use the Jump pad to the right to get back up again and retry. At the bottom you can choose to go either left or right. We first need to get the Ultra Hammer so go left first.

After going through the corridor use Watt to reveal a hidden ?-Block with a Life Shroom inside. Use Parakarry to get over the stream to the left, push the three boxes in the stream and use Parakarry again (on the lower section) to find a path to the leftmost room. There is a huge chest in the back with our grand prize, but we need to get there first. Push one of the boxes into the lava again and then push the other one in to the left of the previous one so you have a bridge of two squares. This allows Parakarry to carry you to the far left. Take out the two Lava Bubbles (there are Magikoopas in their parties) and collect your final hammer upgrade in this game: the Ultra Hammer. Again, attack power raises by one and now you can destroy the red Metal blocks too!

Take the hammer out and destroy the block on your way back, carry yourself over the lava again, and use the new weapon to reach a room with a lonely Putrid Piranha & chest containing the Dizzy Stomp. Retrace your steps back to the room with the Jump pad and go up to meet the other mustached man.

Kolorado tells you that you need to take out that red block here in or to get on moving. Go right and the archeologist comes charging in and leaves the scene after a very quick exit. Take the rope down, but let go the moment you are under a beam of light. If you do this correctly you will be on a high ledge with a Super Block. Use it to upgrade another Party member (again Sushie is recommend for the boss here).

After getting the items go back up with the Jump pad in the chamber to the left and use the rope to get to the far right this time. In the next corridor a spiked block will try to crush you, so quickly go down using the spin attack (Z button) and Mario will be in another lava room. Just work your way to the right to find a huge area with a spiked boulder resting against some metal blocks. Take out the monsters here, then travel all the way to the right to hear Kolorado screaming again. He gains in on you and tells you that this seems to be behind the dead end. Push the blue box ALL the way to the left again (how tedious) and smash all the metal blocks that prevent the spiked rock from rolling down. Quickly use the spin dash to get out of its way and the wall will be breached hitting Kolorado in its path.

Move on and K. gains in on you once again then he leaves via the east path. Get the Star Piece from the hidden floor panel to the left of the healing block. Follow Kolorado and get the Super Shroom and Maple Syrup from the block in the area behind. Back again, go down the final stairs save and put the following badges on: Fire Shield, Ice Power and Power Bounce. A Putrid Piranha appears giving the player a final warning about the upcoming battle against a huge Piranha plant.

Boss: Lava Piranha & 2 Lava Buds & Petit Piranha

Lava Piranha - normal

HP: 40
ATK: 5
DEF: 0
SPL: 45

Lava Piranha - on fire

HP: 40
ATK: 5
DEF: 0
SPL: 45

Lava Bud - normal

HP: 8
ATK: 4
DEF: 0
SPL: 0

Lava Bud - on fire

HP: 8
ATK: - (don't attack on their own)
DEF: 0
SPL: 0

Petit Piranha - on fire

HP: 1
ATK: 6
DEF: 0
SPL: 0

This battle consists of two consecutive rounds, so don't you party just yet when you beat him the first time round. Personally I find it useful to take out the Lava Buds first, because their attacks are quite a nuisance. Lava Piranha itself is not that hard to beat on its own. With Fire Shield and the damage dodge badges on you should be able to sustain his attacks pretty well. Alternatively use Sushie's Water block, because is extra efficient against hostile fire attacks. Just before beating him the first time make sure to switch your partner to Sushie as the fired up version is a lot easier to beat with her special water attack called: Tidal Wave (ultra rank). This however requires 6 FP so make sure you use the Maple Syrup when necessary.

After the first round with the spiced up Lava Piranha Kolorado steps in

trying to save you, but it does nothing other than creating a comedy effect. The Lava buds will spawn Petit Piranhas this time round, and these little cretins cause 6 points damage with their kamikaze attack. Also if you manage to stun one of the three heads of the main plant they revive each self after two turns so you need to take out the entire plant. With Tidal wave you should be able to take out the two buds and stun the Lava Piranha itself. Take note that the main plant loses its fire property so in case you are wearing the Ice Power badge have Mario attack before Sushie. If you follow this method it takes no effort to beat this boss.

With the enemy guardian gone Kolorado runs like mad towards the treasure he desires so much. A card appears from the lava and it turns out to be the 5th Star Spirit: Misstar. But it is not yet time to sit back and relax. As the volcano is about to erupt! Follow the path to the right, jump up towards the top and meet up with the others again. Use Bombette to open the crack in the wall continue on to the left and there is the chest with the treasure Kolorado wants to have so badly. Unfortunately for him he can't reach it. Then just in a nick of time Misstar saves everybody from the volcano by flying up to the entrance of the crater. The chest is thrown out to and it lands near the Bub-ulb we came across much earlier.

Peach Intermezzo #6 - Koopa trivia quiz

--Peach's Room--

Time to sneak around, so use the secret route to get outside of her room again. If you haven't deposited the Last Stand badge then do so now. Go downstairs and enter the door the elevated door on the left for a quiz.

--Quiz Room--

Hidden Items: 2 (282)

Sneaky Parasol - Participate in the quiz; you always get this item
Jammin' Jelly - Win the quiz

Inside a Koopatrol notices you, but doesn't mind it as he needs one more person to join in on a quiz. Your host will be Mr. Hammer the Hammer Bros in the 64th edition of the Koopa Corps Trivia Quiz-off. This quiz is used for the sole purpose of hinting the player where to go next. All the answers are so obvious (even if you don't know them) that this was just intended to help you with the next chapter. If you manage to beat the other two contestants, named Spiky Tom and Spiky John, you'll receive an additional Jammin' Jelly item. Just remember that the question were made up by the Koopas so some of them have an alternate good/bad meaning about them. For every good question you get one point and for each mistake you lose 2 points. The questions are quite easy, but here are the answers anyway:

Questions

- 1: What's the name of the boss inside the volcano on Lavalava Island?
- 2: Where did Master Huff N. Puff imprison the Star Spirit?
- 3: What is the name of the scary round monster living in Dry Dry Ruins?
- 4: How would you get to Flower Fields?
- 5: What's the name of the person who King Bowser really loves?
- 6: What thing is most deeply related to Flower Fields?
- 7: What's the name of the most admirable, invincible, just downright cool guy around?

- 8: What's the name for the ghosts who live in and around Forever Forest?
- 9: What's the name of the area just to the south of the post office in Toad Town?
- 10: Where is Peach's Castle now? Way up in the sky, on top of Bowser's Castle.

Answers

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

The questions just gave you a hint where to find the next Star Spirit and how to enter that specific location! You get the Sneaky Parasol too, which allows you to change your appearance into the one you use it on. Next to that you can also get a Jammin' Jelly if you win the quiz (you do not need to get ALL 10 answers correctly). If you lose the wining Koopatrol gets the item and if it turns out to be a draw Mr. Hammer takes the item himself! After the event Bowser comes in and the show is over... You have to wait until after chapter 6 to use the Parasol.

--Jungle--

Instead of being happy to be alive Kolorado is just moaning about the treasure he lost. Then Misstar added another segment to the Star Energy bar and unlocks her special power called: "Smooch". This power regenerates 20 HP for the price of 3 bars.

--Yoshi Village--

Hidden Items: 2 (284)

- Melon* - Give the adult Yellow Yoshi any food cooked by Tayce T.
- Magical Seed - Trade with Kolorado for the Volcano vase

Kolorado will tell you that the treasure should be around somewhere so he stays here until he finds it. You'd better get it now, because Kolorado has an yellow colored seed item you require for getting to Flower Garden.

--Water Jungle--

Hidden Items: 1 (285)

- Volcano Vase - in chest in front of the tree where you found Sushie

From the entrance just go right one screen and you'll find the chest with the treasure inside. If you talk to the Bub-ulb here he tells you that he gave his seed to a Koopa who passed by some time ago. Indeed, that guy was Kolorado so give him the Vase and you'll get the last Magical Seed.

--Lavalava Island Beach--

Talk to the tuna..., I mean Whale to get a trip back to Toad Town. On your way back you will see Jr. Troopa swimming across the ocean in an attempt to attack Mario on Lavalava Island, but Mario is just on his way back and Jr. has to swim all the way back to Toad Town to catch up with him. At the port

he finally challenges Mario, but because of the exhausting swim he loses 20 HP as denoted by his lifebar! Beware though that he has is flying and has a spike on the top eggshell protecting his head.

Boss: Jr. Troopa - Round #4

HP: 20
ATK: 6
DEF: 1
SPL: 59

If you don't have the Spike Shield or the Hammer Throw badge equipped you will have to attack him with Watt solely, for he is the only one with a regular attack that can hit the aerial spiked adversary. Fortunately his HP is only half its normal value so, it should still be a fairly short battle. Again, he is quite susceptible to 'Dizzy' so use the newly acquired Dizzy Stomp on him to make your life even easier.

--Toad Town--

Give the girly Toad in front of the flower fields the four Magical Seeds you acquired during your quest from:

- Toad Town - Near Fice T.'s guardpost
- Mt. Rugged - Area accessible with Parakarry after the first Cleft
- Forever Forest - 4th field in the center
- Lavalava Island - Trade with Kolorado for the Volcano Vase

To open the gate to the flower fields you need to collect all four of them so Minh T. can plant them around the arc. Once all four are in place the doorway appears. Enter the newly created door and the next chapter commences (see Chapter 6).

Post Chapter 5 Events

We are getting close the to the finale of the game so after this chapter the number of side quests decreases rapidly...

Rowf's Badge Shop

Badges: 3 (68)
-S. Smash Chg. @ 100 Coins 2 BP
-Damage Dodge @ 150 Coins 3 BP
-Mega Quake @ 200 Coins 3 BP

You can get the final set of badges from Rowf's shop after chapter 5, but only if you gave the Volcano vase to Kolorado. These are the last new badges you can get from him, but they are quite expensive to buy so think before doing so. Once these are all gone, there is nothing left to buy here.

Post Office, Mario's Home & Luigi's Diary

Four new messages have arrived after beating the Piranha plant in Mt. Lavalava. The first one is actually available after your reach Lavalava Island, so technically there are only three new messages...

Recipient	Sender
-----	-----
Goombario	Gooma (before piranha too)
Bombette	Bruce
Bow	Bootler
Watt	Fuzzipede

At home Luigi should have completed Diary entries for page 5 and 6, but there is nothing really interesting to read here. Apart from that Kolorado should have send you a second letter (only after you give him the Volcano Vase).

Koopa Koot Favors (#15 - #20)

Hidden Items: 7 (292)

- 1 Coin(4x) - Complete favor #15, 17, 18 & 19
- Glasses - Found in the bushes of Koopa village during favor #15
- Package - Get from a Boo in Gusty Gulch in favor #18
- Red Jar - Get from Little Mouser in favor #20

Star Pieces: 6 (139)

-Get them per sets of 3 for completing favor #16 & 20

This time round there are 6 new tasks that Mario can complete, and after doing so the Koopa Koot runs out of favors to ask. The only thing he requests of you is beating Bowser, but that task is a main priority to Mario anyway. For the final time the reader is referred to Appendix D for all the details on each of the favors.

Trade Event 3/3

Hidden Items: 1 (293)

Yummy Meal - Complete the last Trading event with success

From this moment on it is possible to participate in the third and last trade event of the game! Listen to the radio once more in Koopa Village and you get to hear that Mario has to take a Coconut (shake tree on Lavalava island) towards Club 64 at Toad Town's port. Enter the club with the coconut and give it to the pink Toad. Your prize for this last event is a delicious Yummy Meal.

Letter Delivery Quest

Hidden Items: 2 (295)

- Letter L - Get from the red Yoshi kid upon deliving letter K
- Letter M - Get from Dane T. upon deliving letter L

Star Pieces: 2 (141)

-Deliver Letters #7 & 8

There are two letters to be found on Lavalava island, so you can get two additional Star Pieces by delivering them to Igor the Boo and Russ T. Finally, the letter to the red Yoshi kid can be delivered who gives you another one addressed to Dane T. Give it to the toad near the train station and Mario gets a letter to Frost T. from Starborn Valley. Again we cannot

yet get there, but we are very close to completing the cycle.

The Kent C. Koopa Tollgate Blockade

Upon Kolorado's return to Toad Town a strange huge Koopa appears on Pleasant Path. His name is Kent C. Koopa and he's blocking the road for everybody and you have to pay 100 Coins toll to pass him. This disables Kolorado to get back to his wife in Koopa Village. When you meet him you can opt to battle him, but his defense (6 points) is so high that it is very hard to damage him. If you have trouble beating this optional boss read Appendix D for more information about this battle.

Visit new locations in Toad Town

Star Pieces: 1 (142)

-Use Sushie to reach the left island

Super Blocks: 1 (11)

-Use Sushie to enter the green pipe in the center of the pond

With Sushie as your new member you can finally get the lonely Star Piece that was on display at the beginning of the game at the main gate of Toad Town. Just take her out for a ride in the pond to get to it. Mario can also enter the green pipe in the center to find a Super Block at the end of the corridor.

Exploring the Sewers - part 4

This time round we can use the Ultra Hammer for a Super Block and Sushie to reach the fourth section of the tunnels. Beware that once you go over the water a Super Blooper boss will appear to attack you. At the end Mario can meet up with Rip Cheato who sells a wide range of items for 64 Coins. You only need to get the first 10 items, as the others are all Dried Shrooms.

--Toad Town Tunnels - Area #4--

Hidden Items: 5 (300)

Life Shroom, Super Shroom, Mushroom, Dried Shroom*, Odd Key

Badges: 1 (69)

Bump Attack

Star Pieces: 3 (145)

Super Blocks: 1 (12)

Enemies:

Dark Koopa, Spike Top

Boss:

Super Blooper

For a detailed description of the Toad Town Tunnel's fourth area see Appendix D, under "Toad Town Tunnels" and look at the fourth section for a precise walkthrough.

Chapter 6: Dark Days in Flower Fields

1. The Magic Bean, Fertile Soil and Magic Water

--Flower Field - Center (Portal)--

Once you step through the door Mario ends up in a strange field filled with flowers and Bub-ulbs. The big tree serving as the portal to Toad Town and Flower Fields salutes you right away. His name is Wise Wisterwood and he explains the dire situation of this world. There appears to be a vile creature called: "Huff N Puff" who invaded the land and brought dark clouds to the sky preventing any bright sunlight for the flowers to pass. Apart from that Huff N Puff is also holding one of the Star Spirits captive. The only problem is that Mario cannot reach the evil creature located at Cloudy Climb as there is no way up to that place right now.

You can get there if you manage to find a Magical Bean, Fertile Soil and some good water to grow the plant. You also need to bring the sun back up into the sky or else the plant will never grow. This is your current task, so let's get on with it. You first need to get the Magical Bean from Petunia who lives to the east. To the west there is a strange plant called Tolielip, if you talk to him he gives you a hint... Well, actually he tells you a lie, so you often need to negate/inverse what he says to find out what the hint is. Most of his hints are trivial to decrypt, hence if you get stuck just talk to him for your next step.

--Flower Field - East--

Hidden Items: 4 (304)

- Stinky Herb - Walk past the second wallflower
- Red Berry(2x)* - Hit the tree near Petunia
- Magical Bean - Get from Petunia for beating the Moles up

Badges: 2 (71)

- Happy Flower - Hit the Center, Right and Left Trees in this order
- Flower Saver - Throw a Blue Berry into the well

Star Pieces: 1 (146)

- Floor panel in the lower left corner at Petunia's

Enemies:

- Bzzap!, Crazee Dayzee, Monty Mole(2)

There are many strange creatures and events around in this bizarre environment. For example if you walk past the wall some of the flower leaves flip over, sometimes revealing a hidden item. Trees can also be hammered for items although some killer bees may pop up in rare occasions. If you hit the center, right and then the left tree in the correct order a Happy Flower badge will drop down the branches.

The area to the right is Petunia's home. She seems to be upset as some strange blue Monty Moles are digging holes and biting her roots. You need to take all 4 of them out. You may skip the cowering Crazee Dayzee as it is of no interest to Petunia. This looks a bit similar to a game where you have to whack all the moles that pop out from the ground. The easiest way to get a battle against them is by hitting them with Kooper's shell (this also nets you a First Strike). Once they are all gone you get the Bean as a free gift. Hit the tree here, because you need to give a Red Berry to red flower later on. Doing this now saves you some backtracking.

At the rightmost end there is a strange well with a creature living inside. You can feed it Berries of any type, but only a Blue Berry will result in a Flower Saver badge. Any other item will yield a battle against two Bzzap!s.

--Flower Fields - Southwest--

Hidden Items: 5 (309)

Stinky Herb* - Walk past the second wallflower
Yellow Berry(2x)* - Hit the lonely tree in the inlet
Fertile Soil - Get it from Posie
Crystal Berry - Get from Posie after talking to Rosie

Star Pieces: 1 (147)

-Floor panel just in front of the Yellow Berry tree

Enemies:

Bzzap!, Ruff Puff

Give a Red Berry to the red guardian flower to pass through the gate to the west. Go past the enemies and hit the tree to get at least 1 Yellow Berry for the yellow flower later on. Go to the far left and Mario meets up with Posie a flower living beneath a crystal tree. She gives you Fertile Soil for free.

--Flower Fields - Southeast--

Hidden Items: 9 (318)

Stinky Herb - Walk past the first wallflower
Blue Berry(2x)* - Hit the tree to the far right
Dizzy Dial - ?-Block in the center area
Maple Syrup - Invisible ?-Block center area (opposite of Dizzy Dial)
Bubble Berry(2x)* - After raising the water level whack the tree
Jammin' Jelly - Hit the tree with the hammer near Lily
Miracle Water - Get from Lily upon returning the Water Stone

Star Pieces: 2 (149)

-Hidden behind a small bush to the right of the Blue Berry tree

-Spin jump on the floor panel beneath the Maple Syrup's ?-Block

Super Blocks: 1 (13)

-From the right side of the area work your way to the left on the ledge

Enemies:

Amazy Dayzee, Crazee Dayzee

You give the yellow guardian the appropriate Berry you just found in order to continue on. Go over the bramble pit using your jumping skills and Parakarry. Once you are on the other side make your way to the left again to reach the Super Block you just saw earlier on. Upgrade a party member and head for the tree to the far right. Get two Blue Berries from the tree (one for the Flower Saver badge from the well and another for the blue guardian). Take note that a super duper special enemy may appear near the tree. This happens randomly and the creature looks like a regular Crazee Dayzee, but this guy is yellow and very cowardice. If you manage to fight one in battle it will usually run away the first chance it gets, but if you defeat it you end up with about 50(!) Star Points. See Appendix F for more information about this guy and how to effectively drain his 20 HP in 1 round.

To the right there is a small field with two ?-Blocks containing a Dizzy Dial and a Maple Syrup, but note that the second one requires Watt to see. To the right there is a dried out pool with Lily. Whack the tree here to find your very first Jammin' Jelly in the game (not counting the Oinkies). Get it and talk to Lily to find out what troubles her. You need to find her a Water Stone to fill the pool up once again.

--Flower Fields - West--

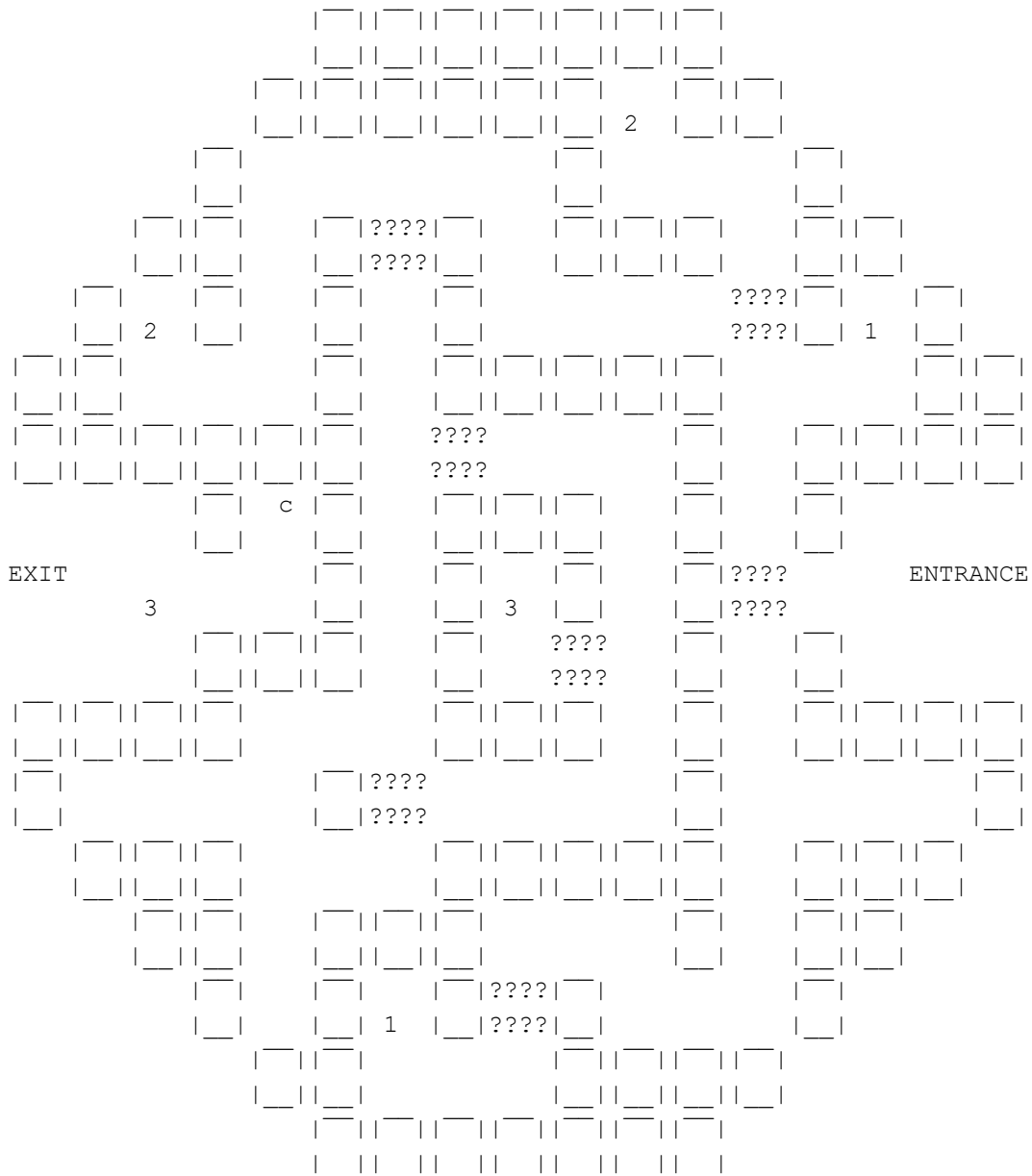
Hidden Items: 3 (321)

1 Coin - Invisible ?-Block next to the jump pad
Shooting Star - Invisible ?-Block above the normal block
Coin Block - Reachable after getting to the end via warp 3 (see below)

Enemies:

Lakitu, Spiny

We got ourselves some Blue Berries so it would make sense to pass through this gate as it is guarded by the blue flower. Get past it and beat up the Spinies, hit the 1 Coin block, jump up using the Jump pad, then jump on right normal block and hit another ?-Block (use Watt) above you to find a hidden Shooting Star item. Go left here and Mario find a huge maze, but before we can tackle this obstacle two Lakitus come by. They attack you in what seems to be a regular battle with a different BGM. Just Tattle them, because they are very rare. Post battle just walk around in the maze following the map below to find the exit to the left. Get to the center with the pink magenta warp pipe to reach Rosie to the west:



Once you are through it, Mario is confronted with a very idle character: a rose named Rosie. She thinks herself to be the prettiest thing in the world. She shows you the Water Stone, the same stone that was stolen from Lily. Rosie tells you that some people dropped it near her and she picked it up, because it is so beautiful. If you can find her anything more prettily than the Water Stone she will trade it for you with that item. Go back to Posie and ask for something pretty and she will give you a Crystal Berry in return. Back at Rosie exchange items and retrace all your steps back to Lily. Put the Water Stone in the hole and all the water returns to the pool and the area to the left of here. She gives you some Miracle Water for your troubles. In the previous area you now need Sushie to get you

back, but make sure that you collect at least one Bubble Berry.

--Flower fields - Northwest--

Hidden Items: 1 (322)

Stinky Herb - Walk past the first wallflower

Badges: 1 (72)

Mega Smash - Use Bombette on the grey rock in the second area to find it

Star Pieces: 1 (150)

-After getting over the pit walk back to the right on the upper ledge

Enemies:

Bzzap!, GRN Magikoopa, Lakitu, Spiny

Mini Boss:

Lakilester

Before we can grow our plant with the water, soil and bean some sunshine is required or else the plant will never reach maturity. The upper left part of the Flower fields is where the sun should be hiding. Talk to the Bubble plant and feed it a Bubble Berry to get a free ride to the left. On the other side take out the Bzzap! and collect the Star Piece lying in the open. Go left, use Bombette on top of the small structure and blow the rock to smithereens to find the Mega Smash badge.

To the far left there is huge tower. Before ascending it take out Bombette again to destroy another grey boulder in the leftmost corner. This opens the path to the top where you will meet 'the Sun'. The sun tells you that he can't ascend the skies, because of the dark clouds that are generated by the Puff Puff Machine. He requests you to take out the machine so he can flourish the Flower fields with his bright rays of light. He also tells you where to find the device so go back to the main area. Halfway your return a Lakitu with sunglasses and some personality problems comes along your path. Lakilester/Michael/Spike challenges you to battle, which he loses pretty easily.

Mini-boss: Spike? (Lakilester)

HP: 50

ATK: 4

DEF: 0

SPL: 40

He is just the same as a normal Lakitu, but with more HP. There is not much to say about him. Using the Dizzy Stomp on him is good. He succumbs to it very easily making this battle very easy.

His girlfriend descends from the skies trying to protect Lakilester from any other danger. Lakilulu pleas to you not to hurt him any more and asks you to forgive him (if you don't you will have to re-answer the question so there is not much choice here). Then Lakilester asks you a silly question and no matter what you answer he will always join your group as the final member! You have all the friends you can get in this game so make use of the last new ability. Lakilester can make you hover in the air allowing you to reach desolate areas otherwise not reachable. This is very handy in lava/bramble/spike fields.

--Flower fields - Northeast--

Hidden Items: 2 (324)

Letter - center area hidden behind some flowers near the front

Thunder rage - Invisible ?-block just before the Puff Puff machine

Star Pieces: 1 (151)

-To the right of the Super Block; use Parakarry to get there. Then use the Spin Jump to make a Star Piece drop down under the arc.

Super Blocks: 1 (14)

-Use Jump pad behind the fence

Enemies:

Lakitu, Ruff Puff, Y Magikoopa

Take out Lakilester and use his ability to reach the distant green tile. Then complete the following steps:

1. Spin jump on the green ! tile
2. Walk left
3. Spin Jump on the purple ! tile
4. Use Lakilester to reach left again
5. Spin jump on the red ! tile
6. Walk right
7. Spin jump on the green ! tile
8. Use Lakilester to reach the rightmost green tile
9. Spin jump on the green ! tile
10. Walk right
11. Spin jump on the purple ! tile

After completing all these steps you should be able get to the area on the right. There are some Ruff Puffs here and a Y Magikoopa joins the fight with the first one. When they are gone you can walk behind the right arc to the left. Here you can find a Jump pad for a bounce to the upper ledge. Touch the Super Block and upgrade Lakilester to the Super rank. Continue on to the right, collect the letter and hit the invisible ?-Block just before entering the area with the cloud making device to find a Thunder rage for free.

On the next screen you can even talk to the Magikoopa & 3 Lakitus before the battle commences. Alternatively hit the Machine with the Hammer to attract their attention, when they are all gone just keep on hitting the machine (on both sides) to disassemble it. The sun raises itself up to the skies once again and finally the fields return to normal once again.

--Flower fields - center--

Talk to Wise Wisterwood in order to be able to grow the plant on the brown circular area. Use Fertile Soil, Magical Bean and Miracle Water in this order to create gigantic plant. Before going up you may want to complete the last part of the sewers now that you have Lakilester. This allows you to get the Ultra Boots and another upgrade for Lakilester. I say this because the boss battle will be a lot easier this way.

--Cloud Climb--

Badges: 1 (73)

S. Jump Chg. - Atop the big cloud; hard to miss

Boss:

Huff N. Puff & Tuff Puffs

There is not much to do around here, just collect the Super Jump Charge badge located on a high cloud. It can be reached by standing on the small elevator cloud and then jump to the left the moment it reaches the peak of its ascend. Are you ready for the boss battle here? It can be a tough battle so get the Ultra boots from the Toad Town sewers first for some additional attack power. Get Lakilester out and use him in the upcoming

battle! Go right here and follow the long path to a big brown cloud. This is master Huff N. Puff.

Boss: Huff N. Puff & Tuff Puffs

Huff N. Puff

HP: 60
ATK: 5 - Regular
2/7 - Exhale wind
12 - Storm
5/15 - Floor stomp (5 + # of Tuff Puffs on screen)
DEF: 0
SPL: 80

Tuff Puff

HP: 1
ATK: 2
DEF: 0
SPL: 0

I reckon you start up charging your jump attack to cause huge amounts of damage in one turn, this because each time you hit the boss he spits out some smaller clouds which can cause damage too. So when this happens have Lakilester use the Spiny Surge to take them all out. Before the Tuff Puffs can either retaliate against you or Huff N. Puff will swallow them restoring his HP and undoing most of the damage you did. There can be up to 10 of mini clouds and they come in two variations big (2HP recovery) and small (1HP recovery).

Hence when the battle starts use "S. Jump Chg." and "Cloud Nine", then have Lakilester use Spiny Flip. Mario has to power up several times so the Power Bounce will become super effective. After a Power Bounce always follow with Lakilester's Spiny Surge in order to take out as many Tuff Puffs as possible.

Upon his defeat the 6th Star Spirit is freed from its prison. Touch the card and the next Peach Intermezzo takes place.

Peach Intermezzo #7 - Peach; you're going undercover

--Peach's Castle F2--

Again, use the same routine to escape from your room. Outside the patrols are over so sneak up on a Koopatrol from behind and press 'B' to use the Sneaky Parasol on him. Now Peach can pass on as a Koopatrol herself. Talk to the characters to find out some interesting things. BTW: If you won the quiz put the Jammin' Jelly in the big treasure chest, it may help Mario quite a lot.

--Library--

Hidden Items: 1 (325)
Shooting Star - see below

Talk to the Hammer Bros at the end of the corridor (where you overheard the conversation about Tubba Blubba) to receive a Shooting Star. Then put it in the Treasure chest to help Mario once again.

--Peach's Castle - F3--

Go up the stairs and past several guards. At the end there is a Koopatrol waiting for somebody to take over his shift. He requests 'Peachpatrol' to find him a Clubba who is supposed to take over in return he gives you a Castle Key so you can get outside to find him. Go down to the palace hall and use the key on the final door to get outside. Use the Sneaky Parasol on the sleeping Clubba to take his form (use 'B' to become Peach again, then use it again on the Clubba). Note that you can even talk to the Clubba as the princess for a same monologue (don't worry you won't get captured).

Get your new body up to the waiting Koopatrol and he leaves the scene. Open the door behind him and climb all the stairs to the top of the castle. Walk to the left door and Kammy comes outside. After some dialogue the old hag smells Peach's lovely scent and uncovers her true identity. End of this intermezzo...

--Flower fields - Center--

Klevar tells you that your task is nearly finished and raises Mario's Star Power again by one. His specialty is "Time Out" which freezes all opponents in for some amount of turns, when he is done Klevar leaves for Star Haven. Go back to Toad Town to finish some other business.

--Toad Town--

In order to continue on with the game you have to visit Merlon again. A little black creature is next to him. He's a Ninji an inhabitant of Starborn valley as he leaves he wants you to visit him in his village so you need to venture out to the icy region of Shiver City and Starborn Valley. To get there go into the sewers via Chet Rippo's.

--Toad Town Tunnels--

Super Blocks: 1 (15)

-In the frozen area to the far left

Get the Ultra boots (you should have gotten them by now, see above fro descriptions) and the mysterious blue door should be reachable and unlocked. Enter the pipe behind it to find yourself in a frozen part of the sewers somewhere outside Toad Town. To the left of here there is a Super Block so upgrade somebody and take the warp to start chapter 7; the quest for the last Star Spirit.

Post Chapter 6 Events

We are nearing the end of the game, so the number of additional tasks that can be performed is much less than before. If you left any Koopa Koot favors uncompleted or so, you might want to do them right now...

Post Office, Mario's Home & Luigi's Diary

Some new letters have arrived after Huff N. Puff's defeat, note that the letter from Sashimie is present upon before beating him.

Recipient Sender

Sushie Sashimie
Kooper Kooper's fan
Lakilester Lakilulu

At home a letter from the Yoshi Kids can be found in your mailbox. Additionally enter the basement to find 2 new pages (7 & 8) in Luigi's Diary.

Letter Delivery Quest

Star Pieces: 1 (152)

-Deliver Letters #9

There is one letter to be found in the Flower fields (in the north west area with the Lakitus). Deliver it with Parakarry to Minh T. to receive a traditional Star Piece as a reward.

Exploring the Sewers - Area #5 (Final)

Go to the sewer pipe that leads to Yoshi's Island, head right here, use Lakilester to get over the spikes to green pipe. Enter it to discover the last few secrets residing in the sewers.

--Toad Town Tunnels--

Hidden Items: 14 (339)

Maple Syrup, Stop Watch, Volt Shroom, 1 Coin(8x), Ultra Boots,
Life Shroom, Shooting Star

Enemies:

Dark Koopa, Spike Top, Spiny

For a detailed description of the Toad Town Tunnel's fifth and last area see Appendix D, under "Toad Town Tunnels" and look at the fifth section for a precise walkthrough.

----- Chapter 7: A Star Spirit on Ice

1. Mario's Backroom Penguin Murdering Mystery

--Shiver City--

Hidden Items: 7 (346)

Warehouse Key - Break the pool's ice sheet and dive in with Sushie

Iced Potato* - Sleep at the inn

Ultra Shroom - Sleep at the inn after opening Shiver Mountain

Mushroom(4x) - Sleep at the inn after opening Shiver Mountain

Badges: 1 (74)

Attack FX E - On the leftmost part of town enter the right house. Jump on the cupboard, make your way to the windows at the top level, open them, outside jump to the center home, enter via the window and open the chest

Star Pieces: 1 (153)

-Flip the floor panel to the left of town near two shovels

Chuck Quizmo Locations:

-In front of the item shop

-Left side of town, in front of the rightmost home

Talk to the inhabitant penguins around the town to get some information. There is a peculiar key at the bottom of the frozen water pool to the right, but if you try to break the ice the officer will throw you back to the previous screen. Starborn valley seems to be to the east of here, but you can't get past the edge of town without permission of the mayor. So go to the leftmost home (you can get the Attack FX E badge around here) and enter it to meet the Mayor's wife. Go in the back room and examine the non-moving mayor. This triggers a cut scene as the mayor appears to be dead, caused by a murder. His wife points Mario to be the murderer and everybody in town will think you did it too. There is only one way to get out of this situation and that is by finding the real murderer.

Your first clue was the note on the mayor's body, it says "Herringway". This Herringway dude turns out to be a novel writer about penguin murdering mysteries. According to some of the penguins he lives in one of the homes to the east of town, but he usually locks himself up so he can't be disturbed while writing one of his novels. We better check on him to find out about any connection. The leftmost building is his home, but there is nobody to be found inside...

Now that the green penguin officer is gone we can get the Warehouse key so use the tornado jump 3x in a row to shatter the thin sheet of ice. Get Sushie out and use her to collect the key from the near-freezing water. Unlock the warehouse's door, enter it, jump up the stairs and jump up through the roof using the Jump pad on the first floor. Outside again you automatically slide to the left and enter the chimney of Herringway's home.

Inside is the big eye browed writer who is surprised to see that someone has managed to find him. After hearing about the mayor's demise he leaves for his home so follow the novelist right away. Inside they mayor's home enter the back room and another cut scene takes place. After some false accusations back and forth, the mayor actually starts to move his foot again and alive. Apparently the mayor wanted to get a present for Herringway from the shelf as he slipped and bumped his head on the floor knocking him unconscious. Since everything has resolved itself the guard goes back to his duty and the mayor gladly fulfills your request to leave town for Starborn valley. Before going out make sure you are well equipped as our comedian makes a return, you know how I mean.

2. A valley under the stars so blue

--Shiver Snowfields--

Hidden Items: 3 (349)

Letter #10 - On the screen with 6 snowmen hammer the big tree 4 times

Letter #11 - Behind a transparent icy rock on the third screen

Repel Gel - Behind a conifer tree in the area with the snowmen

Star Pieces: 1 (154)

-Floor panel near the front edge of the area with the 6 snowmen

Enemies:

Gulpit, Frost Piranha

Boss:

Jr. Troopa

After leaving town you encounter Jr. Troopa pretty soon. He has got himself a new weapon: a magic cane. This thing has similar properties as

the magical attack of the Magikoopas so beware of his projectiles. BTW: he lost his wings and spike so you can save badge points on the Spike shield and use it to activate both Power Plus badges.

Boss: Jr. Troopa - round 5

HP: 50
ATK: 8
DEF: 1
SPL: 65

Yes, his attack power has increased quite a lot since the last encounter. Make this a quick battle to prevent any trouble. Either Powerbounce or use the Sleep Stomp to give yourself some room for error. Other than the souped up ATK there is not much to note about him, just keep on hitting him good.

When you leave the screen Jr. Troopa will become a frozen cube, which is quite funny to watch as long as he remains like this (after beating the Crystal King the little Troopa is gone and some Gulpits will be around here).

The screen to the right has 6 peculiar snowmen standing in a line before a big wall. The huge tree to the left here conceals a Letter. Just use the hammer on it three times to shake off the three layers of needles, then hit it again to shake the letter from the stump on the floor. BTW: there is a fifth Repel Gel to be found behind one of the trees here! Continue on to the far right, watch out for the Gulpits and Piranhas collect the last loose letter in the game addressed to Merlow. To the far right a horrible spirit appears. He tells you to leave this place if you value your life. You even get a chance to back out, so do what you think is right.

Boss: Monstar

HP: 20
ATK: 1
DEF: 0
SPL: 45

There is not much I can say about this battle. The attack looks pretty flashy, but if you have the Defense Plus badge equipped you won't take any damage at all. Not that you need it, as 20 HP goes down pretty fast. Just don't use any ailment attacks, Shooting Star items and "Star Storm" Star Power as Monstar is naturally completely immune to these attacks.

Several young star spirits appear on the spot where the Monstar was, they were just trying to protect their turf from hostile intruders. Go right here and Mario reaches the valley of the stars.

--Starborn Valley--

Hidden Items: 1 (350)
Scarf - Get from Merle

Merle approaches you and tells you to follow him as he has important things to tell you. Using Goombario's tattle here tells you that Merle and the Ninjis look after the Star Kids, until they are strong enough to rise up to Star Haven. One of the inhabitants also tells you to find a hidden Star Kid in town. If you wish to meet him walk up to the right of Merle's house and talk to the 'line' in thin air, because he is the missing star. Go inside Merle's house and he tells you where you can find the last Star

Spirit. It is hidden atop Shiver mountain inside the Crystal palace. The palace used to be a place to honor the stars, but nowadays nobody knows its location. Merle does give you an item that is supposed to help you: a plain and simple Scarf. He doesn't know who to use it, but it seems that you also need an item passed down by the generations in Shiver City. Upon your departure he gives you a hint about the secret of a small shrine...

--Shiver City--

Hidden Items: 1 (351)

Bucket - Get from the mayor

Just talk to the mayor again and he gives you the second legendary item you need. It is just a bucket, nothing more or less. Question remains what to do with it. Remember those snowmen we came across? One of them was missing a hat and another was missing a scarf.

--Shiver Snowfields--

Give the scarf and bucket to the two snowman who do not have these items and they will speak to you. After the conversation they open up the road to the Crystal palace.

--Shiver City--

Sleep at the Inn to find an Iced Potato as usual, but also 4 Mushrooms and an Ultra Shroom! It seems somebody came by to send you a little present, coincidentally the floor is wet... Perhaps the snowmen from the snowfield came by to help you, since you have helped them out.

--Shiver Mountain--

Hidden Items: 6 (357)

Ultra Shroom - Break the brown block in the first area, then Spin jump on the same spot to hit a hidden ?-block

Pebble - Lower part of the second area

Shooting Star - Third area; on first pedestal

Snowman Doll - Third area; on second pedestal

Thunder Rage - Third area; on third pedestal

Star Stone - Receive from Madam Merlar in the secret shrine

Badges: 1 (75)

Mega Jump - After raising the icestaircase get it from the red ?-Block

Star Pieces: 1 (155)

-Fall down the edge near the save block to the left of the 2nd set of ice stairs

Super Blocks: 1 (16)

-The very last block is on second screen on the top of the mountain

Enemies:

Duplighost, Frost Piranha, Gulpit, White Clubba

You can save at the entrance, but if you are not interested head right straight away. Fall down the pit, Tornado Jump on the ice sheet to break it, do it again on the green switch to open the path to the right. Near the exit of this field you can get an Ultra Shroom from the invisible ?-Block above the brown block so jump here twice to get it.

Collect or leave the pebble on the second screen and use Kooper to reach the distant switch. But wait, suddenly there will be two Koopers! The two argue and let you decide who the real Kooper is. The left Kooper calls you Moron, so whack him to reveal a ghost called Duplighost. If you hit the

wrong Kooper the two of them will fight and you have to hit the correct one all over again. After the battle with the Duplighosts climb up the stairway to find a Super Block at the top, go right from here and Mario enters a corridor with three pedestals. They all have nice items on display, but if you take one out an ice sheet pops out of the wall blocking your path. So exchange a weak item like the Pebble to replace it.

The last area before the Crystal palace has a big stairway leading to a dead end, hence look for the path behind the stairs at the bottom or just walk off the edge at the top. Take out the pink girly bob-omb to force your way through the crack in the wall, enter the place and walk to the fake wall to the right. In the back room a star shaped rock is located here and another member from Merlon's family appears; it is madam Merlar the messenger of the stars and ancestor of Merlon. After she is done blabbering about her story the Star Stone is yours to collect. Put it in the socket outside and a massive staircase appears reaching out to the top of Shiver mountain. To the right of the first set of stairs there is a red ?-block with the Mega Jump badge inside. Jump up to the left, then fall down near the Save block and collect a Star piece. Work your way to the top, heal using the heart block and enter the Crystal palace.

3. Cold welcome in the Crystal palace

--Crystal Palace--

Hidden Items: 9 (366)

- Coin Block(2x) - Chamber after the cracked wall section
- Super Shroom - ?-Block in mirror room from the first chamber
- Shooting Star - Location is mirrored from the Blue Key chest
- Jammin' Jelly - Tornado jump against the high invisible ?-block in the mirrored room after the Duplighosts' Kooper imitation
- Maple Syrup - Tornado jump against the high ?-block in the room after the Duplighosts' Kooper imitation
- Blue Key - In chest at the end of the first 'side'-corridor
- Red Key - In chest at the bottom of the first 'side'-corridor
- Palace Key - In chest

Badges: 3 (78)

- P-Down, D-Up - In lower mirrored corridor accessible from the first chamber
- Triple Dip - Near the red switch of the rotating wall use Bombette near the mirrored wall to find it in a chest
- P-Up, D-Down - Fall down the gap near the movable rhino statue

Star Pieces: 3 (158)

- Cavern in mirror area outside the palace
- Hidden in floor panel below the Jammin' Jelly
- Hidden in floor panel below the Maple Syrup

Enemies:

Duplighost, B Magikoopa, GRY Magikoopa, R Magikoopa, Swoopula, White Clubba

Boss:

Crystal King

Watch how your mirror image moves along the screen and enter the palace via the main door. Inside enter the only accessible door, ignore the red cross on the floor, go past the Swoopulas and get the Blue key from the chest in the back area. Go back to the first room and hit the red swich (it will turn blue). Use the key on the lock and enter the next chamber.

Break the crack with Bombette and hit the Coin Block for 10 coins at the dead end. Walk past the center pillars to get behind the mirror and collect another 10 coins from the other Coin block. Go left, use Bombette again and you will come across yourself in the next room. Beat the Duplighosts and exit the palace enter the cave to the far left to get into the nega-world... ehm... Actually there is nothing to do here other than collecting a Star Piece.

Back inside the mirrored area of the palace and enter the door in the back, collect the Super Shroom from the ?-block and break the wooden panel to the right. Go down the gap and collect the P-Down, D-Up badge from the chest in the back. Once you are back up head right and collect the Shooting Star at the end. Retrace your steps to the red cross you found earlier on. It should be a gap now that you smashed the wooden panel in the mirror room, so go down here and blast the wall with Bombette. 5 Bombettes will descend from the air. The second Bombette from the right is the real one as she doesn't use superfluous textual marks in her speech. If you want to battle the Duplighosts you should attack her, if not hit the other four to get a compliment and a kiss from the remaining Bombette. In the room to the right the Red Key is waiting for you.

Return once again to the initial chamber, hit the switch so the Red door reappears and use the key on it in order to continue on. There are three Clubbas here which you need to beat, once they are gone the statues in the opposite room evaporates. Go back, get past the mirror, open the door in the mirrored version of the corridor where you bested the Clubbas and denote Bombette near the wall to get to a chest with a Triple Dip. Back in the switch room set her off near the switch so you can reach the turning mirror section before the explosion.

The following corridor shows a Mario and Kooper in the mirror displaying your next move. Imitate this Mario to find 4 more Koopers. Well, this recognition of the Duplighosts should be easy. Just hit Luigi, Kolorado, Goomba and Koopa Koot, unless you wish to battle some Duplighosts. Enter the cracked wall to find a room with three doors. Take the right one first and use Kooper on the blue switch so a bridge appears (the mirror Kooper will hit it for you).

Hit the high invisible ?-Block with a Tornado jump to get a Jammin' Jelly and this also reveals the Star piece in the loose floor panel below it. Go right move the statue with a smallrhino to the right to discover a gap enter the crevice and collect a P-Up, D-Down badge in the chest. Go back and enter the room opposite of this one. Hit the ?-Block with a Tornado jump to get a Maple Syrup, this also reveals the Star piece in the loose floor panel below it. Go right and Mario finds the Palace Key in the last chest in this dungeon.

Use Palace key on the locked door to the far right to enter a puzzle room with four Albino Dinos and their corresponding statues. The statues can be rotated by talking to the Albino Dino in the desired direction. Next to that statues can be pushed, but only in the direction it is facing. The task is to place the three statues on the marked areas. This should be a relatively easy thing to do. Once you are done a staircase to the final room before the boss.

Badge name	Reason
S. Jump Chg.	-> This will be Mario's main attack for the first turns
Power Bounce	-> Even if you are bad at bouncing use it. With this strat

you only need to bounce 4 times.

Flower Saver -> You need to use S. Chg Badge quite a lot along
Lakilester's special attacks
Happy Flower -> Regenerates some FP as well
P-Down, D-Up -> This may sound weird, but it is better to lower your ATK
by one point, because Mario will have to sustain all
damage in the first 5 rounds. Later on when it is your
turn to attack all the Super Charges will undo the little
loss of power, therefore high defense is more important.
Feeling Fine -> Prevents Frost (doesn't mention in the description)

Boss: Crystal King & Crystal Bits (3x)

Crystal King

HP: 70
ATK: 6 - Normal (induces Frost)
4 * # of Bits - Launches Bits
8 - After dividing
DEF: 2
SPL: 85
Other attacks:
-Summons 3 Crystal bits
-Regenerate 20 HP (only when HP < 40, and up to 2 times max.)
-Creates two fake images

Crystal Bit

HP: 1
ATK: n/a - only attack via the Crystal King
DEF: 0
SPL: 0

If there are any Crystal bits on the scene he will try to launch them causing 4 HP damage for each bit. Next his normal attack will do 6 points damage and can induce Frost. Next to that he will start trying to regenerate his HP when it gets below 40, undoing most of the damage you did to him, but he only does this up to two times. Other than that the Crystal King will also try to divide into three kings. Use any multi-enemy attack like Multibounce, Spiny Surge and Power Shell to hit them all. When he is divided his attack raises by 2 more points, but he will no longer summon the Crystal bits. BTW: Spike Shield is NOT required even though the crown looks thorny.

In battle Lakilester should attack with "Spiny Surge" in order to take out all the Crystal Bits / 'fake' kings in one go. For the replicate Kings you can also use Chill Out to find out which one is real. Mario has to use the Super Charge 5 or 6 times in a row (raises ATK +15). This should allow you to penetrate his 2 point defense, undoes the P-Down, D-Up badge and cause major damage with Power Bounce. If you manage to bounce at least 4 consecutive times (50+ damage) the Crystal King should be out.

After using the Super charged Powerbounce, the King goes down with great ease. Watch how he dissolves leaving the last Star Spirit: Kalmar out in the open. Collect the card to complete your task in finding all stars. Next target: Bowser's Castle, but first...

Peach Intermezzo #8 - The final preparations

--Peach's Room - Balcony--

For the last time Peach and Twink are contemplating on what they have done and should do. Bowser comes in for the usual yadda-yadda-yadda stuff, then Kammy appears with an emergency message. Mario is on his way to the castle with all 7 Star Spirits! Bowser uses two Koopatrols to transport princess Peach to the top of the castle where he will prepare his final battle. Twink comes out of his hiding place and tries to save the princess, but to no avail. Bowser does away with the glittering confetti using a simple claw attack. Little does he know that this Star Kid will become his downfall.

--Crystal Palace - entrance--

Kalmar increases the Star Power gauge to the maximal limit and also gives you "Up and Away", which turns all enemies into Star Points (instantaneous victory). Naturally, this attack does not always work however.

--Shooting Star Summit--

Work your way to the summit where you met the 7 Star Spirits in the beginning of the game. You'll hear Eldstar's voice again and he creates a path using Star Way so Mario can reach Star Haven. The last safe place before entering Bowser's realm.

--Star Way--

Enemies:

Ember

Just follow the path and take out the Embers (use Fire Shield and Ice Power) for some easy Exp and coins. Don't worry about the replication process of the Embers; they grow weaker each time this happens, plus you'll earn even more exp! At the end of this long road is the entrance to Star Haven awaits you.

--Star Haven--

Chuck Quizmo Location:

-Under the arc at the entrance of town

There is not much to do in this tiny village. Talk to some of the stars for some information about the region, but there are only few of them so you are probably done already. The shop here however has some very interesting prices, make sure that you take at least 1 Life Shroom and some Maple Syrup along the way. It will be quite likely that you need them. Go right and the sanctuary of Star Haven appears. Inside the 7 Star Spirits grant you their final ability "Star Beam". This attack costs 0 power bars and it negates the effect Bowser Star Rod. So you are definitely going to need this one. They also create a small vehicle for you to travel to Bowser's Castle. Take the ride along, listen to the Toad's wishes in Toad Town and make your way to the final event!

Post Chapter 7 Events

Basically this is the moment where you can collect everything around the world. There are however still some badges and Star Pieces hidden inside Bowser's castle so you may need to return to here near the final saving point. You can complete all side quests as mentioned in Appendix D so take a look if you are interested.

Post Office, Mario's Home & Luigi's Diary

The last set of letters for your partners have arrived in the post office:

Recipient	Sender
-----	-----
Bombette	Bruce
Watt	Mother
Lakilester	Flight

At home you can enjoy the letter written by the tree called Wise Wisterwood we met earlier on and the more two pages of Luigi's diary (9 and 10). That's all for the mail business.

Letter Delivery Quest

Hidden Items: 1 (367)

Letter N - Get from Frost T. upon delivering Letter M

Badges: 1 (79)

Lucky Day - Get from Goompapa upon delivering Letter N (the last letter)

Star Pieces: 2 (160)

Deliver Letters #10 & 11

Give the second letter you got from Dane T. to Frost T. in Starborn Valley. This Toad is located on the lower part near the right edge of town. You'll get a reply to Goombaria's letter from him, but you should deliver it to Goompapa. Upon returning to Goompapa where the letter cycle began Mario gets the Lucky Day badge for all his efforts of delivering 14 chained letters.

For the last two normal letter (both found in Shiver Snowfields) give them to the Mayor Penguin and Merlow respectively for a Star Piece. After Merlow gives it to you might as well return it by buying a badge!

Chapter 8: A Star-Powered Showdown

1. Basement & First Guard Door

--Bowser's Castle--

All events take place in and around this castle so, I will not mention that in every paragraph heading. If I am correct you should have all Star Pieces, and all but 1 Badge in your inventory at this moment.

--Exterior--

Badges: 1 (80)

Deep Focus - After stopping the lava flow in the basement go left as far as possible and you can reach the red ?-Block from there

You start in the Hangar near a Save Block, go outside and you'll discover that the main entrance is locked. To the left there is a red ?-Block, but you cannot yet reach it. Follow the route to the right to find an entrance to the basement level.

--Basement--

Hidden Items: 1 (368)

Castle Key - Get it by beating the Koopatrol

Enemies:

Koopatrol

Inside Mario comes across the first Koopatrol, these guys are pretty strong so be careful. Use any jump attack (with Spike Shield) to flip them over making the battle much easier. After his defeat he relinquishes a yellow Castle Key which you can use on the main entrance to get inside the castle.

--1F--

Enemies:

Hammer Bros., Koopatrol

Defeat the two Koopatrols here and also in the next corridor. At the end there should be a Hammer bro so take him down too. In the next room you'll come across the first Guard Door, who will not let you pass until you fulfill a specific requirement (winning a quiz or so). This Guard door however lets you pass by if you stand in front of him. Of course this is a trap, but there is no way around this so deliberately fall for it.

--Basement--

Hidden Items: 7 (375)

Tasty Tonic - Break the lower left crate in prison

Life Shroom - Break the right crate in prison

Mystery? - User Kooper in the third room

Thunder Rage - After stopping the lava flow simply jump up to it

Life Shroom - After stopping the lava flow go left as far as possible, and find it in a ?-Block

Castle Key - In chest accessible after stopping the lava flow

Enemies:

Koopatrol, Magikoopa

You end up in the same prison cell as the Toad you just came across. Break the crates for some items and heal up with the heart block. The cracked wall gives away that you should use Bombette on it. Get out of the cell and use your jumping skill to get over all the platforms to the right. Take notice that the last 5 platforms will descend into the lava so you have to jump across them as quick as possible. In the next room use Kooper to reach the distant switch (or Lakilester to get there yourself). Use the moving platform that is activated to get to the next section. Here you must take out Lakilester to reach second switch. Hammer it and use another platform to get to the right. After this you need to use Parakarry several times to exit this room.

In the third room take out Lakilester and float to the right using his special ability. Use Kooper on the elevated section to retrieve the Mystery? item. Further to the right use Bow on the moving platform to hide from the lava stream that pours down. Continue on with Parakarry and enter

the passage over the lava stream with Lakilester. Inside this room there are three Koopatrols and one Magikoopa. Battle them, hit the switch and the lava will be gone allowing you to walk on the floor. Return to the previous room, collect the Thunder Rage, retrace some more steps and enter the doorway that was over the lava before. In the back room there is a chest with a Castle Key. If you want an additional Life Shroom and the Deep focus badge from the red ?-block go farther to the left. Eventually you'll pass by the jail and find a ?-Block with a Life Shroom. Back at the far right again use this key to enter the very dark parts of the basement.

--Blackout basement--

Hidden Items: 2 (377)

POW Block - ?-Block after following the backmost path in 1st room

Shooting Star - ?-Block after following the backmost path in 2nd room

Enemies:

Boney Beetle, Koopatrol, Magikoopa

This area is so dark that you need to use Watt continuously. So switch to him and use other member only when it is absolutely necessary. Get past the Boney beetle and set yourself up near the upper ledge. Switch to Parakarry and just press C-down, once you are on the other side use Watt again. There are three branches here the back one leads to a POW block, the front path leads to a dead end with a Boney Beetle and the center is a ledge where you need Parakarry once again.

Head left and Mario is in the second darkened basement chamber. There are some Koopatrols around here, the back path leads to a ?-Block with a Shooting Star, so take the center path and get carried by Parakarry in order to continue on. At the following junction take the back path and fall down the gap (the upper path is a dead end), defeat the Magikoopa and the entrance behind him leads back to the main floor.

--1F--

Hidden Items: 1 (378)

Prison Key

Enemies:

Koopatrol

Push the block with Bowser's faced carved on it to open the entrance to the room with the Guard door. The door will be so very pleased to see you that he grants you a free passage (this time it is for real). Follow the path to the very right and you'll end up in a small area with a jail. Defeat the lonely Koopatrol to get his Prison Key. Open the locked area and you can talk to some of the toads here. The one on the right is running an improvised Toad House so you can heal yourself completely if need be. Go up from the central room to the left to meet a bored Spiked Goomba. He doesn't seem to know that you are Mario and therefore sells some items to you like a real shop. Take the right passage to enter the trials of the second floor.

2. Second Guard Door

--2F--

Hidden Items: 4 (382)

Maple Syrup - Use Watt to find the ?-Block just before the 2nd chain
Maple Syrup - Hidden ?-Block in Dry Bones room
Super Shroom - ?-Block in Dry Bones room
Castle Key - In room with Hammer Bros. move the center block to the right to find a hidden passage

Enemies:

B. Bill Blasters, Bombshell Bill, Boney Beetle, Hammer Bros., Koopatrol, Magikoopa

Optional Boss:

Anti Guy (3x)

In the first corridor you have to fight two Magikoopas and a Koopatrol. The Magikoopas are not that hard, since they are stationary enemies so you should be able to avoid their projectile and get a first strike on them. Goombario should also be able to tattle the Boney Beetle here. In the next room there is nothing to do yet so go right again, jump up the blue Jump pad and hang on to the chain to raise the water level. Go back to the left using Sushie. Get on to the platform, hit the blue switch for another Jump pad, use it and at the top right wall get Bombette to break the cracked wall.

Go right, Tornado jump against the brown block to get the blue switch, hit it and follow the newly created path to the right. While doing so use Watt to find a hidden ?-Block on the center platform for some Maple Syrup. Head further to the right and pull the second chain to raise the water once again. Back in the previous room, use Sushie to collect the Castle key, then return to the second chain and pull it to flush the water away. Return to the first chain to drain all the water and then descend to the bottom floor to use the key on the locked door.

The following stairway section has an upgraded version of the Bullit Bills we came across much earlier (Koopa fortress). These are the golden Bombshell Bills. They are pretty strong so make sure that you take them out in one turn. At the end of each of three corridors defeat the B. Bill Blasters in order to proceed. Also a D-Down Pound/Stomp badge may be useful as the Blasters have a very high defense level.

Again we have reached another room with Bowser blocks. There are some dangerous Dry Bones around here so beat them either quickly or with fire for huge amounts of Star Points (these guys would give you Star Points even after you reach level 30, hence the Bump Attack badge will NOT work on them). Collect the Super Shroom and Maple Syrup from the ?-Blocks (the Maple Syrup is obviously hidden in an invisible ?-Block). Push the rightmost Bowser block either to the left or right and traverse through the corridor behind it. Kill the Boney Beetle, follow the path behind the left Bowser statue (heal if you like) and take out the Hammer Brother in the room that follows. Instead of entering the passage push the center statue to the right and enter the left passage to collect the Castle Key. Retrace your steps and use the key on the locked door.

The room that follows has the second Guard Door at the end. You need to answer 5 out of 7 questions correctly in order to get past him. If you don't you have to fight the Anti Guys Unit (consisting of 3 Anti Guys!). Personally I battled the Anti Guys on purpose, because that battle is quite rousing and it can be done. Next to that the Guard door will be very 'pleased' to see that you can defeat all three of them. The comment alone is worth the effort. So first I will list the answers and then the optional battle if you want to fail the quiz anyway.

Question 1: How many Koopas were there?

Answer: 3

Question 2: Which were there three of?

Options: Red Shy Guys

Question 3: Who came out of the middle entrance?

Options: Red Shy Guys

Question 4: How many Goombas were there?

Options: 2

Question 5: How many arms did you see?

Options: 4

Question 6: Which were there three of?

Options: Bob-ombs

Question 7: What color are the Koopa's shells?

Options: Purple

Optional Boss: Anti Guy (3x)

HP: 50

ATK: 10 - normal

12 - Acrobatic move

DEF: 21

SPL: 42 each

These guys are exactly the same as the singleton found in the Toy Box. They are very vulnerable to the Paralysis status so use "Power/Mega Shock" to stun them all for several rounds (the success rate is remarkably high). After doing so start Power bouncing like mad with Mario.

If you have some Life Shrooms in store that would be a good thing. Each time the Anti Guy kills Mario you will automatically be revived with 10 HP. Moreover if your HP drops below 5 Mario will reach the "Danger" mode and at 1 HP he will be in "Peril", if you happen to have the Power Rush (ATK +2) and Peril Rush (ATK +4) your attack becomes much stronger.

You could also try to use Lakilester's "Cloud Nine"/Stone Caps to avoid most of the damage they cause. Alternatively have 3 Shooting Stars and the Triple Dip badge so you can cause 18 points damage in one turn!

Upon beating either the quiz or the Anti Guys the door admits his defeat and let's you pass. You might want to heal in the previous room if you fought against the Anti Guys.

--Outside--

Hidden Items: 4 (386)

Super Shroom - ?-Block to your left at the entrance

Maple Syrup - ?-Block to your right at the entrance

Super Shroom - ?-Block to the far right

Jammin' Jelly - Fall down against the wall half way up the stairs

Enemies:

Dry Bones, Boney Beetle, Koopatrol, Magikoopa

Get the items for the blocks lying around here and take out all the enemies (or avoid them all the same). Take note that there is a Jammin'

Jelly to the far right of this area. You need to fall down carefully against the wall in order to collect it.

--2F--

Hidden Items: 1 (387)

Prison Key

Enemies:

Koopatrol

Follow the path to the very left and you'll end up in a small area with a jail (hey, this exactly the same as last time). Defeat the lonely Koopatrol to get his Prison Key. Open the locked area and you can talk to some of the Toads here. The one on the right is running an improvised Toad House so you can heal yourself completely if need be. In the big room again take the left branch for an optional Ultra Shroom or go right right away to hunt down Bowser.

3. Third Guard Door

--3F - Left--

Hidden Items: 1 (388)

Ultra Shroom

Enemies:

Dry Bones, Magikoopa

There is a Dry Bones here, but you don't need to fight it. Instead walk up the stairs and stand on the lower right ledge. Get Bombette out and let her walk off the left part of the platform so she explodes in front of the red switch down under. As her bomb is ticking, jump towards the other lowered platform and you can reach the back area at the top as the platform raises. Inside is a small heightened section where an Ultra Shroom is resting in the center. That is all there is to do here so go back and follow the right path.

--3F - Right--

Hidden Items: 1 (389)

Castle Key - Find in the back room on the elevated section

Enemies:

Duplighost, Hammer Bros., Koopatrol, Magikoopa

Boss:

Jr. Troopa

Get past the two Hammer brothers and enter the doorway on the upper ledge. There is a Magikoopa in the next room so take care of him and his projectiles. Use Bombette on the red switch to raise a bridge platform temporarily, but instead of walking back to the start take a few steps back and get a free ride to the top on the other raised section. Inside is a small heightened section where a Castle Key is resting in the center. The following room shows some flames in a particular order. The order is:

```
|-----|
|   X       X       X   |
|       X  X       X   |
|-----|
```


What this means is that you will have to take the respective exits in the next room, which repeats itself 6 times. So at start take the stairs upwards, in the next chamber down and so on. At the end there is just one more corridor, take out the all the Koopas here and meet up with Peach?!? Yes, as expected this is a Duplighost, so we need to unmask it first. This Peach tells you to leave for home so turn back and walk on until Peach falls behind. Head right again to see the Duplighost, follow him to meet 'Peach' again. Hit him three times with the hammer to fight the group of 4 Duplighosts.

Enter the door to find the third and last Guard Door this time you have to fight the all new Super Ultra Mighty Koopas Bros., but wait Jr. Troopa appears and takes out all the Ninja Koopas in one go. Next he challenges Mario so here we go for the final time. 'Ding', 'Ding':

Mario VS. Jr. Troopa

round #6!

Boss: Jr. Troopa - round #6

HP: 60
ATK: 8
DEF: 2
SPL: 75

Jr. Troopa starts out without any special powers, but this will change during the course of the battle. After two turns he gets both his spike and his wings back. Finally, when the battle is nearly over the cane returns allowing him to use magic spells on you (he loses wings and spike however). He may have become somewhat stronger, but he is still not that hard to beat so Mario should get through this battle.

Once he is aerial the little cretin becomes susceptible to Dizzy, hence Dizzy Stomp him to make the rest of the battle a breeze.

The Guard Door is now confused, Jr. Troopa bested the Ninjakoopas and Mario beat Jr. Troopa so that would mean that Mario is stronger than the Ninjakoopas too. Go through the door and ascend the stairs to find a very familiar place.

4. The final encounter

--Peach's Castle--

Hidden Items: 3 (392)

Ultra Shroom - invisible ?-Block near the Save spot outside the castle
Life Shroom - in the library (remember?)
Star Rod - Get for beating Bowser

Boss:

Bowser (2)

Ultimate Boss:

Bowser (3)

Get the Ultra Shroom from the ?-Block close by, then enter the castle and go to the Toad hidden in the cupboard. Here you can sleep over the night so

all your energy gets replenished. Work your way to the corridor where you were defeated by Bowser and the bad guy appears in person for a déjà vu. After a short chat the battle starts, but this time both of you are considerably stronger. Here are some tips for this battle:

Suggested Badges

- - - - -
- Fire Shield - Protects against Flame Breath
- Feeling Fine - Protects against poison (but not Command Loss)
- Zap Tap - Electrifies (hence prevents Command Loss by the Stomp)
- Power Bounce &
- S. Jump Chg. - These two badges are made for each other

Boss: Bowser

HP: 50
ATK: 8/16 - Fire Breath
6/12 - Stomp & Nail; Stomp induces Command Loss if not zapped
8/16 - Flash; attack Mario and damage party member for 3 turns
DEF: 1/ 4 - normal / Star Rod power up
SPL: 50
Other Attacks:
-Use Star Rod to become stronger
-Regenerate 20 HP

This is not the final battle so don't waste all your good items on him. You can attack him in any way you like, but make sure that you use "Star Beam" when he uses the Star rod. This because any other attack is pretty useless on him in his energized state. Only Watt can penetrate his defense in this case. Also don't hoard too much ATK by charging as the effect will be negated if Bowser uses the Flash attack! It can be prevented by turning into stone or by becoming transparent.

Post battle Bowser retreats to the top of Peach's castle and taunts Mario to follow him. You follow him and save just before the final stair case.

= = = = =
WARNING: This is the point of no-return for this game
save here if you want to, because after you open
the door you won't be able to go back to Toad Town.
= = = = =

Open the door, walk over the bridge and into the battle arena. Bowser will challenge you once again! This is the final battle and as you might have expected his power is increased this time round. The giant Koopa Clown Car platform provides additional power for Bowser making him truly invincible under the influence of the Star Rod, so don't count on beating him this easily this time round. Next to that "Star Beam" doesn't work on him anymore.

Ultimate Boss: Bowser

HP: 99
ATK:
10/20 - Fire Breath
8/16 - Stomp & Nail; Stomp induces Command Loss if not zapped
10/20 - Flash; damage party member 3 turns
DEF:
1 /?? - normal / Star Rod power up (invulnerable)

SPL: 0

Other Attacks:

- Use Star Rod to become stronger
- Regenerate 30 HP

The Nail attack will cause Poison and Stomp may cause Command Loss in this battle so you'd better want to equip the Feeling Fine badge to save yourself some trouble. After the second round he uses the Star Rod to power himself up, but if you try to use "Star Beam" on him it turns out to be futile... The battle stops for an intermezzo.

Peach and Twink go into battle with Kammy. This battle is preset so there is nothing you can do, just watch the dialogue and have your Star Beam attack to be upgraded by adding Twink's power to Peach Beam. When this happens the battle resumes where we left off earlier on.

Ultimate Boss: Bowser - continued

Upon our return in the battle use Peach Beam right away to undo the Star Rod's power. Start beating him up as before, but his HP is the same as the level we left from the battle so you probably need to do much less than 99 damage. Just don't hoard too much power or else Bowser's Flash undoes all your efforts. This can be prevented by avoiding it with invisibility (Repel Gel or Outta Sight) or the Stone Cap.

Your best chance is to use the S. Jump Chg. two or three times and then attack with an all out Power Bounce attack (Use Watt just before Power Bouncing for another additional point). Mario should be able to cause something like: 13, 12, 11, 10, 9,... damage, which is easily adds up to over 50 points. Bowser may use Recovery (+30 HP), but he can only do this three times so you can get him eventually!

Alternative method (involving Hammer attacks):

If you dislike the power bounce (or are just not too well adept with it). Another way to do some major damage is equipping the Mega Smash with 2 Power Plus badges. This causes Mario to do a reliable 10 HP damage. Together with Watt's Electro Dash for 5 points you need about 7 turns to beat Bowser.

Next to that not charging up also seems to provoke Bowser less to use the "Flash" attack less often.

Once you finally manage to beat the fiend he released the Star Rod from his grasp and gives it back to you. The drainage on the arena that Kammy used to power up Bowser was too big and so the entire thing is starting to explode. Kammy and Bowser are blown away, but the castle is also in danger. Fortunately, the Star Spirits use their power to save everybody and the princess' home.

Epilogue: A great party at Peach's Castle

After several cut scenes Parakarry delivers a letter at Mario's home and he and his brother are invited to come to the castle. Luigi goes ahead and you can control Mario once again.

--Mario's Home--

Go back to Mario's home and check out Luigi's Diary, the last two pages (11 & 12) are completed for you to read. Luigi wrote about the falling star he saw and the wish he upon that event. At the end he writes about sealing the secret room off so Mario will never find out about the secret diary room.

--Toad Town--

You can talk to everybody you have met during your adventure in/outside the castle grounds. When you are done enter the castle and Peach and will commend everybody for their hard work. Watch the parade (day & night) as the credits roll by, just like in Super Mario RPG on the SNES.

=====

GAME FINISHED!!!!

Total hidden items / chests - 392
Total Badges - 80
Total Star Pieces - 160
Total Super Blocks - 16

- - - - -

Statistics Board in Mario's Home

Coins Earned: variable

Badges Collected: 80/ 80 (See Appendix B: 6. II)

Star Pieces Collected: 160/160 (See Appendix B: 6. I)

Tayce T.'s Recipes: 50/ 50 (See Appendix B: 2)

Chuck Quizmo's Quizzes: 64/ 64 (See Appendix B: 5)

Number of Battles: variable

Your First Strikes: variable

Enemies' First Strikes: variable

Total Power Bounces: variable

=====

=====

Appendix A: Making friends during the adventure

=====

The 8 Partners of Mario

In this appendix all of Mario's partners are covered and treated. They all have their own unique ability to help Mario out in the field and in combat. Make sure to make the most of each partner as they can help him out of many situations.

About the notation I can say that below each attack (N/S/U) meaning available on Normal/Super/Ultra rank appears. This is just an abbreviation so keep it concise. If the damage ratios different per class level different formulas will be shown parentheses in damage formulas: "x (+ y)" denote successful action commands.

Goombario - the Goomba

Japanese name: Kubio (after Kuribo meaning Goomba)
Special ability: Tattle

Your first permanent ally is a big fan of Mario and doesn't need to think twice, when he is asked to go along with Mario on an adventure. He lives in Goomba Village with his family. He seems to have an argument with his sister Goombaria every now and then, but they all seem to get along pretty well. Goombario's most important asset is tattling using C-down in the field. This gives you hints and advice about your environment and sometimes funny comments as well. In battle his Tattle can be used to inform you about strengths and weaknesses of your opponents. If you use tattle a energy bar will be displayed over your enemy so you know exactly how much HP it has remaining each time you encounter that enemy, which has a similar effect as equipping the Peekaboo badge.

Attacks & Damage properties

- - - - -

Headbonk - Normal: 1 (+ 1)
(N/S/U) Super: 2 (+ 2)
Ultra: 3 (+ 3)
Goombario's default attack. You cannot use Headbonk on spiked, fire or ceiling enemies.

Tattle - FP Cost: 0
(N/S/U) Informs you about enemy statistics; tattled enemy will show their HP bar permanently.

Charge - FP Cost: 1
(S/U) Charge up energy for the next attack (ATK +2).
This can be done indefinitely, but wears off after attacking.

Multibonk - FP Cost: 3
(U) Ultra: 3 (+ 2 (+ 1 (+ 1 ... until missing action command)))
Very useful on bosses in combination with Charge. Note that The Multibonk attack will do no damage if the first hit does 0 damage.

Kooper - the Koopa

Japanese name: Kameki
Special ability: Reaching distant objects

This Koopa lives in the peaceful town of Koopa Village at the end of Pleasant Path to the east of Toad Town. When you first meet him there are many vile creatures in the shape of Fuzzies causing an uproar in town. You have to find his shell in order for him to join, and after retrieving it from the Fuzzies Kooper is more than happy to help you out in your quest. His Shell Slam allows you to reach far and distant out of reach objects, so make use of that ability wherever possible. In combat Kooper is very good at taking out series of ground and/or enemies, but he cannot do anything against aerial & ceiling enemies.

Attacks & Damage properties

- - - - -

Shell Toss - Normal: 1 (2)
(N/S/U) Super: 2 (3)
Ultra: 3 (5)
Kooper's default attack, it seems to cause one additional

point of damage on the Ultra rank breaking the strait sequence.

Power Shell - FP Cost: 3

(N/S/U) Normal: 1 (2)
Super: 1 (3)
Ultra: 1 (4)

Make sure to get the Action Command right or else you end up with a very weak attack.

Dizzy Shell - FP Cost: 4

(S/U) Induces "Dizzy" on all ground enemies.
If the meter refuses to fill even by the slightest bit then all monsters are immune to the "Dizzy" status. If the meter is completely filled however the chance is 100% on inducing Dizzy Status.

Fire Shell - FP Cost: 5

(U) Ultra: 1 (6)
Attack all ground enemies with a fire based attack.
Therefore it will do 2 extra damage points on ice enemies and it can instantly kill a Dry Bones!

Bombette - the Bob-omb

Japanese name: Pinki

Special ability: explosions and blasting through walls

This pink girl Bob-omb was put into the prison of Koopa Bros. Fortress, because she was a treat to the fortress walls. She seems to like to blast those walls and the Koopa brothers didn't like that. After meeting her in the prison cell you can use her ability to create an explosion, which blasts a hole through the wall. Her Bomb ability is also handy when attacking enemies in the field. She may be slow, but if she manages to get a First strike she will do at least 5 points damage (depending on the rank) and it won't cost you any FP.

Attacks & Damage properties

Body Slam - Normal: 1 (2)

(N/S/U) Super: 2 (3)
Ultra: 3 (5)

Bombette's default attack. It's effect and behavior is nearly identical to Kooper's Shell Toss.

Bomb - FP Cost: 3

(N/S/U) Normal: 1 (5)
Super: 1 (6)
Ultra: 1 (7)

This is one remarkably strong attack, but it only works on the front of the ground enemies. Use this attack against shelled enemies and they will flip (this works pretty good on Clefts). It has explosion as property.

Power Bomb - FP Cost: 6

(S/U) Super: 1 (6)
Ultra: 1 (7)

Very similar to the Bomb attack, but this version hits all enemies on the ground. Beware that it costs 6 FP, which

isn't cheap. It has explosion as property.

Ultra Bomb - FP Cost: 8
Ultra: 1 (7)
Again similar to the previous attacks, but this time round everybody on the screen gets hit. This attack is very costly in terms of FP, but it can kill nearly any regular monster. As with the other two special attack this one has explosion as property allowing you to flip certain enemies like clefts.

Parakarry - the Paratroopa

Japanese name: Paretta

Special ability: Carrying Mario over small gaps

This postman Paratroopa is a bit clumsy, when it comes to delivering mail messages. He asks you to retrieve several mails on Mt. Rugged and after doing so Parakarry joins your troupe as you need him to get past Mt. Rugged's ravines. His special ability is that he can lift Mario for short periods allowing him to reach over distant gaps that would be too large to jump across.

Attacks & Damage properties

Sky Dive - Normal: 1 (2)
(N/S/U) Super: 2 (3)
Ultra: 4 (5)
This attack is Parakarry's main, and unlike the previous member he can hit any enemy on the screen using this. Apart from that he attacks from the side, but even then it doesn't work on spiked enemies...

Shell Shot - FP Cost: 3
(N/S/U) Normal: miss (5)
Super: miss (6)
Ultra: miss (7)
Equally strong as Bombette's bomb attack, yet it can also attack any enemy on screen. However this attack is easy to screw up, because Parakarry cannot afford to miss the target or else he doesn't do any damage at all. Because Parakarry retreats in his shell you can use this attack against any type of enemy.

Air Lift - FP Cost: 3
(S/U) This attack allows you to remove one enemy from the battle field, but you don't get any Star Points, because you did not defeat it. Take note that some enemies are resistant to this attack (size doesn't matter).

Air Raid - FP Cost: 6
(U) Ultra: 2 (6)
This attack targets all enemies on the screen, and therefore is pretty lethal to use. It's action command is easier to complete than Bombette's Megabomb, but that is just my opinion.

Bow - the Boo

Japanese name: Resa

Special ability: Making objects / people invisible

Mario meets this spooky character in chapter 3 on the top floor of Boo's mansion. Bow is the owner of the place and Bootler is her faithful butler. You help her out with the problem of the ghost eating Tubba Blubba and returns the captured Star Spirit called Skolar to you in return. After these events she decides to stay in your party, to help you out for the rest of the adventure. Bow's ability is called Outta sight and allows you to disappear from the scene, so enemies can no longer see you.

Attacks & Damage properties

Smack - Normal: 1 (+ 1 + 1 + 1)
(N/S/U) Super: 1 (+ 1 + 1 + 1 + 1)
Ultra: 1 (+ 1 + 1 + 1 + 1 + 1)

This is the initial attack of Bow which can cause quite some damage, provided that your enemy has no defense. If it has one or more defense points the attack will be completely useless as each strike will be cancelled out.

Outta Sight - FP Cost: 2

(N/S/U) This attack allows Mario to become invisible so no enemy can hit you during that time. Very nice tactic to use if an enemy has charged up his power for an all out attack. The down side is that the attack causes Bow to become unavailable the next round. If you have Bow to use this attack before (switch with Z) then Mario will lose his turn as he cannot do anything will invisible.

Spook - FP Cost: 3

(S/U) The effects of this attack is very similar to Air-lift, but in this case Bow targets all enemies. If you manage to completely fill the guage all non-resistant enemies will be run away from the battlefield.

Fan Smack - FP Cost: 5

(U) Ultra: 2 (+ 2 + 2 + 2 + 2)
This attack causes a whopping 10 points, but only on enemies that have no defense. In works similar to the Smack attack, but this time round the damage is 2 points instead of 1.

Watt - the Li'l Sparky

Japanese name: Akari

Special ability: Illuminate the scene & reveal invisible ?-Blocks

This little creature (a Li'l Sparky from SMW) was held captive by the Big Lantern Ghost in Shy Guy's Toy Box. After freeing her from the lantern Watt teams up with you immediately. You can use her power to shed light on the situation. This is handy if you wish to see where you are walking in dark caverns. Next to that she radiates so bright that it reveals the locations of any invisible ?-Block (and there are many of them in this game). In battle her Electro Dash penetrates defense, so it is a great attack to use against heavily armored enemies.

Attacks & Damage properties

Electro Dash - Normal: 1 (3)
(N/S/U) Super: 1 (4)
Ultra: 1 (5)

As mentioned just ago, this attack penetrates (pierces) enemy defense and therefore it will always do these amounts of damage. Watt can also target any enemy on screen with this attack.

Power Shock - FP Cost: 2
(N/S/U)

The only attack in the game that can stun enemies "Shock" status. If the gauge is completely filled the enemy is destined to receive this ailment. If the bar doesn't fill the enemy is simply immune to this attack.

Turbo Charge - FP Cost: 3
(S/U)

To increase both Hammer and Jump ATK by 1 use this attack. If you complete the action command three times the attack will last for four rounds. 1 point doesn't seem to be much, but it makes a hell of a difference when Power bouncing. Just look at this: 6,5,4,3,2,1 or 7,6,5,4,3,2 damage is quite a difference.

Mega Shock - FP Cost: 5
(U)

Just a multi-target version of Power Shock. This attack is pretty hard to charge up correctly, but it does wonders against the 3 Anti Guys in Bowser's Castle!

Sushie - the Cheep Cheep

Japanese name: Opuku
Special ability: Swim; act as a boat

Mother of Sashimie (we never get to see her anyway), and nanny of the Yoshi Kids on Lavalava Island. When the Yoshis pull a prank on her and scramble around in the watery parts of the Jade Jungle Sushie will help you out in finding the little rascals back. From that moment on you can use the square wooden docks located all over the world to sail across the water. In battle her water attacks are very useful against fire enemies like an Ember.

Attacks & Damage properties

- - - - -
Belly flop - Normal: 1 (3)
(N/S/U) Super: 2 (4)
Ultra: 3 (5)

Technically this is a Jump attack, but it doesn't force winged enemies to lose them and become ground enemies. So there is a difference between this attack and Mario's jump or Goombario's Headbonk.

Squirt - FP Cost: 3
(N/S/U) Normal: 3 (5)
Super: 3 (6)
Ultra: 3 (7)

This is a water based attack, so it will induce 2 more damage points on fire enemies! Don't overflow the meter or the attack power degrades to the lowest level.

Water Block - FP Cost: 3

(S/U) Another special attack unique for Sushie. She creates a water barrier which lasts between 1 to 4 rounds depending on the amount of correct Action Commands. What the game doesn't mention is that the defense against fire attacks is increased by 2 points!

Tidal Wave - FP Cost: 6
(U) Normal: 0 (>10)
I did not manage to complete max this Action Command out, but I know it can do at least 10 points damage and it is a water based attack. So another 2 points can be added if the target is a fire enemy. Basically, this attack kills any (fire) enemy if you are good at pressed the required buttons on screen. The only time I really used this attack was against the Lava Piranha as it stuns the entire plant.

Lakilester - the Lakitu

Japanese name: Pokopi

Special ability: Floating / Carrying Mario over spike or lava fields

The final partner in the game is met in the Flower Fields. He has a bit of an identity crisis as he still has to figure out which name and attitude suits him best. Initially he works for Huff N. Puff, but after losing the duel against Mario he forfeits and turns side. With Lakilester in your team you have a nice addition to your group as his Spiny Surge is relatively cheap in Flower points, attacks all enemies and is easy to perform. Next to that Cloud Nine works pretty well in boss battles.

Attacks & Damage properties

Spiny Flip - Normal: miss (3)
(N/S/U) Super: miss (4)
Ultra: miss (5)

With Lakilester's main attack you cannot afford to target too far off your opponent or else it doesn't do any damage at all as the Spiny egg misses its target.

Spiny Surge - FP Cost: 4
(N/S/U) Normal: miss (2)
Super: miss (3)
Ultra: miss (4)

This attack is not very strong, but it is cheap for an attack which targets everything on screen. It works very good in boss battles like Huff N. Puff and the Crystal King as it damages all opponents revealing the true enemy from the mirages.

Cloud Nine - FP Cost: 4
(S/U) Cloud Nine allows you to increase Mario's evasion quite a lot. The action command is identical to that of Turbo Charge & Water Block. As with those two attacks, the effect lasts for at most 4 turns.

Hurricane - FP Cost: 5
(U) The last special attack of Lakilester is similar to Bow's Spook. As Lakilester attempts to blow all enemies from the screen, which has the same effect as scaring them away (you don't get Star Points). Some enemies are very resistant to

this attack so don't bet on getting this to work every time.

=====
Appendix B: Chart Tables
=====

-Prices of the items vary for some of the shops, hence I placed the value tables in a separate sheet for selling items (see).

-"Ref" means the amount of money obtained with Refund badge equipped during a battle. This is the only exception to the rule of variable prices as you will receive this amount of coins always during a battle when that particular item is used.

-There are 9 shops throughout the Mushroom Kingdom where you can buy/sell/store and reclaim items. To keep the tables small and readable the selling values of each item have been abbreviated using the following convention:

Abbr.	Shop name	Reachable in
G	Toad Town Grocery	Prologue
K	Koopa Village	Chapter 1
H	Harry's Shop in Toad Town	Post Chapter 1
L	Little Mouser's at Dry Dry Outpost	Chapter 2
B	Boo Shop in Boo's Mansion	Chapter 3
Y	Yoshi's Cabaña on Yoshi Island	Chapter 5
I	Ice Shop in Shiver City	Chapter 7
S	Star Haven	Post Chapter 7
C	Spiked Goomba's at Bowser's Castle	Chapter 8

! Others deviating from the previous (All if no others mentioned)

-Most Food items need a recipe to get them from Tayce T.. These are listed in a separate table below.

1. I Items - Attack

Name	ATK	Range	Ref	Selling Value			Description / notes
Mystery?	?	?	1	-	-	1!	Various effects*
Coconut	3	1	1	-	-	1!	-
Dusty Hammer	1	1	1	3T	4C	1!	-
Egg Missile	6	1	8	-	30C	10!	Explosion
Fire Flower	3	all	3	-	7H	4!	Fire
Pebble	1	1	1	-	20C	1!	-
POW block	2	all	3	-	5H	3!	Flip shelled enemies
Shooting Star	6	all	12	20HC	14S	15!	-
Snowman Doll	4	all	5	12L	10Y	6!	Ice
Thunder Bolt	5	1	3	-	-	4!	-
Thunder Rage	5	all	6	-	15S	8!	-

* = acts as either Dizzy Dial, Fire Flower, Mushroom, Stone Cap,
Super Shroom or Thunder Rage at random.

1. II Items - Status Ailment

Name	Ref	Selling Value		Description / other notes	
-----	---	-----	-----	-----	-----
Dizzy Dial	5	-	-	6!	"Dizzy" all enemies
Fright Jar	3	-	15C	3!	Scare all enemies away from battle
Repel Gel	12	-	30H	15!	"Transparency" on Mario
Sleep Sheep	3	-	10S	4!	"Sleep" all enemies
Stone Cap	12	-	-	15!	"Stone" Mario
Stop Watch	8	20HC	14S	10!	"Stop" all enemies
Volt Shroom	6	-	-	7!	"Electrify" Mario

1. III Items - Food

Name	HP	FP	Ref	Selling Value		Description / other notes	
-----	--	--	---	-----	-----	-----	-----
Apple	5	0	2	-	-	2!	Inside crate of Boo's Mansion
Apple Pie	5	15	8	-	-	10!	
Big Cookie	0	20	8	-	-	10!	
Bland Meal	10	10	8	12K	15I	10!	
Blue Berry	0	5	2	-	-	2!	Tree in Flower Fields - SE
Boiled Egg	8	8	8	-	-	10!	
Bubble Berry	5	0	3	-	5Y	3!	Tree in Flower Fields - SE
Cake Mix	0	1	3	-	-	3!	Shy Guy's Toy box hoard
Cake	0	15	8	-	15S	10!	
Coco Pop	3	15	9	-	-	12!	
Deluxe Feast	40	40	45	-	70I	60!	
Dried Fruit	15	0	4	-	20G	5!	
Dried Pasta	3	2	3	7S	2L	4!	
Dried Shroom	1	0	1	-	3GB	1!	
Egg	5	0	2	-	-	2!	Mt. Rugged/Jade Jungle
Electropop	15	0	19	-	-	25!	Electrifies Mario (Zap)
Fire Pop	-1	20	3	-	-	20!	Lose 1 HP if eaten
Fried Egg	10	0	6	-	-	7!	
Fried Shroom	6	2	4	-	-	5!	
Frozen Fries	15	0	12	-	18I	15!	
Goomnut	0	3	2	-	-	2!	Whack Goomba Village's tree
Healty Juice	0	40	19	-	-	25!	
Honey Candy	0	20	12	-	-	15!	
Honey Shroom	5	5	8	-	15S	10!	
Honey Super	10	5	15	-	-	20!	
Honey Ultra	50	5	57	-	-	75!	
Honey Syrup	0	5	3	-	-	3!	
Hot Shroom	15	5	12	-	-	15!	Sleep at Shiver City Inn
Iced Potato	0	5	3	-	10LY	3!	
Jammin' Jelly	0	50	38	-	-	50!	
Jelly Pop	0	64	75	-	-	100!	
Jelly Shroom	5	50	57	-	-	75!	
Jelly Super	10	50	75	-	-	100!	
Jelly Ultra	50	50	113	-	-	200!	

Kooky Kookie	0	15	9	-	15K	12!	Sleep/Transparent/Electrify
Koopa Leaf	0	3	1	-	-	1!	
Koopa Tea	0	7	8	-	4K	3!	
Koopasta	7	7	3	12K	15S	10!	
Lemon	1	2	1	-	4G	1!	Whack tree in Dry Dry Oasis
Lemon Candy	5	15	12	-	-	15!	
Life Shroom	10	0	15	30K	25C	20!	Revives Mario when HP is 0
Lime	0	3	1	-	4G	1!	Whack tree in Dry Dry Oasis
Lime Candy	0	20	12	-	-	15!	
Maple Shroom	5	10	19	-	-	25!	
Maple Super	10	10	27	-	-	35!	
Maple Ultra	50	10	75	-	-	100!	
Maple Syrup	0	10	8	-	-	10!	
Melon	15	0	6	-	10L	7!	Trade food with yellow Yoshi
Mistake	1	1	1	5B	20B	1!	
Mushroom	5	0	2	-	-	2!	
Nutty Cake	0	10	5	-	-	6!	
Potato Salad	10	0	5	-	10I	6!	
Red Berry	5	0	2	-	-	2!	Tree in Flower Fields - E
Shroom Cake	10	10	15	-	30S	20!	
Shroom Steak	30	10	34	-	-	45!	
Spaghetti	6	4	6	-	-	7!	
Special Shake	0	20	8	12K	15L	10!	
Spicy Soup	4	4	8	-	-	10!	
Stinky Herb	5	0	1	-	5B	1!	Found in Flower Fields
Strange Cake	0	0	8	-	-	10!	Sleep/Transparent/Electrify
Strange Leaf	0	5	2	-	-	2!	Found outside Boo's Mansion
Super Shroom	10	0	6	-	-	7!	
Super Soda	0	5	3	5K, 6L, 7Y, 10C, 3!			Cures Poison
Sweet Shroom	30	20	38	-	70S	50!	
Tasty Tonic	0	0	1	-	5L	1!	Cures Poison
Ultra Shroom	50	0	38	-	-	50!	
Wacka's Bump	25	25	23	64G	50H	30!	Hit the Whacka (up to 8x)
Yellow Berry	3	3	15	-	-	2!	Tree in Flower Fields - SW
Yoshi Cookie	15	15	2	-	30Y	20!	
Yummy Meal	20	20	12	-	20I	15!	

1. IV Items - Scenario objects

Name	Description
Artifact	Found in the Ruins; trade with Kolorado for Star Piece
Autograph (L)	Luigi's Autograph for Koopa Koot
Autograph (M)	Merlullee's Autograph for Koopa Koot
Blue Key	First key in Crystal Palace
Boo's Portrait	In Boo's Library, required to get to the top floor
Bucket	A cold bucket for the snowman from Shiver City's mayor
Calculator	Return to Rowf from the toy box for an I Spy badge
Castle Key	Open door Bowser's / Peach's Castle (look distinct)
Cook Book	Get from Gourmet Guy in return for a cake
Crystal Ball	From Merlee to Merlullee for KK favor #8
Crystal Berry	Give to Rosie for the Water Stone
Diamond Stone	1 of 3 special items in Dry Dry Ruins
Dictionary	Return to Russ. T from the toy box for a Star Piece
Diploma	Obtain by defeating the Master for the third time
Dolly	Shake tree near the Hammer; return to Goombaria

Empty Wallet	Find in Koopa Village bushes during Koopa Koot favor #6
Fertile Soil	Used for planting the Magic bean to Cloudy Climb
First Degree Card	Obtain by defeating Chan in the Dojo
Fortress Key	Found in several locations in the Koopa Bros. Fortress
Fourth Degree Card	Obtain by defeating the Master #3 in the Dojo
Frying Pan	Return to Tayce T. from the Shy Guy's toy box
Glasses	Found in Koopa village's bushes during KK favor #15
Gold Card	Get from Koopa Koot for completing favor #10
Hammer	Found in a bush in Jr. Troopa's playground
Jade Raven	Get from the Yoshi elder, use to enter the Jade Jungle
Koopa Legends	Kolorado's wife gives it to you in KK favor #1
Kooper's Shell	Complete the Fuzzy Hide-n-Seek game three times
Letter	Return 25 letters spread of the Mushroom kingdom
Lucky Star	From Peach via Twink; use for Action Command activation
Lunar Stone	1 of 3 special items in Dry Dry Ruins
Lyrics	Get from Simon inside Club 64
Magical Seed	Plant it in the Forest Fields for a trip to Cloudy Climb
Magical Seed	Blue/Orange/Red/Yellow from the 4 Bub-ulb locations
Mailbag	Retrieve from the toy box for a Star Piece
Melody	Give Lyrics to composer in Dry Dry Ruins
Miracle Water	Get for free after returning Lily's water
Mystery Note	Show to Russ. T for a hint on the colored boxes
Mystical Key	The key to the Windy Mill (also called Yakkey)
Odd Key	Key to the home above Rip Cheato's place
Old Photo	Pictograph obtained from a Boo in KK favor #13
Package	Little parcel from a Boo in KK favor #18
Palace Key	Last key found in the Crystal Palace; open the last door
Prison Key	Several are found in Bowser's Castle to unlock prisons
Pulse Stone	From Moustafa; locates and opens the Dry Dry Ruins
Pyramid Stone	1 of 3 special items in Dry Dry Ruins
Record	Use to distract a Boo from guarding a chest
Red Jar	Special item during KK favor #20
Red Key	Second key used in the Crystal Palace
Ruins Key	One of the keys in Dry Dry Desert
Scarf	Get from Merle in Starborn Valley; use on the snowman
Second Degree Card	Obtain by defeating Lee in the Dojo
Silver Card	From Koopa Koot; use it in the casino
Star Stone	Get from Madam Merlar to pass to the Crystal Palace
Storeroom Key	Found in Shy Guy's toy box; opens Harry's backroom store
Tape	From Goomba during KK favor #3
Third Degree Card	Obtain by defeating the Master #1 in the Dojo
Toy Train	In Harry's Shopbackroom
Ultra stone	Get from Raphael; use upgrade partymembers to Ultra rank
Volcano Vase	Treasure from Mt. Lavalava
Warehouse Key	Key to Shiver City Warehouse
Water Stone	Get from Rosie by trading the Crystal Berry
Weight	From the record loving Boo; use to keep the door opened
Yakkey	see Mystical Key

2. Tayce T.'s recipes

Some items have recipes that involves many similar combinations, but so far I only listed the cheapest and most simple formulas. Any additional formulas are welcome too. The Mystery? can act as a:

- Dizzy Dial
- Fire Flower

- Mushroom
- Stone Cap
- Super Shroom
- Thunder Rage

Therefore any item that requires one of the above can use Mystery? to create it. Beware however that there is only small chance that the Mystery? will become the required item (effect is random) therefore you should not rely too much on it.

Nr	Name	Ingredient #1	Ingredient #2
1	Apple Pie	Apple	Cake Mix
2	Big Cookie	Egg B/R/Y Berry	Cake Mix Cake Mix
3	Bland Meal	Goomnut Egg Egg	Koopa Leaf Mushroom Volt Shroom
4	Boiled Egg	Egg Egg	Strange Leaf Stinky Herb
5	Cake	Cake Mix	
6	Coco Pop	Cake Mix	Coconut
7	Deluxe Feast	Whacka's Bump Potato Salad	Strange Leaf Shroom Steak
8	Dizzy Dial	Strange Leaf	Stinky Herb
9	Electropop	Cake Mix	Volt Shroom
10	Egg Missile	Egg	Fire Flower
11	Fire Flower	Dried Fruit	Strange Leaf
12	Fire Pop	Cake Mix	Fire Flower
13	Fried Egg	Egg	
14	Fried Shroom	Dried Shroom Mushroom Dried Shroom	Fire Flower
15	Frozen Fries	Fire Flower	Iced Potato
16	Healty Juice	Dried Shroom	Special Shake
17	Honey Candy	Cake Mix	Honey Syrup
18	Honey Shroom	Honey Syrup	Mushroom
19	Honey Super	Honey Syrup Honey Syrup Honey Syrup	Life Shroom Super Shroom Volt Shroom

20	Honey Ultra	Honey Syrup	Ultra Shroom
21	Hot Shroom	Volt Shroom	
		Mushroom	Fire Flower
		Mushroom	Volt Shroom
22	Jelly Pop	Cake Mix	Jammin' Jelly
23	Jelly Shroom	Jammin' Jelly	Mushroom
24	Jelly Super	Jammin' Jelly	Life Shroom
		Jammin' Jelly	Super Shroom
		Jammin' Jelly	Volt Shroom
25	Jelly Ultra	Jammin' Jelly	Ultra Shroom
26	Kooky Kookie	Cake Mix	Koopa Leaf
27	Koopa Tea	Koopa Leaf	
28	Koopasta	Dried Pasta	Koopa Leaf
29	Lemon Candy	Cake Mix	Lemon
30	Lime Candy	Cake Mix	Lime
31	Life Shroom	Goomnut	Volt Shroom
		Koopa Leaf	Volt Shroom
32	Maple Shroom	Maple Syrup	Mushroom
33	Maple Super	Maple Syrup	Life Shroom
		Maple Syrup	Super Shroom
		Maple Syrup	Volt Shroom
34	Maple Ultra	Maple Syrup	Ultra Shroom
35	Nutty Cake	Goomnut	
36	Potato Salad	Iced Potato	
37	Shroom Cake	Cake Mix	Mushroom
		Cake Mix	Super Shroom
38	Shroom Steak	Ultra Shroom	
		Life Shroom	Dried Mushroom
		Life Shroom	Mushroom
		Life Shroom	Super Shroom
39	Sleepy Sheep	B/R/Y Berry	Strange Leaf
40	Spaghetti	Dried Pasta	
41	Special Shake	Melon	
		Melon	Apple
		Melon	Koopa Leaf
42	Spicy Soup	Fire Flower	
43	Strange Cake	Cake Mix	Strange Leaf

44	Super Soda	Honey Syrup	
		Apple	
		B/R/Y Berry	
		Lime	Apple
		Lime	B/R/Y Berry
45	Sweet Shroom	Cake Mix	Life Shroom
		Cake Mix	Ultra Shroom
46	Tasty Tonic	Lemon	
		Lime	
		Bubble Berry	
		Coconut	
		Honey Syrup	Lemon
		Honey Syrup	Lime
		Honey Syrup	Coconut
47	Thunder Rage	Dried Fruit	Volt Shroom
48	Volt Shroom	Dried Fruit	Mushroom
		Dried Fruit	Super Shroom
		Koopa Leaf	Mushroom
		Strange Leaf	Mushroom
49	Yoshi Cookie	Cake Mix	Melon
50	Yummy Meal	Whacka's Bump	
		Dried Fruit	Dried Pasta
		Dried Fruit	Iced Potato
		Iced Potato	Strange Leaf
-	Mistake	any NON mixing item / combination	

3. Item shop pricelists

G = Toad Town Grocery Shop
 H = Harry's Shop - Toad Town near the port
 K = Koopa Village Shop
 L = Little Mouser's shop in Dry Dry Outpost
 B = Shop in Boo's Mansion
 Y = Lavalava Island - Yoshi's Cabana
 I = Shop in Shiver City
 S = Shop in Star Haven
 C = Spiked Goomba Shop in Bowser's Castle

Item name	G	H	K	L	B	Y	I	S	C
Dizzy Dial	-	15	10	-	-	-	15	-	25
Dried Pasta	-	-	-	3	-	-	-	-	-
Dried Shroom	-	-	-	2	-	-	-	-	-
Dusty Hammer	-	-	-	2	-	-	-	-	-
Fire Flower	10	-	8	-	-	5	-	-	-
Fright Jar	5	-	-	-	-	-	-	-	-
Honey Syrup	10	-	8	5	-	6	-	-	-

Life Shroom	-	-	-	-	50	-	40	25	-
Maple Syrup	-	-	-	-	25	-	20	-	30
Mushroom	5	-	4	3	-	-	-	10	-
Mystery?	-	-	-	-	1	-	-	-	5
POW block	5	-	4	-	-	-	-	-	-
Shooting Star	-	-	-	-	-	-	30	15	15
Sleepy Sheep	10	-	-	-	-	-	-	-	-
Snowman Doll	-	-	-	-	15	15	8	-	-
Stone Cap	-	30	-	-	-	-	-	-	-
Stop Watch	-	-	-	-	25	-	-	15	-
Super Shroom	-	-	-	-	13	15	20	10	30
Super Soda	-	-	-	-	-	-	-	3	-
Tasty Tonic	-	5	-	-	-	2	-	-	-
Thunder Bolt	-	-	-	?	-	-	-	-	-
Thunder Rage	-	20	-	-	-	15	-	-	30
Volt Shroom	-	10	15	-	-	-	-	-	-

4. I Monster compendium - Regular enemies

Name	HP	ATK	DEF	SPL	Location
					Dropped Item(s) in the field

Properties

Tattle Log (Quote by Goombario)

Albino Dino	8	4	4	?	? (Unknown, presumably Ice Palace)
(Dummied Out)					?

"This is an Albino Dino. Albino Dinosaurs are the guards of this frosty place. Max HP: 8, Attack Power: 4, Defense Power: 4 Fire attacks won't work. Their defense power is huge, so let's reduce their HP steadily using our strongest damage-dealing attacks."

Amazy Dayzee	20	20	1	100	Flower Fields - Southeast
					Honey Syrup / Maple Syrup

Escapes

Attack induces 'sleep'

"This is an Amazy Dayzee. Amazy Dayzees are so rare that they're also called the Legendary Crazee Dayzees. Max HP: 20, Attack Power: 20, Defense Power: 1 These guys almost always flee at their first chance. It would be nice to beat one, but be careful! Their attacks pack a powerful punch."

B. Bill Blaster	10	-	4	27	Bowser's Castle
-----------------	----	---	---	----	-----------------

?

Doesn't attack directly

Calls "Bombshell Bill"

"This is a B. Bill Blaster. B. Bill Blasters shoot a constant stream of Bombshell Bills. Max HP: 10, Defense Power: 4 They won't attack you directly. They're pretty resilient. You have to keep attacking 'em, though, otherwise the air will be filled with Bombshell Bills. And nobody wants that."

Bandit 5 2 0 10 Dry Dry Desert
Honey Syrup
Steals 10 coins; attack to retrieve coins
Escapes (only with money)

"This is a Bandit. Bandits bump into you hard and shake up your pockets. They can steal up to 10 coins. Max HP: 5, Attack Power: 2, Defense Power: 0 They'll slyly approach and then slam into you all of a sudden. If you can damage them in an attack, you can get your stolen coins back. Let's beat 'em before they can make off with our loot."

Bill Blaster 4 - 1 10 Koopa Bros. Fortress
?
Doesn't attack directly
calls "Bombshell Bill" each alternating turn

"This is a Bill Blaster. Bill Blasters are the cannons that shoot out Bullet Bills. Max HP: 4, Attack Power: 0, Defense Power: 1 They won't attack us directly, but they'll keep shooting out Bullet Bills as long as they can. It's efficient to attack 'em all at once, but you can also beat 'em one at a time."

Bob-omb 3 1 0 6 Koopa Bros. Fortress
Honey Syrup
Ignites if attacked
Self destructs upon contact while ignited (ATK: 3)

"This is a Bob-omb. Bob-ombs are pretty temperamental, and they get steaming mad when you attack 'em. Max HP: 3, Attack Power: 1, Defense Power: 0 You'd better not jump on 'em when they're angry or they'll blow up in your face. In fact, stay away entirely. Attack 'em from a distance with items like Hammers. Or you could send in other things, like shells. If they attack when angry, they'll charge in and explode. So you'd better take care of them before they blow."

Bombshell Bill 3 6 0 24 Bowser's Castle
Super Shroom
Aerial
Kamikaze -> 1 turn

"This is a Bombshell Bill. Bombshell Bills have such beautiful gold casings! Of course, if you sit and admire 'em, you'll get hit. Max HP: 3, Attack Power: 6, Defense Power: 0 Pay attention to their HP, because their explosions get bigger as their HP drops. Let's take 'em out before they get near us."

Bony Beetle 8 3 4 25 Bowser's Castle
Super Shroom
Extend spikes -> ATK +2 & Spiked
Retract spikes -> ATK -2 & NON spiked
Jump to flip
Flipped -> 0 DEF for 1 turn

"It's a Bony Beetle. They're bony Buzzy Beetles. ...Hence the name. Max HP: 8, Attack Power: 3, Defense Power: 4 It's tough to damage 'em. When their

"This is a Clubba. Clubbas are the main guards of Tubba Blubba's Castle. Max HP: 8, Attack Power: 3, Defense Power: 0 They often sleep on the job. If you walk very slowly, they won't wake up. They may look big, but if you use the action command perfectly, they're not so tough."

Crazee Dayzee 8 4 0 19 Flower Fields
 Honey Syrup / Maple Syrup
 Attack induces 'Sleep'
 Escapes

"This is a Crazee Dayzee. Crazee Dayzees look cute, but you won't think they're so cute after they attack you! Max HP: 8, Attack Power: 4, Defense Power: 0 They attack by singing a song. If you fall under the song's spell, you'll fall asleep. If you get their HP low enough, they'll try to run away. Beat 'em quickly so they can't flee."

D. Paratroopa 8 3 2 18 ? (Unknown, presumably Toad Town Tunnels)
(Dummied Out) ?
 ?

"This is a D. Paratroopa. D. Paratroopas are Paratroopas who live in the Toad Town Tunnels. Max HP: 8, Attack Power: 3, Defense Power: 2 Hammer attacks won't work because they're airborne. They'll lose their wings if you jump on 'em. They'll become Dark Koopas when they fall, but be careful! They'll do a dizzy attack once they're grounded."

Dark Koopa 8 3 2 18 Toad Town Tunnels
 POW block
 Flipped -> 0 DEF for 1 turn
 Jump to flip

"This is a Dark Koopa. Dark Koopas are Koopa Troopas who live in the Toad Town Tunnels. They're known for causing dizziness. Max HP: 8, Attack Power: 3, Defense Power: 2 Be extra careful when you see 'em grin, because that means they're getting ready to do their dizzy attack. Their defense power is 0 when they're turned over, so you should use Jump attacks."

Dry Bones 8 4 2 30 Bowser's Castle
 Super Shroom
 Weak to fire (damage +10)
 Immortal -> can only be defeated by fire
 This enemy is never 'weak'

"This is a Dry Bones. Dry Bones are skeletal remains from Koopa Troopas. Max HP: 8, Attack Power: 4, Defense Power: 2 Just when you think they're beat, these guys rise back up and attack again! You're going to have to beat them all at once. Or you could use fire attacks. If they become ashes, there's no way they'll recover."

Duplighost 15 4 0 23 Shiver Mountain / Ice Palace
 Mystery?
 Transforms into current party member

"This is a Duplighost. Duplighosts disguise themselves as members of our party. Max HP: 15, Attack Power: 4, Defense Power: 0 They love to attack in disguise. It seems like they're generally stronger fighters when they're

not disguised, though."

Bombette??? 20 var. 0 0 Shiver Mountain / Ice Palace
ATK = 2/3/5 (Normal/Super/Ultra Rank)
Can transform back to Lee again

"It's a Duplighost disguised as Bombette. Max HP: 15 Its disguise is pretty much perfect. Its attack power is exactly the same as Bombette's. You should be careful even though she looks cute."

Bow??? 20 1 0 0 Shiver Mountain / Ice Palace
Can transform back to Lee again

"It's a Duplighost disguised as Bow. Max HP: 15 Its disguise is pretty much perfect. Its attack power is exactly the same as Bow's. Look, you've seen her in action. Do you really want to know what a Smack attack feels like."

Goombario??? 20 var. 0 0 Shiver Mountain / Ice Palace
ATK = 1/2/3 (Normal/Super/Ultra Rank)
Can transform back to Lee again

"It's a Duplighost disguised as me. Max HP: 15 It'll do Headbonk and Tattle. That looks nothing like me. Does it? No! Seriously, though, does it? Mario? Hello? Look, I've been working out like crazy trying to get in shape for adventuring. There's just no way I'm that pudgy!"

Kooper??? 20 var. 1 0 Shiver Mountain / Ice Palace
ATK = 2/3/5 (Normal/Super/Ultra Rank)
Jump to flip
Flipped -> DEF = 0 for 1 turn
Can transform back to Lee again

"It's a Duplighost disguised as Kooper. Max HP: 15 This imposter almost looks better than the original! Ha! Its disguise is pretty much perfect. Its attack power is exactly the same as the character it's imitating. It's probably not very difficult for this Duplighost to disguise itself as Kooper. After all, our pal is pretty unusual looking. It'll attack us with its shell, just like the regular Kooper. You'll have the best luck beating it if you flip it."

Lakilester??? 20 var. 0 0 Shiver Mountain / Ice Palace
Aerial
ATK = 3/4/5 (Normal/Super/Ultra Rank)
Can transform back to Lee again

"It's a Duplighost disguised as Lakilester. Max HP: 15 It's hard to take him seriously. Its disguise is pretty much perfect. Its attack power is exactly the same as Lakilester's. It's tough to dodge his Spiny Flip, so pay attention."

Parakarry??? 20 var. 0 0 Shiver Mountain / Ice Palace
ATK = 2/3/5 (Normal/Super/Ultra Rank)
Can transform back to Lee again

"It's a Duplighost disguised as Parakarry. Max HP: 15 He looks even more intelligent as an enemy. Its disguise is pretty much perfect. Its attack power is exactly the same as Parakarry's. Don't underestimate him, Mario. He looks pretty serious."

Sushie??? 20 var. 0 0 Shiver Mountain / Ice Palace
ATK = 3/4/5 (Normal/Super/Ultra Rank)
Can transform back to Lee again

"It's a Duplighost disguised as Sushie. Max HP: 15 Its face looks even grouchier than the real thing! Its disguise is pretty much perfect. Its attack power is exactly the same as Sushie's. I'm glad we have Sushie on our side. She's intimidating! I wonder if this imposter is meddlesome as well..."

Watt??? 20 var. 0 0 Shiver Mountain / Ice Palace
ATK = 3/4/5 (Normal/Super/Ultra Rank)
Electrified
Attack doesn't pierce Mario's defense
Immune to electric damage (Zap Tap)
Can transform back to Lee again

"It's a Duplighost disguised as Watt. Max HP: 15 Its disguise is pretty much perfect. Its attack power is exactly the same as the character it's imitating. You know how Watt is shocking? Same goes for this Duplighost."

Ember 10 4 0 24 Star Way
 Shooting Star
Aerial
Fire
Weak to ice (damage +2)
Divides when attacked
Attack party member (ATK: 2)

"This is an Ember. Embers are fiery monsters forged from uncanny blue fire. Max HP: 10, Attack Power: 4, Defense Power: 0 They may look frosty, but they're actually on fire, so fire attacks won't work. They divide themselves when they're attacked. Keep attacking 'em, though. You'll get 'em eventually. They'll probably fight back. Their attacks usually deal out 3 damage points. Water attacks will work well. Let's beat 'em before they get a chance to burn us."

Forest Fuzzy 6 1 0 11 Forever Forest
 Thunder Bolt
Drains 1 HP (cannot drain if electrified)
Calls "Forest Fuzzy"

"This is a Forest Fuzzy. Forest Fuzzies are always green. Max HP: 6, Attack Power: 1, Defense Power: 0 If they grab hold of you, they'll absorb your HP and add it to their own. The fiends! Those no good... Oh! And they sometimes divide. If they divide they become even stronger, so try to beat 'em before they can split."

Frost Piranha 10 4 0 22 Shiver Snowfields
 ?

others. He looks pretty surly."

Groove Guy 7 2 0 15 Shy Guy's Toy Box
 Fright Jar, Mystery?
Attack induces 'Dizzy'
Calls for "Shy Guy"

"This is a Groove Guy. Groove Guys wear weird clothes. They're probably stage clothes. Pssh... You know performers... Max HP: 7, Attack Power: 2, Defense Power: 0 They shake their booties to call in reinforcements. They also spin around in front of you and make you feel dizzy. These rock 'n' rollers are a drag, so let's ditch 'em as fast as we can."

GRY Magikoopa 10 3 0 21 Crystal Palace
 -
Aerial (Broom)
Jump to remove broom
Induce "Transparency" on an enemy
Escapes (only when alone)

"This is a Gray Magikoopa. He's one of the magicians in the Koopa clan. Those gray robes aren't very flashy, but they're kind of cool. Max HP: 11, Attack Power: 3, Defense Power: 0 He can use magic to make his companions transparent. We can't attack enemies that are transparent. Let's try to beat 'em before that becomes an issue, what do you say."

Gulpit 12 2 0 22 Shiver Snowfields
 Pebble, Super Shroom
Throws a small rock from the stack (ATK: 5)
Throws a big rock from the stack (ATK: 7)

"This is a Gulpit. Whoa! Gulpits look pretty burly, don't they? Max HP: 12, Attack Power: 2, Defense Power: 0 Gulpits attack by picking rocks up in their mouths and then spitting 'em back out. The bigger the rock they spit, the more damage you'll take. Big rocks take 7 HP in damage, and small ones take 5 HP. They can't do much damage without ammo, so you should concentrate on the rocks first."

Gulpit's Rocks - - - - Shiver Snowfields (only with Gulpit)
 -
5 Rocks; 2 big & 3 small are used by Gulpit to attack
Jump / Hammer attack will remove one rock from stack

"These are Gulpits' Rocks. Gulpits gulp them and then spit 'em at people. There are two sizes of rocks. The big rocks do more damage than the small rocks do. ...Big surprise, huh."

Hammer Bros. 12 5 1 26 Shy Guy's Toy Box / Bower's Castle
 Super Shroom
when HP low -> 5 fold attack (ATK: 2,2,2,2,2)

"These are the Hammer Bros. You've seen these punks before, haven't you? Max HP: 12, Attack Power: 5, Defense Power: 1 Be careful of that hammer! If it hits you, you'll get shrunk in a wink. When the Hammer Bros. get desperate, they'll hurl a ton of hammers, so watch it. These guys have been

a pain for ages, so let's give 'em an old-fashioned whopping. As always, they're not to be underestimated.

Hurt Plant 8 2 0 16 Jade Jungle
 Super Soda, Tasty Tonic
 Pretends to be a Heart Plant in the field
 Cannot get First Strike on it
 Attack induces 'Poison'

"This is a Hurt Plant. Hurt Plants pretend to be Heart Plants, which give you a Heart when you touch them. Max HP: 8, Attack Power: 2, Defense Power: 0 If a Hurt Plant bites you, you'll be poisoned. Then your HP will slowly fall with each turn. We'd better beat 'em as quickly as possible. Unless you can frequently restore your HP, you'll find yourself in trouble pretty fast."

Hyper Cleft 4 3 3 15 Gusty Gulch
 ?
 Spiked
 Explosion / POW block to flip
 Flipped -> 1 DEF for 3 turns
 Charges Power (ATK +8)

"This is a Hyper Cleft. Hyper Clefts have more defense power than normal Clefts. Max HP: 4, Attack Power: 3, Defense Power: 3 They sometimes charge their power before attacking. That charged attack will take away 8 HP, so watch out when they start to glow. It'll miss you if you can become transparent. Their defense power will fall to 1 if you use an explosion to flip 'em over. And in case you hadn't noticed, they have spikes up top! It'll hurt if you jump on 'em."

Hyper Goomba 7 1 0 12 Gusty Gulch
 Dried Shroom
 Charges Power (ATK +8)

"This is a Hyper Goomba. Hyper Goombas are crazy, uncivilized Goombas living in Gusty Gulch. Max HP: 7, Attack Power: 1, Defense Power: 0 They sometimes charge their power before attacking. That charged attack will take away 8 HP, so watch out when they start to glow. It's a good idea to use Bow or an item to become transparent. The attack will miss for sure."

Hyper Paragoomba 7 1 0 7 Gusty Gulch
 Dried Shroom
 Aerial (wings)
 Jump to remove wings
 Charges Power (ATK +8)

"This is a Hyper Paragoomba. Hyper Paragoombas are Hyper Goombas with wings. Max HP: 7, Attack Power: 1, Defense Power: 0 They sometimes charge their power before attacking. That charged attack will take away 8 HP, so watch out when they start to glow. It'll miss you if you can become transparent. Except for that, they're no different from normal Paragoombas, so use a Jump attack to defeat 'em."

Jungle Fuzzy 7 2 0 16 Lavalava Island Beach

Dizzy Dial, Volt Shroom
Drain HP continuously (cannot drain if Electified)
Calls for "Jungle Fuzzy"

"This is a Jungle Fuzzy. Jungle Fuzzies are very similar to other Fuzzies, but they live in the jungle, so... ..that's their name. Max HP: 7, Attack Power: 2, Defense Power: 0 They cling to you, suck out your HP and add it to their own. What a sleazy move! They won't stop clinging to you unless you tear 'em off with the action command. They also occasionally divide, so let's beat 'em before they get the chance."

Koopa Troopa 4 1 1 6 Pleasant Path
 Koopa Leaf, POW Block
 Jump to flip
 Flipped -> 0 DEF 2 turns

"This is a Koopa Troopa. Everybody knows Koopa Troopas. They're Bowser's followers. Max HP: 4, Attack Power: 1, Defense Power: 1 Their shells are hard. If you can flip 'em over, their defense power will fall to 0 and it will become much easier for you to defeat 'em. You can flip 'em with a POW Block or a Jump attack.."

Koopatrol 8 4 3 25 Shy Guy's Toy Box / Bowser's Castle
 Super Shroom
 Spiked
 Calls for "Koopatrol"
 Jump to flip
 Flipped -> 0 DEF 1 turn
 Charges Power (ATK +10)

"This is a Koopatrol. They're elite Koopa soldiers. These are the highest-ranked guards of Bowser's Castle. Max HP: 8, Attack Power: 4, Defense Power: 3 In case you hadn't noticed, they're fitted with spikes. Don't jump on 'em. When their HP drops low, they'll charge up power for one last-ditch attack. The power of this desperate attack is 10. They've also been known to call in reinforcements when they're in trouble. Don't underestimate these nasty Koopas, Mario."

Lakitu 12 3 0 19 Flower Fields
 Honey Syrup, Stop Watch, Thunder Rage
 Use Tornado Jump to attack in field
 Aerial
 Calls "Spiny"

"This is a Lakitu. Lakitus are strange Koopas that can ride clouds. Max HP: 12, Attack Power: 3, Defense Power: 0 They toss down Spiny Eggs, and these sometimes turn into crawling Spinies. We'd better deal with them quickly or else we'll be surrounded by Spinies. It seems like these Lakitus have been hassling you for your entire career, Mario."

Lava Bubble 9 4 0 17 Mt. Lavalava
 Super Shroom
 Aerial
 Fire
 Weak to Ice
 Attacks Mario & Partner (ATK: 2)

"This is a Lava Bubble, a fire ball monster. Lava Bubbles live near lava. Max HP: 9, Attack Power: 4, Defense Power: 0 They are obviously pretty hot, so you'll get hurt if you try to jump on 'em. They sometimes attack your friends (like me!), too. The power of that attack is 2. Because of their fiery nature, they fear snow and water."

M. Bush	8	3	0	16	Lavalava Jungle
					Tasty Tonic

Pretends to be a real bush in the field
 Cannot get a First Strike on it
 Attack induces 'Poison'

"This is an M. Bush. M. Bushes pretend to be bushes and wait for unwary prey. Max HP: 8, Attack Power: 3, Defense Power: 0 Their bites are sometimes poisonous, so be careful. If you get poisoned, your HP will gradually fall. Your situation could become critical unless you restore your HP as soon as possible. Let's clear 'em out quickly, OK? Use your most powerful attack, why don't you."

Magikoopa	11	6	0	25	Bowser's Castle
					?

Aerial (Broom)
 Jump to remove broom
 Induce "Electricity" on an enemy
 Induce "Transparency" on an enemy
 Increases ATK +1 on an enemy
 Increases DEF +1 on an enemy
 Heals one enemy 5 HP / all enemies 3 HP
 Escapes (only when alone)

"This is a Magikoopa. Magikoopas are the elite magicians of the Koopa clan. Max HP: 11, Attack Power: 6, Defense Power: 0 Tread carefully, Mario! Their magical attacks pack a serious punch! They know many nasty spells. We'd better beat them before they can do anything crazy."

Magikoopa	-	-	-	-	Bowser's Castle
(Duplicate)					-

Same properties as Magikoopa who created it
 Attacking it removes the mirage

"This is a deceptive duplicate of a Magikoopa. There's no use attacking 'em. The real Magikoopa's power is: Max HP: 11, Attack Power: 6, Defense Power: 0."

Medi Guy	7	1	0	14	Shy Guy's Toy Box
					-

Aerial
 Heals one enemy 3 HP

"This is a Medi Guy. Medi Guys are the emergency workers of the Shy Guy clan. Max HP: 7, Attack Power: 1, Defense Power: 0 They have the power to heal their wounded companions. Of course, they also attack. We'd better hurry up and take them out of the mix. It's a pain if they keep fixing all the damage we do."

Increases ATK +1 on an enemy

"This is a Red Magikoopa. He's one of the magicians in the Koopa clan. Snappy red robes, huh? Max HP: 11, Attack Power: 3, Defense Power: 0 He can magically increase the attack power of others. Take care of him before he can pump up his companions."

Ruff Puff 10 4 0 19 Flower Fields
 Thunder Rage
-

"This is a Ruff Puff. Ruff Puffs are nasty little cloud henchmen of Huff N. Puff. Max HP: 10, Attack Power: 4, Defense Power: 0 Ruff Puffs float in the air, so a Jump attack or something similar may be best. Of course, I'd be more than happy to give 'em a Headbonk! It's your call, Mario."

Shy Guy 7 2 0 14 Shy Guy's Toy Box
 Dizzy Dial, Fright Jar, POW Block
Acrobatic Attack (ATK +1)

"This is a Shy Guy. They're ne'er-do-wells. Big time rascals. No good... Max HP: 7, Attack Power: 2, Defense Power: 0 They occasionally do acrobatic attacks that have an attack power of 3. Who knows what lies in the hearts of these troublemakers? I guess they're dangerous, but they're pretty small time."

Sky Guy 7 3 0 15 Shy Guy's Toy Box
 ?
Aerial (Balloons)
Jump to pop balloons -> becomes Shy Guy

"This is a Sky Guy. Sky Guys are master balloonists. Max HP: 7, Attack Power: 3, Defense Power: 0 We can attack the balloon, too. Once they fall, they're just like normal Shy Guys. I wish I had a balloon so I could float... That looks awesome."

Spear Guy 7 3 0 16 Jade Jungle
 Sleepy Sheep
Calls for "Spear Guy"
Throws spear -> becomes Shy Guy

"This is a Spear Guy. Spear Guys are relatives of Shy Guys. They live in the jungle. Max HP: 7, Attack Power: 3, Defense Power: 0 You'll get hurt if you attack with the Hammer while they're pointing the spear at you. You'll also get hurt if you try to jump on 'em when the spear's pointing upward. Pay attention to the position of their spears when we attack. Oh yeah, they also sometimes call in reinforcements. After they throw their spears, they become ordinary Shy Guys."

Spike Top 4 3 4 17 Mt. Lavalava
 Super Soda
Immune to fire
Jump to flip
Flipped -> 0 DEF 1 turn

"This is Spike Top. Spike Tops have spikes on top. Duh! Max HP: 4, Attack Power: 3, Defense Power: 4 They're tough, just like Buzzy Beetles, and fire attacks don't affect 'em at all. But their defense power drops if you can flip 'em over."

Spiked Gloomba 7 3 0 12 Toad Town Tunnels
Dizzy Dial, Sleepy Sheep

Spiked

"This is a Spiked Gloomba. They're Spiked Goombas who live in the Toad Town Tunnels. Max HP: 7, Attack Power: 3, Defense Power: 0 Be careful of the spiked hats they wear. It'll definitely hurt if you jump on 'em."

Spiked Goomba 2 2 0 6 Goomba Road
Mushroom
Jump on spike without "Spike Shield" induces 'Paralysis'

"This is a Spiked Goomba. Spiked Goombas are Goombas with spikes on their heads. Max HP: 2, Attack Power: 2, Defense Power: 0 Whatever you do, don't jump on their spikes or you'll get hurt or even paralyzed."

Spiny 5 4 3 19 Flower Fields

-

Jump to flip

Flipped -> 0 DEF 1 turn

"This is a Spiny. Spinies have spikes on their shells that are pretty sharp. Max HP: 5, Attack Power: 4, Defense Power: 3 They'll roll into Spiny Eggs and slam into you. It'll be much easier to fight them if you can flip them over. Their defense power falls to 0."

Spy Guy 7 2 0 15 Shy Guy's Toy Box
?
Attack alternates between Hammer / Slingshot
Hammer attack disables 1 of Mario's abilities

"This is a Spy Guy. Spy Guys look like they're ready for war in their spiffy camouflage gear! Max HP: 7, Attack Power: 2, Defense Power: 0 They change their weapons each time they're attacked. You'd best try to avoid their hammer attack! Every time you're hit by it, you'll lose one of your commands."

Stone Chomp 4 3 1 14 Dry Dry Ruins
?

-

"This is a Stone Chomp, who guards the treasure in this room. He's made of stone. Duh! Max HP: 4, Attack Power: 3, Defense Power: 1 His jaws can supposedly crush a Coconut. I don't know about you, but I don't want to become a snack."

Swooper 4 2 0 9 Dry Dry Ruins

-

Ceiling

Aerial

Drains 1 HP (Cannot drain if electrified)

"This is a Swooper, a ghost bat. Swoopers got their name because they swoop down out of the shadows. Max HP: 4, Attack Power: 2, Defense Power: 0 Even Jump attacks can't reach 'em when they're hanging on the ceiling, but earth tremors will knock 'em loose. Parakarry can also knock 'em loose with one of his moves. You can attack 'em however you choose once they're hovering in the air."

Swoopula 8 2 0 22 Crystal Palace

Volt Shroom

Ceiling

Aerial

Drains ? HP (cannot drain if electrified)

"This is a Swoopula. Swoopulas attack from the air and cling to you to suck your HP. Max HP: 8, Attack Power: 2, Defense Power: 0 Hit (A) repeatedly to fight it off or else it'll keep sucking your HP. You can't jump high enough to attack them while they're hanging from the ceiling. An earthquake attack ought to work, though. Flying party members, like Bow or Parakarry, can also attack them with ease. If they fall and begin to flap around, you can attack them by jumping as well."

White Clubba 12 5 0 22 Shiver Mountain

?

Multi attack (ATK: 2,2,2)

"This is a White Clubba. They live in cold climates. Who knows why they moved here... Max HP: 12, Attack Power: 5, Defense Power: 0 They sometimes attack consecutively. They're pretty powerful. It's tough to swing such big clubs! Ice attacks won't work on them, so break out fire if you have it."

W Magikoopa 11 3 0 21 Jade Jungle

-

Aerial (Broom)

Jump to remove broom

Heals one enemy 5 HP / all enemies 3 HP

"This is a White Magikoopa. He's one of the magicians in the Koopa clan. White robes, huh? How does he keep 'em clean? Max HP: 11, Attack Power: 3, Defense Power: 0 He's a healer. When he magically heals one companion it recovers 5 HP, and when he heals all of his companions at once, they all recover 3 HP. You'd better take care of this guy but fast."

Y Magikoopa 11 3 0 21 Flower Fields

-

Aerial (Broom)

Jump to remove broom

Induce "electrify" on an enemy

"This is a Yellow Magikoopa. He's one of the magicians in the Koopa clan. Yellow is the new black, didn't you know? Max HP: 11, Attack Power: 3, Defense Power: 0 He can use magic to give his companions an electric charge. While his cohorts are electrified, don't attack them directly or you'll be in for a shocking surprise."

4. II Monster Compendium - Bosses

Name	HP	ATK	DEF	SPL	Location
Anti Guy	50	10	0	42	Shy Guy's Toy Box / Bowser's Castle

Properties
Acrobatic Attack (ATK +2)

"This is an Anti Guy. His attacks are so intense that he's also called Deadly Guy. Max HP: 50, Attack Power: 10, Defense Power: 0 His attack power is 12 when he does an acrobatic attack, so dodge it! This guy is for real, so we'd better take him seriously."

B Ninjakoopa	5	1	1	17	Koopa Fortress
--------------	---	---	---	----	----------------

Jump to flip
Flipped -> 0 DEF 2 turns

"This is Black Ninjakoopa. Black is pretty fashionable... Max HP: 5, Attack Power: 1, Defense Power: 1 He has a little bit of defense power, but you can flip him over by jumping on him, just like a normal Koopa Troopa. Let's flip him over quick! Otherwise, the Bros. may form a tower and do their famous spinning attack!."

Big Lant. Ghost	40	5	0	42	Shy Guy's Toy Box
-----------------	----	---	---	----	-------------------

Extinguishes lantern
Flash; hit both Mario & Partner (ATK: 2)

"This is a Big Lantern Ghost. He avoids attacks by hiding in the dark. Max HP: 40, Attack Power: 5, Defense Power: 0 Your friends, like (ahem) me, will also be damaged when he does the flash attack. The flash attack's power is 2. Hit the Lantern many times to make it brighter, then you'll be able to attack him. As soon as you can see, hit him right in the head."

Blooper	30	3	0	44	Toad Town Tunnels
---------	----	---	---	----	-------------------

-

"This is a Blooper. Bloopers lurk in the dank pools of Toad Town Tunnels. Max HP: 30, Attack Power: 3, Defense Power: 0 They seem pretty unremarkable. Although... You have to wonder how they float in the air like that..."

Blooper Baby	6	2	0	0	Toad Town Tunnels
--------------	---	---	---	---	-------------------

Drains ? HP (cannot drain if 'Electrified')

"This is a Blooper Baby. Super Blooper spits 'em out and they come to drain you. Max HP: 6, Attack Power: 2, Defense Power: 0 We need to beat 'em quickly so they can't drain us dry. They're so cute, though!"

Blue Goomba	6	1	0	20	Goomba Road
-------------	---	---	---	----	-------------

-

"This is Blue Goomba. He's the younger of the two notorious Goomba Bros. Max HP: 6, Attack Power: 1, Defense Power: 0 As you heard in his little speech, he's one of the Goomba King's men. He doesn't look that healthy. He's weaker than his brother."

Blue Goomba 3 1 0 5 Goomba King's Fortress

-

"This is Blue Goomba. He's the younger of the two notorious Goomba Bros. Max HP: 6, Attack Power: 1, Defense Power: 0 As you heard in his little speech, he's one of the Goomba King's men. He doesn't look that healthy. He's weaker than his brother."

Bowser 10 1 0 0 Peach's Castle
Fire breath (fire, ATK: 10)
Use Star Rod -> ATK +2 & DEF +1

- (No Tattle log available; Goombario cannot enter this battle)

Bowser (2) 50 var. 1 100 Peach's Castle
Nail (ATK: 6)
Stomp (ATK: 6)
Fire breath (fire, ATK: 8)
Use Star Rod -> ATK *2 & DEF +3
Flash; hit both Mario and Partner (negates status, ATK: 2)
Recover 20 HP

"It's the Evil King Bowser! Finally, after all this time! Max HP: 50, Defense Power: 1 He has a huge arsenal of attacks, from blowing clouds of fire to jumping on us. Fire Attack: 8, Stamp Attack/Nail Attack: 6 I'm sure he has other attacks that I don't know. Boy, does he look nasty! He's strong enough as it is, but I'm sure he can use that Star Rod to increase his power until he's nearly invincible. Princess Peach needs us! Let's take him, Mario!"

Bowser (3) 99 var. 1 0 Koopa Clown Car Arena
Nail (ATK: 8)
Stomp (ATK: 8)
Fire breath (fire, ATK: 10)
Use Star Rod -> ATK *2 & Impenetrable defense
Flash; hit both Mario and Partner (negates status, ATK: 2)
Recover 20 HP

Before Peach / Twink Intermezzo (Star Beam):

"It's the Evil King Bowser! Uh... I think he got bigger. That's not a good sign... Max HP: 99, Defense Power: 2 He has a huge arsenal of attacks, from blowing clouds of fire to jumping on us. Fire Attack: 10, Stamp Attack/Nail Attack: 8 I'm sure he has other attacks that I don't know. Kammy Koopa's mysterious device has somehow beefed up his power even more. That's hardly fair! You should use that Star Beam whenever he uses the Star Rod to increase his power. Oh, you already knew that?"

After Peach / Twink Intermezzo (Peach Beam):

"It's the evil King Bowser! No more messing around! Max HP: 99, Defense

Power: 2. He has a huge arsenal of attacks, from blowing clouds of fire to jumping on us. Fire Attack: 10, Stamp Attack/Nail Attack: 8. I'm sure he has other attacks that I don't know. When he increases his power with the Star Rod, our attacks will be totally useless. When that happens, you must use our ultimate weapon, the Peach Beam! It has the power of everyone's wishes! This is our time, Mario! Let's take this chump! We're coming, Princess!"

Bowser??? 10 1 0 0 Koopa Fortress
-

"Bowser...? But he looks kind of...lame. I mean, he's lame anyway, but... Max HP: 10, Attack Power: 1, Defense Power: 1 Does Bowser really look like this? I always imagined him looking, well, a lot scarier."

Buzzar 40 3 0 35 Mt. Rugged
Death Plunge: 1 / 4 Damage
Breath Attack: 1 / 3 Damage (hits partner too)

"This is Buzzar. He guards Mt. Rugged. Wow! That's one big bird! Max HP: 40, Attack Power: 3, Defense Power: 0 If you get caught in the clutches of his sharp claws, you'll lose 4 HP! Try to wriggle out of his grip. His special attack is flapping his wings to create wind. This attack damages your party members, too. But he was hatching eggs, wasn't he? Is it possible that he's really a she? I wonder..."

Chan 15 2 2 0 Dojo
Jump to flip
Flipped -> 0 DEF 1 turn

"This is Chan, of the Dojo. He's training under The Master and is happy to fight us. Max HP: 15, Attack Power: 2, Defense Power: 2 Hammer attacks don't work well, but you can turn him over with Jump attacks. Once he's flipped over, he's easy. No mercy, Mario."

Chomp 4 3 3 14 Dry Dry Ruins
-

"It's a Chomp. You've heard about Chomps before, I'm sure. Max HP: 4, Attack Power: 3, Defense Power: 3 They're made of such hard stuff that most of your attacks won't even faze them. I heard a rumor that the Chomps are a little peeved at Tutankooa because he works them so hard."

Crystal Bit 1 - 0 0 Crystal Palace
Attacks you via Crystal King

"This is a Crystal Bit. Basically, Crystal Bits are just pieces of the Crystal King. You can drop 'em with ease. Their Max HP is 1 and they're only dangerous when the Crystal King spews 'em out. Their defense power is 0. These guys are pretty weak. They'll keep coming, though, until you've finally beaten the Crystal King."

Crystal King 70 6 2 85 Crystal Palace
Attack induces 'Frost'
Multiattack (# of Crystal bits, ATK: 4,4,4)

Summon 3 Crystal Bits
Create 2 Duplicates
Recover 20 HP

"This is the Crystal King. He's one of Bowser's main guys. I don't know how he managed to take over this palace, but... Max HP: 70, Attack Power: 6, Defense Power: 2 He'll attack you by summoning and launching Crystal Bits. The power of each attack is 4. The number of times he attacks equals the number of Crystal Bits he's deployed. He'll also try to freeze you whenever he can. When his HP gets low, he may try to divide and conquer. The power of this attack is 8. You can hurt him only by attacking his real body. If you don't know which one's the main body, you should attack all of them. Pretty brilliant, eh?"

Crystal King - - - - Crystal Palace
(Duplicate) Attacking the duplicate removes mirage

"I think this is a deceptive duplicate of the Crystal King. Since it's just an illusion, all of your attacks will just go through it. Max HP: 70, Attack Power: 5, Defense Power: 0 Just a reminder, Mario... You must damage the real one."

Electro Blooper 25 4 0 50 Toad Town Sewers
Charges Power (electrifies, ATK +4)
Hit while charged to negate charge & electrify statuses

"This is an Electro Blooper. Electro Bloopers are electro-charged. Max HP: 50, Attack Power: 4, Defense Power: 0 A bit of advice: When they're emitting electricity, it'd be a smart move to avoid contact with 'em. If you can manage to damage 'em while they're emitting electricity, they'll go back to normal. Their attack power when they're emitting electricity is 6. Let's try to be careful, what do you say."

Fuzzipede 15 3 0 43 Whale's belly
Ceiling

- (No Tattle log available; Goombario cannot tattle him)

G Ninjakoopa 5 1 1 16 Koopa Fortress
Jump to flip
Flipped -> 0 DEF 2 turns

"This is Green Ninjakoopa. He looks exactly the same as a normal Koopa Troopa. Max HP: 5, Attack Power: 1, Defense Power: 1 He has a little bit of defense power, but you can turn him over by jumping on him, just like a normal Koopa Troopa. Let's flip him over quick! Otherwise, the Bros. may form a tower and do their famous spinning attack."

General Guy 30 4 2 72 Shy Guy's Toy Box
Appears in group of 3 enemies
Flash; attack Mario & Partner (ATK: 2, only with bulb)

"This is General Guy in his tank. The tank seems to be dangerous even though it's a toy. Max HP: 30, Attack Power: 4, Defense Power: 2 Not only does the General give commands from the tank, but he also throws bombs and

uses electric attacks. The power of his electric attack is 5, and your party member takes 2 damage points, so defend yourself carefully. He'll lose the electric attack if we break the light bulb. Normal fighting styles seem ineffective because the tank is well fortified."

Goomba King 10 1 0 49 Goomba King's Fortress
 Stomp causes a bramble to fall (ATK: 2)

"This is the Goomba King. He's really big. I mean, look at him! He looks really powerful. Max HP: 10, Attack Power: 1, Defense Power: 0 He's the boss of Red Goomba and Blue Goomba. Who cares if he's strong? You're much stronger. Gee, I wonder what he ate to become so big? I'd like to be a bit bigger, too."

Huff N. Puff 60 5 0 80 Cloudy Climb
 Can charge up & electrifies
 Lightning does 6 damage
 Charged Lightning does 12 damage
 Wind Breath does between 3 / 7 damage
 Body Slam ATK = 5 + # Tuff Puffs around him
 Immune to electric damage (Watt's electro dash)
 Splits off up to 10 Tuff Puffs when hit
 Recovers HP via Tuff Puffs

"This is Huff N. Puff. He's a giant cloud monster. Max HP: 60, Attack Power: 5, Defense Power: 0 His thunder attack is very dangerous. If you don't defend, you'll take massive damage. When you attack Huff N. Puff, little clouds called Tuff Puffs come out. Their number is based on the amount of damage you do. If you leave the Tuff Puffs, Huff N. Puff will swallow them up and restore his HP. You need to use smart tactics to beat this guy, Mario."

Jr. Troopa #1 5 1 0 41 Goomba Village
 Charges Power (ATK +1) when HP is one

- (No Tattle Log available; Goombario cannot enter this battle)

Jr. Troopa #2 15 2 1 44 Pleasant Path
 -

"What was his name? Jr. Troopa? I don't remember exactly... ...Just joking, kid! Max HP: 15, Attack Power: 2, Defense Power: 1 He looks so adorable hiding in his egg, doesn't he? So cute! It should be a snap to beat him now. ...I think."

Jr. Troopa #3 40 5 1 52 Forever Forest
 Aerial

"It's Jr. Troopa. I can't get enough of this guy! Waa ha ha ha! Did the little guy get lost in the big, bad forest? Max HP: 40, Attack Power: 5, Defense Power: 1 Apparently he's grown wings, so he can fly now. You'll have to jump to reach him. He's a bit stronger, so it may be worth it to use any items you have to attack him."

Jr. Troopa #4 20 6 1 59 Toad Town - Harbor
Jr. loses 20 HP at the start of the battle
Aerial
Spiked

"It's Jr. Troopa! He swam all the way after us! This kid...he's got guts!
Max HP: 40, Attack Power: 6, Defense Power: 1 He still flies but now he has
a spike on his head. It'll hurt if you jump on him. He seems tougher this
time... Luckily for us, he also looks pretty tuckered out. Well, he should
be tired. The little guy swam to Lavalava Island and back! It seems better
to attack from a distance with an item or something, rather than attacking
him directly."

Jr. Troopa #5 50 8 1 65 Shiver Road
-

"It's Jr. Troopa! I'm stunned! Really! This guy just will not quit! Max HP:
50, Attack Power: 8, Defense Power: 1 He's obviously been training. It
seems he can use magic now. Sigh... Let's get this over with."

Jr. Troopa #6 60 8 2 75 Bowser's Castle
Aerial (until HP < 30)
Spiked (until HP < 30)

"It's Jr. Troopa again! My man! The little guy still has some egg shell
left on his body! Aw! Max HP: 60, Attack Power: 8, Defense Power: 2 Whoa!
He's been working out! He looks as though he may be able to change his
shape, too. You've got to love this guy's effort, Mario. To follow us all
the way here? What dedication! Come to think of it, how do you think he got
here, anyway?"

Kent C. Koopa 70 10 6 55 Pleasant Path (Post Chapter 5)
Can be flipped (requires 2 jumps)
Flipped -> 3 DEF on shell, 0 DEF on tail for 1 turn
Very susceptible to "Sleep" status
Shell attack hits both Mario and Partner (ATK: 3)

"This is Kent C. Koopa. He seems pretty greedy for such a large Koopa. Max
HP: 70, Attack Power: 10, Defense Power: 6 He sometimes does a stamp attack
with his shell. That attack has a power of 3. His shell attack also damages
party members (like me!), so be sure to defend! As with all Koopas, your
chances will greatly improve if you can flip him over. His defense power
will drop. Watch it, though! He'll attack as soon as he's back on his feet.
And by the way, is he not THE HUGEST KOOPA EVER!?! Somebody told me that he
used to live in Koopa Village..."

Koopa Bros. - var. - - Koopa Bros. Fortress
ATK = # of Koopa Bros. on the stack
Stack collapses with 2 Jump attacks or 1 explosion

"The Koopa Bros. have formed a tall Koopa tower! Max HP: ?, Attack Power:
?, Defense Power: ? I'm not sure about this... They do a spinning attack
with the whole gang piled high atop one another. Hit 'em with a Hammer or
something to make 'em unstable. After that, any attack should knock 'em
down. If you use an explosion, you can make 'em fall down at once. If you
flip 'em over, the battle will nearly be ours! Beat 'em one by one!"

Lakilester 50 4 0 40 Flower Fields - Northwest

-

"He said his name is Spike. He seems to be a Lakitu, but he's the weirdest one I've seen. Max HP: 50, Attack Power: 4, Defense Power: 0 He throws Spiny Eggs. Is it just me, or did he call himself Spike, Michael and Lakilester? What an odd guy... ..I have to wonder just what his real name is..."

Lava Bud (1) 8 4 0 0 Mt. Lavalava
Fire based attack

"This is a Lava Bud. Lava Buds are little flowers branching out from the main stem of the Lava Piranha. They love it in the lava. Hey, if you were a fiery plant, you'd love it in there, too. Max HP: 8, Defense Power: 0 They blow small seeds or other projectiles to attack. The small Lava Buds' attack power is 4."

Lava Bud (2) 8 - 0 0 Mt. Lavalava
Fire
Attack with Ice/Water stuns it for 2 turns
Doesn't attack directly
Calls "Petit Piranha"

"This is a Lava Bud. Lava Buds are little flowers branching out from the main stem of the Lava Piranha. They love it in the lava. Hey, if you were a fiery plant, you'd love it in there, too. Max HP: 8, Defense Power: 0 They blow out Petit Piranhas. The Lava Buds' stems themselves won't attack you."

Lava Piranha (1) 40 5 0 45 Mt. Lavalava
Fire based attack

"This is a Lava Piranha. Lava Piranhas are plants that can somehow survive in lava. Max HP: 40, Attack Power: 5, Defense Power: 0 They blow out huge balls of fire to attack. That is one big flower! Wow."

Lava Piranha (2) 40 5 0 45 Mt. Lavalava
Fire
Fire based attack
Attack with Ice/Water stuns it for 2 turns

"This is a Lava Piranha. Lava Piranhas are plants that can somehow survive in lava. Max HP: 40, Attack Power: 5, Defense Power: 0 Since their bodies are on fire, you'll take damage if you step on 'em. Don't worry if you're fireproof. They'll try to burn you with their fire breath. They're creatures born of fire, so water attacks will work extremely well against them."

Lee 20 5 0 0 Dojo - Toad Town
Transforms into your current party member

"This is Lee, of the Dojo. He's training under The Master and is happy to fight us. Max HP: 20, Attack Power: 5, Defense Power: 0 He has mastered the

art of disguise, so don't let it faze you when he suddenly mirrors us. Remember, he can't stay disguised forever. Don't let his strange tactics throw you off guard, no matter how many times he transforms."

Bombette??? 20 var. 0 0 Dojo - Toad Town
 ATK = 2/3/5 (Normal/Super/Ultra Rank)
 Can transform back to Lee again

"This is Lee disguised as Bombette. His Max HP is 20. Lee has disguised himself as Bombette perfectly, so his attack power is the same as Bombette's usual power. Sure, he looks cute as Bombette, but he packs a punch."

Bow??? 20 1 0 0 Dojo - Toad Town
 Can transform back to Lee again

"This is Lee disguised as Bow. His Max HP is 20. Lee has disguised himself as Bow perfectly, so his attack power is the same as Bow's usual power. That Smack attack is brutal! So cruel!"

Goombario??? 20 var. 0 0 Dojo - Toad Town
 ATK = 1/2/3 (Normal/Super/Ultra Rank)
 Can transform back to Lee again

"It's Lee disguised as me. His Max HP is 20. Do I really look like that? No way... He'll use Headbonk and Tattle. He has the same skills as me. Of course, I'm much better looking and more debonair. And I hope that I'm stronger."

Kooper??? 20 var. 1 0 Dojo - Toad Town
 ATK = 2/3/5 (Normal/Super/Ultra Rank)
 Jump to flip
 Flipped -> DEF = 0 for 1 turn
 Can transform back to Lee again

"This is Lee disguised as Kooper. His Max HP is 20. Lee has disguised himself as Kooper perfectly, so his attack power is the same as Kooper's usual power. Just like Kooper, he attacks with his shell. If you flip him over, you'll beat him with ease. Incidentally, Lee's red scarf and wristband look cooler than Kooper's. ...Don't tell Kooper I said that, though."

Lakilester??? 20 var. 0 0 Dojo - Toad Town
 Aerial
 ATK = 3/4/5 (Normal/Super/Ultra Rank)
 Can transform back to Lee again

"This is Lee disguised as Lakilester. His Max HP is 20. If I remember our battle with the real Lakilester correctly, this one seems to be weaker. Lee has disguised himself as Lakilester perfectly, so his attack power is the same as Lakilester's usual power. Dodging that Spiny Flip is tough, so pay attention."

Parakarry??? 20 var. 0 0 Dojo - Toad Town

ATK = 2/3/5 (Normal/Super/Ultra Rank)
Can transform back to Lee again

"This is Lee disguised as Parakarry. His Max HP is 20. Lee has disguised himself as Parakarry perfectly, so his attack power is the same as Parakarry's usual power. He's usually slow, but once he's in battle, he's a whirlwind of feet and feathers. He's a sight to behold in the heat of battle. To tell the truth, I think he's the most intimidating one on our team."

Sushie??? 20 var. 0 0 Dojo - Toad Town
ATK = 3/4/5 (Normal/Super/Ultra Rank)
Can transform back to Lee again

"This is Lee disguised as Sushie. His Max HP is 20. Sushie looks tough! Think she'd be mad if she heard that? Lee has disguised himself as Sushie perfectly, so his attack power is the same as Sushie's usual power. I'm not too thrilled to have to fight Sushie. She's strong."

Watt??? 20 var. 0 0 Dojo - Toad Town
ATK = 3/4/5 (Normal/Super/Ultra Rank)
Electrified
Attack doesn't pierce Mario's defense
Immune to electric damage (Zap Tap)
Can transform back to Lee again

"This is Lee disguised as Watt. His Max HP is 20, so you should be serious even though he looks as adorable as Watt. Lee has disguised himself as Watt perfectly, so his attack power is the same as Watt's usual power. Remember, don't stomp on him! You'll get a massive electric charge if you do."

Magikoopa 8 3 0 16 Shooting Star Summit
Aerial

"This is a Magikoopa. Magikoopas use magical rods. Max HP: 8, Attack Power: 3, Defense Power: 0 Magic attacks are no joke, Mario. You'd better take these guys seriously."

Mario var. var. var. ? anywhere
This is Lee tattling Mario in his Goombario disguise

"It's Mario, silly! He's here to save Princess Peach, who was kidnapped by Bowser. Remember? He fights until the bitter end, no matter what enemies attack.

Master(1) 50 6 0 0 Dojo - Toad Town
-

"This is The Master. He owns the Dojo-- and he's the strongest member. Max HP: 50, Attack Power: 6, Defense Power: 0 If he's the best in the Dojo, he must be pretty tough."

Master(2) 75 8 0 0 Dojo - Toad Town
Combo Attack: 5,6

"This is The Master. He owns the Dojo-- and he's the strongest member. Max HP: 75, Attack Power: 8, Defense Power: 0 He knows both normal and advanced methods of attack. You'd better concentrate, Mario! This guy doesn't mess around at all!"

Master(3) 99 10 1 0 Dojo - Toad Town
 Double Combo (ATK: 6,7)
 Triple Combo (ATK: 5,6,7)

"He is The Master. He owns the Dojo-- and he's the strongest member. Max HP: 99, Attack Power: 10, Defense Power: 1 He may well know a few moves I've never heard of... We can't expect mercy from this guy, so let's take the fight to him."

Monstar 20 1 0 45 Shiver Snowfields
 -

"This monster... Even I don't know what it is! I don't know why, but it looks really terrifying. ...I get the funny feeling I had a nightmare about it... Max HP: 20, Defense Power: 0 I don't know its attack power, but it must be very powerful, judging by its looks."

Petit Piranha 1 6 0 0 Mt. Lavalava
 Fire
 Kamikaze attack after 1 turn

"This is a Petit Piranha. Petit Piranhas spew from Lava Buds. Max HP: 1, Attack Power: 6, Defense Power: 0 These things can do some serious damage, so watch it!"

R Ninjakoopa 5 1 1 17 Koopa Fortress
 Jump to flip
 Flipped -> 0 DEF 2 turns

"This is Red Ninjakoopa. He's the Koopa Bros. leader. He's pretty much just a normal Koopa Troopa, though. Max HP: 5, Attack Power: 1, Defense Power: 1 He has a little bit of defense power, but you can flip him over by jumping on him, just like a normal Koopa Troopa. Let's flip him over quick! Otherwise, the Bros. may form a tower and do their famous spinning attack."

Red Goomba (1) 7 1 0 20 Goomba Road
 -

"This is Red Goomba. He's the older of the two notorious Goomba Bros. Max HP: 7, Attack Power: 1, Defense Power: 0 The Goomba King ordered him to try to stop you. You can take this guy, no prob. He has just a little more HP than an ordinary Goomba."

Red Goomba (2) 3 1 0 5 Goomba King's Fortress
 -

"This is Red Goomba. He's the older of the two notorious Goomba Bros. Max HP: 7, Attack Power: 1, Defense Power: 0 The Goomba King ordered him to try

to stop you. You can take this guy, no prob. He has just a little more HP than an ordinary Goomba."

Shy Squad 15 1 0 0 Shy Guy's Toy Box
Each Shy Guy is 1 HP
Damage = # of Shy Guys in the group
If HP < 3, then the Shy Guys run away

"This is the Shy Squad. It'll attack us with all its members at once. Max HP: 15, Attack Power: 1, Defense Power: 0 The number of times we're attacked will equal the number of Shy Guys in the Squad. Its attack power is huge when there are many Guys, but it drops for each one that falls. Let's use an attack that does tons of damage so we can decrease their numbers and increase our chances."

Shy Stack 10 1 0 0 Shy Guy's Toy Box
Four Shy Guys stack atop each other
Damage = 1 * # of Shy Guys on stack
Spin Hammer removes a Guy

"This is a Shy Stack. Whoa, this pile has an incredible sense of balance! Look at that stack! Max HP: 10, Attack Power: 1, Defense Power: 0 Its attack power equals the number of Guys in the stack. It will be 4 if there are four Shy Guys stacked up. If you have the Spin Hammer ability, you can knock 'em off one by one. Obviously, their attack power decreases when there are fewer of 'em in the stack."

Stilt Guy 7 4 0 0 Shy Guy's Toy Box
Jump to remove Stilts -> becomes Shy Guy

"This is Stilt Guy. Yes, as the name suggests, Stilt Guys are Shy Guys on Stilts. I mean, it seems pretty obvious to me... Max HP: 7, Attack Power: 4, Defense Power: 0 If you attack 'em by shaking the ground, they'll fall off their stilts and become normal Shy Guys."

Super Blooper 70 5 0 32 Toad Town Tunnels
Calls "Blooper Baby" 2x
Charges up (ATK *2)

"This is a Super Blooper. Whoa! It's huge! Easily the biggest Blooper ever! Max HP: 70, Attack Power: 5, Defense Power: 0 Trust me, its size doesn't lie. It's pretty powerful. When it gets mad, it turns red and its power goes way up. And sometimes it spawns Blooper Babies. Buckle down, Mario! We're in for a fight."

Tubba Blubba(1) 10 4 ? 0 Tubba Blubba's Castle
Hip attack (ATK: 6)
Invincible; cannot be damaged

"This is Tubba Blubba. He is one of Bowser's toughest followers and he's the master of this cursed castle. Max HP: 10, Attack Power: 4, Defense Power: ? Hip Attack Power : 6 I don't know his defense power. Everyone says he's invincible because he has never been hurt. I'd say it's a good idea to run from immortal enemies! If you get in deep trouble, Bow can hide you from him."

Tubba Blubba(2) 10 4 0 70 Windy Mill
Hip attack (ATK: 6)

"This is Tubba Blubba, now reunited with his heart. This is finally his true self. Max HP: 10, Attack Power: 4, Defense Power: 0 ...probably. His Hip Attack causes 6 points worth of damage. Be careful, because I'm not exactly sure what his other attacks can do. ...But... I think he's definitely weaker than before..."

Tubba's Heart 50 6 0 0 Windy Mill
Charges up (ATK: *2)

"This is Tubba's Heart. You might say it's the "heart" of Tubba's secret. Ha! OK, that wasn't funny. Max HP: 50, Attack Power: 6, Defense Power: 0 He has a terrible attack, so hide when he tells you he's about to unleash it. This attack will take away 12 HP! Whoa! Try to beat him before he can do his huge attack again. Trust me, it's dangerous. This is Bow's turn to shine."

Tuff Puff 1 2 0 0 Cloudy Climb
Can be up to 10 on the screen
Huff N. Puff recovers HP from them
Attack together in a group

"These are the Tuff Puffs that break off when you damage Huff N. Puff. Max HP: 1, Attack Power: 2, Defense Power: 0 Tuff Puffs will fly over and attack you directly. You have to shake them off you using the action command or they'll keep on damaging you. Huff N. Puff will swallow the Tuff Puffs to restore his HP, so think carefully when attacking. You can beat the Tuff Puffs easily by attacking all enemies."

Tutankooopa 30 3 0 55 Dry Dry Ruins
Cannot be reached with Hammer attacks
Calls "Chomp"
Magic Song; attacks both (ATK: 2)
Magic Song; attacks himself! (ATK: 2)

"This is Tutankooopa. He's one of Bowser's followers and he's been assigned to guard one of the Star Spirits. I've heard that he has sort of a pharaoh complex. Max HP: 30, Attack Power: 3, Defense Power: 0 He attacks by throwing shells from that high perch. Try to dodge when he uses magic: its attack power is 2 and it'll sting for sure. And he also summons Chomps, his loyal subjects. Those Chomps have some serious attack power. Think hard about who to attack first, Tutankooopa or Chomp."

Y Ninjakoopa 5 1 1 16 Koopa Fortress
Jump to flip
Flipped -> 0 DEF for 2 turns

"This is Yellow Ninjakoopa. Yellow reminds me of curry. Isn't that a weird thing to think of in the middle of a battle? Max HP: 5, Attack Power: 1, Defense Power: 1 He has a little bit of defense power, but you can flip him over by jumping on him, just like a normal Koopa Troopa. Let's flip him over quick! Otherwise, the Bros. may form a tower and do their famous

spinning attack."

5. Chuck Quizmo Questions

A set of 64 Star Pieces listed comes from the traveling quizmaster called: Chuck Quizmo. You get a Piece for every of his 64 question, upon answering them correctly. After you reach Toad Town he will appear randomly in each of the following locations:

- Goomba Village
- Toad Town (2x)
- Koopa Village (2x)
- Dry Dry Outpost (2x)
- Yoshi Village
- Shiver City (2x)
- Star Haven

The easiest way of getting many pieces of him is by going to the Toad Town Tunnels and using the three warp pipes on the left to travel between, Goomba / Koopa Village & Dry Dry Outpost. This seems to be the fastest method of getting all Star Pieces from him, because you will probably have completed all side quests before getting even half the amount of pieces from him. Answers marked with '->' are of course the correct ones you should enter if you wish to win the Star Piece.

1. What is the name of Goombario's younger sister?
 - Goombette
 - Goombalina
 - > Goombaria

2. What is the color of the block you can break with the first Hammer you got?
 - Red
 - > Yellow
 - Gray

3. What ability does Goombario frequently use?
 - Jump
 - > Tattle
 - Dive

4. What color of pants was the Goomba King wearing?
 - Blue and White
 - Red and Blue
 - > Red and White

5. Which of Mario's battle commands is on the far left?
 - Jump
 - Item
 - > Strategies

6. How many windows does the Goomba House in Goomba Village have?
 - > One
 - Two

Three

7. What's the name of the leader of the Red and Blue Goomba Bros.?
Dr. Goomba
Big Goom
-> Goomba King
8. What color are Luigi's pants?
-> Blue (just like Mario)
Green
Yellow
9. How many members are there in Goombario's family?
Four
Five
-> Six (Goompa, Gooma, Goompapa, Goomama, Goombaria, Goombario)
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 Merlurvee, 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 (I believe it was this color in SMB)
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-ombs 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 which 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 of 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 hides inside a coffin in Dry Dry Ruins?

Mummy Man

Moustafa

-> 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? (Bruce Lee :P)
Sir Quizzby
I. Q. Testa
-> Chuck Quizmo
46. Where do I show up?
-> In towns and villages
On the street
In the jail (this is a family oriented game...)
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
Merlurvee
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 do you make the Pipe leading to the 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 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
-> Seven
Ten

6. I Special Objects - Star Pieces

There are 160 Star Pieces in this game. You can get 64 from Chuck Quizmo's Quizzes (see the list above), 11 for delivering the letters (not counting the 14 letters from the Letter Cycle for the Lucky Day badge), 5 sets of 3 Star Pieces from Koopa Koot Favors:

64 Chuck Quizmo
11 Letter delivery
15 Koopa Koot (in sets of 3 - complete 4, 8, 12, 16 & 20 favors)
--- +
90

The remaining $160 - 90 = 70$ Pieces can be obtained by finding hidden floor panels and looking carefully in the field. I've also included Merluvlee's hint for each one of them, but note that pieces held by people cannot be located and therefore there are some gaps here and there.

1. Goomba Village

Description: Return the Dolly fallen from the tree at Jr. Troopa's Playground to Goombaria
Requirements: Hammer / Have Dolly
Merluvlee: - (Star Piece possessed by a person)

2. Goomba Village

Description: On a high ledge in the area to the left
Requirements: -
Merluvlee: "Between Goomba Village and the back forest the path splits. One route goes up, the other straight ahead. You take the one that goes up. After you pass a tree, you descend a few steps and find the piece on the ground."

3. Goomba Village

Description: Floor Panel in the center of the clearing
Requirements: Super Boots (Ultra Boots will work too of course)
Merluvlee: "Near Goomba Village there is a peaceful clearing. It was here that you landed when you fell from the sky. You shake the ground up and find a hidden chamber. The piece rises from below."

4. Goomba Village

Description: Floor Panel in front of the Stone block (west side)
Requirements: Super Hammer (Ultra Hammer will work too)
Merluvlee: "You go to an open space near the steps behind Goomba Village. A secret hole hides between a jump pad and a stone

block. You Spin Jump on the grass and find the hidden panel.
The piece flies out of the hole."

5. Goomba Road

Description: Smash the tree to the left of King Goomba's Fortress

Requirements: Hammer

Merlurvee: "Between Goomba Village and Toad Town, there is a stone bridge where Goombas make their home. A tree grows on the near side of the bridge, hiding what you seek in its branches. You smash the tree."

6. Goomba Road

Description: Floor Panel to the east of Goomba King's Fortress

Requirements: Super Boots

Merlurvee: "Just beyond the bridge where you defeated the Goomba King is an open area with a hill that can't be climbed. You Spin Jump in front of the hillside, causing a hidden panel to shudder."

7. Toad Town - Main Gate

Description: Take Sushie out for a ride over the pond

Requirements: Sushie

Merlurvee: "It rests by a waterfront house in Toad Town, near the gate that leads to Goomba Village. You cross the pond and easily pick it up."

8. Toad Town - Main Gate

Description: Floor Panel in front of the Dojo

Requirements: Super Boots

Merlurvee: "You cross the road in front of the Dojo in Toad Town and see three sisters. You Spin Jump beside them and find a hidden chamber. The piece you seek hides there."

9. Toad Town - Center

Description: Smash the tree next to Merlon's House

Requirements: Hammer

Merlurvee: "You smash the tree beside the bulletin board near the house with the spinning roof. The piece tumbles down to you."

10. Toad Town - South

Description: Floor Panel at Fice T.'s near Forever Forest

Requirements: Super Boots

Merlurvee: "There is a lush lawn in front of the forest guard's cabin in Toad Town. You Spin Jump in the grass to make a hidden panel appear. The piece hides below."

11. Toad Town - Train Station

Description: Floor Panel to the far right of the train

Requirements: Super Boots

Merlurvee: "There is a brown path that borders the railroad. You walk on it toward Mt. Rugged. You Spin Jump around the area and find a hidden chamber. The piece you seek is there."

12. Toad Town - Port

Description: Floor Panel in front of Club 64

Requirements: Super Boots

Merlurvee: "You go left from the Club 64 entrance and stop before you reach the lamppost. You Spin Jump in the open space between the docks and the club and find a hidden panel. The piece comes to you."

13. Shooting Star Summit

Description: Floor Panel near the branch to Merlurvee's

Requirements: Super Boots

Merlurvee: "You cross a small bridge just before you begin the climb to Shooting Star Summit. You Spin Jump around there and find unstable ground. The piece springs up to you."

14. Shooting Star Summit

Description: In the open to the west before the actual summit

Requirements: -

Merlurvee: "You don't go up the steps when you enter Shooting Star Summit. Instead, you go left."

15. Shooting Star Summit

Description: Floor Panel on first level of the summit itself

Requirements: -

Merlurvee: "It is in the middle of the wide platform that is exactly one step up from the entrance to Shooting Star Summit. You Spin Jump around there and find a hidden chamber. Inside it is the piece you seek."

16. Shooting Star Summit

Description: Floor Panel in front of Merlurvee's home

Requirements: Super Boots

Merlurvee: "To the right of the door to this house is a lovely display of potted flowers. You Spin Jump in front of them and find a hidden panel. Beneath it lies the piece."

17. Toad Town Tunnel

Description: At the entrance go west (use Super Hammer) then, one level down and east again. Use Parakarry at the dead end to get it.

Requirements: Super Hammer, Parakarry

Merlurvee: "In the gloom below Toad Town, you walk across platforms that

sink if you step on them. In the next room, you ride up to the high ledges and a Paratroopa totes you to the platform on the far right. You find the piece there."

18. Pleasant Path

Description: Use Kooper on the lower ledge of the second area

Requirements: Kooper

Merluvlee: "You cross the first bridge between Toad Town and Koopa Village, which appears when you press a switch. You go down the steps after crossing the bridge. Soon enough, you glimpse the piece on a small island. A Koopa Troopa pal helps you reach it."

19. Pleasant Path

Description: Floor Panel east of the rotating Candy Cane

Requirements: Super Boots

Merluvlee: "As you walk along Pleasant Path, you find an area with three blue Candy Canes. You Spin Jump between them and find a hidden chamber. The piece leaps up to meet you."

20. Koopa Village

Description: Floor Panel near the bottom of the west avenue

Requirements: Super Boots

Merluvlee: "In Koopa Village, there is a section of grass between a block and several Bob-ombs. You Spin Jump around the area and manage to find a hidden panel in the grass. The piece lies below it."

21. Koopa Village

Description: After getting Kooper in your team, break the floating rock with a Star Piece lying on top.

Requirements: Kooper

Merluvlee: "There is a movable block in front of Koopa Koot's house in Koopa Village. You see the piece on the brick block there."

22. Fortress Grounds (Pleasant Path to the east of Koopa Village)

Description: Floor Panel on the spot with the five coins and the hidden Koopa Troopa

Requirements: Super Boots

Merluvlee: "As you walk along Pleasant Path, you find a grassy area with coins on the ground. You Spin Jump around there and find a secret chamber. That's where you find the piece."

23. Fortress Grounds (Pleasant Path to the east of Koopa Village)

Description: Hammer the tree near the Stone arc

Requirements: Hammer

Merluvlee: "As you walk along Pleasant Path, you draw near the Koopa Bros. Fortress. You smash the tree that grows by the first

stone arch you see."

24. Mt. Rugged

Description: At the screen with the first Clefts ascend to the top, then go left and as you pass some openings let yourself fall down on a lower ledge with the Piece.

Requirements: -

Merlurvee: "You jump from the upper path on Mt. Rugged and find the piece on a wooden platform."

25. Mt. Rugged

Description: Floor Panel, at the end of the slide near the Quake Hammer badge

Requirements: Super Boots

Merlurvee: "At the base of a short slide on Mt. Rugged, you see an area beneath an overhanging cliff. You Spin Jump around there and find a hidden chamber. The piece springs from below."

26. Mt. Rugged

Description: Use Parakarry on the left ledge in the area with the 3rd letter. It's very close to the chest with the Damage Dodge badge.

Requirements: Parakarry

Merlurvee: "On Mt. Rugged... you return to the jump pad you used to find a letter. The piece lies across a short gap, surrounded by coins. Only a Paratroopa can help you across."

27. Dry Dry Desert

Description: Floor Panel, In sector 4D just in front of the Stone Cactus

Requirements: Super Boots

Merlurvee: "It is beside the path in the desert, to the south of the stone cactus. You Spin Jump around there and find a hidden panel. The piece lies below it."

28. Dry Dry Desert

Description: After finding the Artifact in the Dry Dry Ruins, give it to Kolorado to receive a Star Piece in return.

Requirements: Have Artifact

Merlurvee: - (Star Piece is possessed by a person)

29. Dry Dry Outpost

Description: Floor Panel, On the east side of town in the flat roof on the right

Requirements: Super Boots

Merlurvee: "It is in the city of Dry Dry Outpost. You climb to the rooftops and find a roof that resembles an "L". You Spin Jump on the roof and find a secret chamber. The piece launches up to you."

30. Dry Dry Desert

Description: First sand switch room, appears after the sand is drained

Requirements: -

Merlurvee: "There is a room filled with loads of sand in the ruins hidden in the desert. You press a switch to empty it. When all the sand is gone, you instantly see the piece."

31. Boo's Mansion

Description: Floor Panel, in tapestry near the Spring jump couch

Requirements: Super Boots

Merlurvee: "You walk on the rug in front of the sofa in Boo's Mansion. You Spin Jump upon it and find a hidden chamber. The piece rises from within it."

32. Boo's Mansion

Description: Floor Panel, In front of the big clock on the basement floor

Requirements: Super Boots

Merlurvee: "Behind the glass cabinet in Boo's Mansion there is a door. You enter it and walk down the stairs. You notice a clock. You Spin Jump in front of it and find a hidden panel. The piece rests in peace there."

33. Boo's Mansion

Description: Floor Panel, lower left corner in room to the east of the previous Piece

Requirements: Super Boots (hey, they are in this room!)

Merlurvee: "In the room where you found the Boots in Boo's Mansion, a Boo appears in the back-left corner. You speak to it. You then walk between the Boo and the vanished door. You Spin Jump around there and discover a hidden chamber. There you find your piece."

34. Boo's Mansion

Description: Floor Panel, in tapestry in the center room of the 2nd floor

Requirements: Super Boots

Merlurvee: "It hides upstairs in Boo's Mansion, in the room where you found a record. You Spin Jump on the rug and find a hidden floor panel. The piece jumps out at you."

35. Boo's Mansion

Description: In the library get ontop of the stack of wooden blocks. Break both of them to find the piece at the bottom.

Requirements: Super Boots

Merlurvee: "You break the wooden boxes in the basement library of Boo's Mansion. You leap off the top of the bookshelves and Spin Jump."

36. Gusty Gulch

Description: Floor Panel, at the entrance of the Gulch

Requirements: Super Boots

Merlurvee: "Behind Boo's Mansion, a back gate leads to the wasteland known as Gusty Gulch. Immediately after you pass through the gate, you stand on a sandy open space. You Spin Jump around the area and find a hidden chamber. The piece is inside it."

37. Gusty Gulch

Description: Hidden behind the rocks in the just before Tubba Blubba's castle entrance

Requirements: -

Merlurvee: "As you go east from Boo's village in Gusty Gulch, you see a ? Block and a brick block near some rocks. Between the blocks you see a dead tree and two boulders. The piece is behind them."

38. Tubba Blubba's Castle

Description: In the left corridor take the leftmost small door. In the back room jump up the boxes, chair and table to get to the Piece.

Requirements: -

Merlurvee: "When you enter Tubba Blubba's Castle, you walk through the left door and into a small door at the end of the corridor. You instantly spot the piece on a table inside the room. You use wooden boxes and a chair to jump up to it."

39. Tubba Blubba's Castle

Description: Reach the second floor and fall down from above in the room with the gap

Requirements: -

Merlurvee: "You enter Tubba Blubba's Castle, turn left and keep walking until you find a room with a big table. The piece rests atop the table, but you can't get up there to retrieve it. Instead, you jump down from the upper floor to claim it."

40. Shy Guy's Toy Box - Blue Station

Description: After climbing up the structure in the right corridor use Parakarry to reach the left building

Requirements: Parakarry

Merlurvee: "Just after you enter the Toy Box, you go right. You eventually climb up onto blue buildings. A Paratroopa hoists you over to the left. The piece awaits you there."

41. Shy Guy's Toy Box - Blue Station

Description: In the right corridor look carefully behind the yellowish hexagon block

Requirements: -

Merlurvee: "Just after you enter the Toy Box, you go right. The piece is

hiding behind a building block that rests beside a light blue box."

42. Shy Guy's Toy Box - Blue Station

Description: Floor Panel, in front of the station itself

Requirements: Super Boots

Merlurvee: "In the Toy Box, there is a worker standing in front of the Blue Station. You Spin Jump in front of him and find a loose panel. The piece lies beneath it."

43. Shy Guy's Toy Box - Pink Station

Description: Floor Panel, in front of the station itself

Requirements: Super Boots

Merlurvee: "In the Toy Box, there is a worker standing in front of the Pink Station. You Spin Jump in front of him and find a loose panel. The piece lies beneath it."

44. Shy Guy's Toy Box - Green Station

Description: Floor Panel, in front of the station itself

Requirements: Super Boots

Merlurvee: "In the Toy Box, there is a worker standing in front of the Green Station. You Spin Jump in front of him and find a loose panel. The piece lies beneath it."

45. Shy Guy's Toy Box - Green Station

Description: Below the "Pokey/Koopatrol/Super Soda", to get there use gap in the wall in the section with the moving blocks.

Requirements: -

Merlurvee: "You go right from the green station in the Toy Box. You go over the elevator blocks and through the lower entrance of the far building. The piece awaits, surrounded by coins."

46. Shy Guy's Toy Box - Red Station

Description: Floor Panel, in front of the station itself (how original, isn't it...)

Requirements: Super Boots

Merlurvee: "In the Toy Box, there is a worker standing in front of the Red Station. You Spin Jump in front of him and find a loose panel. The piece lies beneath it."

47. Toad Town

Description: Return the mailbag to the post office

Requirements: Have Mailbag (chest at the Toy Box's Pink Station)

Merlurvee: - (Star Piece is possessed by a person)

48. Toad Town

Description: Return the Dictionary to Russ T.
Requirements: Have Dictionary (chest at the Toy Box's Green Station)
Merlulvlee: - (Star Piece is possessed by a person)

49. Yoshi Island - Beach

Description: Smack the rightmost tree
Requirements: Hammer
Merlulvlee: "After arriving on Lavalava Island, you make your way across a sandy beach, passing palm trees as you go. You smash a tree on the right side of the spinning flower, and a piece drops down to you."

50. Yoshi Village

Description: Floor Panel, in front of the Raven statue
Requirements: Super Boots
Merlulvlee: "After journeying to Yoshi's Village on Lavalava Island, you approach the Raven statue, which sits in the middle of a small island. You Spin Jump in front of it and find a hidden chamber. The piece pops out from there."

51. Jade Jungle (Watery Jungle)

Description: Use Sushie, right after finding her to sail to the island in the upper east corner
Requirements: Sushie
Merlulvlee: "You enter the jungle from Yoshi's Village, part the bushes and go right. You sail to the isle where the piece lies."

52. Jade Jungle (Watery Jungle)

Description: In the top west area, use Sushie behind the dock to find a Piece submerged at the bottom. Dive with your fishy pal to get it.
Requirements: Sushie
Merlulvlee: "In the depths of the jungle you find a spinning flower. When you see it, you sail on the water to the left. Instead of jumping onto the dock, you continue to sail to the left. You dive deep to grab the piece."

53. Jade Jungle (Thick Jungle)

Description: Floor Panel, area just before the fight with the 3 Putrid Piranhas and single W Magikoopa.
Requirements: Super Boots
Merlulvlee: "After passing behind the Raven statue, you continue trekking deep into the jungle. Eventually you come to a place where many vines hang. You pull one and continue. You notice two Heart Plants growing and an open area to the right. You Spin Jump in this area and find a hidden panel. Beneath it is the piece."

54. Mt. Lavalava

Description: Floor Panel, bottom of the rightmost room (there is a Super Block on the high level).

Requirements: Super Boots

Merlurvee: "Inside a volcano, you come to a trapeze that goes to the right. Instead of jumping on, you fall off the platform and walk right. You Spin Jump at the dead end on the right and find a hidden panel in the floor. The piece is hidden below."

55. Mt. Lavalava

Description: Floor Panel, to the left of the Healing block just before the fight with the Lava Piranha boss.

Requirements: Super Boots

Merlurvee: "Far inside the volcano, a spiked ball rolls and smashes through a wall. Once you go through the opening, you find an open space between the recovery block and the stairs leading down. You Spin Jump around there and find a secret chamber. It contains the piece you seek."

56. Toad Town Tunnels

Description: Buy from Rip Cheato for 64 Coins - 1st item

Requirements: Sushie (to get to Rip's place)

Merlurvee: - (Star Piece is possessed by a person)

57. Toad Town Tunnels

Description: Buy from Rip Cheato for 64 Coins - 5th item

Requirements: Sushie (to get to Rip's place)

Merlurvee: - (Star Piece is possessed by a person)

58. Toad Town Tunnels

Description: Buy from Rip Cheato for 64 Coins - 10th item

Requirements: Sushie (to get to Rip's place)

Merlurvee: - (Star Piece is possessed by a person)

59. Flower Fields - East

Description: Floor Panel, in lower left corner near Petunia

Requirements: Super Boots

Merlurvee: "It is where the flower spirit, Petunia, is growing. To the left of Petunia is a tree, which drops berries, and an open grassy area. You Spin Jump in the grass between the tree and a green bush to find a hidden panel. The piece lies below."

60. Flower Fields - Southwest

Description: Floor Panel, in front of the Yellow Berry tree

Requirements: Super Boots

Merlurvee: "Once you pass the red gatekeeper in Flower Fields, you see a tree. You Spin Jump in front of it and find a hidden

chamber. Within it lies the piece."

61. Flower Fields - Southeast

Description: Hidden in the flowers to the right of the Blue Berry tree
(Amazy Dayzee appears here too)

Requirements: -

Merlurvee: "You pass the yellow gatekeeper in Flower Fields and cross over the thorny patch. A patch of pink flowers grows to the right of the tree that drops berries. The piece is nestled amid the tall flowers."

62. Flower Fields - Southeast

Description: Floor Panel in the area before Lily on the far right

Requirements: Super Boots

Merlurvee: "You pass the yellow gatekeeper and come to a spring where a bubble tree lives. On the other side of the spring, you see pink flowers growing by the white fence. You Spin Jump in front of the flowers and find a hidden panel. The piece is below it."

63. Flower Fields - Northwest

Description: After passing the thorny field with the Bubble Plant's help go right again using the upper ledge. There is a Star Piece lying in the open here.

Requirements: -

Merlurvee: "You take the path to the left of the Wise Wisterwood in Flower Fields. You spot it on a platform above the bubble plant but cannot quite reach it. Once you cross the thorny patch you cross over to it."

64. Flower Fields - Northeast

Description: After solving the mini puzzle with the ! Blocks, use the Jump pad to reach a Super Block. Go right here (jump over the gap) to find yourself over an arc. Use the Spin jump to make a Star Piece drop down from the arc below!

Requirements: Super Boots

Merlurvee: "You walk on the path to the right of the Wise Wisterwood in Flower Fields. You and a Lakitu solve the platform puzzle, then you find a jump pad hidden behind a gate. You jump to the upper level and a Paratroopa totes you over to the right. You slam the bushes with a Spin Jump to find the piece. The Hammer finds other pieces, but it doesn't work here."

65. Shiver City - West side

Description: Floor Panel, just aside the leftmost home

Requirements: Super Boots

Merlurvee: "You see penguins gossiping next to the house of Mayor Penguin in Shiver City. You Spin Jump around there and find a hidden panel. The piece waits below."

66. Shiver Snowfields

Description: Floor Panel, near the front end of the screen

Requirements: Super Boots

Merlurvee: "Between Shiver City and Starborn Valley six snowmen stand in a line. They are looking toward a short tree. You Spin Jump to the left of the tree and discover a hidden chamber. The piece is inside."

67. Shiver Mountain

Description: Fall down near the Save block at the Crystal Palace's entrance

Requirements: -

Merlurvee: "You climb a very cold mountain and ascend stairs toward the Crystal Palace. You turn left and jump from the Save Block on the stairs. You land next to the piece."

68. Crystal Palace

Description: Cavern in outside the mirrored entrance of the palace

Requirements: -

Merlurvee: "It's in the cave that you see behind the glass at the entrance to the Crystal Palace. You reach the cave by walking around inside the palace and backtracking outside. You think it is impossible to reach? Trust me."

69. Crystal Palace

Description: Floor Panel, below the invisible ?-Block with Jammin' Jelly

Requirements: Super Boots

Merlurvee: "There is a small statue of an Albino Dino in a back room in Crystal Palace. You Spin Jump in front of the wall on the left side of the room to find a hidden area. The piece is inside."

70. Crystal Palace

Description: Floor Panel, below the ?-Block with Maple Syrup

Requirements: Super Boots

Merlurvee: "There is a giant statue of an Albino Dino in a room in the back of the Crystal Palace. There is a ? Block near the door of this room. You Spin Jump under the block and find a hidden panel. The piece is just below."

4. II Special Objects - Badges

-Some of the special attack badges formulas require us to look deeper into the damage calculation system. Mario's ATK and damage dealt with standard Hammer/Jump attacks is:

Hammer/Boot ATK

- - - - -

default ATK power of the equipment
(e.g. 1 = normal, 2 = Super, 3 = Ultra).

H/J charge ATK

- - - - -

total ATK induced by Hammer / Jump Charging
(e.g. (S.) Smash Chg. and (S.) Jump Chg. respectively)

add. ATK

- - - - -

Total ATK induced by other additional factors
(e.g. Watt's Turbo Charge, Merlee's spell, Power Plus, and other badges)

Critical

- - - - -

either 1 or 0; used to ignore enemy defense, when a defense penetrating attack is used. Commonly known in RPGs as a critical hit. Normally this value is always 1, but it is 0 for some special attack.
(e.g. Power Quake, D-Down Jump)

Hammer / Jump Attack - Normal

- - - - -

ATK = Hammer/Boot ATK + Badge ATK + H/J charge ATK + add. ATK
damage = ATK - enemy DEF * critical

Jump Attack - Action Command

- - - - -

ATK = Boot ATK + J charge ATK + add. ATK
damage = (ATK - enemy DEF * critical) * 2 <- two jumps

Hammer Attack - Action Command

- - - - -

ATK = (2 * Hammer ATK) + H charge ATK + add. ATK
Damage = ATK - enemy DEF * critical

Some of the attack like Quake Hammer ignore the strength of the Hammer, yet it does take into account the additional power from the badges and charging. Therefore those formulas are specified separately in the description of the badge's effect.

-If there is no difference in damage with a standard jump/hammer attack this will be referred to as a regular attack.

-In the cases where Action Commands are possible, I will do a case analysis reviewing both 'normal' (untimed) attack and the 'AC' (successful Action Command) attack. The formula for the damage of a standard hammer/jump attack goes as mentioned in the first item.

1. All or Nothing

Location: Toad Town - Badge Shop for 100 Coins (Post chapter 4)
BP Cost: 4
FP Cost: -
Description: If Action Command succeeds ATK +1, else attack creates a MISS (ATK = 0). Basically this is the Power Plus which costs

only 4 BP instead of 6, but requires you to do your timing correct.

Merlullee: "It is for sale at the open-air shop in the plaza outside the castle gate."

2. Attack FX A

Location: Shooting Star Summit - Trade with Merlow for 1 Star Pieces

BP Cost: 0

FP Cost: -

Description: Hammer / Jump attack produces a special sound effect. It seems to be some sort of whistle...

Merlullee: "There is a child upstairs in the fortune-teller's house on Shooting Star Summit. Hey! I'm that fortune-teller! Anyway, the child is my brother, Merlow. He will trade Star Pieces for Badges. Head upstairs to see him!"

3. Attack FX B

Location: Pleasant Path - Hit three boxes left, right then center

BP Cost: 0

FP Cost: -

Description: Hammer / Jump attack produces a special sound effect. It seems to be a sound similar to jumping.

Merlullee: "Halfway along Pleasant Path you see three Candy Canes. You go down the path to the three brick blocks near the fence. You smash the left, then the right and then the middle, making a red ? Block appear. You smash the block and claim your prize."

4. Attack FX C

Location: Dry Dry Desert - Sector 1B, hidden ?-Block on the center rock

BP Cost: 0

FP Cost: -

Description: Hammer / Jump attack produces a special sound effect. It seems to be saying "ouch" in a really strange pitch...

Merlullee: "It is hidden in the desert... From the stone cactus by the path, you move three south and two west. You find a rock and jump on top of it. The Badge appears out of a hidden block."

5. Attack FX D

Location: Club 64 - Complete sub quest for Chanterelle the Pop diva

BP Cost: 0

FP Cost: -

Description: Hammer / Jump attack produces a special sound effect. It is the same sound heard when hammering a Bellbell plant

Merlullee: "You pay a visit to Club 64 at the Toad Town port. The Pop Diva there can sing no longer. You take her a new song that restores her ability. You are rewarded with the Badge."

6. Attack FX E

Location: Shiver City - Enter left home with no door via the window
BP Cost: 0
FP Cost: -
Description: Hammer / Jump attack produces a special sound effect. Is
is the sound from Super Mario World, when Mario starts riding
Yoshi. This SFX is often used as his trademark too.
Merlurvee: "It rests in the house with no door, near Mayor Penguin's
home in Shiver City. To enter the house, you jump from the
eaves of the house next door."

7. Bump Attack

Location: Toad Town Tunnels - Buy from Rip Cheato (third item)
BP Cost: 5
FP Cost: -
Description: Allows Mario to beat a "Weak" enemy in the field by touching
it. Warning Projectiles do not count!
Merlurvee: "I can see a shady man living in the tunnels under Toad Town.
He sells many things, but you don't know what you will get
until you give him the money. The price is always the same,
whatever you buy. Sooner or later, he sells you the Badge
you seek."

8. Chill Out

Location: Shooting Star Summit - Trade with Merlow for 3 Star Pieces
BP Cost: 2
FP Cost: -
Description: Enemies cannot get a First Strike against you
Merlurvee: "There is a child upstairs in the fortune-teller's house on
Shooting Star Summit. Hey! I'm that fortune-teller! Anyway,
the child is my brother, Merlow. He will trade Star Pieces
for Badges. Head upstairs to see him!"

9. Close Call

Location: Goomba Road - In a red ?-Block
BP Cost: 1
FP Cost: -
Description: Increases chances that enemy's attack miss, while in "Danger"
mode (Lucky)
Merlurvee: "Near the signboard located on the path from Goomba Village
to Toad Town, you see a red ? Block. When you smash it from
below, the Badge appears."

10. D-Down Jump

Location: Tubba Blubba's Castle drop to 1F via gap, then use Parakarry
BP Cost: 2
FP Cost: 2
Description: Regular jump attack, but ignores enemy DEF (Critical = 1).
Very useful against enemies with high defense.
Merlurvee: "In Tubba Blubba's Castle in Gusty Gulch, you enter the left
door in the foyer and go in the next door you see. The Badge
lies on a big table in the small room. You can't reach it
with the jump pad! Instead, you blast into the room above."

Inside the hidden room, you smash through the floor and a Paratroopa flies you over the table."

11. D-Down Pound

Location: Toad Town - Badge Shop for 75 Coins (Post chapter 1)
BP Cost: 2
FP Cost: 2
Description: Normal hammer attack, but ignores/penetrates enemy's defense (Critical = 1).
Merlurvee: "It is for sale at the open-air shop in the plaza outside the castle gate."

12. Damage Dodge (I)

Location: Mt. Rugged - area with 3rd letter walk behind the west wall
BP Cost: 3
FP Cost: -
Description: Decreases damage by 1, when Action Command succeeds (can be stacked)
Merlurvee: "It's on Mt. Rugged, in the direction opposite the desert. You can see the treasure chest but don't know how to reach it. You enter the small cave and walk to the left up a hidden, sloped path. At the top of the slope is the treasure chest you seek."

13. Damage Dodge (II)

Location: Toad Town - Badge Shop for 150 Coins (Post chapter 5)
BP Cost: 3
FP Cost: -
Description: Decreases damage by 1, when Action Command succeeds (can be stacked)
Merlurvee: "It is for sale at the open-air shop in the plaza outside the castle gate."

14. Deep Focus (I)

Location: Peach's Castle - Put in treasure chest to get it sooner
BP Cost: 1
FP Cost: -
Description: Increases effectiveness of "Focus" with 50% (additional badges stack up)
Merlurvee: "It's near a big, beautiful treasure chest in Princess Peach's Castle, way up in the sky. The Badge is lying in front of a fallen chair near the chest."

15. Deep Focus (II)

Location: Shy Guy's toy box - room west of Watt in hidden red ?-block
BP Cost: 1
FP Cost: -
Description: Increases effectiveness of "Focus" with 50% (additional badges stack up)
Merlurvee: "It is in the Toy Box, in a room with a Ferris wheel and many

platforms that move up and down. You smash an invisible block between the two ? Blocks in front of the 3 and 4 toy blocks to find it."

16. Deep Focus (III)

Location: Bowser's Castle - drain the moat from lava; follow left path
BP Cost: 1
FP Cost: -
Description: Increases effectiveness of "Focus" with 50% (additional badges stack up)
Merlurvee: "It is outside Bowser's Castle, near the outer wall. There is a cliff you normally cannot reach, but... You somehow cool off the lava stream so you can walk there. The Badge is in the red ? block."

17. Defense Plus

Location: Shy Guy's toy box - Pink station, go left when in back area
BP Cost: 6
FP Cost: -
Description: Decreases sustained damage by 1
Merlurvee: "It's in the Toy Box. You go to the right at the pink station and jump on the first jack-in-the-box. You go all the way to the left and find it tucked away inside a treasure chest."

18. Dizzy Attack

Location: Pleasant Path - from a red ?-block out in the open
BP Cost: 2
FP Cost: -
Description: If you manage to hit an enemy in the field with the Spin attack, it gets "dizzy" status for one turn during beginning of the fight.
Merlurvee: "On the path from Toad Town to Koopa Village, before you cross the first bridge, you see a red ? Block floating in the air. You jump and hit it, and the Badge falls from above."

19. Dizzy Stomp

Location: Mt. Lavalava - room to the east of the Ultra Hammer
BP Cost: 1
FP Cost: 2
Description: Regular jump attack, second strike may induce "Dizzyness" on the target
Merlurvee: "Inside a volcano, close to where a strong Hammer hides, the lava flow has been slowed. From there, you descend the stairs to find a metal block in your way. You smash the block with your new Hammer and enter the room beyond. There lies the Badge."

20. Dodge Master

Location: Toad Town - Badge Shop for 100 Coins (Post chapter 2)
BP Cost: 2

FP Cost: -
Description: Makes it easier to perform Action Commands
Merlulvlee: "It is for sale at the open-air shop in the plaza outside the castle gate."

21. Double Dip

Location: Toad Town - Badge Shop for 100 Coins (Post chapter 2)
BP Cost: 1
FP Cost: 3
Description: Use two items in one turn during a battle for 3 FP
Merlulvlee: "It is for sale at the open-air shop in the plaza outside the castle gate."

22. Feeling Fine

Location: Shooting Star Summit - Trade with Merlow for 5 Star Pieces
BP Cost: 3
FP Cost: -
Description: Prevents ALL status ailments on Mario (not just dizzy and poison)!
Merlulvlee: "There is a child upstairs in the fortune-teller's house on Shooting Star Summit. Hey! I'm that fortune-teller! Anyway, the child is my brother, Merlow. He will trade Star Pieces for Badges. Head upstairs to see him!"

23. Fire Shield

Location: Mt. Lavalava - In room with first Jump pad on a high island
BP Cost: 2
FP Cost: -
Description: Decreases damage done by fire attacks by 1
Merlulvlee: "As you ride the trapeze down inside of the volcano, you let go halfway down and jump onto a rock shelf. The Badge is yours!"

24. First Attack

Location: Toad Town - Badge Shop for 100 Coins (Post chapter 1)
BP Cost: 1
FP Cost: -
Description: Allows Mario to beat a "Weak" enemy in the field with a First Strike
Merlulvlee: "It is for sale at the open-air shop in the plaza outside the castle gate."

25. Flower Finder

Location: Shooting Star Summit - Trade with Merlow for 12 Star Pieces
BP Cost: 3
FP Cost: -
Description: Find more recovery flowers after defeating a field enemy
Merlulvlee: "There is a child upstairs in the fortune-teller's house on Shooting Star Summit. Hey! I'm that fortune-teller! Anyway, the child is my brother, Merlow. He will trade Star Pieces

for Badges. Head upstairs to see him!"

26. Flower Saver (I)

Location: Shooting Star summit - Trade with Merlow for 25 Star Pieces

BP Cost: 6

FP Cost: -

Description: Reduces FP cost of ALL Mario's & partner's attacks by one (can be stacked)

Merlulvee: "There is a child upstairs in the fortune-teller's house on Shooting Star Summit. Hey! I'm that fortune-teller! Anyway, the child is my brother, Merlow. He will trade Star Pieces for Badges. Head upstairs to see him!"

27. Flower Saver (II)

Location: Flower Fields east - Drop a Blue berry in the well

BP Cost: 6

FP Cost: -

Description: Reduces FP cost of ALL Mario's & partner's attacks by one (can be stacked)

Merlulvee: "You throw a blue-colored berry into the deserted well in Flower Fields, and something throws the Badge to you."

28. FP Plus (I)

Location: Outside Koopa Bros. Fortress - Use Bombette near the pipe

BP Cost: 3

FP Cost: -

Description: Increases FP with 5 points, and can be stacked. Effectively has same effect as choosing FP instead of BP at level-up. Allows Mario to extend maximum FP to 65 points instead of 50.

Merlulvee: "It is outside the Koopa Bros. Fortress... ..on a high tower that's connected to another. The Badge is in a treasure chest that cannot be seen from the ground below. You reach it by blowing up a wall near the castle entrance and entering the pipe. Once you are up top, you cross the platform for the Badge."

29. FP Plus (II)

Location: Forever Forest - hidden area; right turn Boo's Mansion exit

BP Cost: 3

FP Cost: -

Description: Increases FP with 5 points, and can be stacked. Effectively has same effect as choosing FP instead of BP at level-up. Allows Mario to extend maximum FP to 65 points instead of 50.

Merlulvee: "Deep within Forever Forest, you take the path in front of a laughing rock. A red ? Block is waiting in the forest clearing."

30. FP Plus (III)

Location: Toad Town - Badge Shop for 150 Coins (Post chapter 4)

BP Cost: 3

FP Cost: -
Description: Increases FP with 5 points, and can be stacked. Effectively has same effect as choosing FP instead of BP at level-up. Allows Mario to extend maximum FP to 65 points instead of 50.
Merlurvee: "It is for sale at the open-air shop in the plaza outside the castle gate."

31. Hammer Throw

Location: Goomba Road, just before entering Toad Town use the Jump pad
BP Cost: 2
FP Cost: 2
Description: Hit any target on screen with a normal Hammer attack
Merlurvee: "It lies in a treasure chest atop the gate you pass under when entering Toad Town from Goomba Village. You notice a jump pad hidden in the tree near the gate. You knock it down and leap on it."

32. Happy Flower (I)

Location: Shooting Star summit - Trade with Merlow for 8 Star Pieces
BP Cost: 3
FP Cost: -
Description: Regenerates 1 FP after Mario's turn sometimes (can be stacked)
Merlurvee: "There is a child upstairs in the fortune-teller's house on Shooting Star Summit. Hey! I'm that fortune-teller! Anyway, the child is my brother, Merlow. He will trade Star Pieces for Badges. Head upstairs to see him!"

33. Happy Flower (II)

Location: Flower Fields east - Hit the center, right then left trees
BP Cost: 3
FP Cost: -
Description: Regenerates 1 FP after Mario's turn sometimes (can be stacked)
Merlurvee: "You hit the three pink trees that are standing together in Flower Fields. You first hit the middle, then the right and then the left. The Badge falls like a leaf."

34. Happy Heart (I)

Location: Shooting Star summit - Trade with Merlow for 8 Star Pieces
BP Cost: 3
FP Cost: -
Description: Regenerates 1 HP after Mario's turn sometimes (can be stacked)
Merlurvee: "There is a child upstairs in the fortune-teller's house on Shooting Star Summit. Hey! I'm that fortune-teller! Anyway, the child is my brother, Merlow. He will trade Star Pieces for Badges. Head upstairs to see him!"

35. Happy Heart (II)

Location: Jade Jungle - Raphael's tree follow the vine past the exit
BP Cost: 3
FP Cost: -
Description: Regenerates 1 HP after Mario's turn sometimes
(can be stacked)
Merlulvlee: "In the depths of the jungle, there is a tree atop which
Raphael the Raven is said to make his home. A huge vine
winds around it, and when you walk to its end, you'll find
the Badge."

36. Heart Finder

Location: Shooting Star Summit - Trade with Merlow for 12 Star Pieces
BP Cost: 3
FP Cost: -
Description: Find more recovery hearts after defeating a field enemy
Merlulvlee: "There is a child upstairs in the fortune-teller's house on
Shooting Star Summit. Hey! I'm that fortune-teller! Anyway,
the child is my brother, Merlow. He will trade Star Pieces
for Badges. Head upstairs to see him!"

37. HP Drain

Location: Shooting Star summit - Trade with Merlow for 15 Star Pieces
BP Cost: 3
FP Cost: -
Description: Decreases ATK by 1, but regenerates 1 HP each turn
Merlulvlee: "There is a child upstairs in the fortune-teller's house on
Shooting Star Summit. Hey! I'm that fortune-teller! Anyway,
the child is my brother, Merlow. He will trade Star Pieces
for Badges. Head upstairs to see him!"

38. HP Plus (I)

Location: Koopa Village - behind Kooper's home (use Kooper to get it)
BP Cost: 3
FP Cost: -
Description: Increases HP with 5 points, and can be stacked. Effectively
has same effect as choosing HP instead of BP at level-up.
Allows Mario to extend maximum HP to 65 points instead of 50.
Merlulvlee: "On the path to the Fuzzies' forest from Koopa Village, you
see a few stumps. The Badge lies atop one of them. You reach
it by using a Koopa Troopa's skills."

39. HP Plus (II)

Location: Forever Forest - hidden area; opposite of entrance to area #6
BP Cost: 3
FP Cost: -
Description: Increases HP with 5 points, and can be stacked. Effectively
has same effect as choosing HP instead of BP at level-up.
Allows Mario to extend maximum HP to 65 points instead of 50.
Merlulvlee: "In Forever Forest, you take the path opposite the one where
the most toadstools are glowing spookily. You know you're in
the right place because you see a big honeycomb. You head
for a clearing in the center. A red ? Block is waiting for

you in the darkness."

40. HP Plus (III)

Location: Toad Town - Badge Shop for 150 Coins (Post chapter 4)
BP Cost: 3
FP Cost: -
Description: Increases HP with 5 points, and can be stacked. Effectively has same effect as choosing HP instead of BP at level-up. Allows Mario to extend maximum HP to 65 points instead of 50.
Merlullee: "It is for sale at the open-air shop in the plaza outside the castle gate."

41. Group Focus

Location: Toad Town - Badge Shop for 100 Coins (Post chapter 3)
BP Cost: 2
FP Cost: -
Description: Lets your party member use "Focus" during a battle. Deep Focus badges have no effect on partners however!
Merlullee: "It is for sale at the open-air shop in the plaza outside the castle gate."

42. I Spy

Location: Toad Town - Badge Shop, return Rowf's calculator in Chapter 4
BP Cost: 1
FP Cost: -
Description: Produces a sound/image upon entering a field with a floor panel Star Piece
Merlullee: "I see you handing something to a merchant who cannot open his shop without the tools of his trade. You find what was stolen from him and he gives you the Badge."

43. Ice Power

Location: Shy Guy's toy box - near the guarded chest
BP Cost: 2
FP Cost: -
Description: Increases damage to fire enemies by 2, doesn't decrease damage against ice enemies oddly enough.
Merlullee: "After heading to the right from the pink station in the Toy Box, you come to an impasse. You can see the treasure chest but a glass barricade prevents you from reaching it. You keep your patience and the Shy Guys show you the way."

44. Jump Charge

Location: Toad Town - Badge Shop for 100 Coins (Post chapter 3)
BP Cost: 2
FP Cost: 1
Description: Charges the next jump attack with ATK +2
Merlullee: "It is for sale at the open-air shop in the plaza outside the castle gate."

45. Last Stand

Location: Peach's Castle - Hiding Toad room in a chest
BP Cost: 1
FP Cost: -
Description: Divides the amount of damage Mario receives by 2, when he is in "Danger" mode (HP below 5)
Merlulvlee: "In Peach's Castle, way up in the sky, there's a room with a wardrobe. Inside it is the treasure chest with the Badge."

46. Lucky Day

Location: Goomba Village - give letter from Frost T. to Goompapa
BP Cost: 7
FP Cost: -
Description: Enemy attack miss quite frequently (Lucky)
Merlulvlee: "You are asked to deliver letters by many people and you receive the Badge when you complete your last delivery."

47. Mega Jump

Location: Shiver Mountain
BP Cost: 3
FP Cost: 6
Description: Single jump attack with base ATK +4:
-Normal: boot ATK + badge/charge ATK + 4
-AC: 2 * boot ATK + badge/charge ATK + 4
Merlulvlee: "You are ascending a frozen mountainside, climbing icy stairs to the Crystal Palace. At a flat platform, you continue forward and find a red ? Block floating in air. You smash it and the Badge becomes yours."

48. Mega Quake

Location: Toad Town - Badge Shop for 200 Coins (Post chapter 5)
BP Cost: 3
FP Cost: 7
Description: Hit all ground and ceiling enemies with ATK: 3 regardless of Hammer strength, but ignores enemy DEF (Critical = 1). Power can only be increased by badges/charging:
-Normal: badge/charge ATK + 3
-AC: badge/charge ATK + 6
Merlulvlee: "It is for sale at the open-air shop in the plaza outside the castle gate."

49. Mega Rush

Location: Tubba Blubba's Castle
BP Cost: 1
FP Cost: -
Description: Increases Mario's ATK +4, when he is in "Peril" mode (HP = 1)
Merlulvlee: "It's inside a hidden room on the second floor of Tubba Blubba's Castle. You push aside a large clock and go in the hole. Inside, you pull out a drawer on the right dresser. You climb up and a Paratroopa carries you to the bed. You then

climb up to the top shelf. From there you find your way into the hidden room."

50. Mega Smash

Location: Flower Fields - Northwest area, use Bombette on the rock
BP Cost: 3
FP Cost: 6
Description: Normal hammer attack with ATK +4
Merlurvee: "You see it on the road to the Sun Tower in Flower Fields. You ascend the stairs then use a friend to blast the rock. The way to the Badge opens."

51. Money Money

Location: Shooting Star Summit - Trade with Merlow for 20 Star Pieces
BP Cost: 7
FP Cost: -
Description: Find more Coins after defeating a field enemy
Merlurvee: "There is a child upstairs in the fortune-teller's house on Shooting Star Summit. Hey! I'm that fortune-teller! Anyway, the child is my brother, Merlow. He will trade Star Pieces for Badges. Head upstairs to see him!"

52. Multibounce

Location: Toad Town - Badge Shop for 75 Coins (Post chapter 1)
BP Cost: 1
FP Cost: 2
Description: Jump on all (except ceiling) enemies consecutively with normal ATK
Merlurvee: "It is for sale at the open-air shop in the plaza outside the castle gate."

53. P-down, D-up

Location: Crystal Palace - chest in lower corridor on the mirror side
BP Cost: 2
FP Cost: -
Description: Attack reduced by 1 point, Defense increased by 1 point (ATK -1, DEF +1)
Merlurvee: "In the Crystal Palace lobby, you can see a similar room on the other side of the glass. You go in the door in that room and break the floor. You then follow the path to the right to find the treasure chest. The Badge, of course, is inside."

54. P-up, D-down

Location: Crystal Palace - chest in lower corridor on the mirror side
BP Cost: 2
FP Cost: -
Description: Attack increased by 1 point, Defense reduced by 1 point (ATK +1, DEF -1)
Merlurvee: "You move a small Albino Dino statue in Crystal Palace. Underneath it you find a path leading to the right. You

follow that to the back room where you find a treasure chest with the Badge inside it."

55. Pay-Off

Location: Shooting Star Summit - Trade with Merlow for 1 Star Piece
BP Cost: 2
FP Cost: -
Description: Receive more coins depending on the amount of damage Mario takes in battle
Merlulvee: "There is a child upstairs in the fortune-teller's house on Shooting Star Summit. Hey! I'm that fortune-teller! Anyway, the child is my brother, Merlow. He will trade Star Pieces for Badges. Head upstairs to see him!"

56. Peekaboo

Location: Shooting Star Summit - Trade with Merlow for 10 Star Pieces
BP Cost:
FP Cost: -
Description: See enemy's HP in battle, even if you did not "Tattle" it yet
Merlulvee: "There is a child upstairs in the fortune-teller's house on Shooting Star Summit. Hey! I'm that fortune-teller! Anyway, the child is my brother, Merlow. He will trade Star Pieces for Badges. Head upstairs to see him!"

57. Power Bounce

Location: Koopa Bros. Fortress - Use Bombette on the crack in corridor
BP Cost: 2
FP Cost: 3
Description: Keep on jumping indefinitely on one enemy, until you miss the action command. Start with current jump ATK, but drops by 1 point each following jump until it is 1. If first hit doesn't deal any damage, then consecutive jumps won't hit as well. This attack can become very powerful, when charged up several times with (Super) Jump Charge!
Merlulvee: "It lies inside a cage in the Koopa Bros. Fortress. You sneak through an opening in the back to reach it."

58. Power Jump

Location: Goomba Village - Get from Goomba after finding the Hammer
BP Cost: 1
FP Cost: 2
Description: Single jump attack with ATK +2:
-normal: boot ATK + badge/charge ATK + 2
-AC: 2 * boot ATK + badge/charge ATK + 2
Merlulvee: - (There is no hint; you get it before meeting her!)

59. Power Plus (I)

Location: Shooting Star summit - Trade with Merlow for 25 Star Pieces
BP Cost: 6
FP Cost: -

Description: Increases ATK of all Mario's Jump & Hammer attacks by 1
(can be stacked)

Merlurvee: "There is a child upstairs in the fortune-teller's house on Shooting Star Summit. Hey! I'm that fortune-teller! Anyway, the child is my brother, Merlow. He will trade Star Pieces for Badges. Head upstairs to see him!"

60. Power Plus (II)

Location: Shy Guy's toy box - guarded by Anti Guy (fight or feed him)

BP Cost: 6

FP Cost: -

Description: Increases ATK of all Mario's Jump & Hammer attacks by 1
(can be stacked)

Merlurvee: "It is in the treasure chest protected by the Anti Guy in the Toy Box. He may be too strong for you to fight. He loves Lemon Candy. When you give it to him, he disappears."

61. Power Quake

Location: Jade Jungle, Watery area to the west of the main entrance

BP Cost: 2

FP Cost: 4

Description: Hit all ground and ceiling enemies with ATK: 2 regardless of Hammer strength, but ignores enemy DEF (Critical = 1).
Power can only be increased by badges/charging:

-Normal: badge/charge ATK + 2

-AC: badge/charge ATK + 4

Merlurvee: "You enter the jungle from Yoshi's Village and sail to the nearby island. A spear-toting enemy awaits you beneath a red ? Block. You defeat him. The Badge hides in the ? Block."

62. Power Rush

Location: Peach's Castle - Library (put in treasure chest to get early)

BP Cost: 1

FP Cost: -

Description: Increases Mario's ATK +2, when he is in "Danger" mode
(HP below 5)

Merlurvee: "In Peach's Castle, way up in the sky, there's a room with bookshelves. The Badge is on the floor between the shelves."

63. Power Smash

Location: Toad Town Tunnels - dead end on the left (need Super Hammer)

BP Cost: 1

FP Cost: 2

Description: Normal hammer attack with ATK +2

Merlurvee: "You enter the Private pipe in Toad Town and head left, smashing blocks as you go. You enter a pipe and continue left once you emerge. After breaking a block to make a jump pad fall, you leap up to the Badge's resting place."

64. Pretty Lucky

Location: Shooting Star Summit - Trade with Merlow for 5 Star Pieces
BP Cost: 3
FP Cost: -
Description: Enemy attacks sometimes miss (Lucky)
Merlulvlee: "There is a child upstairs in the fortune-teller's house on Shooting Star Summit. Hey! I'm that fortune-teller! Anyway, the child is my brother, Merlow. He will trade Star Pieces for Badges. Head upstairs to see him!"

65. Quake Hammer

Location: Mt Rugged - Use Parakarry near the location of the 1st letter
BP Cost: 1
FP Cost: 2
Description: Hit all ground and ceiling enemies with ATK: 1 regardless of Hammer strength, but ignores enemy DEF (Critical = 1). Power can only be increased by badges/charging:
-Normal: badge/charge ATK + 1
-AC: badge/charge ATK + 2
Merlulvlee: "You spot it on a ledge above a cliff road on Mt. Rugged. A Paratroopa gives you a lift from the ledge where you retrieved one of his letters."

66. Quick Change

Location: Merlon's Home - Spin Jump 3 times inside (Post Chapter 3)
BP Cost: 4
FP Cost: -
Description: Allows you to exchange partners without losing a turn. Effectively this means that you can use all their attacks during a battle.
Merlulvlee: "It is on a house with a spinning roof, near the Palace in Toad Town. I cannot quite see how to get it down... Oh, that's my grandpa's house! If he is outside, talk to him and he'll help you further."

67. Refund

Location: Koopa Bros. Fortress - Bomb most eastern wall
BP Cost: 1
FP Cost: -
Description: You receive a refund of approximately 75% for each item used in battle
Merlulvlee: "It's on the far side of the Koopa Bros. Fortress. Use a Bomb to blow a hole in a wall, then go outside to find a part of the castle that juts out into the water. The treasure chest rests there, and the Badge lies within it."

68. Runaway Pay

Location: Dry Dry Desert - section 5E jump up in tree triangle
BP Cost: 2
FP Cost: -
Description: Get Star Points even when you run away from a battle
Merlulvlee: "Somewhere around the center of the desert, which is to the north of the path, you see three palm trees. You jump in the

middle of the trio to make a hidden block give up the
Badge."

69. S. Jump Chg. (Super Jump Charge)

Location: Cloudy Climb - on the lonely cloud
BP Cost: 2
FP Cost: 4
Description: Charges the next jump attack with ATK +3
Merlurvee: "You climb up the Beanstalk into the Flower Fields sky and
ride on a small cloud floating at the top. You jump across
to a bigger cloud and find your prize."

70. S. Smash Chg. (Super Smash Charge)

Location: Toad Town - Badge Shop for 100 Coins (Post chapter 5)
BP Cost: 2
FP Cost: 4
Description: Charges next hammer attack with ATK +3
Merlurvee: "It is for sale at the open-air shop in the plaza outside the
castle gate."

71. Shrink Stomp

Location: Toad Town Tunnels - far east end (beat Blooper)
BP Cost: 1
FP Cost: 2
Description: Regular jump attack, second strike may induce "Shrink" on the
target
Merlurvee: "You descend into the Private pipe in Toad Town, then head
right on the underground path. You break a block and
continue. You find a treasure chest containing the Badge.
But beware! For I see a nasty enemy protecting the chest.
You must defeat this dreaded creature to reach the Badge."

72. Sleep Stomp

Location: Toad Town - Badge Shop for 75 Coins (Post chapter 2)
BP Cost: 1
FP Cost: 2
Description: Regular jump attack, second strike may induce "Sleep" on the
target
Merlurvee: "It is for sale at the open-air shop in the plaza outside the
castle gate."

73. Slow Go

Location: Dry Dry Ruins - lower ledge above the chest with Super Hammer
BP Cost: 0
FP Cost: -
Description: Prevents Mario from running... Not that useful, I guess.
Perhaps some impatient people find it handier to sneak by the
Clubbas in TB's castle with this badge on.
Merlurvee: "In the far depths of the ruins, there's a hidden room beyond
where the Hammer lies. You climb up high, then land on the

upper edge of the Hammer room. You walk carefully around to find the hidden chest."

74. Smash Charge

Location: Koopa Bros. Fortress - Up the ramp just before going outside
BP Cost: 1
FP Cost: 1
Description: Charges next hammer attack with ATK +2
Merlurvee: "It's high up in the fortress of the Koopa Bros. You climb the stairs that rise from the water and continue up the ramp. A Bob-omb will try to keep you from taking it."

75. Speedy Spin

Location: Toad Town - Badge Shop for 50 Coins (Post chapter 1)
BP Cost: 1
FP Cost: -
Description: Allows Mario to perform the Spin Attack (Z trigger) with more speed
Merlurvee: "It is for sale at the open-air shop in the plaza outside the castle gate."

76. Spike Shield

Location: Dry Dry Ruins - In second Pokey Mummy coffin
BP Cost: 2
FP Cost: -
Description: Makes Mario invulnerable to enemy's spikes
Merlurvee: "Right after you enter the ruin, you see three coffins aligned in a room. The Badge is in the middle coffin."

77. Spin Attack

Location: Dry Dry Desert - Sector 3F, uses Twister in 2E to get there
BP Cost: 2
FP Cost: -
Description: Allows Mario to beat a "Weak" enemy in the field with the Spin dash
Merlurvee: "In the lonely desert, you are blown by a whirlwind and land on a rock platform. The whirlwind by the blue cactus will take you there. The Badge awaits."

78. Spin Smash

Location: Toad Town - Badge Shop for 75 Coins (Post chapter 3)
BP Cost: 1
FP Cost: 2
Description: Horizontal hammer attack on first ground enemy with normal ATK. All ground enemies behind get hit for 1 damage by the front enemy.
Merlurvee: "It is for sale at the open-air shop in the plaza outside the castle gate."

79. Triple Dip

Location: Crystal Palace - Use Bombette on back right at rotating wall
BP Cost: 3
FP Cost: 6
Description: Use three items in one turn during a battle
Merluvlee: "It lies inside Crystal Palace, beyond a puzzling blockade of White Clubba statues. You spy a treasure chest through a transparent wall. The Badge lies inside it. To reach it, you break a wall in the room that has a transparent revolving door. Blast the wall with a Bob-omb."

80. Zap Tap

Location: Shooting Star Summit - Trade with Merlow for 10 Star Pieces
BP Cost: 4
FP Cost: -
Description: Permanently inflict "Electrify" status on Mario
Merluvlee: "There is a child upstairs in the fortune-teller's house on Shooting Star Summit. Hey! I'm that fortune-teller! Anyway, the child is my brother, Merlow. He will trade Star Pieces for Badges. Head upstairs to see him!"

4. III Special Objects - Super Blocks

1. Oasis of the Dry Dry Desert (sector 3G)

Requirements:

-

Merluvlee's Hint:

In a place of rest in the cruel desert, is a lush oasis unknown to most wanderers. You find the block along the edge of the refreshing, life-giving waters.

2. Dry Dry Ruins

Requirements:

-

Merluvlee's Hint:

You find a jump pad in the dusty depths of the hidden ruins in the desert. The block lies beside it.

3. Mt. Rugged at the Station

Requirements:

Super Hammer

Merluvlee's Hint:

You climb the mountain just above Mt. Rugged station, and you break the big block on the left side. You walk forward and find what you seek.

4. Toad Town Tunnels - west side

Requirements:

Super Hammer

Merluvlee's Hint:

You descend below Toad Town and head left through several blocks and a pipe. You go right after the pipe until you can ride a platform up through the ceiling. You walk right and fall through the floor to find the block.

5. Tubba Blubba's Castle - Basement

Requirements:

Super Boots

Merluvlee's Hint:

You climb to the upper level of Tubba Blubba's Castle and keep going left. When you reach the bottom of the stairs, you find it near the door.

6. Toad Town Tunnels - Basement west area

Requirements:

Super Boots

Merluvlee's Hint:

Deep down under Toad Town, you break the floor, fall, and then go left. Beyond the Dark Koopas' gate, you stand on a movable block and jump to find hidden blocks. You cross them for the prize.

7. Shy Guy's toy box - Red Station near the Big Lantern Ghost's room

Requirements:

-

Merluvlee's Hint:

It is in the Toy Box in the room that has a Ferris wheel and platforms that move up and down. You jump to the highest green block to find it waiting.

8. Jade Jungle - watery area east of the entrance

Requirements:

Sushie

Merluvlee's Hint:

In a jungle you navigate the water on the back of a fishy friend. You find the block on an island across a bridge.

9. Mt. Lavalava - east room on the main floor

Requirements:

-

Merluvlee's Hint:

You ride down a trapeze in the volcano and go right into a room with fire bars. You avoid touching the rotating arms of flame. Your reward is a Super Block.

10. Mt. Lavalava - bottom east room

Requirements:

Ultra Hammer

Merluvlee's Hint:

Deep inside the volcano, when you see the second rope, you turn right and see another one. You ride that rope instead. When the rock wall pales behind you, you let go. The block's on a rock platform.

11. Toad Town Main Gate - enter the green pipe with Sushie

Requirements:

Sushie

Merluvlee's Hint:

You ride over the water to the island in the Toad Town pond and climb into the pipe. In a secluded chamber beneath the water, you find the block.

12. Toad Town Tunnels - Use the hammer to break the metal blocks

Requirements:

Ultra Hammer

Merluvlee's Hint:

In the dark below Toad Town, under the platform that sinks if you step on it, is a pipe leading farther down. Powerful metal blocks stop your progress, but with a powerful Hammer, you smash them to get through.

13. Flower Fields - On the ledge near the Amazy Dayzee

Requirements:

Ultra Hammer

Merluvlee's Hint:

There is a yellow gatekeeper in Flower Fields. You go through its gate, over the thorny patch then up the stairs to the left. You fight your way left to find the block.

14. Flower Fields - Northeast area, just after the ! stomping puzzle

Requirements:

Lakilester

Merluvlee's Hint:

You explore Flower Fields to the right of the big tree that grows at the entrance. You move ! platforms by jumping on them, so with Spin Jumps and hovering help, you continue. You use a jump step hidden on the roadside and find the block up above.

15. Toad Town Tunnels - Shiver City warp pipe room

Requirements:

Meet Ninji at Merlon's place

Merluvlee's Hint:

In the tunnels below Toad Town, in a frozen room on the path leading to a very cold, frostbitten city... You move to the right and find the pipe to the town above. You move to the left first and find the block waiting.

16. Shiver Mountain - On a small mountain before the giant ice staircase

Requirements:

-

Merluvlee's Hint:

On Shiver Mountain you see stairs going up to the left as you climb to the palace. The Super Block waits in the cold for you.

7. Star Power

Name	Given by	SE	Description
Focus	Eldstar	0	Restore Star Energy bar*
Refresh	Eldstar	1	Restore 5 HP & 5 FP
Lullaby	Mamar	1	Attempts to induce "Sleep" on all enemies
Star Storm	Skolar	2	Attack all enemies ATK: 7 (penetrates defense)
Chill Out	Muskular	2	Lowers enemies' ATK by 3 points for 4 turns
Smooch	Misstar	3	Recover 20 HP
Time Out	Klevar	2	Attempts to induce "Stop" on all enemies
Up & Away	Kalmar	2	Instant victory, but you get no Star Points
Star Beam	all 7	0	Eliminate any boost & undo Star Rod's effect
Peach Beam	all 7	0	Upgrade Star Beam; used for the last battle only

SE = Star Energy level required to use

* = For Mario: Restore $0.5 + 0.25 * \#$ of Deep Focus badges
For Partner: Restore 0.5 (Deep Focus has no effect on them)

8. Star Point Experience

It is well known that the enemies in this game do not give a fixed amount of Star Points, so how does the game know when to give you more or less Star Points (SP) during a battle? The solution is rather simple the amount of SP for an enemy is calculated using the SPL (Star Point Level) of that enemy and subtracting Mario's level from it and then it is divided by two.

However you'd end up with a broken number, but monsters cannot give 0.5 or so Star Points. Furthermore the amount enemy targets at the beginning of the battle also adds a certain factor to the number of given Star Points. This factor is 10% of the original SP value multiplied by either 0 (1 or 2 targets), 1 (3 targets), or 3 (4 targets). This explains why Crystal King and Gulpit yield so many Star Points. So in formula one would get:

```
level   - Mario's current level
SPL     - Star Point Level of target
#enemy  - # of targets at battle start

factor  = max(0, #enemy * 2 - 5)
Base SP = SPL - level / 2
SP      = round(base SP + base SP / 10 * factor)
```

Where SP is the given amount of Star Points during the battle. If you don't want to do the math on this you can just look at SPL of the enemy and use the table below to find out, which level is associated with the enemy. Here is the complete chart list starting at SPL 100 (there are no monsters with a level >100). Just take the SPL of the monster required and look at that number, then cut out the part of the table between that SPL and (SPL - 27) for the entire table of that particular enemy. Replace the SPL column by a list of 27 down to 1 to get a nicer layout. Suppose you beat 4 Amazy

Dayzees (SPL = 100) one battle on level 1, you'd get $64 * 4 = 256$ Star Points (too bad the counter is capped off at 99 points).

```
-----
| # enemies at the start of the battle
|-----
SPL | 1-2      3      4 (or more)
--- | -----
100 | 50      54      64
 99 | 49      54      64
 98 | 49      53      63
 97 | 48      53      62
 96 | 48      52      62
 95 | 47      52      61
 94 | 47      51      60
 93 | 46      51      60
 92 | 46      50      59
 91 | 45      50      59
 90 | 45      49      58
 89 | 44      48      57
 88 | 44      48      57
 87 | 43      47      56
 86 | 43      47      55
 85 | 42      46      55
 84 | 42      46      54
 83 | 41      45      53
 82 | 41      45      53
 81 | 40      44      52
 80 | 40      43      51
 79 | 39      43      51
 78 | 39      42      50
 77 | 38      42      49
 76 | 38      41      49
 75 | 37      41      48
 74 | 37      40      47
 73 | 36      40      47
 72 | 36      39      46
 71 | 35      39      46
 70 | 35      38      45
 69 | 34      37      44
 68 | 34      37      44
 67 | 33      36      43
 66 | 33      36      42
 65 | 32      35      42
 64 | 32      35      41
 63 | 31      34      40
 62 | 31      34      40
 61 | 30      33      39
 60 | 30      32      38
 59 | 29      32      38
 58 | 29      31      37
 57 | 28      31      36
 56 | 28      30      36
 55 | 27      30      35
 54 | 27      29      34
 53 | 26      29      34
 52 | 26      28      33
 51 | 25      28      33
 50 | 25      27      32
 49 | 24      26      31
```

48	24	26	31
47	23	25	30
46	23	25	29
45	22	24	29
44	22	24	28
43	21	23	27
42	21	23	27
41	20	22	26
40	20	21	25
39	19	21	25
38	19	20	24
37	18	20	23
36	18	19	23
35	17	19	22
34	17	18	21
33	16	18	21
32	16	17	20
31	15	17	20
30	15	16	19
29	14	15	18
28	14	15	18
27	13	14	17
26	13	14	16
25	12	13	16
24	12	13	15
23	11	12	14
22	11	12	14
21	10	11	13
20	10	10	12
19	9	10	12
18	9	9	11
17	8	9	10
16	8	8	10
15	7	8	9
14	7	7	8
13	6	7	8
12	6	6	7
11	5	6	7
10	5	5	6
9	4	4	5
8	4	4	5
7	3	3	4
6	3	3	3
5	2	2	3
4	2	2	2
3	1	1	1
2	1	1	1
1	0	0	0

=====
Appendix C: Badge Setups
=====

Introduction

The section about Badge set ups is far from complete. For now we have this overview of Badge Setups which work out pretty well. You can use your own setups, but that is up to you to choose.

1. General 30 BP Setup

This is a setup which seems to be suitable. Even with 30 Badge points it can be hard to have a good setup. So I tried my best and this seems to work out pretty good in most standard situations. It has Spike Shield and Zap Tap badges to prevent some types of damage and I used Damage Dodge and P-up, D-down to raise power.

Badge	BP
-----	--
Multibounce	1
Shrink Stomp	2
Quick Change	4
Dodge Master	2
Power Plus	6
Damage Dodge	3
All or Nothing	4
Spike Shield	2
Flower Finder	3
Refund	1
Chill Out /	2
Dizzy Attack	
Speedy Spin	1

2. "Danger" Mario

This setup is widely known by many people, but for those of you who don't know about it here is the deal. Danger Mario makes use of the fact that it is possible to have Mario permanently in Danger mode. This can be done by visiting Chet Rippo and asking him to increase either FP or BP, this will cause the amount of HP to degrade. If you had only 10 HP (starting value) than it will be lowered to 5. With a Max HP of 5 Mario will constantly be in danger and therefore the following setup works out reasonably good, but it has its merits. Just makes sure you have one or two Life Shrooms in your inventory to give yourself some room for error.

Badge	BP
-----	--
Defense Plus	6
Damage Dodge	3
Damage Dodge	3
P-down, D-Up	2
Last Stand	1
Deep Focus	1
Deep Focus	1
Dodge Master	2
Happy Heart	3
Happy Heart	3
Close Call	1
Power Rush	1
Happy Flower /	3
Flower Finder	

The first five badges are the only real necessary ones. As long as he

blocks Danger Mario will be immune to attacks of strength 6 or less, because the divisor (Last Stand) is applied after the subtractions. Partial damage points are rounded down:

```

ATK of your opponent's attack:    dmg = enemy ATK
Action Command (2 Damage Dodges):  dmg = dmg - 3
Defense Plus & P-Down, D-Up:      dmg = dmg - 2
Last Stand:                        dmg = floor( dmg / 2 )

```

If he is in a Chill Out/Focus/Focus/Focus cycle, then he is forever immune to all attacks of strength 9 or lower. This should be sufficient to deal with most of your enemies.

The other 8 badges are supplemental. The Deep Focuses allow Mario to use a cycle of Chill Out/Focus/Focus/whatever. The Dodge Master is there because the success relies heavily on blocking. The Happy Hearts and Close Call help to counter any times you mess up blocking. Power rush is for whenever Mario has a chance to attack. Happy Flower is to help your partners, as they will be doing most of the fighting. Flower Finder works too, and depending on the situation gives more or less FP than the other.

3. Jump & Hammer Mario

If you like Jump attacks better than Hammer attacks (or vice versa) you may want to use either of the following 2 setups named after the Jump man and Hammer man badges from Paper Mario's sequel. Both of them have a Flower finder badge equipped, because most of the attacks are huge drains on the FP meter:

Jump Man		Hammer Man	
Badge	BP	Badge	BP
Mega Jump	3	Mega Smash	3
Multibounce	1	S. Smash Chg.	2
S. Jump Chg.	2	Mega Quake	3
Power Bounce	2	Hammer Throw	2
Quick Change	4	Quick Change	4
Dodge Master	2	Dodge Master	2
Power Plus	6	Power Plus	6
Ice Power	2	Ice Power	2
Spike Shield	2	Flower Finder	3
Flower Finder	3	Chill Out /	2
Chill Out /	2	Dizzy Attack	
Dizzy Attack		Speedy Spin	1
Speedy Spin	1		

4. Single boss fights

Bosses often come as single enemies and therefore you may want to focus your BP on specific attacks. For some of the later bosses you can use Lakilester with Spiny Surge to take out all of the additional bits that appear (e.g. Huff N. Puff or Crystal King).

Badge	BP
S. Jump Chg.	2

Shrink Stomp	1
D-Down Jump	2
Power Bounce	2
Quick Change	4
Dodge Master	2
Flower Saver	6
P-Down, D-Up	2
Spike Shield	2
Feeling Fine	3
Zap Tap	4

This setup uses the P-Down, D-Up badge as it is a cheap way to reduce damage. Using the S. Jump Chg. to increase ATK the negative "P-Down" part of the badge gets negated. Many bosses can induce status ailments, hence Feeling Fine is good badge here. You probably need many Flower points, so the Flower Saver badge might be good idea here. Alternatively you can use a Double/Triple Dip and Happy Flower badge if you have good healing items in your inventory.

Another Badge setup possibility was created by Bruno P. Ferreira and it goes like this:

Undisposable	Good but Disposable
-----	-----
Mega Quake	S. Jump Chg.
Power Plus (1 or 2 of them)	S. Smash Chg.
All or Nothing	D-Down Jump
Mega Rush	D-Down Pound
Last Stand	Peekaboo
Power Rush	Happy Heart (1 or 2 of them)
Close Call	Happy Flower (1 or 2 of them)
Fire Shield	Flower Saver (1 or 2 of them)
Feeling Fine	Lucky Day
Zap Tap	Master Dodge

As commentary he wrote: "Trust me, if you use the undisposable Badges listed here, it'll sure be easy to fight bosses like Bowser. I tried it and I saved a lot of healing items with that strategy." I can see that most badges fit this description, but I wonder about the effectiveness of the Mega Quake. It's strong, but only really useful if there are many enemies around.

5. Low BP level setup

For most of the game you probably do not have all 30 BP at your disposal, so here is a setup that will work for the earlier parts of the game. These badges should all be reachable in chapter 3. That is before half way through the game, hence this setup will use only 15 BP.

Badge	BP
-----	--
Multibounce	1
Shrink Stomp	2
D-Down Jump	2
Quake Hammer	1
Dodge Master	2
Damage Dodge	3
Spike Shield	2

=====
Appendix D: Side Quests & Optional Events
=====

Here all of the individual side quests and optional tasks will be handled, which I'd like to point out to the reader.

1. Trade Quest Events

This special feature of the game doesn't yield any dazzling prizes, but it is nice to compete for the heck of it. There are three tradings in the game. Each one of them is triggered after a certain moment in time, but you can only participate in the latter ones after completing (either accomplishing/failing) the previous tasks. There is a time limit to each event so you have to do them right away. Don't worry about running, if you know what needs to be done you can complete them in a leisurely pace.

To start the event listen to the black radio in the rightmost home of the left screen in Koopa Village. Keep on changing the channel, until you hear the "Information Station". Then you get a message about which item you need to take to a particular location. From this moment on a distinct Pink Toad will appear on the aforementioned place, but only for a predetermined amount of time. Here is a table of all the important properties of each event:

When	Req. item	Location	Reward
-----	-----	-----	-----
Chapter 1	Koopa Leaf	Toad Town Main Gate	Maple Syrup
Post Ch. 3	Nutty Cake	Dry Dry Ruins entrance	Maple Super
Post Ch. 5	Coconut	Club 64	Yummy Meal

As you can see the rewards are not that spectacular, but then again it is just a side quest introduced for fun.

2. Old Koopa Koot favors

In Koopa Village there lives a very old Koopa who goes by the name of: "Koopa Koot". He resides in the rightmost shell home of the little village. When you talk to him he requests a favor of you. In return you get a default reward of 1 Coin for your efforts. There are however some good rewards popping out every now and then. Each time you complete a chapter some new favors can be completed. Here's a table with all 20 favors listed and their rewards:

Favor	Chapter	Reward
-----	-----	-----
1	1	1 Coin

2	1	Silver Card
3	Post 1	1 Coin
4	Post 1	3 Star Pieces
5	Post 1	1 Coin
6	Post 2	1 Coin
7	Post 2	1 Coin
8	Post 2	3 Star Pieces
9	Post 3	1 Coin
10	Post 3	1 Coin + Gold Card
11	Post 3	1 Coin
12	Post 4	3 Star Pieces
13	Post 4	1 Coin
14	Post 4	1 Coin
15	Post 5	1 Coin
16	Post 5	3 Star Pieces
17	Post 5	1 Coin
18	Post 5	1 Coin
19	Post 5	1 Coin
20	Post 5	3 Star Pieces

It turns out to be that the favors can be completed out of order. Here's how it can be done. After accepting a task, continuously ask him to repeat it, and eventually he will give you the option of temporarily skipping it and moving onto the next one. The rewards however are based on the number of completed tasks, hence you must still do them all to get all the Star Pieces!

Below are all the descriptions of each favor. Some of them are very simple to complete, while others may cost you much more time to accomplish. I would strongly recommend that you complete as much of the Toad Town Tunnels in advance so Mario can warp to all the locations on the map instead of walking. When you finish all 20 of them you should have gotten 15 Star Pieces from him.

1. Borrow the book "Koopa Legends" from Kolorado

 Just go to Kolorado's home (the left home with the yellow roof) and talk to his wife to get the book. Return it to the Koot and you're done. It appears to be a book to get firmer shells in 30 days.

2. Get a Sleepy Sheep

 You may have one of these in your inventory already, but if not you can find one on Pleasant Path or buy it for 10 Coins in Toad Town's shop. Give it to the spring chicken and you get your reward.

3. Retrieve the "Tape" from Goompa

 He doesn't tell what is on the tape, and I wonder if you even want to know it.

4. Cooking exercise for Koopa Tea

 Get a Koopa Leaf from one of the bushes in this town and take it to Tayce T. let her cook it for you and you'll get Koopa Tea in return. Give this to the old crank and you're done.

5. Autograph hunt - Your famous brother

 To find Luigi you need to get back to your home using the Warp Pipe in Toad

Town near the gate. Luigi's location may differ from chapter to chapter, but if you go there right before Chapter 2 you can find him on a cracked boulder. Use Bombette to bring him down and obtain the autograph. Give it to the coot and you're done.

6. Lost my Wallet

This time you have to find his wallet, which he lost near the town's only shop. Just examine all the bushes on the left avenue and you'll find it eventually. Return it to him for a reward.

7. A tonic for a good taste

KK wants something nice to drink so he asks you to get him a Tasty Tonic which can be bought in Harry's shop in Toad Town for 5 Coins.

8. Autograph hunt 2 - Merlurvee of Shooting Star Summit

The old geezer heard through the grapevine that there is this lovely woman living up the Shooting Star Summit so he asks you to collect her autograph. While you are in the process of doing so you might as well get the items Peach put in the chest near her crystal ball.

Merlurvee on the other hand also requests a favor of you in return of the autograph! You have to obtain her Crystal Ball from Merlee (the fortune teller hiding in Dry Dry Outpost). Use the shortcut via the warp pipes in the Sewer to get there quickly.

After giving her the Crystal Ball you can get the Autograph for free. Return it to the Koot and this favor is completed.

9. Read the message board and gossip

Koopas Koot will ask you to inform him about the current activities in the world and therefore wants you to read the Message board in front of Merlon's home. Furthermore he also wants to hear the juicy gossip written on the back of the board. So go to Toad Town, read both sides of the board and return to report KK of your findings.

10. Life Shroom Emergency

Because of his above average age the old guy asks you to get him a Life Shroom just in case of an emergency. You can buy one in Boo's Haunted Mansion for 50 Coins. There are cheaper alternatives of course.

11. Cooking up a Nutty Cake

To get the item Koopa Koot requested this time you need to go back to Goomba Village and collect a Goomnut from the only tree in the area. Give it to Tayce T. and she'll use it in a recipe for a Nutty Cake. Once you're back give the item to him and you're done.

12. Problem Solver

Koopas Koot complains about all the noise coming from the neighbors and it is your job to calm things down. If you talk to the Bom-ombs in the home to the left Mario finds out that the right one is exploding all the time, because he is in love with Bombette. So, bring out Bombette and she'll tell them to calm down in her 'polite' way of expressing things. Go back to KK and the task is completed.

13. Get the photo back from a Boo

Cranky is not too specific about this assignment, but you need to recover a picture of him that is held by one of the boos at the Mansion. Talk to Franky (the first Boo you come across in the Mansion's hall) to get it back. It seems to be a picture of him and the old guy from the time that he traveled quite a lot. Return to Old Photo and this mission is accomplished.

14. Some special spaghetti with a twist of Koopa Leaf

You need to produce a special treat for Koopa Koot this time. Take some Dried Pasta and a Koopa Leaf to Tayce T. and she cooks the Koopasta for you. Give this to the Koopa in question.

15. Where did my glasses go?

You need to find him his glasses this time round. It is in one of the left bushes on the left avenue. Just return his ancient spectacles to complete this task.

16. The other fruit from the desert oasis

Remember where you got the Lemon from? That is the same location where you can find the fruit which Koopa Koot wants so badly. Go to the oasis in the Dry Dry desert to collect one Lime and return it for 3 Star Pieces.

17. A Kooky snack

You have use Tayce T.'s cooking to get him a Kooky Cookie. Just mix a Koopa Leaf and some Cake Mix. The result is the Kooky Cookie. Return this for another 1-coin profit.

18. Package delivery man

Koopa Koot has a friend in Gusty Gulch who has a package. You are his delivery man so fetch it for him. The Boo in question is the second Boo you come across in the village so he should be easy to find. The Boo however tells you that you need to wait, because he doesn't know where he left it. Exit and reenter the area and he found it (that was quick). Give it to the old timer to complete this one as well.

19. Tropical snack

This time he wants a special item that he heard so much about; it is a Coconut. You probably know where to find one of these, do you? Just whack any palm tree on Lavalava Island to get the hard shelled item. Give it to the Koot and you can proceed on to the last event.

20. Koopa Koot calls it quits

Finally, the last request this man can think of is not the easiest one. You need to get him a Red Jar from Dry Dry Outpost's shop. You have to buy the following items:

Dusty Hammer
Dried Pasta
Dusty Hammer
Dried Shroom

If you buy all four of them in the correct order Little Mouser jumps towards you and tells you about the secret routine. He then gives you the

Red vase which you can return to KK. For you final reward you receive his last 3 Star Pieces. Notice that you can buy the Red Vase any time during the game, just get these four items in this order from little Mouser's shop.

3. My Li'l Oinky

After completing Chapter 1 the debris near the south entrance is cleared allowing you to reach the station area to the far south. Here you can find a small pen with a Toad standing in front of it. He will teach you everything about his favorite pets: the Li'l-Oinks. According to the Toad these creatures are best described to by shy and timid, hence Oinks tend to run away very easily if you walk up to them. If you open the pen any Oink inside gets scared and they will all leave the scene.

You can walk up to the machine to his left and jump to generate an Oink egg for the cost of 10 Coins. If you smash the egg with the Hammer a Oink hatches from it and jumps into the pen. Oinks just jump around aimlessly in the little field doing nothing at all. So why bother with hatching them? The purpose of the Oinks becomes clear after then 11th Oink appears in the pen, because then the 1st one leaves the scene dropping an item that corresponds to his color pattern.

Li'l Oink Type	Dropped Item	Rarity (1 - rare, 5 - common)
Flashy Gold	Ultra Shroom	1
Flashy Silver	Jammin' Jelly	2
Question Mark	Repel Gel	2
Shroom	Life Shroom	3
Star	Shooting Star	3
Flower	Maple Syrup	4
White	Super Shroom	4
Tiger	Thunder Rage	4
Pink	Fire Flower	5
Black	Dried Shroom	5

When the item is dropped you have about 6 seconds to claim it from the pen, which is not much. You must enter the pen to get the item so Mario automatically scares away all the Oinks in it. Therefore be sure to only go for the most special items as it will cost you at least 100 Coins before the first one drops his item.

If you happen to be very quick you can hatch a second Oink in between allowing you to collect two items simultaneously, but this can be hard to do in practice. The only real advantage of the Oinks is that they have an infinite supply of Ultra Shroom / Jammin' Jelly / Repel Gel items, which are otherwise limited to 4 or 5 of these in the normal game.

4. Casino gaming alley

This hidden area can only be found by whacking the tree to the west of the Li'l Oink farm. If you do this a green pipe will appear and you can descend

into the lobby of the gaming alley. There are two games to be played here, but you need the Silver to play the Jump Attack game and the Gold to play Smash attack. The only way to get these cards is by completing Koopa Koot favors #2 and #10 respectively.

Jump Game

Cost: 10 Coins per play

Biggest win: 950 Coins

Hit the block in the following order in an 9 Hit game:

-4x 1 Coin + 3x 5 Coins = 4 * 1 + 3 * 5 = 19
-2x 5* multipliers = 19 * 5 * 5 = 475
-2* complete 11 Hit Challenge = 475 * 2 = 950

The rules of this game are very simple you get to see 11 Blocks and depending on the difficulty setting you have to jump up against either 5, 7 or 9 blocks to find out what is inside. It doesn't matter which difficulty you play as an attempt will always cost 10 Coins. The blocks always contain the following panels in random order:

4 blocks with 1 Coin
5 blocks with 5 Coins
2 blocks with 5* multiplier
2 blocks with Bowser's face (game over; lose all coins)

As you can see there are 2 Bowser's in the game, hence a 11 Block challenge is very hard to complete as you have to hit all blocks except those two. As visible above the best combination is obtained, when the multipliers are hit last. This can be very hard to do in practice, and I can say that there has been only 1 occasion so far where I completed the 11 Block game. Fortunately your money gets doubled afterwards if you play this type.

Smash Game

Cost: 10 Coins per play

Biggest Win: >50 Coins

The smash game is more of an action based mini-game, then a gambling game. You need to find 10 Peach panels hidden in several blocks within the set time limit of 30 seconds. Next to Peach there are also Bom-ombs and Fuzzies hiding in the blocks. If you hit one of those you are immobilized for some time (Fuzzies require you to tap 'A' in order to remove them). There are 35 Blocks in total, so this can be somewhat difficult to find 10 Peach cards. Take note however that during the game the contents becomes briefly visible every now and then. So pay attention and stay in the center front at the beginning to get best overview.

For every 0.1 seconds left on the counter you receive a coin. It is difficult to tell how good the biggest win could be, but I suspect that getting more than 50 Coins is fairly good.

5. Luigi's diary

Early on in the game you may notice the peculiar square tile inside Mario's home located next to the Mailbox. After chapter 2 some musical notes appear from under the floor and Luigi is nowhere to be found. This leads the player to the conclusion that there is a hidden basement below the bedroom.

If you get the Super Boots from Boo's Mansion and you return to this room BEFORE defeating Tubba Blubba, then Mario can find Luigi in the basement by using the Spin jump on the tile. This scares Luigi and he takes a book from the table disallowing you to read the diary for the rest of the game. If you go into the basement after completing Chapter 2, Luigi will be outside the house and you can safely enter to read the first two entries in his diary. After each consecutive chapter two additional pages will be written by Luigi. There are some interesting (but useless) notes in them, check them out below if you are too lazy to visit the secret home.

Page 1 - (Post Chapter 3)

"Once again, my brother went on an exciting journey. Once again, he went alone. It's so unfair! I remember the carefree days when we played Golf and Tennis and had Parties. I remodeled the house and made a secret basement. My brother has no idea! It's the perfect place to write in you, my secret diary. I heard that a ghost appeared in Toad Town today. It was big, really big. And it had red eyes, a giant, gaping mouth and a mustache."

Page 2 - (Post Chapter 3)

".....Because you're my secret diary, I'll tell the truth: Yaaaah! I hate ghosts!! What will I do if it appears at night! Come back, Mario! I'm scared! Yikes! I can feel something behind me. Ahhh! I'm sure it's there, but I can't look back! No! No! Get away! I think I'll be safe if I don't freeze with fear. I'll just shut my eyes and take five steps back, and then I'll jump and dash into bed. Here I go!"

Page 3 - (Post Chapter 4)

"A Shy Guy appeared at my house the other day. I found it asleep in my bed! Can you believe it? I ran after him, but he was way too fast for me. I heard that a lot of Shy Guys also appeared in Toad Town. Supposedly, they came from Shy Guy's Toy Box. It must be somewhere in town. A Toy Box... I wouldn't mind seeing that. Maybe they have a Nintendo 64!"

Page 4 - (Post Chapter 4)

"The whole Goomba family visited me today. They said that Goombario is in the care of my brother, then they gave me a souvenir! It was a Goomnut, a special treat from Goomba Village. It looked so yummy I ate it without telling my brother! My FP increased by 3.You think he'll notice?"

Page 5 - (Post Chapter 5)

"I heard that my brother went to Lavalava Island on a tuna. Unbelievable! So unfair!! I... I... I wanna ride on a tuna, too!"

Page 6 - (Post Chapter 5)

"I heard that some Yoshi kids on Lavalava Island got lost and my brother saved them. I bet Yoshi kids are just about the cutest things around. I'm a bit jealous of my brother."

Page 7 - (Post Chapter 6)

"I heard a rumor that I actually have lots of fans. Wow! What great news! To live up to their expectations, I want to play the lead in an adventure! Of course, my name would have to be in the title. That'd be sweet... But I know it'll never happen..."

Page 8 - (Post Chapter 6)

"I heard that a door appeared in Toad Town. They say it leads to Flower Fields. I guess lots of Flower Spirits live in that flowery place. Flower Spirits... I bet their souls are as beautiful as the prettiest flowers..."

Page 9 - (Post Chapter 7)

"Somebody said to me that a way will open when you use a scarf and bucket... What? A scarf for a snowman? Wouldn't it melt him?"

Page 10 - (Post Chapter 7)

"Yesterday, I got stuck in the trapdoor when I was entering my secret room... Have I been using it too much? Or am I putting on weight? I'd better oil it to make it open easier."

Page 11 - (Post Chapter 8 - only readable before entering Peach's Castle)

"When I looked up at the sky tonight, I saw a shooting star arcing across the sky toward Princess Peach's Castle. I made a wish to the Stars right away, but I wonder if it will really be granted... What I wished was..... I can't write it even though this is a secret diary. Aargh! You can see it even though I erased it! My wish is to sleep in the top bunk bed."

Page 12 - (Post Chapter 8 - only readable before entering Peach's Castle)

"I heard that my brother finally saved Princess Peach! Bowser increased his power with the Star Rod, but my brilliant brother beat him anyway! I guess he'll be coming back home pretty soon. I'm looking forward to listening to the story of his adventure. Anyway, I'm going to finish this diary for now. I have to seal this room off before he notices that I remodeled without telling him. Now I'm going to go prepare a dinner to celebrate Mario's return! Luigi"

6. Master the Dojo

--Toad Town - Main Gate--

Near the east entrance of the Main gate area there is a small dojo where, Lee, Chan (I bet their first names are Bruce and Jacky) and The Master are practicing. Before chapter 1 the Master is out and you cannot do anything around here, but after The Master's return from the field Mario and can complete five battles in the dojo. The first three battles are just a warm up for the last two, as the difficulty increases in an order of magnitude. Therefore you probably cannot defeat the Master on the highest difficulty before reaching a higher level. I haven't tried to find out the lowest difficulty, but with the following set up you should be able to beat all 5

rounds without too much difficulty.

Each time you successfully complete a battle Mario gains higher grade ranking from 1 to 4 stars and ultimately the Diploma. This item is a chore and has no use in the game. In each town there is an inhabitant who will give different remarks depending on your ranking. Naturally, they will all be amazed if you have a Diploma.

Toad: Toad Town - Main Gate

no Degree: You don't have it? The Degree, Mario. The Degree shows how strong you are. Ha ha ha... I have it. I fought at the Dojo over there and got it from The Master. I am one bad Toad!!

1st Degree: Hey, that's... a First-Degree Card! I have one, too. See? A First-Degree Card!! That means I'm as strong as you! Cool! I'm bad! Yeah!!

2nd Degree: Hey, that's... a Second-Degree Card? Whoa! Cool! You fought your way to a Second-Degree Card? Mario, you're awesome!!

3rd Degree: Hey, that's... a Third-Degree Card? Whoa! Wow! Whoop! I knew you were strong!!

4th Degree: Hey, that's... a Fourth-Degree Card! Whoa! Amazing! You rule, Mario! You must be crazy strong!!

Diploma: Whoa! Can it be? That's... a Diploma??? Whoooooopeee! It's real, isn't it? You defeated The Master! Wow! You're the best, Mario!! Aargh!

Toad: Dry Dry Outpost

No Degree: Are you aware that there's a Dojo in Toad Town? There is! A while ago I took one of the Dojo challenges and did pretty well, I must say. I got a Second-Degree Card. You look pretty strong, so... Huh? You haven't earned any Cards?!

1st Degree: Sayyyyy... Is that... ...a First-Degree Card? Hee hee! It just so happens, that I have in my possession a Second-Degree Card! Know what that means? I'm stronger than Mario! Yeah!!

2nd Degree: Sayyyyy... Is that... ...a Second-Degree Card? Hey, I have Second-Degree Card, too! Oh, awesome! I can't believe that I'm as strong as you are, Mario!!

3rd Degree: Sayyyyy... Is that... ...a Third-Degree Card? Whooa! That's great! Seriously, that's great, Mario. You must be a powerhouse!!

4th Degree: Sayyyyy... Is that... ...a Fourth-Degree Card? Whooa! I wouldn't want to tangle with you, Mario!!

Diploma: Sayyyyy... Is that... ...a Diploma...!? Whoa! WHOOOAAA! You defeated The Master!! That's unbelievable, Mario! Great! Seriously great! I mean, really great!!!

Penguin - Shiver City (near the warp pipe)

No Degree: Mariooooo!!! Did you know that there's a Dojo in Toad Town? I go there all the time. I finally got my Third-Degree Card the other day. I'm sure you have a much higher ranking than I do, though. What? You don't have anything?!

1st Degree: Hey... You have... ...a First-Degree Card! Heh heh heh. A beginner, huh? I've got a Third-Degree Card. Looks like I'm stronger than you.!

2nd Degree: Hey... You have... ...a Second-Degree Card! Heh heh heh. It's a start. I've got a Third-Degree Card. I must be tougher than you.!

3rd Degree: Hey... You have... ...a Third-Degree Card! I've got a Third-Degree Card, too!! Cool! We have the same ranking! We're equals!!

4th Degree: Hey... You have... ...a Fourth-Degree Card! Wow, you're strong! I wish I were that strong... I'd better train harder!!

Diploma: Hey... You have... ...a Diploma... Wooow! I mean, woooooow! You beat The Master!! How'd you manage that? You're the strongest guy ever!!

That's all for the given comments. Here are descriptions for all of the five battles.

Optional Boss: Chan

HP: 15
ATK: 2
DEF: 2
SPL: 0

This battle is pretty easy even on low levels. Just use Mario's Jump attack to flip Chan over on his back. Once you have done this Goombario or any of the other partners can cause damage on Chan as his defense is 0, while flipped over.

The only difference with Koopa Troopas is that Chan stands up strait after 1 turn instead of 2. So you need to keep on jumping on him. In any case he will fall without any trouble provided that you keep on using the jump attacks.

Optional Boss: Lee

HP: 20
ATK: 5
DEF: 0
SPL: 0

This battle is probably the easiest to complete when you set Kooper to your partner before the battle. Lee will mimic your current partner at the beginning of the battle becoming a perfect replica. If you have Kooper out, then Mario can simply flip him over with a Jump attack allowing you to beat him in a similar fashion as Chan.

Take note however that he may return to his normal self sometimes, but still 20 HP goes down pretty quickly with a nice Power bounce. Then again you do need to look out for his attack, as he is pretty strong.

Optional Boss: The Master (1)

HP: 50
ATK: 6
DEF: 0
SPL: 0

This battle may be too difficult to beat before learning some new moves. So you'd probably need to complete the first 2 (or 3) chapters before taking him on. Repel Gel would surely help if you have one of these items, but you might want to save it for the last battle. This version of the Master is quite susceptible to Shrink so use the Shrink Stomp to make his attacks cause only half damage, then again Shrink only works for 1 turn on him... If you have a Life Shroom in store you should be able to get past this battle without that much trouble. The Stone Cap however works wonders here as the Master can only target Mario.

Optional Boss: The Master (2)

HP: 75
ATK: 8
5, 6 - Combo attack
DEF: 0
SPL: 0

Ouch, here is where it starts to get difficult. The Master will don some new clothes and stands up strait this time round. If you got the Power Rush badge make sure to equip it, as you will reach "danger" mode very quickly in this battle. Next to that get Repel Gel out to make yourself transparent once you are in Danger so the effect lasts much longer. Alternatively use Zap Tap badge to electrify yourself. This will prevent the Master from unleashing his fury with his combo attack as the electricity will prevent him from hitting you a second time. Again, the Stone Cap is a cheap method to beat the Master using your partner.

Optional Boss: The Master (3)

HP: 99
ATK: 10
6, 7 - Double Combo
5, 6, 7 - Triple Combo
DEF: 1
SPL: 0

This time the master turns himself on fire displaying his powerful aura. Ailments hardly work on him now and his attacks are even more severe than before. Zap Tap is really recommended to cause a C-C-C-combo breaker preventing the Master from using the devastating Double and Triple combos on you. He doesn't induce any ailments so you don't need to worry about the Feeling Fine badge.

Danger method:

if you wish to beat him on a low level the following strategy might work. Get the Mega Rush badge from Tubba Blubba's castle. Next fight a really weak monster (a Goomba or Koopa Troopa preferably) and let him take all but 1 point of your HP bar. Beat him and save the game. Put one or two Repel Gels in your inventory and make sure to equip both Power Rush and Mega Rush badges. Mario's HP is only 1, hence Peril mode will kick in boosting your attack will by 6 points with those two badges on.

Enter the battle and use Repel Gel during the first turn. From this moment on start doing some good Power Bounces, while The Master cannot hit you. With the Super Boots and 1 additional Power Plus badge you should have an attack power of 9 (his defense is 1 so you may need to subtract 1 point). This allows you to do Power Bounces of 8,7,6,5,4,... damage, which adds up to >30 points in one turn. With some good Multi Bonk attacks Mario and Goombario can finish the Master before Repel Gel wears off!

Alternative method:

- - - - -

The Master can be bested on extremely low levels, by getting an inventory full of Stone Caps and having Goombario on the Super rank. Enter the battle and keep on powering Goombario up, until his ATK is 50 or greater (24 charges) and have Mario continuously under the Stone Cap's influence. With a Happy Flower badge enough FP can be regenerated to beat the Master with Mario on really low levels using the Super Block from the Dry Dry Desert Oasis on Goombario. BTW: with the Super Hammer from the Dry Dry Ruins you can get a Repel Gel at Jr. Troopa's playground (this is much more efficient than a Stone Cap and it is for free).

Second alternative method (by one of the readers):

- - - - -

Another way to beat him very early, albeit being very hard, with the following:

- Mario: ~30 HP, 10 FP, 3 BP
- Partner: Bombette (level 1 will do)
- Items: 7-9 Mushrooms + at least 1 Super Shroom
- Badges: Power Bounce

The idea is simple, power bounce like mad and use charged attacks with Bombette. You must make sure to block all of the Master's moves so they only do 5 instead of 6 damage. Use Star Energy to recover 5 HP/FP, when needed. Keep bouncing until Mario's HP is <7.

Now, use the (Super) Mushrooms and continue attacking with Bombette. It should be possible if you get all action commands to get the Master's HP down to 5 before Mario's HP is completely depleted. Next finish it off with another Power Bounce or Bombette's Bomb attack.

That's all for the Dojo. Once you beat the Master on the highest level he gives you the Diploma and you're done.

7. You've got mail!

During his quest Mario and his partners receive mail messages from many people. Mario can check out his own private letter box in the bedroom of his house. After each chapter (or certain events) a letter will be delivered at your house and Luigi puts it in Mario's letterbox. For your partners there is a similar system, but for their mail you need to visit the post office opposite of Merlon's Home in Toad Town. Reading all the mail messages gives you nothing (returning the mail bag in Chapter 4 does give a Star Piece), but if you're interested in the background of each character this might be a nice chore.

Mario's Mail

Sender	Chapter / Event
Little T.	Post Prologue
Vanna T.	Participate in Chuck Quizmo's Quiz
Koopa Bros.	Post Chapter 1
Koopa Troopas	Post Chapter 2
Moustafa	Post Chapter 3
Kolorado	Post Chapter 3
Goombaria	Post Chapter 4
Tayce T.	Post Chapter 4
Kolorado	Give him the Volcano vase from Mt. Lavalava
The Yoshi Kids	Post Chapter 6
Rowf	Buy over 10(?) Badges at his shop
Wise Wisterwood	Post Chapter 7

"Dear Mario, How do you do? I'm Little T. I'm just a little Toad. I live in Toad Town. I've been training at the Dojo so I can save Princess Peach! I'll write to you again later. Bye!"

Little T.

"Hello, Mario. I'm Vanna T., Chuck Quizmo's lovely assistant. Thanks for participating in our quiz show. Our ratings are through the roof! Are those Star Pieces helping you? Please keep coming back until you answer the last question! I'll cheer you on!"

Vanna T.

"You rat, Mario! How dare you embarrass us! I'll never forget what you did!

Red - Hey! Watch your back when you walk at night!

Black - I'm gonna make you cry!!

Green - You'd better sleep with one eye open, pal!

Yellow - We shall return!!"

Koopa Bros.

"Dear Mario, Thank you so much for taking care of our Fuzzy problem. We, the Koopa Troopas in the village, really appreciate what you've done for us. We must apologize for not rewarding you with anything. We are but simple Koopas... Please drop by the village whenever you like. Anytime. It'd be our honor. Best of luck from all of us! Sincerely,"

Koopa Troopas at Koopa Village

"Hey, wanderer! I have heard many stories about your deeds. People speak very well of you. It comforts me to know that Bowser's creatures no longer loot the ancient ruins. Unfortunately, some relics are missing. This is a shame. I've heard that a Koopa was wandering around the ruins... That sounds very suspicious. You should be careful if you meet any suspicious types. Anyway, I must go! I look forward to hearing great tales of your

adventures!"

Moustafa

"How are you, dear boy? I've just finished my exhausting research of the ruins found by 'my unwavering efforts. Sadly, I did not find any treasures as valuable as I had hoped. I will press on, though, old chap! There are treasures hidden all over the world! I hear them calling my famous name, asking me to dig them up!"

Kolorado

"To Mario, Are you and Goombario doing OK? I'm fine. Oh! This is Goombaria, by the way. Are you having an exciting adventure? Is Goombario being a hero? Or is he just goofing off? You know... I sometimes go shopping in Toad Town with Mom. Maybe we'll see you there. I'd really like to hear some of your exciting stories. I can't wait! Really! You can beat up Bowser-- I know it!"

Goombaria

"Hi there, Mario. Are you eating regularly? You know, breakfast is the most important meal of the day! The Cookbook you gave me really comes in handy. I already knew a lot of recipes, but with this book, I can cook a world of new dishes! I want to tell you about the latest dish I've been cooking. It's unique! It takes a Fire Flower and an Egg to fix it. When I first made it, it blew me away! It might help you on your adventures. Please come visit and bring those ingredients!"

Tayce T.

"How are you, old bean? Smashing, I trust. I'd just like to thank you for helping with that nasty volcano business. Of course, I'm sure you're well aware of my own heroic role in the final fracas. I've lately worried about my dear wife. How she must worry about me as I brave danger! Perhaps it's time I returned home for a while. Feel free to stop by for a spot of tea!"

Kolorado

"Dear Mario, The volcano stopped erupting! Please come back and visit! The village leader wants to see you, too. Everyone does! And we want to play with you! We bet you've been on all kinds of wild adventures! Remember to bring your stories!"

The Yoshi Kids

"Hey, big guy! How're you doing? Rowf of the Badge Shop here. Thanks a bunch for shopping at my place. You're a cool customer! To show my gratitude, I'll be waiting for you with all my stock 0% off!"

Rowf

"Dear Mario, How are you holding up? It's so sunny in Flower Fields. Peace has returned here. Lily's in her own little world, as usual. Rosie is spreading a rumor that you're interested in her. I hear that Petunia is singing your praises across the land. As you know, I can't move from this spot, but I'm content to watch the Bub-ulbs frolic. Good luck to you, Mario. All of Flower Fields is wishing to the Stars that your dreams will come true."

Wise Wisterwood

Partners' Mail

Recipient	Sender	Chapter
-----------	--------	---------

Goombario	Red & Blue Goombas	Post Prologue
	Goompa	Post Chapter 4
	Gooma	After reaching Lavalava island
Kooper	Kolorado's Wife	Post Chapter 1
	Koover	Post Chapter 3 (return mailbag first)
	Kooper's Fan	Post Chapter 7
Bombette	Dry Dry Railroads	Post Chapter 2
	Bruce	Post Chapter 6
	Bruce	Post Chapter 7
Parakarry	Frost T.	Post Chapter 3 (return mailbag first)
Bow	Boos	Post Chapter 4
	Bootler	Post Chapter 5
Watt	Fuzzipede	Post Chapter 5
	Mother	Post Chapter 7
Sushie	Sashimie	Post Chapter 6
Lakilester	Lakilulu	Post Chapter 6
	Flight	Post Chapter 7

Goombario

=====

Red & Blue Goombas

"Goombario, You were a lot stronger than you looked. We figured you were just some punk Goomba hanging around with Mario. Anyway, you proved yourself to us. And you showed us that being good is as important as being strong. So... When you come back, do you think maybe we could be...friends? Please say yes! We'll be waiting!"

Goompa

"Dear Goombario, How goes the adventure with Mario? Is it fun? Are you being a brave Goomba? Remember to relish your time out in the wide world. Grow wise from your travels. I wish to the Stars that your adventure will prove to be a fruitful one. If you can, drop in on us old folks now and again. Gooma misses you terribly. I'm looking forward to seeing you as a grown-up."

Gooma

"Dear Goombario, How are you, my cute Goombario? We're all doing fine here. I hope your Tattle ability has finally become useful. Stop by whenever you get the chance. We all miss you. Good luck, my little Goomnut! I'll be thinking of you."

Kooper

=====

Kolorado's Wife

"Kooper, how are you doing? Your mother dropped by for a visit the other day. We had a really nice talk over some Koopa Tea. She did seem a touch disappointed that you were still on the road. She said that she's going to cook a delicious dinner when you come back, so you have something to look forward to. Oh yes! If you happen to see my wayward husband, please tell him to come home more often. Take care."

Koover

"Dear Kooper, How goes the adventure? I can't believe you're hanging with Mario! I'm so jealous! Koopa Village is the same. Kolorado's wife is impatiently awaiting Kolorado's return. You and Kolorado... You guys have so much excitement in your lives. You're so lucky! Anyway, good luck, buddy!"

Kooper's Fan (unspecified who it is)

"Dear Mr. Kooper, I must apologize for sending a letter out of the blue. But I had to! I saw you walking in Toad Town with Mario. You seemed so strong and brave. So dashing... If it's OK, I'd really love to have a talk with you. (Oh How embarrassing) I'll write to you again soon. Good luck, brave Koopa!"

Bombette

=====

Dry Dry Railroad

"Dear Miss Bombette, We write this letter as a humble request to you, the most worthy and explosive of all Bob-ombs. It's still a long time off, but later this year we will be staging an opening event for a new Dry Dry Railroad route. We feel the event would be a gala bash if we could enlist your bomb-bursting help. Crowds love fireworks! Anyway, we'll get in touch with you after your adventure ends to confirm the dates."

Bruce (I)

"Bombeeeette!! You must return to me, oh fair and combustible Bob-omb! My heart awaits you in Koopa Village. It burns like a fuse! I will love you forever! Even if you reject me, my love will endure! If I don't see you soon, I'll surely explode, so please hurry! You've ignited my passion! Come back to me, my love!"

Bruce (II)

"Bombeeeette!!

I love you. I love you. I love you. I love you. I love you. I love you.
I love you. I love you. I love you. I love you. I love you. I love you.
I love you. I love you. I love you. I love you. I love you. I love you.
I love you. I love you. I love you. Please understand how I feel! I love you!"

Parakarry

=====

Frost T.

"Dear Parakarry, Thank you for always delivering my mail, despite snow and ice. Because I live in this cold valley so far from my family, the letters I receive are my greatest pleasure in life. Kind words from my wife and daughter give me the strength to continue my work. My heart leaps with joy every time I hear the sound of your wings. May you never molt!"

Whacka

"Whaack-oo! This is Whacka! Mr. Parakarry, from my place in the shadows, I

always see you flying above Mt. Rugged. It looks like so much fun, flying on a sunny day! Tell me about it sometime. My wish to the Stars is that you never fall from the sky!"

Bow

====

Bootler

"To Lady Bow, Please return as quickly as possible. I cannot shake the image of you in some sort of danger. It so worries me that I can no longer sleep. When you went with Mario, you told me not to go with you... But now I regret my obedience! I should have gone anyway and protected you from harm! Now all I can do is wish to the Stars with the other Boos that you return safely. Please take care.

Boos

"Dear Lady Bow, Thank you for rescuing us from that horrible Tubba Blubba up on Gusty Gulch. We'd never dreamed we'd meet a Boo of your stature! The sight of you alone would have been enough to keep us going, but you went ahead and defeated Tubba Blubba too! We thought that our friends were done for when they were eaten, but they've all returned. Many thanks! When you're done with your quest, we're throwing you a party. Please come! Oh! And please say "Hi" to everyone at Boo's Mansion!"

Watt

=====

Mother

"Watt, thank the Stars that you're safe! I was so worried! When you first disappeared, we were completely baffled. Nobody would help us and we couldn't find a clue! Then we went to Toad Town and heard about the Toy Box. I was pretty sure you'd be OK in there for a while, but... ..I was still worried! Please give my deepest thanks to those who saved you! Come home soon!"

Fuzzipede (typos are deliberate)

"Dear Watt, Well, I'm still kickin'. I ain't gonna be bait no more. I reckon I 'preciate the help of you and your buddies. This here letter'll be my thanks, so we're even, all righty? Anyhoo, good luck doing what y'all do. And don't be botherin' me if we meet up agin."

Sushie

=====

Sashimie

"Dear Mom, First I heard you were lost in the jungle, then I heard you were traveling with Mario! Don't do anything dangerous. Come back as quickly as you can. I'm waiting for you. You're gonna be a grandCheep! I want you to see the small fry!"

Raphael the Raven

"Dear Sushie, You followed Mario, didn't you? How are you doing? I never expected you'd go with him. I want to hear about you, Mario and everything else, so why don't you come to see me when you finish traveling? If you have a hard time climbing the tree, I'll come down for you.

P.S. Is there anything you want to eat? I'll make anything."

Lakilester

=====

Lakilulu

"Dear Lakilester, Where are you? You'd better be a good Lakitu and return soon. I'll be faithfully waiting for you near the Wise Wisterwood. If you don't come back, I'll search for you 'til the end of time. I'll give you such a Spiny Storm you'll... I'm sorry, love... I get mad when I worry..."

Flight

"Dear Spike, You turncoat!! You're hanging around with Mario! I'll never forgive you, you big traitor! I heard that your real name is Lakilester, too! I never heard such a silly name! I'm gonna call you Lakilester from now on. The only way you could earn my respect now would be to beat... Lord Bowser! Yeah, right! Do that and I'll forgive you."

8. Letter Delivery Quest

There are 26 letters Mario can locate and deliver during the game. You can find 12 letters hidden in various areas of the Mushroom Kingdom; 11 of them yield a Star Piece, when they are returned to the correct recipients. The other letter (called letter A) starts a chain cycle of 14 letters, which will result in obtaining the Lucky Day badge at the end.

Below I listed the locations, recipients, rewards and the topic of the letter in short summaries. The number of the letters is the same as in the walkthrough, so it should be easier for the reader to find the item in the main text.

Normal letters (Reward: 11x Star Piece)

Letter #1

Location: Mt. Rugged - Use Kooper to collect it near the Save Block
Recipient: Merlon - Toad Town
Reward: Star Piece
Topic: Merlee, started out in family business

Letter #2

Location: Mt. Rugged - Upper left ledge in the area after the big slide
Recipient: Kolorado - location variable:
 Dry Dry Desert/Lavalava Island/Koopa Village
Reward: Star Piece
Topic: Wife

Letter #3

Location: Dry Dry Desert - In a tree near entrance to Dry Dry Outpost
Recipient: Mort T. - Toad running the inn at Koopa Village
Reward: Star Piece
Topic: From wife

Letter #4

Location: Dry Dry Outpost - On the rooftops near Moustafa's place
Recipient: Traveling Nomadmouse - Along the path in Dry Dry Desert
Reward: Star Piece
Topic: Moustafa

Letter #5

Location: Dry Dry Desert - In tree at Kolorado's excavation site
Recipient: Goompa
Reward: Star Piece
Topic: Koopa Koot, possible gossip

Letter #6

Location: Gusty Gulch - in front of a tree branch (hard to miss)
Recipient: Fice T. - Guard Toad at the entrance of Forever Forest
Reward: Star Piece
Topic: Bootler, scaring the little toad

Letter #7

Location: Lavalava Island - on a huge grey rock on the beach
Recipient: Igor - Owner of the Shop in Boo's Mansion
Reward: Star Piece
Topic: Boo to you with a smile; order

Letter #8

Location: Lavalava Island - northeast island where you meet Sushie
Recipient: Russ T. - upper left home near the entrance of Toad Town
Reward: Star Piece
Topic: Question from a kid on Lavalava Island

Letter #9

Location: Flower Fields - Northeast
Recipient: Minh T.
Reward: Star Piece
Topic: Wise Wisterwood; appreciation for caring for flowers

Letter #10

Location: Shiver Snowfield - Hit the big tree 4 times
Recipient: Mayor penguin - Shiver city (leftmost home)
Reward: Star Piece
Topic: message from someone on Yoshi's island

Letter #11

Location: Shiver Road - behind an icy rock just before Monstar

Recipient: Merlow - Shooting Star Summit (Merlulvlee's home)
Reward: Star Piece
Topic: News from father Merle

Chain letter cycle

Starting with the obligatory letter, which you need to find for Parakarry on mount Rugged a cycle of fourteen letters must be completed. Upon doing so you return to Goompapa who gives you the Lucky Day Badge for all your efforts. You may need to be patient with this cycle as Yoshi's Island (chapter 6) and Starborn Valley (chapter 7) can only be reached once you have progressed sufficiently far in the game.

Letter A

Location: Mt. Rugged - At bottom the right most area of the mountain
Recipient: Goompapa - Near the gate in Goomba Village
Reward: Letter B
Topic: Fishing with a 'friend'

Letter B

Recipient: Muss T. - Peach's Palace Garden
Reward: Letter C
Topic: not mentioned

Letter C

Recipient: Koover - Koopa closest to Koopa Village's entrance (near Inn)
Reward: Letter D
Topic: Fishing

Letter D

Recipient: Fishmael - Toad Town Port
Reward: Letter E
Topic: Fishing

Letter E

Recipient: Koover - Koopa closest to Koopa Village's entrance (near Inn)
Reward: Letter F
Topic: not mentioned

Letter F

Recipient: Mr. E - Dry Dry Outpost in front of the inn (has blue turban)
Reward: Letter G
Topic: Order information

Letter G

Recipient: Miss T. - Yellow girly Toad in front of the Dojo
Reward: Letter H
Topic: Doesn't know recipient

Letter H

Recipient: Little Mouser - Shop owner of Dry Dry Outpost

Reward: Letter I
Topic: Order info

Letter I

Recipient: Franky - Boo living in main hall of Boo's Mansion
(appears only after Bow joins)

Reward: Letter J
Topic: Guy with deals on useful items

Letter J

Recipient: Dane T. - red mini Toad at the train station of Toad Town
Reward: Letter K
Topic: Invitation to haunted mansion

Letter K

Recipient: Red Yoshi Kid - walking around in Yoshi Village
Reward: Letter L
Topic: Game with friend

Letter L

Recipient: Dane T. - red mini Toad at the train station of Toad Town
Reward: Letter M
Topic: Playing a game with pen pal

Letter M

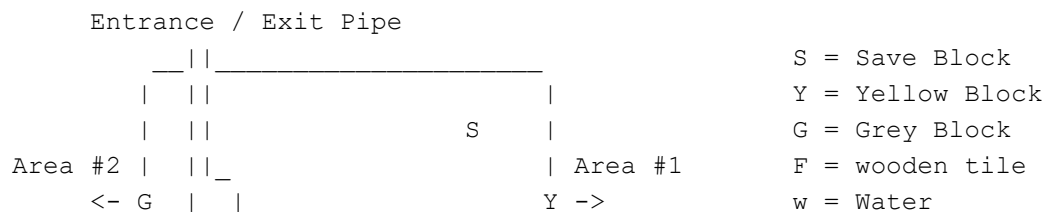
Recipient: Frost T. - Green toad resident of Starborn Valley
Reward: Letter N
Topic: message from Dane T. and Mini T.

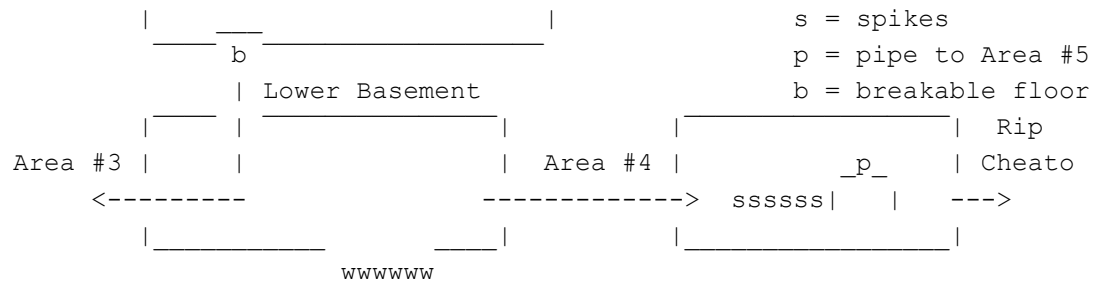
Letter N

Recipient: Goompapa - At the gate in Goomba Village
Reward: Lucky Day badge
Topic: reply to Goombaria's letter

9. Toad Town Tunnels

There is a pipe to the south of locked house and Tayce T.'s home, which Mario can reach once the debris is cleared (after completing Chapter 1). The sign next to it reads "private", but you can enter all the same. Inside the initial room leads to various locations, but new areas can only be explored after finding stronger equipment or new partners. The main room looks like this:





In the beginning you can only get to the Save Block and smash the yellow block next to it opening the path to the first area. The other areas can only be reached after getting the following items/partners:

Required Item/Partner	Area
Hammer	Area #1
Super Hammer	Area #2
Super Boots	Lower basement & Area #3
Sushie	Area #4
Ultra Hammer	Super Block in Area #3
Lakilester	Area #5

In what follows the descriptions of each individual location is described, conform the references made in the walkthrough. Take note however that I combined the sections of Sushie and the Ultra Hammer into one as the Super Block is just a single item and you get both of them relatively quick after each other.

Toad Town Tunnels - Area #1

Hidden Items: 2 (2)

- Coin Block - Hit the third left Block in the area with the Gloomba
- Super Shroom - Hit the invisible Block that is left as a gap in the line of Blocks

Badges: 1 (1)

- Shrink Stomp - Open the chest behind the Blooper boss

Enemies:

Gloomba, Spiked Gloomba

Boss:

Blooper

Walk up to the Save Block on the right and take out the huge Yellow Block with the Hammer. In the room behind it are some dark Goombas called: Gloombas. These guys are much stronger than their over world cousins so don't underestimate them, for an ordinary Gloomba has 7 HP and an ATK of 2. Use "Refresh" if you are feeling down, because your HP can drop very quickly when you miss the Action Command too often. Take note that there is a Spiked Gloomba hidden in the second rightmost Block around here. Walk to the next room and exchange your partner for Goombario. If you cross the green bridge a Blooper will drop by forcing you into a Boss Battle! You'd better be prepared.

Boss Battle: Blooper

HP: 30
 ATK: 3 - Ink
 3 - Screw
 DEF: 0
 SPL: 44

It has an attack of 3, which can be devastating on these lower levels. Use some of the stronger items to heal (like that Super Shroom you just found) and use the Thunder Bolt item to hit him good.

Mario is at his best using long series of Power Bounce attacks. Stick to Goombario and have him use Headbonks all the time. Tattle him if you like to find out how much HP it has left, but that is not necessary. This adversary uses two attacks, but the are equally strong so it doesn't make much difference. The Ink Attack is harder guard against with the Action Command.

When you take it out the Blooper will return to the depths from which it came and Mario can claim the Shrink Stomp badge from the chest to his right. That's all we can do around here, until we get a new hammer.

Toad Town Tunnels - Area #2

Hidden Items: 3 (5)

- 1 Coin(2x) - Hit the ?-Block west of Electro Blooper's room
- Snowman Doll - Inside the third ?-Block west of Electro Blooper

Badges: 1 (2)

- Power Smash - Leftmost dead end of the sewers

Star Pieces: 1 (1)

- Go right in the area with the two balanced platforms, then use Parakarry on the higher ledge

Super Blocks: 1 (1)

- From the Star Piece go up the elevator (through the ceiling) and let yourself drop down through the gap on the right

Enemies:

- Buzzy Beetle, Paragloomba, Spiked Gloomba

Boss:

Electro Blooper

Entering the Sewers with the Super Hammer allows you to traverse through the left corridor. Beware however that another Blooper boss will fight you instantaneously so be prepared! Have the Hammer Throw in the Active Badge list.

Boss: Electro Blooper

HP: 50

ATK: 4 - Uncharged

6 - Charged (electrifies during the process)

DEF: 0

SPL: 50

This Blooper can create an electrical force field increasing his attack power dramatically. I suggest that you take this guy out quickly, because you won't withstand a long battle against him. When he is charged up use distant attacks like the Hammer Throw or else you get zapped.

For the rest he uses the same attacks as the previous Blooper so I do not need to specify them here as they are just stronger versions. Sleep status doesn't affect him too well, so don't waste FP on the Sleep Stomp badge and neither use "Lullaby".

Your prize for beating him is a switch. You may wonder what it is for so press it right away. It turns out to be a switch to trigger the blue Warp

Pipes which allow you to reach Goomba Village, Koopa Village and Dry Dry Outpost in an instant rather than having to travel their on foot.

Further on to the left you can smash another grey block. You can collect some coins and a Snowman Doll here. Follow the path to the left as far as possible taking out the Spiked Gloombas along it. Hit the brown block to lower the Jump pad. Use that to get to the chest with the Power Smash badge. Back in the room with the green pipe leading up follow the right path to a Star Piece and use the elevator platforms (through the ceiling) to reach a Super Block. That's all for now.

Toad Town Tunnels - Area #3

Hidden Items: 3 (8)

1 Coin(3x) - Hit the hidden invisible Blocks

Super Blocks: 1 (2)

-Use the three single coin blocks to reach it in the leftmost room

Enemies:

Dark Koopa

With the Super Boots you can take out the wooden panel in the first room. Go down and then go right to meet up with some scary Dark Koopas. Take care that these guys get back up in 1 turn so they recover much faster when they are lying on their backs. Other than that they can also use attacks to cause Dizziness. You'd better use a POW block, Star Storm or Multibounce to make sure no Koopa can attack you. There are only three of these fiends in the area and their parties consist of 2, 3 and 4 Dark Koopas.

When you are done beating them all up a switch falls down, when it is triggered the warp pipe to Boo's Mansion is created. Follow the path to the left and use the blue moveable block to find some hidden ?-Blocks in the air. They are hidden in a strait line and if you find all three of them you can use them as a stepping stone to find the Super Block on the left upper ledge.

Toad Town Tunnels - Area #4

Hidden Items: 5 (13)

Life Shroom -Get from Rip Cheato for 64 Coins

Super Shroom -id. previous

Mushroom -id. previous

Dried Shroom* -id. previous

Odd Key -Behind Rip Cheato's room

Badges: 1 (3)

Bump Attack - Get from Rip Cheato for 64 Coins

Star Pieces: 3 (4)

-Get from Rip Cheato for 64 Coins(3x)

Super Blocks: 1 (3)

-Behind a metal block to the far west of the sewers (Area #3)

Enemies:

Dark Koopa, Spike Top

Boss:

Super Blooper

Enter the tunnels, then go left past the three blue warp pipes, proceed to the area with the weight platforms (they move only when you stand on them) and enter the pipe in the lower right corner. Smash the metal block(s) with the Ultra Hammer and touch the Super Block to upgrade another member to the

Ultra Rank. Back at the start, go down one floor and use Sushie on the second basement level to reach the right side of the water. At the end a Super Blooper appears!

Boss: Super Blooper

Super Blooper

HP: 70
ATK: 5 - normal
 10 - charged up
DEF: 0
SPL: 65

Blooper Baby

HP: 6
ATK: 2
DEF: 0
SPL: 0

Paralysis seems to work on him, so get Watt out and use his Power Shock to stun the Super Blooper for two turns. This is a good thing, because after several turns the Super Blooper will churn out two baby bloopers, making this battle somewhat harder. If you have Zap Tap equipped they won't bother you as they cannot drain Mario when he is electrically charged. After creating the babies it will take two more attacks to have him charge up (Blooper turns red when this happens). I suggest you take Bow out as his next attack will do twice the amount of damage.

This was the last Blooper and you will no longer have to fight these guys again. When he is gone the pipe to Lavalava Island appears and you can use it to create a shortcut to the tropical paradise. Continue on to the right screen, take out the Dark Koopas and enter the pipe in the rightmost area, because you cannot hit the blocks with your current boots. Here there will be a dead end, but then use Bombette's explosion to find a hidden area behind. This is Rip Cheato's place and he has some stuff to sell to you. Here's a short list of all the items he sells to you for 64 Coins a piece.

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

After buying some items go right and you'll be inside a strange shack called Odd House. Pick up the Odd Key and open the door to find out that it was the blue home next to Tayce T.'s place.

Toad Town Tunnels - Area #5

Hidden Items: 14 (27)

Maple Syrup - Hidden ?-Block in the watery area
Stop Watch - id. Previous
Volt Shroom - id. Previous

- 1 Coin - ?-Block next to the Volt Shroom
- Ultra Boots - big chest found to the far left of the last area
- 1 Coin(2x) - Use tornado jump on high ?-Blocks near the ultra boots
- Life Shroom - Use tornado jump on hidden ?-Block between the two 1 coins
- Shooting Star - Tornado jump ?-Block to the right of the spike field
- 1 Coin(5x) - ?-blocks (four of them are hidden) near the blue door

Enemies:

Dark Koopa, Spike Top, Spiny

With Lakilester in your team you can complete the last part of the sewers. This watery area has many hidden items so uncover them with Watt. There is some Maple Syrup, Stop Watch, Volt Shroom and 1 Coin. Smash the grey block, get past the Dark Koopas (you cannot yet get the blocks high in the air and take out the metal block. Use the Jump pad and open the last big chest for your latest boots.

With the Ultra boots your equipment should be complete and totally optimized. Next to that your new boots allow Mario to use the Tornado jump. With this attack Mario can jump one block higher than he normally could. Go back, collect the coins and Life Shroom, then follow the right path once you are over the spikes again to a high ?-block. Touching it reveals a Shooting Star item. Head on further to the right and touch all the ?-Blocks (4 of them are hidden) to reveal a path to a blue door. This door leads to Shiver City, but you cannot pass it until you completed chapter 5 AND met up with Merlon afterwards. This is all there is to the sewer system of the vibrant city.

10. The Kent C. Koopa blockade

--Pleasant Path--

After finding the 5th Star Spirit a gigantic Koopa will block Pleasant path so that you have to pay 100 Coins in order to pass him. Kolorado will be standing near the east exit of Toad Town, waiting for somebody to clear the road so he can return to his wife and home... Mario can beat him, but he is quite strong. The Koopas in Koopa Village hint Mario about the fact that Kent is a sleepy head, will fall asleep very easily and is incredibly difficult to wake up. With this information in mind make sure to equip the following Badges: 0 (3)

Badge	Reasoning
Sleep Stomp	To put K.C. to sleep of course
Power Bounce	Power Bounce on Kent's tail for maximum damage
Feeling Fine	You may want to protect against his "dizzy" attack
Happy Flower OR Flower Saver	This battle is a big drain on your FP
Power Plus	More effective Power Bounces
Jump Charge	This will also work

Optional Boss: Kent C. Koopa

HP: 70
 ATK: 10 - normal
 3 - Shell Toss
 DEF: 6 - While standing

3 - Flipped (target Shell)

0 - Flipped (target Tail)

SP: 55

You need to jump on him 2 times in order to flip him over and degrade his defense of his shell to 3, but this is probably still too high to cause any good damage. Beside this con Kent will retaliate the next turn with an attack that hits both Mario and his partner in the turn that follows. So instead flip him over with Goombario and use the Sleep Stomp on his tail to cause damage and to get a good chance of putting the "sleep" status on him. This status is very effective on him and he sleeps for 4 turns, which is quite a lot.

After succeeding in putting him to sleep, start charging with Goombario 2 or 3 rounds. Have Mario use Power Bounces or the Jump Charge, until Kent is in his last turn of the "sleep" status. Now you can either use another Sleep Stomp or Power Bounce on his tail and have Goombario use the multi-charged Multibonk to deplete all of his remaining HP.

When he is defeated in combat he starts crying and backs off being obliterated by Mario's unexpected strength. After doing so Kolorado returns to his home in Koopa Village, but other than that nothing happens in particular.

I learned about a little trick about stealing some of Kent's coins. The trick is to use the Spin Hammer attack on him, when he is flipped over. If you do this correctly you will earn a coin for each damage point dealt (maximum = 6 Coins per attack). Unfortunately, you can collect only up to 20 Coins this way.

=====
Appendix F: Extra
=====

Glitches

Here I usually describe the glitches to be found in this game, but with Nintendo as the developers there are often only very few oversights. Here are the thing(s) I found so far:

Red becomes Yellow

On the location where you can find a Deep Focus badge in the Shy Guy's Toy Box a Red block appears the moment you hit it as normal. But when you leave and reenter the room that block has mysteriously become yellow. Usually red ?-Blocks remain red even after their contents are taken, but this one doesn't for some reason.

Bowser doesn't admit defeat

If by some fluke you manage to deplete Bowser's HP during the first half of the last battle (before using the Star Rod) he will keep on fighting even though he doesn't have any HP left. If you do this and complete the intermezzo with Peach and Twink the battle continues, with Bowser having 1

HP. The reason you cannot beat him in the first half is that the programmers wanted to force the user to go through the cutscene and beat Bowser afterwards. Still, I think it is pretty strange that this is possible. I believe a similar strategy can be applied in the last battle against the Shadow Queen in PM:tTYD.

Stuff

?-Blocks Restoration

Ever encountered the situation where you had 10 items in your possession and you triggered a ?-Block with some really good contents. You can prevent loss of this item by simply not collecting it! That is, if you jump into a ?-Block, it releases an item, then if you leave it be and exit the field the ?-Block will reset the next time you enter allowing you to recollect the item whenever you like. Just make sure you don't touch the item, because, after doing so this trick will no longer work!

Power Bounce Record

As you may have noticed on the blackboard in Mario's home the highest amount of Power Bounces is recorded along your travels. I can remember that this was also the case in Super Mario RPG: Legend of the 7 Stars. In that game Mario would get a very powerful piece of armor if he managed to do 100 consecutive Power Bounces. I don't think anything will happen if you get all 100 hits, but I haven't verified this of course. The best I did so far was in the low 40s. If you want to beat the record make sure you have the Dodge Master equipped and fight a really weak enemy (stronger enemies seem to be harder to Power Bounce!).

Old School 8-Bit Mario

This is a small Easter egg hidden in the game, which allows you to walk around as the NES version of Mario in the original Super Mario Brothers with the accompanying SFX and BGM. To become 8-Bit Mario go to Boo's Mansion, enter the right room on the main floor, jump on top of the crates to the left and enter the vase. Mario will jump out in the clothes he wore around 1980! Unfortunately if you leave the room he will return to his normal self so you can only see his 8-Bit incarnation in that particular room.

The Boo Record - Super Mario Music

In Boo's Mansion you have to play a record on a very old music player. The music that is played appears to be one of the tunes used in SMB coincidentally...

Chapter Introduction Screen - More Super Mario Music

At each Chapter screen you can see the name of the chapter and its number. Most people press a button rather quickly to get on with the game, but if you wait for about 10 seconds as the introductory fanfare fades out the

original SMB tune is played! Again, a reference to Mario's roots.

FM Shroom radio - Even More Super Mario Music

If you listen to the radio in Koopa Village and switch the channels you can hear various tunes. There are station four stations to listen to in total. Take note that the Hot Hits station only occurs very rarely, but it is always between the Golden Oldies and the Information station. You can get various comments from the lazy Koopa depending on the station you tuned into.

Tune the radio to	What to hear
1. Island Sounds Station	some tropical tune
2. Golden Oldies Station	Super Mario World's ending theme (IIRC)
3. Hot Hits Music Station	Pop Diva's song
4. Information Station	-, speaks about the Trade Event

The bump of the last living Whacka

On Mount Rugged's first screen (near the ?-Block with the Sleepy Sheep) there is a strange blue creature adoring the beautiful sunny day. It looks like a blue 'Diglet' from pokémon although there is absolutely no connection. This friendly creature does you no harm and even greets you when you talk to him. If you attack it with the hammer it gets a bump on the head, which falls off on lands on the ground.

If you pick it up a food item called Whacka's Bump is added to Mario's inventory. The item replenishes 25 HP & FP, which makes it a very good item to use in battle! The only thing is that the Whacka gets hurt each time you do this. In fact if you do this 8 times the Whacka dies and you cannot get any new Bumps. Personally I'd only take two bumps to create a Deluxe Feast and a Yummy Meal by having Tayce T. cook this item. But if you feel like being a bully you can kill it, if that makes you happy and satisfied... in a dark demonic way. If you hit the Whacka using Bombette's special ability the poor fella drops two bumps in one go (that must hurt).

Defeat the rotating fire bars

You may have seen those rotating flames in Koopa Bros. Fortress and Mt. Lavalava and went past by them without paying much attention to them. These flames can be destroyed, but you cannot touch the flames. So how to do it? Just stand in one place within the radius of the rotating flame and jump over the flames each time they pass by. If you do this several times the flames will speed up and eventually they go so fast that the fire will be extinguished! Mario needs to jump 12 times over the flames to defeat them and they leave 9 Coins behind each time you defeat them. If you reenter the room with the flames they will regenerate so you can get quite a lot of Coins early on in the game with this method.

Listen to Russ T.'s Hints & Advice

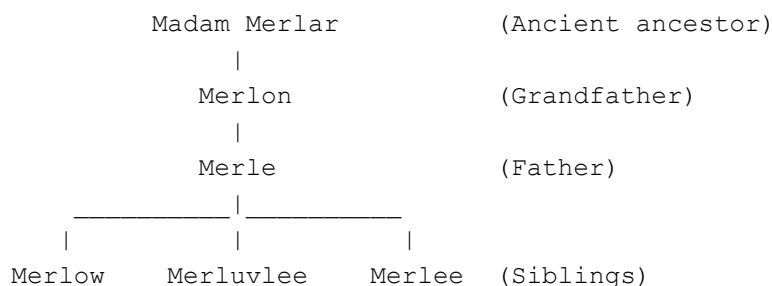
In Toad Town's main gate area there is a small home next to the warp pipe to Mario's place. Talking to him gives you some advice or (unintentional) hints to several secrets of the game. After each chapter some new hints

become available for you to hear. Here is a shortened list with the summaries of each hint:

1. Introduction to Star Spirits & Star Haven
2. Controller functions (slightly pressing control stick to sneak around)
3. Merluvlee & Merlow's function in the game
4. Reading both sides of the message board in front of Merlon's home
5. The rotating Candy Cane on Pleasant Path (yields recovery hearts)
6. Koopa Koot and his favors
7. Hitting the three blocks on Pleasant Path for an Attack FX B badge
8. Vague hint to the fact that fire bars can be defeated (see above)
9. Radio Station - FM Shroom
10. Chet Ripppo's rip off
11. Hidden blocks in sector 5A of the Dry Dry Desert
12. Merlee's hiding place in Dry Dry Outpost
13. Whacka on Mt Rugged (see above)
14. Casino gaming alley playroom & its membership card location
15. Twin Treasure chest in Peach's Castle & Merluvlee's place
16. Finding the right path in Forever Forest
17. Hidden floor panels and the I Spy badge
18. Anti-Guy and his weakness for Lemon Candy
19. Defend with party members in battle
20. First Attack hints (use Spin Jump, Kooper & Bombette for more damage)
21. Symbols above enemies' heads
22. Variation in selling prices between shop for more profit
23. The use of the Li'l-Oinks
24. Koopasta recipe (Koopa Leaf + Dried Pasta)
25. Show Yellow Yoshi some delicacies for a good item (Melon)
26. About Kolorado and Lavalava Island's past
27. Kent C. Koopa's weakness is known by the Koopa Village residents
28. Location of the Amazy Dayzee
29. Yoshi Cookie recipe (Melon + Cake Mix)
30. Rip Cheato's item bargain / rip-off
31. Sell cold items in warm places and vice versa for more coins
32. Sell items with a Koopa Leaf in it in Koopa Village for greater profit
33. Recommendation to use Spike Shield badge when going to Bowser's Castle
34. Goompa the famous fighter; he seems to have taught the Dojo's Master!
35. Background story of the Crystal Palace
36. A novel with a very familiar story in it...

The fortuneteller family

If you played the game you probably noticed an entire family of fortune teller who all behave and look very similar. Here's a short description of each member of the family and his/her use to Mario in the game. The family tree looks like this, although there are many gaps as Merlon and Merle don't seem to have a wife and Merlar is only vague ancestor of the rest...



Madam Merlar

You can only meet her spirit once in the small hidden sanctuary on Shiver Mountain. She gives you a special item called: Star Stone. This item is required to open the path to the Crystal Palace.

Merlon

The grandfather of three siblings lives in the home with the spinning roof in Toad Town just opposite of the Post Office. Merlon's main deal is that he can give you hints about your next objective for a mere 5 Coins fee. Try him if you are stuck and don't know where to go. Other than this he also hints you to the location of the Quick Change badge.

Merle

This guy lives in Starborn Valley far away from the rest of the of the living family together with the newly born Star Kids. He watches over them together with the Ninji for as long as they require to ascend to Star Haven. Merle's real use is that he gives Mario the Scarf item required to open the path to Shiver Mountain.

Merlow

Son of Merle and grandson of Merlon lives upstairs in the home of his older sister Merluvlee. Unlike the others he doesn't do fortune telling, but he collects so-called Star Pieces. If you show him your Star Piece he is willing to trade them with you for very valuable badges. There are 160 Star Pieces in all, so in the end you can get all of his badges.

Merluvlee

She lives in her small home near Shooting Star Summit together with her brother Merlow. Merluvlee's gift is to foresee where special items are hidden such as Star Pieces (5 Coins), Badges (20 Coins) and Super Blocks (30 Coins). You can consult her for the required amount of coins about any of these item. She will try to track one of them down, which you haven't found. If she fails to find any of the required object type she is nice enough to give you a complete refund.

Merlee

The last member of the family is the sister of Merluvlee and therefore also the daughter of Merle. Merlee lives in the eastern part of Dry Dry Outpost. To find her you need to walk into the tight alley next to the Toad House, then jump on the boxes in the back to reach a hidden area. Merlee appears here and she can put a spell on you which has a positive effect in battle, but it occurs completely random. There are four things that could happen during the battle:

1. ATK is temporarily raised by +3 for 1 turn
2. DEF is temporarily raised by +3 for 1 turn
3. Number of Star Points gets doubled (99 Star Points is the limit)
4. Number of Coins after the battle is doubled

The type of spell you choose doesn't increase the power, but it determines how long the effect lasts until it wears of.

Spell Type	Cost	Duration
Petit Course	5 Coins	Lasts 3 times
Normal Course	20 Coins	Lasts 5 times

As you may notice, the effect of the higher level spells is not that dramatic, but they don't require you to back track to Merlee constantly. I mean the 5 coin course works three times, but then you have to walk back to her to active it again, and again, and again.

Amazy Dayzee make my day

In the Flower fields a very rare enemy appears every now and then who looks similar to the Crayzee Dayzee you meet all over the place. It has a golden glow all over it and is called: Amazy Dayzee. This enemy drops gigantic amounts of experience! This may sound great to get to level 27 very quickly, but they are very hard to beat in combat. The reason for this is that they have 20 HP and run away after the first turn, making it very hard for you to beat this creature using only that single turn. Even worse if it doesn't run it attacks you using a devastating song with an attack power of 20!

If you wish to get some easy experience you first you need to find one before you can fight it in battle. The only location where this enemy appears is the southeastern area next to the Blue Berry tree in the Flower fields. If it doesn't show up simply exit via the right exit and reenter the field (just do NOT beat the 2 Crazee Dayzees around here). Look for the Amazy Dayzee, if not present exit and reenter, when it is there read the strategy below to beat this enemy with relative ease.

Special Battle: Amazy Dayzee

HP: 20
ATK: 20
DEF: 1
SPL: 50

Here's an extremely simple strategy, which allows you to beat the Amazy Dayzee with very little effort. Amazingly you only need the Dizzy Attack badge! Just use the spin-attack against the Dayzee in the field with this badge on and you get two rounds to deplete its 20 HP. The Ultra ranked Watt (5 + 5) and two normal Ultra Hammer attacks (5 + 5) are exactly enough to get the job done without any effort.

When the Dayzee is gone, it will relinquish between 50 and 37 Star Points, depending on Mario's Level. In all you never need more than 3 battles for a level-up. BTW: if Merlee's spell is active you just might get even more experience from this battle, so make sure to activate her spell before entering the battle.

Chet Rippo & Rip Cheato

These two vague and shady characters appear near Harry's Shop and at the eastern end of the Toad Town Tunnels respectively. Chet and Rip are as you may notice by their names not the nicest creatures, but they can 'help' Mario.

-Chet only appears if none of your statistics are on the lowest level and if Mario's level is below 27. He tells you that he can upgrade one of your statistics for a very special prize of 39 Coins. If you comply to this

demand you can upgrade one of your statistics, but in return another statistic may be dropped so it might not be a good idea. Basically what happens is that Chet increases 1 statistic by two levels and degrades the other 2 by 1 level (e.g. FP goes up by 10 and HP goes down by 5 and BP goes down by 3). The only time you need his abilities is if you want to have a permanent "Danger" mode. As max HP can be lowered 5 points.

-Rip Cheato resides in a section of the sewers only accessible after finding Sushie. Once you find him he tells you to buy an item for 64 Coins. He sells you the following 10 items in this order:

Star Piece,	Life Shroom,	Bump Attack badge,	Repel Gel,
Star Piece,	Super Shroom,	Mushroom,	Dried Shroom,
Dried Shroom,	Star Piece		

After getting the third Star Piece from him any consecutive item gives you a Dried Shroom, which is a bad sale for 64 Coins. So, only buy the first 10 items, if you really want all the Star Pieces.

In-game References

There are many in-game references to other Nintendo games and other trivia. Here I will list some of the most obvious ones, only 'insiders' may notice during gameplay:

1. Golf, Tennis & Parties

On the first page of the diary he mentions playing Golf, Tennis and having Parties with Mario. This is clearly a reference to the N64 games: Mario Golf, Mario Tennis and all the Mario Party games.

2. The names of Lee & Chan

Those two assistant of The Master in the Dojo are obvious references to Jacky Chan and Bruce Lee. Both of them two martial arts specialists in real life, although Mr. Lee has passed away.

3. The Teenage Mutant Ninja/Hero Turtles

Remember that old cartoon series from the 80's? It featured four mutated Turtles who became humanoid to some degree because of a chemical incident. The quartet of the Ninja Koopas from this game, are very likely to be wink at these four characters.

4. A familiar game console

The third page of Luigi's Diary describes Luigi pondering about the contents of the Shy Guy's Toy Box he heard about in Toad Town. He mentions that the Shy Guys may have a "Nintendo 64"... What kind of machine is that?

5. The Giant who had no heart in his body

It seems to be that the Chapter about Tubba Blubba is based on a Scandinavian fairy tale. In the tale there existed an evil giant who was invulnerable, because his heart was not in his body. The prince who had to save the princess (captured by the giant) had to find out what his weakness was. When he found out about his secret and located the heart he squeezed it to make the giant churn in pain and misery. In a friendlier adaptation of the story the giant was allowed to leave with his heart back in his

body, swearing that he would never take it out again. This all sounds very familiar to the events in Gusty Gulch...

6. Luigi's Game

On page 7 of his diary Luigi thinks about his own game with his name on it and all of that, but he realizes that it will probably never happen. By the time this game was completed "Luigi's Mansion" was very far in progress, so I guess that this remark was put in deliberately.

7. Tutan...who?

Tutankhamen, the famous mummy of Egypt is parodied by Tutankoopaa in the Dry Dry Ruins. As Goombario tells you in his tattle: "This is Tutankoopaa. He's one of Bowser's followers and he's been assigned to guard one of the Star Spirits. I've heard that he has sort of a pharaoh complex.". This guy is just an ordinary Koopa with an obsession for pharaohs.

Additional dialogues

This game is full of dialogue, but not every player finds out about the small secrets in this game. Here are some of the optional dialogues that take place if you trigger certain events under certain circumstances.

Bombette rescues Watt

- - - - -
After beating the Big Lantern Ghost in the toy box he leaves his lantern behind. If you free him using Bombette's explosion an additional sentence is heard: "Did ya have to, um, blow it up to get me out?".

Parakarry talks to Kolorado

- - - - -
If you return Kolorado's letter to him, while he is in misery in Mt. Lavalava (on several locations). You get to hear Parakarry say: "Pardon me for interrupting your work, but... You're Kolorado, correct?" The rest of the dialogue is the same.

Mario's temporary exile

- - - - -
After getting the Crystal Berry hit the Crystal tree many times and Posie will banish you from the area. If you keep on coming back sufficient times, she gives up and allows you back in.

Rare Item Locations

There are several items that are considered to be rare as they can only be obtained in limit numbers, because they cannot be bought or found on the same location (like regenerating items such as Goomnut/Koopa Leaf). For Paper Mario these are the Ultra Shroom, Jammin' Jelly and Repel Gel. They can be produced by the Li'l Oinkies, but are still very rare to reproduce yourself. Here's a list of these special items for you to find in the Mushroom Kingdom:

Ultra Shroom
= = = = =

1. Dry Dry Desert -Hit the block in sector 5A 100 times in a row
2. Shiver Mountain -Before the big stairway, break the mid-air block, then use the Tornado Jump to reveal a hidden ?-Block above it
3. Shiver City Inn -Sleep at the inn after opening the path to Shiver Mountain. An Iced Potato, 4 Mushrooms and a Ultra Shroom will mysteriously appear. The Innkeeper tells you that the floor is all wet. It seems to be that the snowmen from Shiver Snowfield left you a present.
4. Bowser's Castle -On a pedestral in the open at a left branch on 2F
5. Peach's Castle -Outside the entrance (invisible ?-Block; use Watt)

Jammin' Jelly

= = = = =

1. Jade Jungle -Behind the big tree near the volcano entrance
2. Peach's Castle -Win the Trivia Quiz during Peach Intermezzo #6
3. Flower Fields -Hit the tree to the east of Lily
4. Crystal Palace -Tornado jump against the high invisible ?-block in the mirrored room after the Duplighosts' Kooper imitation
5. Bowser's Castle -Outside on a ledge after the 2nd Guard Door

Repel Gel

= = = = =

1. Goomba Village -After getting the Super Hammer smash the grey block near Jr. Troopa's play ground. Jump up on that spot to trigger a hidden ?-Block
2. Gusty Gulch -?-Block on the second screen
3. Lavalava Island -On beach in a hidden ?-Block near Bellbell plant
4. Toad Town Tunnels -Rip Cheato's fourth item
5. Shiver Snowfields -Behind a conifer tree in the area with the Snowmen

=====

Credits

=====

The credits go to:

Intelligent Systems & Nintendo Co. Ltd:

For creating this unique type of RPG on the Nintendo 64

Gamefaqs.com:

For putting this up their website.

You:

For reading this FAQ.

Me:

As I enjoyed making this FAQ.

Floogal:

Special thanks for all of your efforts! He did found out about the following things and even more than this:

-Provided valuable information such as the "refund" values for using

items in battle.

- Using the Spin Hammer on Kent C. Koopa method for getting Coins originates from him
- Some additional dropped items, that were unknown to me
- Strategy using 10 Stone Caps to beat the Master on incredibly low levels
- Corrected the information on Chet Rippo
- Mentioning the refund of Merluvlee if she can't find an item
- A money making tip to buy Volt Shrooms and selling them as Hot Shrooms
- Correcting effects of various ailments (I messed them up with PM:tTYD)
- Found several spelling errors
- Better Strategies for Stone Chomp, Tutankoop, General Guy, Buzzar, Anti Guy, Bill Blasters, Koopa Bros., Jr. Troopa & Amazy Dayzee
- Shooting Star item from the Hammer Bros. in Peach Intermezzo #7
- Additional information on the Slot Machine; Hitting it in battle to win Coins
- Badge Setup suggestions and improved "Danger" Mario setup
- Pointed out that Monstar is immune to Shooting Star, "Star Storm" and all ailments
- Getting the Power Bounce badge without Bombette
- Cleared up the mystery about the sender of the Ultra Shroom in Shiver Inn
- Found some additional stuff, like delivering a letter to Kolorado while he is in pain or hitting Posie's tree to get banished.
- And probably many more suggestions and corrections.

Spilman:

- Another hint on using the Stone Cap in certain battles.

Prunon:

- Found the missing 5th Repel Gel in the game.

Bruno P. Ferreira:

- Told me about the Bowser(3) Tattle log error. I accidentally reused the same message twice. ^_~"
- Suggested a different badge setup for the bosses. I haven't tried it, but it looks like it can be effective against some of the later bosses.
- Found an error on the 20th Chuck Quizmo question.

Wildgoosespeeder

- Pointed out that I missed the "Dizzy Dial" in the recipes.
- Notified me about the origin of the Hot Hits Music Station song

Tomas =]

- Found an error where I typed Shell Toss instead of Electro Dash

Christopher Adams

- Noticed that I gave the wrong answer to question 9, even though my explanation was correct. ^_^"

Miguel Angel De Avila Bula

- Corrected my miscounting in Star Pieces between piece #120 and #154

That one girl

- Noticed the incorrect recipe for a Life Shroom (it was a Volt Shroom)

Jpscrazy

- Found my typo on Maple Ultra (it heals only 10 FP not 50)

~JalYt-Xil-VimesCarrot~

- Pointed out some mistakes in the monster list

Kigsz

-A second alternative for the Master battle early on in the game

HenryJr

-Alternative Hammer method for Bowser

Rich Svec

-For target locations of the 2 twisters in the Dry Dry Desert

jdaster64

-Correcting the number of hits in the Jump mini-game

Red Death Stalking

-Found a missing 10 Coin block in sector 5F of the Dry Dry Desert

Kaitlin Holmes

-Corrected the Chet Rippo's statistic swap costs 3 BP instead of 5.

=====
Copyrights
=====

Iron Knuckle 2006 - 2010 (c)

Nothing out of this walkthrough may be copied for use on own websites, or own profit. The following link is the only website on which my FAQ / walkthrough is available, if you wish to upload the FAQ to your own website please notify me before doing so. If I am interested enough I will grant permission for an additional upload.

Website locations

<http://www.gamefaqs.com>
<http://www.neoseekers.com>
<http://www.mycheats.com>

Total GameFAQ productions

Donkey Kong Country	Speed Guide
Donkey Kong Country 2: Diddy's Kong Quest	Speed Guide
Dungeon Keeper	FAQ/Walkthrough
Golden Sun	FAQ/Walkthrough
Golden Sun: the Lost Age	FAQ/Walkthrough
Jet Force Gemini	In-depth Guide; Capacity Crates
Lufia 2: Rise of the Sinistrals	FAQ/Walkthrough
Lufia 2: Rise of the Sinistrals	World Map
Monkey Island 3: Curse of Monkey Island	FAQ/Walkthrough
Paper Mario	FAQ/Walkthrough
Perfect Dark	FAQ/Walkthrough
Secret of Evermore	FAQ/Walkthrough
Terranigma	FAQ/Walkthrough

=====
E-mail, Questions and Contributions
=====

If you want to ask / contribute / correct anything about this Walkthrough / FAQ about Paper Mario, mail to [knuckle_iron\(at\)hotmail\(dot\)com](mailto:knuckle_iron(at)hotmail(dot)com) . Only send mail that has to do with this game. ALL OTHER MAIL WILL BE IGNORED. I don't mean to be rude, but this is a Gamefaq. I almost forgot, but don't submit anything that has been done already in this FAQ. In the section below this you can see a list with examples of things that are incomplete.

=====
Unfinished business
=====

-Any useful Badges Combinations for Appendix C.

-
-====-
-- END --