

Paper Mario FAQ/Walkthrough

by DeathPikachu

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Paper Mario

By DeathPikachu

Comments? Suggestions? More Info? You can email me at

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This is my first walkthrough.

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1. UPDATES

Version 1.0

Updated 2/10/01

Just started walkthrough! Added Story, some characters, a few weapons, few items, and up to Goomba Village in Walkthrough section.

2. STORY

One day Mario and his brother Luigi were hanging out by their house. Suddenly a mail carrier comes down and delivers mail. Mario and Luigi read the mail and discover it is an invitation to a party. Together they set off for the castle...

3. CHARACTERS

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#### 3.1. Good Characters

BOMBETTE: Pink Bo-bomb that can destroy cracked walls and rocks. Can explode to cause much damage.

BOOTLER: Lady Bow's butler.

BOW: Female ghost who can slap enemies or make Mario transparent.

GOOMBARIO: A young Goomba that sets out with Mario on his quest. Can use Tattle to give the enemies health and other info.

KOOPER: A good Koopa Troopa who is another Mario ally. Attacks by spinning at enemies.

LUIGI: Mario's younger brother

MARIO: The hero of our story, Mario is a plumber who uses a hammer and his jump attacks to beat his enemies. (Likes Princess Peach and always saving her)

PARAKARRY: The Mushroom kingdom Mailperson who is another of Mario's allies. He can use an aerial dive or a flying shell attack to kill enemies. Later on can carry enemies out of the fight.

PRINCESS PEACH: Princess of the Mushroom Kingdom. Tendency to be captured by Bowser. Playable character in Super Mario RPG™

TAYCE T.: Cook who cooks your items. Some items get better when cooked. Be careful, sometimes she messes up.

TWINK: A young star who was recently sent to Star Haven. Hangs out with Princess Peach and tells Mario where to go next.

#### 3.2. Bad Characters

BOWSER: King Koopa, hates Mario. Always kidnapping Princess Peach. Main villain in the game.

KAMMY KOOPA: One of Bower's close allies. A witch Koopa who flies around and makes trouble for Mario.

TUBBA BLUBBA: Boss fought for the third Star Spirit

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### 4. Controls

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Control stick: Move Mario around.

A button:

FIELD SCREEN: Jump, talk to people, continue text, ground slam (jump and press A) Do something when an ! is over your head (open door, make something fall, etc.)

MENU: Select, use item or badge, disable badge (when enabled)

BATTLE SCREEN: Select action, used for Nice! attacks.

B button:

FIELD SCREEN: Use Hammer, speed up text

MENU: cancel

BATTLE SCREEN: cancel

C-down: Use allie ability, talk to Goombario

C-right: change party member

C-up

C-left

Z: FIELD SCREEN: Spin attack

BATTLE: Change to allie.

R:

L:

5. Walkthrough

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#### 5.1. Party!

When the game begins Mario and Luigi are hanging out at Mario's Pad. Suddenly the Mail carrier, Parakarry, swoops down and delivers a letter.

Mario and Luigi go out to read it. It says that they are invited to a party at the castle. They set off for the castle.

At the castle Luigi stays by the door while Mario (that's you) looks around. You can talk to the people if you like, but eventually head to the big star door. Keep going on through the big doors, and eventually you will enter a hall with Princess Peach. They begin to talk, and decide to go to the balcony.

Suddenly Bowser's castle picks up Peach's castle and takes the castle high into space. Bowser breaks through with Kammy Koopa behind him. Bowser talks for a bit, and then attacks Mario. You can't win the fight, but keep jumping on him. Eventually Bowser uses a Star Rod to make himself invincible. After a few more attacks he uses his flame breath to kill you.

Peach moans over Mario for a bit, and then Bowser uses a lightning bolt to knock you off the castle, where you fall into a clearing.

## 5.2.

### Goomba Village

Mario lays in the clearing when 7 stars appear. These are the Star Spirits you must rescue. They talk about Mario saving them for a minute, and then they try to heal you. A young girl Goomba finds you and calls her family.

Mario wakes up in a hut of some kind. One of the Star Spirits appears and tells him to go to Star Summit, where their power is stronger. A Toad comes in and tells you that there was no Star Spirit. Leave the house.

You come out in a small village of Goombas. Go over to the fence on the right, where a Goomba with a mustache is standing. Kammy Koopa appears and drops a yellow block on the fence. You need a hammer to break it, so go into the house on the right and out the back door.

You'll fall into a clearing where Goomba is. He tells you that you need a hammer to go on. Go left to a new area. Check the bushes for the hammer, I think it's in the big green bush near the bottom left corner (bottom is bottom of screen) When you find it, hit the trees. The one on the right has the Doll, which when given to the girl Goomba, gets you some items and a kiss. Go right. You will face against this small guy named Jr. Troopa.

Mini-Boss: Jr. Troopa.

This guy isn't very hard, just jump and hammer in. He has 10 hit points, so hes really not so tough. Get used to him, because you'll fight him a lot.

Once you beat him keep going right. Hit the yellow block with a hammer to break it and go right. Goomba will tell you there are enemies ahead. Try to hit them with a hammer or jump on them for a first strike. Keep going right, hitting blocks and trees and defeating enmies. Eventually you should get back to Goomba Village.

If you got the Doll the girl Goomba will ask for it. Give it to her and she will give you an item. The people will talk and Goomba will give you a badge. Then Goombario joins your party. You are free to rest up and break the block to go towards Toad Town.

## 6. ABILITIES

|                                                           |           |
|-----------------------------------------------------------|-----------|
| Headbonk: Attack an enemy by jumping on them.             | Goombario |
| Jump: Jump on an enemy                                    | Mario     |
| Tattle: Tell enemy's hit points and info about the enemy. | Goombario |
| Power Jump: Powered up Jump.                              | Mario     |
| Quake Hammer: Hurt all enemies on the ground slightly.    | Mario     |

## 7. WEAPONS

| Weapon                                                    | Found          |
|-----------------------------------------------------------|----------------|
| Hammer: Mario's first hammer. Destroys yellow blocks.     | Goomba Village |
| Super Hammer: 2nd hammer for Mario. Destroys gray blocks. | Dry Dry Ruins  |
| Boots: Mario's first boots. Attack with jump.             | N/A            |
| Super Boots: Allows Mario to do the ground pound.         | Boo Mansion    |

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8. ITEMS

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Dried Shroom: Restores 1 hit point
Fried Shroom: Cooked by Tayce T. Restores 7 HP 2 FP.
Mushroom: Restores 5 hit points
Super Mushroom: Restore 10 hit points.

9. BESTIARY

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Goomba: A weakling. 2 HP, attack power 1  
Spiked Goomba: Stronger, 2 HP, attack power 2. Don't use jump on these guys.

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10. SECRETS/ MINI GAMES

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12. CREDITS

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-Thanks to Nintendo for such a great game

This FAQ/ Walkthrough is © 2001 Kyle M.